

the mother of all

ENCOUNTER TABLES™



The Mother of All Encounter Tables

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The numerous players in Bill's, Greg's, and Clark's games!

Special Thanks

Our fans who visit our website for input and assistance.

This product requires the use of the Dungeons and Dragons®
Player's Handbook, published by Wizards of the Coast®.



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Introduction

Welcome to the Mother of All Encounter Tables!

I think you will agree this book lives up to its title. It contains nothing but tables, tables and more tables full of encounters and special events. This book is a DM's best friend.

Find yourself preparing for a game session and noticing you tend to create the same type of encounter again and again. Need some ideas to help you break out of the normal orcs and ogres type of encounter? Perhaps your players wandered off somewhere you hadn't planned for them to go and you need an encounter right away. Or maybe they are roaming the shadowed alleys of their favorite fantasy city and you want to know who or what they run into. Are your players exploring the dark caverns beneath the earth or a deadly dungeon of your own devising? Then this book is for you.

This is not just a random book of tables, but a well thought out DM utility that makes wilderness travel, city streets and dungeon corridors all more interesting. It contains encounters for each terrain type from mountains to seas, in each climate from arctic to tropical, and has separate tables for day and night encounters. Also factored in are relative rarities of individual encounters. Space has even been left for you to insert new monsters from your own favorite books.

In addition to encounters with monsters and men, there are tables for unusual weather events, strange occurrences, accidents, and encounters with NPCs. Trade routes and caravans are detailed as well as trolls and dragons. After all, you never know when ants will infest your players' food, or when the cleric will get struck by lightning!

When To Use This Book

We love tables. And if you picked up this book then chances are you do, too. Though there are probably hundreds of reasons why you might use this book, we have found three primary times that we wind up pulling this book off the shelf or out of our backpacks.

1. Random Encounters. The most obvious use for a series of random encounter tables is, of course, for random encounters. Your players wander into an area that you hadn't expected them to go and you need an encounter. No problem. Follow the rules below and you will have a few encounters suitable for the appropriate situation in no time.

2. Session Preparation. You know that your players are heading through the Jungle of Death and you want to prepare some encounters ahead of time. Roll a few results. Get creative. Choose the best ones. This is perhaps our favorite way to use this book (not that using it on the fly

isn't great). I don't know about you, but I always find myself using a normal group of "staple" monsters in my encounters. Undead. Ogres. Trolls. Using these tables, we believe, will help you break out of your encounter design rut if you are in one and perhaps try monsters as encounters that you would not ordinarily use even if you weren't in a rut.

3. Idea Resources. Unlike session prep where you know the type of encounter you need, idea generation is just taking a random result or two and using that idea to create a story or a lair or an adventure. Use these tables to help you create fresh ideas that you wouldn't ordinarily come up with yourself. You will find this a really great inspiration as well as a refreshing change. Your players will, too. So use these tables to give you ideas for encounters. And then, once you have generated the encounter, come up with a reason for the existence of the encounter. Turn it into an adventure, or maybe even a mini-campaign. Get creative. Twist things around. Let's say the encounter you randomly generate are some treants. Make them evil treants. Better yet, infernal treants. Then generate some servant creatures for them. Come up with a reason why they are working together. It is surprising how quick these random ideas get your creative juices flowing in new directions. Now all of a sudden you have a cool adventure idea. All that from a few rolls to generate ideas. Amazing.

Generating Encounters

Generating encounters with this book could not be easier.

1. Turn to Section 1: the Master Tables at the front of this book. That is where it all starts. There, you determine if you want an Overland, Urban, Trade Route, Overseas, Underwater or Subterranean encounter.

2. Roll on the appropriate Master Table using d100, meaning you roll two ten-sided dice reading the first die as the tens digit and the second die as the ones digit. 00 is 100. For example "9, 6" would be 96. "0, 8" would be 8. Using two different color ten-sided dice helps you remember which is the tens digit and which is ones digit.

3. Cross-reference your roll on the Master Table to determine the type of encounter you have. This refers you to the next table. Several of the Master Tables have sub-types. For instance, Trade Route Encounters and Subterranean Encounters require you to specify if the encounter occurs on a Major Road, Secondary Road or a Trail (remember, if there is no road, it is a Overland Encounter); or for the

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Subterranean table if the encounter occurs in a Primary Passage, Secondary Passage, Tertiary Passage or if it is in an Aquatic setting.

Your roll on this table then leads you to the next table where you roll your actual encounter. For example, let's say you need a Subterranean Encounter and you determine your PCs are traveling along a Secondary Passage. You roll d100 on the "Subterranean Encounter" Master Table and look under the "Secondary Passage" column. If you roll a 59, that means you have no encounter. If you roll a 13, that means you have a Creature Encounter and must roll on The Creature Encounter Table, Table 2-7.

4. Determine your climate type, be it arctic, sub-arctic, temperate, sub-tropical or tropical.

5. Find the appropriate sub-table, if any. Some tables have sub-tables. For example, the Subterranean Monster Table is divided into Table 2-7A and 2-7B, the first is for close to the surface and the second is for truly deep below ground (like the Underdark).

6. Roll on the indicated table using d1000. That's right, d1000. All you have to do is get one more d10 (preferably of a different color than the other two d10s you used above). Go to the table indicated from the result on the Master Table you rolled on above. Roll all three d10s. One is the hundreds digit, the other is the tens digit and the last one is the ones digit. 000 is 1000. Easy as pie. Now cross-reference that result in the relevant column of the table you were guided to from the Master Table.

For example, the "13" you rolled above on the Subterranean Encounter table led you to the Creature Encounter Table (Table 2-7).

7. Determine intent. This is mostly up to you. You don't have to have every encounter be a combat encounter. Perhaps the creatures want information. Or perhaps they need help. Maybe they want to spy on the party. Or maybe they want to trade with the party. Consult the Player's Handbook and the DMG for more about NPC attitudes or see the sidebar to randomly generate attitudes.

8. Lather, rinse, repeat until your players have had enough or until you have generated the needed number of encounters.

Attitudes

The DMG and the Player's Handbook detail several types of attitudes the monsters and NPCs you encounter may have towards the party: hostile, unfriendly, indifferent, friendly and helpful. You should always choose the one that best fits the encounter and the particular situation. Most people encountered are indifferent. Most monsters are unfriendly but not necessarily hostile. Characters may make Diplomacy or Charisma checks (or Wild Empathy checks on animals) to influence attitudes. Refer to the Diplomacy skill in the Player's Handbook for more information.

Sometimes, though, it is fun to generate attitudes randomly. This can create interesting story ideas. Remember, though, that your common sense should control.

d20	Attitude
1-4	Hostile
5-9	Unfriendly
10-15	Indifferent
16-18	Friendly
19-20	Helpful
Modifiers (cumulative)	
Same general alignment or ethos, if obvious	+4
Opposite alignment or ethos, if obvious	-4
Predatory or naturally warlike creature	-2

What This Book Does Not Do

There are a few things this book does not do.

1. It does not dictate how often you should have an encounter. You should refer to the guidelines from the DMG, as detailed in chapter 3, under "Wandering Monsters," "Random Wilderness Encounters," and "Urban Encounters" to see what they suggest. Then just do it however you want.

2. It does not divide tables by Encounter Level ("EL"). We leave that to your discretion. It would have been way too confusing to have a sub-table for all 20+ possible ELs for each of the tables in this book. So we decided the best thing was to put them all together. That means the Subterranean Monsters table has EL 1/8 encounters and EL 20 encounters. As the DM you know your group and know what encounters will be best for them. We do list the CR of each monster, however, so that you can compute the final EL of the encounter depending on the number of monsters encountered. See the sidebar for more on how to compute Encounter Levels and also refer

to the DMG, chapter 3, “Challenge Ratings and Encounter Levels,” for details on what Encounter Level of encounter is appropriate for the level of your group.

Encounter Levels

The ELs we have listed in the tables are for one of the creature encountered (which is equal to the creature’s Challenge Rating, see the DMG, chapter 3, “Challenge Ratings and Encounter Levels.” The tables, however, provide for a range of numbers of creatures encountered. Encounters with multiple creatures obviously have a higher EL. Here is how to figure the EL of an encounter. Once you get used to it, it is real easy.

Rule of Thumb: for creatures above CR 1, doubling the number of monsters increases the CR by 2. An encounter with 1 doppelganger is EL 3. 2 are EL 5. 4 are EL 7. For creatures of CR 1, adding a second CR 1 monster only raises the EL by 1. From then on, doubling the monsters raises the EL by 2. For creatures less than CR 1, whose CR is expressed as a fraction, multiply the CR by the number of monsters. For example, 8 CR 1/2 orcs would be EL 4. 8 CR 1/4 kobolds would be EL 2.

Mixed Pairs: an encounter that contains several monsters of different CRs is more difficult to determine. Generally, a monster that has a companion creature of a CR 2 lower than the primary creature adds 1 to the EL. Thus, a CR 7 monster with a CR 5 companion monster would have an EL of 8.

Creatures as Groups: In determining mixed pairs when there are large groups of monsters, it is best to determine the EL for each group. For example, let’s take an encounter with 8 orcs and 2 ogres. The orcs are CR 1/2. 8 orcs are EL 4. Ogres are CR 3. 2 ogres are EL 5. Using the mixed pairs rule above, together they are an EL 6 (adding 1 to the higher EL).

3. It is not a substitute for common sense. If you generate an encounter that is certain death or (perhaps even worse) wildly under-challenging for your group, discard or modify it. This book is not an oracle that must be obeyed. It is a tool for you to aid you prepare for sessions and help you with unique encounters in a pinch. You should never, ever justify an encounter to your players by saying “hey, that’s what I rolled in the book.” Again, refer to the DMG, chapter 3, “Challenge Ratings and Encounter Levels.”

If you generate something you think is too hard or too easy, either re-roll or modify what you rolled. If you rolled an encounter that is too easy, you might just roll again and add this new result as the “boss creature” leading the creatures that you generated originally.

For example, let’s say you have a party of four 10th

level characters wandering around in a dungeon. You need an encounter. You roll on the Master Table and get a creature encounter from Table 2-7. You use Table 2-7A because they are not that far under ground. You roll “102,” which is a result of 2-12 giant bombardier beetles. You roll 2d6 (which gives you a range of 2-12) and get 4, meaning there are 4 beetles. Each beetle is CR 2, so 4 of them is EL 6.

That is obviously not challenging enough for your PCs. So you roll again. Lets say you roll a 815, a Roper (EL 10, still EL 10 with the beetles)! Perhaps you decide that the Roper uses the beetles as a distraction to attack large opponents, thereby making it easier to take down unsuspecting larger prey. Perhaps he waits until opponents are busy with the beetles, perhaps he has them “tamed”, and has created a symbiotic relationship with them for sharing food, its all up to you!

4. It doesn’t trump your creativity. The best ideas for your campaign are always your own. This book is an aid. If you roll a result using this book but you think that an encounter that you thought up would be better, scrap the random result and use your idea.

5. It doesn’t promote the idea of “random monsters.” Again, this book is an aid. We aren’t intending to promote the idea that campaigns should be nothing but a string of random encounters. If you don’t want randomness, don’t use this book for that. Use it as a preparation tool.

6. It doesn’t limit you to one roll. As discussed above when you have generated an encounter that is too easy, perhaps you roll a second time and add that second monster as a “boss” monster over the first monsters you generated. Don’t limit yourself. Roll twice. Roll three times. Use those results. Get creative. Come up with a reason for that encounter. It will spark your creativity.

How To Customize This Book

In today’s d20 world there are tons of monster books out there, aside from the official books. Different DMs have different collections. And even DMs with the same collections have different favorite monsters.

We wanted to create a set of tables that were customizable. It will take a little work to customize the charts. That couldn’t be avoided, since there is just no way to know what books each DM owns. This way, our tables are useful to every DM with just a little tweaking. We hope you find that flexibility to your liking. If you don’t want flexibility, see the “Simple Solution” section, below.

Everyone owns the “MM.” The MM? MM stands for “the official monster book by the guys that make the game.

We would like to be able to say the name of the book, but the d20 license prohibits us from using its name. We can say “Player’s Handbook,” but we have to say MM and DMG for the other two books. Don’t ask us why, it’s just the way it is. We trust you all are smart enough to figure out what MM stands for. Since everyone owns the MM, and since it contains the core monsters, most of the monsters in this book come from that book.

The Tome of Horrors. We also included monsters from the popular d20 product the Tome of Horrors (abbreviated the ToH in the tables). Why? Because the Tome of Horrors contains all of the monsters from the original First Edition MM that were left out of the Third Edition MM. We think they should all be included. So here they are. Of course, if you don’t want them, then customize them by changing them as described in this next section.

The Creature Collection or DM’s Choice. This is where the flexibility comes in. The tables include some monsters from the various Creature Collection monster books from Sword & Sorcery Studios (abbreviated CC1 and CC2; for the CC1 you can use either the original or the Creature Collection Revised). If you don’t own those books or if you want to add your own monsters, feel free to simply write in your favorite monsters in place of those entries. Some of you might want to use the “MM2” or the “FF” (again, the license says we can’t say the names, but just like the MM we are confident that you can figure out that these are abbreviations for the titles of the other “official” monster books) or maybe even monsters from some of the other great d20 books available these days. Perhaps you like a few monsters from some of the various magazines that publish content for the game. Maybe you have created your own home monsters. Go ahead and fill them into the charts.

Simple Solution. Let’s say you don’t own the Tome of Horrors or the Creature Collection and you don’t want to take the time to customize the tables. They are still useful. If you roll a result from one of those books, simply roll 1d6. 1-3: use the monster above the entry for the monster from the book you don’t own, 4-6 use the monster below the entry for the monster from the book you don’t own.

Examples of Use

This book can be used to spark creativity, and with a little work, can be used for a whole evening of adventure. The following are examples of how we used it. Roll some dice and add a little DM creativity, and this is the type of encounters this book will help you devise!

Example 1

The DM is running a group of five 7th level PCs through *Vault of Larin Karr*. The group has decided to head

north of Quail Valley to “see what’s up there”, and the DM has not prepared anything in that area. The party is traveling up along a hilly valley by day. Hoping to discourage undue exploration off the beaten path, the DM decides to err on the side of a higher level of difficulty in what he rolls.

(Temperate Hills, Day)

ROLL: 542 on the appropriate wandering monster table yields 1-5 hill giants. The DM decides to go for the maximum .

RESULT: As the party travels up the valley, they hear distant, loud bellowing in Giantish. Proceeding around a bend in the rushing mountain stream, they may spy five hill giants on a ridge to their left, with large stacks of boulders piled around them. They are a watch and scouting party currently amusing themselves with some target practice at random trees in the valley beneath them. The PCs have the option of retreating before they are seen, trying to perform an ambush, observing them from afar, or directly challenging them (and probably getting slaughtered).

Example 2

A group of six dungeon delvers averaging 11th level have made it deep into *Rappan Athuk*, and have found a passageway accessing the Underdark. Since the DM has nothing prepared, he starts rolling on the random tables to see what they might meet

(Underground, Deep, Primary Passage)

ROLL: 18 on the subterranean master table’s results in a creature encounter, and rolling 23 on the Deepearth table yields 1-4 assassin vines. A 2 is rolled on 1d4 .

RESULT: After consulting the entry in the MM, the DM tells the players that after traveling half an hour, they start to feel a warm, moist breeze on their faces coming from the passage ahead. The air is filled with the reek of rotten eggs. After five more minutes of travel, the passage opens into a roughly oval chamber, lit faintly by croppings of phosphorescent fungi. Toadstools of small to moderate size crowd the floor in clusters, surrounding a trio of bubbling hot springs. PCs making a Spot check (DC 10, stonecunning applies to the check) note what appear to be thick silver and gold mineral veins spidering along the floor amid the toadstools. If the Spot check beats DC 20, they realize that these are thin grey vines shot through with minerals.

Those unwary souls wandering among the toadstools are subject to attack by the vines (which the DM bumps up to 16 HD specimens, increasing their CR to 10 each). As treasure, the DM decides that one of the apparent ore veins is in fact real, a rich vein of gold ore worth 15,000 gp, though a week of mining by a dozen workers is required to win it all free safely; however, a good 8,000 gp worth can be harvested with only a few hours of effort.

Example 3

After exploring a set of ruins, a band of three 4th level characters hauling the bodies of two fallen PCs have regained a trade route and are heading back to Bard's Gate (or whatever city is closest in the DM's campaign). Dusk falls, and the party, still a day's journey from town, starts to look for a suitable campsite.

(Overland Major Trade Route, Night)

ROLL: 13 on the trade route master table (after rerolling "no encounter" twice, the DM wants SOMETHING to happen) results in travelers. Examining that subtable, the DM chooses a caravan encounter (woo hoo!), and pauses the game a moment to roll up the caravan.

Rolling on the caravan generator, the cargo value comes to 26-250 gp, 150 gp rolled randomly with 1d10. The cargo table for a caravan of this value results in a shipment of grain, worth 0.3 gp/lb. Simple division shows that there are 500 lb of wheat present. Looking at the "means of transport" chart, the DM decides that a trio of carts (200 lb max load each) would be ideal transport. A Com1 drives each cart, and a Com3 merchant leads the entire group. Finally, a roll on the "sentient species" table determines that these are elves.

RESULT: As twilight descends on the party, they hear the sounds of gay laughter ahead, coming from a bonfire located in a stand of trees to the side of the road. As they approach, they see three elegantly carved carts, each led by a pair of snow-white ponies currently hobbled to one side of the camp. Sitting around the fire are four elves, chuckling in elvish over some jest. Assuming they spot the PCs, they quickly break off their converse and grab simple weapons, ready to defend their cargo if need be.

Note that the prepared DM might roll up a few random caravans and groups of travelers before the session begins, so they can be ready for use at a moment's notice.

Example 4

Thirsting for adventure, a group of six first-level adventurers calling themselves the Hamfist of Fate have heard rumors of an ancient shrine located deep within the Tanigal, a jungle located on the coast 100 miles away. To reach the jungle they will have to travel from a small river community through 60 miles of sandy desert to reach the jungle's edge. They set out in the morning, with the sun a molten ball rising in the east.

(Tropical Desert, Day)

ROLL: Rolling on the overland table yields a creature encounter. 880 is rolled on the tropical desert, day table, resulting in a diamondback rattlesnake (listed in the Tome of Horrors, snake appendix).

RESULT: Near noon, the party comes upon a wadi, or dry riverbed, running in the direction of their travel. Unlike

the surrounding dunes, the bed of the wadi is smooth and flat, and would greatly speed travel. However, rattlesnakes lurk among the rocks of the wadi sides, currently sheltering themselves from the great heat in the shadows of rocks. PCs that fail a Spot check (DC 22, assume medium-sized vipers taking 10 on a Hide check) are subject to a surprise bite attack from a disturbed snake. Those bitten will have to deal with the effects of rattlesnake venom as presented in the *Tome of Horrors*.

Example 5

The Hamfist of Fate beds down for the night amid some rocky outcroppings located 30 miles from the edge of the jungle.

(Tropical Desert, Night)

ROLL: The DM wants something to happen, so he rolls on the overland encounter tables, and gets a 40, roll twice using 2d20. Rolling these yields a 39 (roll twice again), a 4, a 15, and a 26. This results in two creature encounters and one notable occurrence. Rolling on the nighttime creature table results in a 913 and a 609: a sand viper (ToH) and a pair of ogrillons (CR 1 each, also in the ToH). The unusual occurrence roll is: "Battle site: Vultures, crows, or other carrion animals are spotted nearby, feasting on the remains of some creatures. Roll or pick two creature encounters from the wandering monster table of the appropriate climate/terrain to determine which creatures fought. Only 5% chance the bodies were unlooted."

RESULT: The DM determines that near midnight the party hears the sounds of battle coming from beyond their rocky shelter to the south, back in the direction of their travel. Assuming they investigate, they discover the tail end of a battle between an ogrillon warband (8 ogrillons originally, 2 remaining) and a trio of ghosts that had been stalking the party. Currently the surviving ogrillons are looting the bodies, cursing over the poor pickings on their former comrades.

Unfortunately, investigating PCs pass near a sand viper, hunting rodents in the night. They must succeed at a Spot check (DC 22, higher if the PCs have no night vision) or be attacked, quite possibly alerting the ogrillon pair.

The DM decides that, although the ghosts had no loot and the ogrillons only a few coins, they do know something of the hazards of the jungle ahead, and if one is captured or charmed, it will be willing to share information with the PCs about the lay of the land.

Example 6

The next morning, the Hamfist sets out at an early hour, hoping to put the cursed desert behind them as soon as possible. They reach the edge of the Tanigal Jungle by noon, and plunge beneath its tangled bower.

(Tropical Forest, Day)

ROLL: 38, another “roll twice” result. Two 2d20 rolls later, the DM has before him a notable occurrence and a creature encounter. The notable occurrence table roll is 62: “Animal snare: Set up by trappers or local intelligent creatures for food, fur, etc. This could be an ankle snare, bear trap, net trap, concealed pit, etc. There is a 10% chance per hour that the creature that set the trap comes to check on it. Spot check (DC 20) avoids the trap.” The creature encounter is “rolled” as 666, number of the beast. This turns out to be a monstrous dire frog (from the *Tome of Horrors*)! The DM then examines the monsters on the tropical table, and decides the snare was set by a tribe of primitive goblins that live in this section of the jungle.

RESULT: Following game trails toward their goal, the Hamfist comes across an animal snare set by indigenes. Lurking nearby, hoping for a snack is the aforementioned dire toad, which will take advantage of the snare to feast on helpless prey.

The goblins that set the snare have been having problems lately with an increase in the numbers of dire toads. If the PCs slay the beast and stick around, eventually a goblin hunting party will come upon them, and a successful Diplomacy check (DC 12 if the toad is killed and the PCs are not hostile, DC 20 if not) will get them talking. It is even possible for enterprising PCs to befriend the goblin tribe, who could then tell them where in the Tanigal the ruined shrine they seek lies!

Example 7

Seeking the fabled Eye of Arden, four brave 12th level adventurers have hired a crew in a coastal town and set sail into deep waters, seeking the island upon which it is said to be hidden within a deadly maze.

(Tropical Aquatic, Day)

ROLL: The DM rolls a “roll again twice” result, then ends up with a creature and weather encounter. The creatures are a swarm of 13 small barracuda; the weather is a thunderstorm. The DM consults the DMG (Chapter 3), and rolls a 1 on 1d10 to determine if a tornado is present...looks like the PCs are in for a world of hurt.

RESULT: The skies darken ahead, and the sailors barely have time to reef the sails and batten the hatches before grey-black clouds roll in. As the wind picks up and rain starts to fall, the party makes out a frightening sight: lightning bolts crackle in the heavens ahead, limning the funnel of a great whirlwind bearing in their direction! The sea begins to roil beneath the vessel, and one sailor caught off guard is swept off the deck into the water. The PCs can barely make out his anguished cries and see him swarmed by barracuda before he is lost to view.

Time to make those Profession (sailor) checks and say their prayers

Example 8

The Company of the Oak forces its way along the treacherous mountain path. For days the relentless wind has driven snow and crystals of ice into their faces. Despite the icy breath of death, they knew that the entrance to the tomb lay not far ahead; they merely needed to persevere a little more to reach it.

(Arctic Mountains, Day)

ROLL: After an uneventful morning, the DM finally rolls an 05 on the encounter table, resulting in a monster encounter. With a d1000 roll on the Arctic Day Mountain table, he gets an 032 brown bears (CR 2), 1-2. Considering the weather and climate, bears in this area would probably be hibernating. So the DM considers, and comes up with

RESULT: The howling wind increases, in intermittent gusts that threaten to sweep the Company from their rocky ledges. Just as the howling wind becomes unbearable, they reach a cave opening that allows them to escape the weather. Assuming they enter, they may detect through frigid nostrils the heady musk of bear, for two brown bears hibernate in this chamber.

Assuming the characters don't disturb the bears, they may even be able to rest near them, quietly, and regain their strength. If not, the bears' fur coats could provide much-needed warmth as their journey continues

Taking shelter from a windstorm, note in the cave of hibernating bears that there is fading light shining from somewhere deeper within. They investigate, and find that the cave has another exit that opens into a narrow valley, sheltered from the wind. It is surprisingly warm here, with the smell of sulfur in the air, and a stream of water flowing, untouched by snow or ice, down the center of the dell from a steaming pool several hundred yards uphill.

As the day fades into night, the PCs proceed up the valley, and the DM decides another random die roll is in order.

(Arctic Mountains, Night)

ROLL: The DM gets rolls until he gets a result “roll again twice” and ends up with a monster and a notable encounter. The monster, rolled on the appropriate chart, is a group of 1-8 half-ogres (from the *Tome of Horrors*). The encounter is: “An area is contaminated with dangerous spores, poisonous gas, etc. Roll 1d100 to determine effect.” The DM rolls on a subtable and gets, “Coma (Will save DC 15 or fall into a coma, lasting as long as in the area plus 1-4 hours).”

RESULT: The PCs make the headwaters of the pool, over a rocky lip. Smoking thermal vents surrounds the bowl-shaped declivity at the headwaters, and several cave openings in the cliff face can be seen, leading further into the mountain. Near the far end of the pool, a

group of six fur-wearing humanoids lie near the pool, apparently asleep.

In fact, the thermal vents in this area contain harmful toxins that cause lightheadedness and then an unconscious stupor to those failing Fortitude save (changed from a Will save because Fort makes more sense in this case). PCs that fail join the half-ogres in slumber. Those that make it can try dragging their comrades out of the invisible gas field, or even rescuing one or more of the half-ogres. If rescued, the grateful humanoids might provide the PCs with guidance on how to navigate the warren of tunnels in this part of the mountains to take them to the Deathfast, their name for the tomb the company seeks.

Example 9

The Company tries its best to forget the accursed teleporters of the frozen tomb, and the shambling corpse-infested forest into which they were cast. Fleeing a swarm of twitching juju zombies, the Company of the Oak finds a serviceable canoe on the bank of a river, in an abandoned fishing hamlet. Just steps away from the hopping, moaning corpses they push off into the stream and hope for the best

(Temperate forest; freshwater shallow, night)

ROLL: 35 on the encounter table (rerolling “no encounter” results) yields. travelers! Rolling on the travelers subtable, the DM comes up with a caravan what would it be doing in a place such as this? (Note that a monster result could have ended up with a roll on the freshwater encounter table or the temperate forest encounter table, as the DM preferred). Rolling on the caravan generator, the DM arrives at a Poor caravan carrying salt, a total of 36 pounds of it, valued at only about 12.5 gp. This could easily fit into a canoe, so the DM decides that it is in fact in a canoe rowed by a lone commoner. But how did he manage to find his way here?

RESULT: Half an hour downstream, the party is hailed from the far bank, where a lone canoe lies partly hidden by draping willows. The rower quickly moves his canoe out from the screening foliage and greets the party with a cry of welcome. The man in the boat claims to be a lone merchant from a small fishing community upstream who had gone into the hills further up the valley to trade for salt to pack fish with from the salt miners who live in that region. Unfortunately, on his way back downstream, as he was camping for the evening, a group of ill-washed gnolls came upon him in the dark and nearly overwhelmed him. Had they not spent so much time arguing over who was going to eat him, he would not have had a chance to make a break for his canoe. He made it, shoved off, and rowed frantically for midstream. The gnolls were furious, and shot sling stones at him. One of them scored a hit (knocking him unconscious, at -1 hit points, where he stabilized), and his canoe drifted downstream for hours before he came to,

realizing to his horror that he had drifted past his village and into the bowers of the terrible Aldrych Forest, from which no one ever returns. Since then his life has been one of utter terror; he has seen humanoid shapes lurching and loping along the banks, with occasional glimpses provided by flashes of reflected moonlight on the river revealing only their inhumanity. Further, he believes that there are things in the river following his craft, and he can occasionally see unexplained disturbances in the water, as of some great thing moving unseen beneath the surface. He is at his wit’s end, and would be eternally grateful for any aid the PCs can provide.

Example 10

“I told you not to go down the well,” muttered Blurgok for the fiftieth time. The dwarf was truly wearing on Asmandel’s nerves; he didn’t know how much more of it he could take before the bearded freak discovered the joys of life polymorphed into a cave lizard.

It had been a nightmare flight, first along an underground river, chased by flying spooks that claimed one comrade after another. Finally, only the two of them left, they came to a narrow side passage just above the surface of the water and dove in, hoping to make better time on solid ground. “My rock senses always tell me true,” Blurgok had claimed. “Hope lies on this path. I can feel it.”

That was uncounted hours ago hours of trudging along a narrow, cramped stone, like passing through the intestines of some cyclopean titan of old. As the hours passed without food or solace of any kind, the death of their comrades and the dwindling sense of hope soured Blurgok’s mood, and Asmandel was feeling no better.

Hearing Blurgok mutter something under his breath, the elf finally decided she had had enough. She rounded on the dwarf, ready to unleash a blistering tirade, then forgot her words at the look of excitement peering out beneath the thick padding of chin-whiskers that swarmed Blurgok’s face. His eyes gleamed in the light of their last sunrod; his nostrils flared, and he whispered excitedly, “Don’t ya feel it, lass? That heat can mean only one thing we’re near some thermal vents. And where there’s warmth, there’s light and food! C’mon!” With that, Blurgok and Asmandel hastened forward to see what would greet them in the chamber beyond.

(underground deep, secondary passage)

ROLL: The DM rolls on the subterranean encounters, secondary passage table, and comes up (after several “no encounter” results) with a 14: a monster! Consulting the subterranean, deep table, and rolling on the secondary passage column, he gets a 143, which is 1d4 darnocs (4 are rolled)! What manner of fell beast is this, culled from the *Tome of Horrors*? The DM pulls forth said book and consults it, shaking his head over the fiendishness of one Scott Greene. Doing a quick calculation, this looks to be

an EL 10 encounter (four CR 6 creatures), against two fatigued 12th level PCs .

RESULT: Hurrying forward, the sense of heat increases, and is soon accompanied by a dim red glow. They round a final bend, and find themselves at the opening of a great cavern. The floor is festooned in patches near the walls with fungus reaching up to chest height, but the most arresting sight is the river of molten stone that flows along the far wall, bubbling from a large crevice in the wall. The heat is oppressive.

Blurgok, scanning the area warily, utters an exclamation and moves left several dozen paces, then bends over and picks up an ancient mining pick, still intact, though the head looks a bit wobbly. Examining it with a critical eye, Blurgok pronounces, "Dwarven manufacture. I'd stake my beard on it." He then turns his attention to the walls, and his eyes widen. He reaches out with trembling hands to touch the crystalline formations adorning the rock face. "By Lucifer's fiery beard, these are diamonds, or I'm no dwarf!"

Asmandel moved over to the dwarf more warily. Something about this place the abandoned equipment, the

wall studded with such obvious wealth and a chill that seized her flesh despite the baking heat from the river of magma behind them all of these set her senses to high gear. And thus she noticed with alarm the quartet of ghostly dwarves to their right, a group that wasn't there moments ago. Yet there they stood, clutching phantom mining picks and clutching phantom jewels in their greedy fists.

"Ours," they whispered with ethereal voices. "Now you are ours too." Two started drifting closer, while the other two faded into nothingness.

"Uh, Blurgok, I don't mean to interrupt your lustful contemplation, but I think we're in BIG trouble." Enjoy!

We created these tables for you—the overworked DM. We've all been there. Players want to play but you aren't ready. Players go somewhere or do something you weren't ready for. Or you want to spark some ideas because the well of creativity can seem empty even for the most creative DMs among us. Don't let these tables rule your creativity, let your creativity rule these tables. Use them as you see fit; but most of all, use them.



Index:

Section Zero:

Index to the Mother of All Encounter Tables

Section One: Master Tables

Roll here first to determine whether an encounter occurs, and if so, on which subtable to roll.

- Table 1-1: Overland Encounters
- Table 1-2: Urban Encounters
- Table 1-3: Trade Route Encounters
- Table 1-4: Overseas Encounters
- Table 1-5: Underwater Encounters
- Table 1-6: Subterranean Encounters

Section Two: Creature Encounter Tables

Roll here to determine what creature is encountered; these tables are divided by climate, and subdivided by terrain and day or night. Choose the subtable appropriate to the climate, terrain, and time of day for your group.

- Table 2-1A: Arctic Day
- Table 2-1B: Arctic Night
- Table 2-2A: Subarctic Day
- Table 2-2B: Subarctic Night
- Table 2-3A: Temperate Day
- Table 2-3B: Temperate Night
- Table 2-4A: Subtropical Day
- Table 2-4B: Subtropical Night
- Table 2-5A: Tropical Day
- Table 2-5B: Tropical Night
- Table 2-6: Aquatic
- Table 2-7A: Subterranean Near-Surface
- Table 2-7B: Subterranean Deepearth

Section Three: Weather and Terrain Encounters

This section determines what special weather hazards or unusual terrain may be encountered in a particular climate.

- Table 3-1: Arctic and Subarctic Weather
- Table 3-2: Temperate Weather
- Table 3-3: Subtropical and Tropical Weather
- Table 3-4: Weather at Sea

Section Four: Unusual Encounters

This section covers a grab-bag of unusual encounters and strange situations. It is divided into three subtables (Table 4-1 to 4-3) for space considerations. Roll on the master table for the section to determine which subtable to roll on.

Section Five: Traveler Encounters

Roll here to determine what kind of travelers might be encountered. There are three tables in this section.

- Table 5-1: Road and Trade Route Encounters
- Table 5-2: Overseas Encounters
- Table 5-3: Subterranean Trade Route Encounters

Section 6: Miscellaneous Tables

This section holds a variety of subtables that do not fit under the previous categories.

- Table 6-1: NPC Adventurer Generator
- Table 6-2: Caravan Generator
- Table 6-3: Sentient Races
- Table 6-4: Unusual and Unique Creatures
- Table 6-5: Mineral Resources

Section I: Master Tables

Table I-1: Overland Encounters

Roll once every four hours on the table to determine if there is a random encounter.

Die Roll	Encounter Type
01-20	Creature Encounter (Table 2-1 to 2-7) Roll on the appropriate table for climate/terrain
21-25	Unusual Weather/Terrain (Table 3)
26-30	Notable Occurrence (Table 4)
31-35	Travelers (Table 5-1)
36-40	Roll twice more on this table using 2d20
41-00	NO ENCOUNTER

Table I-2: Urban Encounters

Roll once every two hours to determine if there is a random encounter

Die Roll	Encounter Type
01-05	Unusual Weather/Terrain (Table 3)
06-17	Notable Occurrence (Table 4)
18-26	Travelers (Table 5-1)
27-30	Roll twice more on this table using 1d20 plus 1d10
36-00	NO ENCOUNTER

Table I-3: Trade Route Encounters

Roll once every four hours to determine if there is a random encounter

Encounter Type	Major Road	Sec. Road	Trail
Travelers (Table 5-1)	01-20	01-15	01-05
Creature Encounter (Table 2-1 to 2-7)	21-25	16-25	06-25
Notable Occurrence (Table 4)	26-30	26-30	26-30
Unusual Weather/Terrain (Table 3)	31-35	31-35	31-35
Roll twice more on this table using 2d20	36-40	36-40	36-40
NO ENCOUNTER	41-00	41-00	41-00

Table I-4: Overseas Encounters

Roll once every four hours to determine if there is a random encounter

Die Roll	Encounter Type
01-10	Travelers (Table 5-2)
11-18	Creature encounter (Table 2-6)
19-20	Notable Occurrence (Table 4)
21-25	Unusual Weather/Terrain (Table 3-4)
26-30	Roll twice more on this table using 1d20 plus 1d10
31-00	NO ENCOUNTER



Table 1-5: Underwater Encounters

Roll once every four hours to determine if there is a random encounter

Die Roll	Encounter Type
01-25	Creature Encounter (Table 2-6)
26-28	Notable Occurrence (Table 4)
29-30	Roll twice more on this table using 1d20 plus 1d10
31-00	NO ENCOUNTER

Table 1-6: Subterranean Encounters

Roll once every four hours to determine if there is a random encounter

Encounter Type	Primary Passage	Secondary Passage	Tertiary Passage	Aquatic
Travelers (Table 5-3)	01-05	01-03	01	01
Creature Encounter (Table 2-7)	06-20	04-18	02-15	02-08
Notable Occurrence (Table 4)	21-25	19-25	16-22	09-011
Roll twice more on this table using 1d20 plus 1d10	26-30	26-27	23-25	012-013
NO ENCOUNTER	31-00	28-00	26-00	014-00



Table 2-1A: Arctic Creature Encounters-Daytime

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Allip		3	1	MM	003	003	003	003	003	003
Amphisbaena		4	1-4	ToH	004	004	004	004	004	004
Apparition		7	1-4	ToH	005	005	005	005	005	005
Barghest		4	1-6	MM	006	006	006	006	006	006
Basilisk, Common		5	1-6	MM	007-015	007-012	007-012	007-012	007-013	007-013
Basilisk, Greater		7	1-2	ToH	016	013	013	013	014	014
Bear, Brown		2	1-2	MM	-	-	014-038	014-035	015-034	-
Bear, Polar		4	1-2	MM	017-056	014-046	039-063	036-057	035-054	015-047
Behir		8	1-2	MM	057-065	047-052	064-070	058-063	055-061	048-054
Eye Tyrant		13	1-6	MM	066	053	071	064	062	055
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	072	-	-	-
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	073	-	063	-
Bloody Bones		4	1-5	ToH	067	054	074	065	064	056
Bog Mummy		6	1-10	ToH	-	-	-	-	-	057
Boggart		7	1-5	ToH	-	-	-	-	-	058-064
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	075	-	-	-
Cave Cricket		1	1-5	ToH	068	055	076	066	065	065
Chimera		7	1-13	MM	069-077	056-061	077-081	067-072	066-072	066-072
Cobra Flower		4	1-4	ToH	-	-	082	-	073	-
Coffer Corpse		3	1	ToH	078	062	083	073	074	073
Cooshee		2	1-9	ToH	079	063	084-089	074-079	075	074
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	080	064	090	080	076	075
Dananshee <i>or DM's choice</i>	16	var	1	CC2	081	065	091	081	077	076
Darnoc		6	1-4	ToH	082	066	092	082	078	077
Death Worm		6	1	ToH	083	-	-	-	-	-
Demiurge		6	1	ToH	084	067	093	083	079	078
Devil Dog		3	1-16	ToH	085-093	068-073	094-099	084-089	080-086	079
Dire Bear		7	1-2	MM	-	074-079	100-105	090-095	087-093	-
Dire Goat		2	1-12	ToH	094	-	106	096-101	094-100	-
Dire Lion		5	1-10	MM	-	080-085	107-112	102-107	101-107	-
Dire Porcupine		3	1-5	ToH	-	086	113-118	108-113	-	-
Dire Rat		1/3	1-20	MM	095-034	087-119	119-143	114-135	108-127	080-112
Dire Tiger		8	1-2	MM	-	120-125	144-149	136-141	128-134	-
Dire Wolf		3	1-8	MM	035	126	150	142	135	113

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THE MOTHER OF ALL ENCOUNTER TABLES

Section 2: Creature Encounter Tables

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dog (wild)		1/3	1-12	MM	036-075	127-159	151-175	143-164	136-155	114-146
Dog, War (wild-riding)		1	1-12	MM	076-115	160-192	176-200	165-186	156-175	147-179
Doppleganger		3	1-6	MM	116	193	201	187	176	180
Dracolisk, Black		7	1-6	ToH	117	194	202	188	177	181
Dracolisk, Blue		7	1-6	ToH	118	195	203	189	178	182
Dracolisk, Green		7	1-6	ToH	119	196	204	190	179	183
Dracolisk, Red		7	1-6	ToH	120	197	205	191	180	184
Dracolisk, White		7	1-6	ToH	121	198	206	192	181	185
Dragon, Black	8	var	1	MM	-	-	-	-	-	186-218
Dragon, Gold	8	var	1	MM	122	199	207	193	182	219
Dragon, White	8	var	1	MM	123-162	200-232	208-232	194-215	183-202	220-252
Drake, Ice		4	1-8	ToH	-	-	-	216	203	-
Eagle		1/2	1-2	MM	-	233-238	233-238	217-221	204-210	-
Elemental, Air	29	var	1-4	MM	163	239	239	222	211	253
Elemental, Earth	29	var	1-4	MM	164	240	240	223	212	254
Elemental, Fire	29	var	1-4	MM	165	-	-	224	213	-
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	255
Emperor Stag <i>or DM's choice</i>		6	1	CC1	-	-	241	-	-	-
Ettin		5	1-4	MM	-	-	-	225	214	-
Fatling <i>or DM's choice</i>		5	1	CC1	166	241	242	226	215	256
Fen Witch		5	1	ToH	-	-	-	-	-	257
Feral <i>or DM's choice</i>	12	var	1-15	CC1	167	242	243	227	216	258
Fire Nymph		7	1	ToH	168	243	244	228	217	259
Fire Snake		1	1-5	ToH	169	244	245	229	218	300
Flail Snail		3	1	ToH	170	245	246	230	219	301
Frost Man		2	1	ToH	171	246	247	231	220	
Gargoyle		4	1-16	MM	172-180	247-252	248-253	232-237	221-227	302-308
Gargoyle, Green Guardian		4	1-16	ToH	181	253	254	238	228	309
Gargoyle, Margoyle		5	1-2	ToH	182	254	255	239	229	310
Gargoyle, Margoyle (wing)	37	var	1-2	ToH	183	255	256	240	230	311
Genie, Djinni		5	1-15	MM	184	256	257	241	231	312
Genie, Efreeti		8	1-15	MM	185	257	258	242	232	313
Genie, Janni		4	1-15	MM	186	258	259	243	233	314
Giant Eagle		3	1-2	MM		259	260	244	234	-
Giant, Fire		10	1-5	MM	187	-	-	245	235	-
Giant, Fire (hunting party)	32	var	6-9	MM	188	-	261	246	236	-
Giant, Frost		9	1-5	MM	189-197	260-265	262-267	247-252	237-243	315-321
Giant, Frost (hunting party)	33	var	6-9	MM	198-206	266-271	268-273	253-258	244-250	321-328

TABLE 2-1A: ARCTIC CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Giant, Hill		7	1-5	MM				259-280	251-270	
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-	281-302	271-290	-
Giant, Stone		8	1-5	MM	-	-	-	303	291-310	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-	304	311-317	-
Gorgimera		8	1-2	ToH	207	272	274	305	318	329
Gray Render		8	1	MM	208-216	273-278	275-280	306-311	319-325	330-336
Groaning Spirit		7	1	ToH	217	279	281	312	326	337
Hag (covey)	18	var	3	MM	218	280	282	313	327	338
Hag, Annis		6	1	MM	219	281	283	314	328	339
Hag, Ice or DM's choice		6	1-2	CC1	220	282	284	315	329	340
Hag, Storm or DM's choice		7	1-2	CC1	221	283	-	316	330	-
Hangman Tree		6	1	ToH	-	-	285	-	-	-
Haunt		4	1	ToH	222	284	286	317	331	341
Hell Hound		3	1-12	MM	223	285	287	318	332	342
Hoar Fox		2	1-5	ToH	224-232	286-291	288-293	319-324	333-340	343-349
Hobgoblin		1/2	4-9	MM	-	292	294	325	-	-
Hobgoblin (warband)		1/2	10-24	MM	-	293	295	326	-	-
Homunculus		1	1	MM	233	294	296	327	341	350
Horse, Heavy (wild)		1	1-30	MM	234	295	297	328	342	351
Huecuva		3	1-10	ToH	235	296	298	329	343	352
Hydra	1	var	1	MM	-	-	-	-	-	353-359
Ice Basilisk or DM's choice		7	1-5	CC1	236-244	297-302	299-304	330-335	344-350	360-366
Ice Ghoul (war party) or DM's choice	9	var	11-20	CC1	245	303-308	305-310	336	351	367-373
Ice Ghoul (hunting party) or DM's choice		1	2-8	CC1	246	309-314	311-316	337	352	374-380
Invisible Stalker		7	1	MM	247	315	317	338	353	381
Kech		3	2-8	ToH	-	-	318	-	-	-
Kobold		1/6	4-9	MM	-	-	319	-	-	-
Lamia		6	1-4	MM	248	-	-	339	-	-
Leech, Giant		2	2-15	ToH	-	-	-	-	-	382-388
Medusa		7	1-4	MM	249	316	320	340	354	389
Mimic		4	1	MM	250-258	321	321-326	341-346	355-361	390-396
Mongrelman		1	1-5	ToH	259	322	327	347	362	397
Moose		3	1	ToH	-	323-327	328-333	348-353	-	-
Mummy		3	1-10	MM	260	-	-	-	-	-
Night Hag		9	1 or 3	MM	261	328	334	354	363	398
Nymph		6	1	MM	262	329	335	355	364	399
Ogre		2	1-8	MM	263-271	330-335	336-360	356-377	365-384	400-406
Ogre Mage	22	var	1-2	MM	272	336	361	378	385	407

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Ogre, Half-Ogre		1	1-8	ToH	273	337-341	362-367	379-384	386	408
Ogre, Ogrillon		1	1-5	ToH	274	342-347	368-373	385-390	387	409
Ogre, Ogrillon (warband)	40	var	3-8	ToH	275	348-353	374-379	391-396	388	410
Ooze, Black Pudding		7	1	MM	-	-	-	-	-	411-417
Ooze, Gray Ooze		4	1	MM	-	-	-	-	-	418
Ooze, Mustard Jelly		7	1	ToH	-	-	-	-	-	419
Ooze, Ochre Jelly		5	1	MM	-	-	-	-	-	420-426
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	276	354	380	397	389	427
Ooze, White Pudding		10	1	ToH	277-285	355-360	381-386	398-403	390-396	428-434
Orc		1/2	2-4	MM	286	361	387	404	397	435
Orc (squad)	21	var	11-20	MM	287	362	388	405	398	436
Orog		1	1-4	ToH	288-296	363-368	389-394	406-411	399-405	437-443
Orog (squad)	21	var	11-20	ToH	297-305	369-374	395-400	412-417	406-412	444-450
Phase Spider		5	1-5	MM	306	375	401	418	413	451
Quipper		1/4	5-100	ToH	-	-	-	-	-	452
Rat Swarm		1/8	20-100	MM	307	376	402	419	414	453
Rat, Ethereal		2	6-11	ToH	308	377	403	420	415	454
Ratman, Daywalker <i>or DM's choice</i>		1	1-2	CC2	309	-	-	-	-	-
Ratman, Daywalker (warband) <i>or DM's choice</i>	10	var	10-120	CC2	310	-	-	-	-	-
Remorhaz		7	1	MM	311-319	378-383	404	421	416	455-461
Salamander		2	1-5	MM	320	384	405	422	417	462
Salamander, Flamebrother		5	1-5	MM	321	385	406	423	418	463
Salamander, Noble		9	1-14	MM	322	386	407	424	419	464
Sand Mummy <i>or DM's choice</i>		3	1	CC2	323	-	-	-	-	-
Sandling		2	1	ToH	324-332	387	408	425	420	465
Sandman		3	1-4	ToH	333-341	388	409	426	421	466
Skeleton	5	var	var	MM	342-350	389-394	410-415	427-432	422-428	467-473
Spriggan		4	1-12	ToH	351	395	416	433	429	474
Sprite		1	2-12	ToH	-	396	417	-	-	-
Sprite Tribe		1	10-100	ToH	-	397	418	-	-	-
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	-	-	-	475
Taer		2	1-40	ToH	-	-	-	434	430-436	-
Tenebrous Worm		8	1	ToH	352	398	419	435	437	476
Tentamort		4	1-5	ToH	-	-	-	-	-	477
Therianthrope, Foxwere		2	1-5	ToH	-	399	420	-	-	478
Therianthrope, Jackalwere		2	1-5	ToH	353	400	421	436	438	479
Therianthrope, Wolfwere		3	1-5	ToH	-	401	422	437	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	402	423	438	-	-
Thunder Beast		4	5-20	ToH	354	403	-	439	-	-

TABLE 2-1A: ARCTIC CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Tiger		4	1	MM		404-409	424-429	440-445	439-445	-
Titan		21	1-2	MM	355	410	430	446	446	480
Treant		8	1-7	MM	-	-	431-436	-	-	-
Troglodyte		1	2-5	MM	-	-	-	-	447	-
Troglodyte (squad)	25	var	6-11	MM	-	-	-	-	448	-
Troll		5	1-4	MM	356-395	411-443	437-461	447-468	449-468	481-513
Troll, Ice		3	3-6	ToH	396-435	444-476	462-486	469-490	469-488	514-546
Troll, Swamp		3	1-4	ToH	-	-	-	-	-	547
Troll, Two-headed		6	1-4	ToH	436	477	487	491	489	548
Winter Wolf		5	1-5	MM	437-476	478-510	488-512	492-513	490-509	549-581
Wolf		1	1-16	MM	-	511-543	513-537	514-535	510-539	-
Wolf, Ghoul Wolf		2	1-16	ToH	477	544	538	536	540	582
Wolverine		2	1	MM	-	-	539-563	537-558	-	-
Worg		2	1-11	MM	-	545	564	559	541	-
Xorn		6	1-5	MM	478	546	565	560	542	583
Yeti		4	1-4	ToH	-	547	566	561-566	543-562	-
Zombie	4	var	var	MM	479	548	567	567	563	584
Zombie, Juju	3	var	var	ToH	480	549	568	568	564	585
NO ENCOUNTER		-	-	-	481-000	550-000	569-000	569-000	565-000	586-000

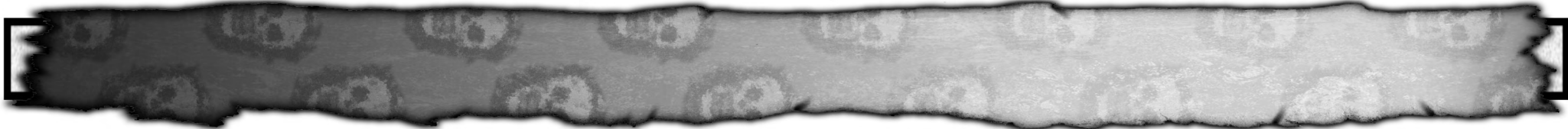


Table 2-1B: Arctic Creature Encounters-Nighttime

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Allip		3	1	MM	003	003	003	003	003	003
Amphisbaena		4	1-4	ToH	004	004	004	004	004	004
Apparition		7	1-4	ToH	005	005	005	005	005	005
Barghest		4	1-6	MM	006	006	006	006	006	006
Basilisk, Common		5	1-6	MM	007-012	007-011	007-011	007-011	007-011	007-011
Basilisk, Greater		7	1-2	ToH	013	012	012	012	012	012
Bear, Brown		2	1-2	MM	-	-	013-039	013-035	013-032	-
Bear, Polar		4	1-2	MM	014-056	013-049	040-066	036-058	033-052	013-049
Behir		8	1-2	MM	057-062	050-054	067-071	059-063	053-057	050-054
Eye Tyrant		13	1-6	MM	063	055	072	064	058	055
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	073	-	-	-
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	074	-	059	-
Bloody Bones		4	1-5	ToH	064	056	075	065	060	056
Bodak		8	1-4	MM	065	057	076	066	061	057
Bog Mummy		6	1-10	ToH	-	-	-	-	-	058
Boggart		7	1-5	ToH	-	-	-	-	-	059-063
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	077	-	-	-
Cave Cricket		1	1-5	ToH	066	058	078	067	062	064
Chimera		7	1-13	MM	067-072	059-063	079-083	068-072	063-067	065-069
Cobra Flower		4	1-4	ToH	-	-	084	-	068	-
Coffer Corpse		3	1	ToH	073	064	085	073	069	070
Cooshee		2	1-9	ToH	074	065	086	074	070	071
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	075	066	087	075	071	072
Dananshee <i>or DM's choice</i>	16	var	1	CC2	076	067	088	076	072	073
Darnoc		6	1-4	ToH	077	068	089	077	073	074
Death Worm		6	1	ToH	078	-	-	-	-	-
Demurge		6	1	ToH	079	069	090	078	074	075
Devil Dog		3	1-16	ToH	080-085	070-074	091-095	079-083	075-079	076
Dire Bear		7	1-2	MM	-	075-079	096-100	084-088	080-084	-
Dire Goat		2	1-12	ToH	086	-	101	089-093	085-089	-
Dire Lion		5	1-10	MM	-	080-084	102-106	094-098	090-094	-
Dire Porcupine		3	1-5	ToH	-	085	107-111	099-103	-	-
Dire Rat		1/3	1-20	MM	087-308	086-232	112-253	104-244	095-241	077-304
Dire Tiger		8	1-2	MM	-	233-237	254-258	245-249	242-246	-

TABLE 2-1B: ARCTIC CREATURE ENCOUNTERS - NIGHTTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dire Wolf		3	1-8	MM	309-314	238-242	259-263	250-254	247-251	305-309
Dog (wild)		1/3	1-12	MM	315	243	264	255	252	310
Dog, War (wild-riding)		1	1-12	MM	316	244	265	256	253	311
Doppelganger		3	1-6	MM	317	245	266	257	254	312
Dracolisk, Black		7	1-6	ToH	318	246	267	258	255	313
Dracolisk, Blue		7	1-6	ToH	319	247	268	259	256	314
Dracolisk, Green		7	1-6	ToH	320	248	269	260	257	315
Dracolisk, Red		7	1-6	ToH	321	249	270	261	258	316
Dracolisk, White		7	1-6	ToH	322	250	271	262	259	317
Dragon, Black	8	var	1	MM	-	-	-	-	-	318-354
Dragon, Gold	8	var	1	MM	323	251	272	263	260	355
Dragon, White	8	var	1	MM	324-366	252-288	273-299	264-286	261-280	356-392
Drake, Ice		4	1-8	ToH	-	-	-	287	281	-
Elemental, Air	29	var	1-4	MM	367	289	300	288	282	393
Elemental, Earth	29	var	1-4	MM	368	290	301	289	283	394
Elemental, Fire	29	var	1-4	MM	369	-	-	290	284	-
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	395
Emperor Stag <i>or DM's choice</i>		6	1	CC1	-	-	302	-	-	-
Ettin		5	1-4	MM	-	-	-	291	285	-
Fatling <i>or DM's choice</i>		5	1	CC1	370	291	303	292	286	396
Fen Witch		5	1	ToH	-	-	-	-	-	397
Feral <i>or DM's choice</i>	12	var	1-15	CC1	371	292	304	293	287	398
Fire Nymph		7	1	ToH	372	293	305	294	288	399
Fire Snake		1	1-5	ToH	373	294	306	295	289	400
Flail Snail		3	1	ToH	374	295	307	296	290	401
Frost Man		2	1	ToH	375	296	308	297	291	-
Gargoyle		4	1-16	MM	376-381	297-301	308-313	298-302	292-296	402-406
Gargoyle, Green Guardian		4	1-16	ToH	382	302	314	303	297	407
Gargoyle, Margoyale		5	1-2	ToH	383	303	315	304	298	408
Gargoyle, Margoyale (wing)	37	var	1-2	ToH	384	304	316	305	299	409
Genie, Djinni		5	1-15	MM	385	305	317	306	300	410
Genie, Efreeti		8	1-15	MM	386	306	318	307	301	411
Genie, Janni		4	1-15	MM	387	307	319	308	302	412
Ghast		3	1-4	MM	388-393	308-312	320-324	309-313	303-307	413-417
Ghast (pack)	31	var	2-4	MM	394	313	325	314	308	418
Ghoul		1	1-12	MM	395-400	314-318	326-330	315-319	309-313	419-513
Giant Owl		3	1-5	MM	-	319-323	331-335	320-324	314-318	-
Giant, Fire		10	1-5	MM	401	-	-	325	319	-
Giant, Fire (hunting party)	32	var	6-9	MM	402	-	336	326	320	-

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Giant, Frost		9	1-5	MM	403-408	324-328	337-341	327-331	321-325	514-518
Giant, Frost (hunting party)	33	var	6-9	MM	409-414	329-333	341-346	332-336	326-330	519-523
Giant, Hill		7	1-5	MM	-	-	-	337-359	331-350	-
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-	360-382	351-370	-
Giant, Stone		8	1-5	MM	-	-	-	383	371-390	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-	384	391-395	-
Gorgimera		8	1-2	ToH	415	334	347	385	396	524
Gray Render		8	1	MM	416-421	335-339	348-352	386-390	397-401	525-529
Groaning Spirit		7	1	ToH	422	340	353	391	402	530
Hag (covey)	18	var	3	MM	423	341	354	392	403	531
Hag, Annis		6	1	MM	424	342	355	393	404	532
Hag, Ice <i>or DM's choice</i>		6	1-2	CC1	425	343	356	394	405	533
Hag, Storm <i>or DM's choice</i>		7	1-2	CC1	426	344	-	395	406	-
Hangman Tree		6	1	ToH	-	-	357	-	-	-
Haunt		4	1	ToH	427	345	358	396	407	534
Hell Hound		3	1-12	MM	428	346	359	397	408	535
Hell Moth		6	1-6	ToH	429	347	360	398	409	536
Hoar Fox		2	1-5	ToH	430-435	348-352	361-365	399-403	410-414	537-541
Hobgoblin		1/2	4-9	MM	-	353	366	404	-	-
Hobgoblin Warband		1/2	10-24	MM	-	354	367	405	-	-
Homunculus		1	1	MM	436	355	368	406	415	542
Horse, Heavy (wild)		1	1-30	MM	437	356	369	407	416	543
Huecuva		3	1-10	ToH	438	357	370	408	417	544
Hydra	1	var	1	MM	-	-	-	-	-	545-549
Ice Basilisk <i>or DM's choice</i>		7	1-5	CC1	439	358	371	409	418	550
Ice Ghoul (war party) <i>or DM's choice</i>	9	var	11-20	CC1	440	359	372	410	419	551
Ice Ghoul (hunting party) <i>or DM's choice</i>		1	2-8	CC1	441	360	373	411	420	552
Ice Haunt <i>or DM's choice</i>		4	1-20	CC1	-	-	-	-	421	-
Invisible Stalker		7	1	MM	442	361	374	412	422	553
Kech		3	2-8	ToH	-	-	375	-	-	-
Kobold		1/6	4-9	MM	-	-	376-380	-	-	-
Lamia		6	1-4	MM	443	-	-	413	-	-
Leech, Giant		2	2-15	ToH	-	-	-	-	-	554-558
Medusa		7	1-4	MM	444	362	381-385	414	423	559
Mimic		4	1	MM	445-460	363-367	386-390	415-419	424-428	560-564
Mongrelman		1	1-5	ToH	461	368	391	420	429	565
Moose		3	1	ToH	-	369-373	392-396	421-425	-	-
Mummy		3	1-10	MM	462	-	-	-	-	-
Night Hag		9	1 or 3	MM	463	374	397	426	430	566

TABLE 2-1B: ARCTIC CREATURE ENCOUNTERS - NIGHTTIME

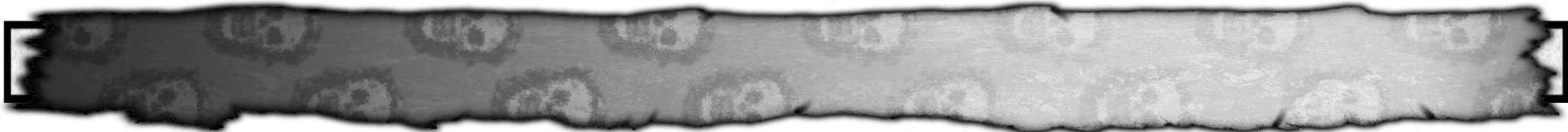
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Nightshade, Nightcrawler		18	1-2	MM	464	375	398	427	431	567
Nightshade, Nightwalker		16	1-4	MM	465	376	399	428	432	568
Nightshade, Nightwing		14	1-6	MM	466	377	400	429	433	569
Nymph		6	1	MM	467	378	401	430	434	570
Ogre		2	1-8	MM	468-473	379-383	402-428	431-453	435-454	571-575
Ogre Mage	22	var	1-2	MM	474	384	429	454	455	576
Ogre, Half-Ogre		1	1-8	ToH	475	385-389	430-434	455-459	456	577
Ogre, Ogrillon		1	1-5	ToH	476	390-394	435-439	460-464	457	578
Ogre, Ogrillon (warband)	40	var	3-8	ToH	477	395-399	440-444	465-469	458	579
Ooze, Black Pudding		7	1	MM	-	-	-	-	-	580-584
Ooze, Gray Ooze		4	1	MM	-	-	-	-	-	585
Ooze, Mustard Jelly		7	1	ToH	-	-	-	-	-	586
Ooze, Ochre Jelly		5	1	MM	-	-	-	-	-	587-591
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	478	400	445	470	459	592
Ooze, Vampiric		8	1	ToH	-	-	-	-	-	593
Ooze, White Pudding		10	1	ToH	479-484	401-405	446-450	471-475	460-464	594-598
Orc		1/2	2-4	MM	485-527	406-442	451-477	476-498	484	599-635
Orc (squad)	21	var	11-20	MM	528-533	443-447	478-482	499-503	485-489	636-640
Orog		1	1-4	ToH	534-539	448-452	483-488	504-508	490-494	641-645
Orog (squad)	21	var	11-20	ToH	540-545	453-457	489-493	509-513	495-499	646-650
Phase Spider		5	1-5	MM	546	458	494	514	500	651
Quipper		1/4	5-100	ToH	-	-	-	-	-	652
Rat Swarm		1/8	20-100	MM	547-552	459-463	495-499	515-519	501-505	653-657
Rat, Ethereal		2	6-11	ToH	553	464	500	520	506	658
Rat, Shadow		1	6-20	ToH	554	465	501	521	507	659
Rat, Shadow Dire		3	1-12	ToH	555	466	502	522	508	660
Ratman, Stalker <i>or DM's choice</i>	13	var	1	CC2	556	467	503	523	509	661
Ratman, White Wraith <i>or DM's choice</i>		1	1-2	CC2	557	468	504	524	510	662
Ratman, White Wraith (warband) <i>or DM's choice</i>	10	var	10-100	CC2	558	469	505	525	511	663
Remorhaz		7	1	MM	559-564	470-474	506	526	512	664-668
Salamander		2	1-5	MM	565	475	507	527	513	669
Salamander, Flamebrother		5	1-5	MM	566	476	508	528	514	670
Salamander, Noble		9	1-14	MM	567	477	509	529	515	671
Sand Mummy <i>or DM's choice</i>		3	1	CC2	568	-	-	-	-	-
Sandling		2	1	ToH	569-574	478	510	530	516	672
Sandman		3	1-4	ToH	575-580	479	511	531	517	673
Shadow		3	1-11	MM	581-586	480-484	512-516	532-536	518-522	674-678
Skeleton	5	var	var	MM	587-629	485-521	517-543	537-559	523-542	679-715
Slime Crawler		1	1-20	ToH	-	-	-	560	543	716

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Spectre		7	1-11	MM	630	522	544	561	544	717
Spriggan		4	1-12	ToH	631	523	545	562	545	718
Sprite		1	2-12	ToH	-	524	546	-	-	-
Sprite Tribe		1	10-100	ToH	-	525	547	-	-	-
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	-	-	-	719
Taer		2	1-40	ToH	-	-	-	563	546-550	-
Tenebrous Worm		8	1	ToH	632	526	548	564	551	720
Tentamort		4	1-5	ToH	-	-	-	-	-	721
Therianthrope, Foxwere		2	1-5	ToH	-	527	549	-	-	722
Therianthrope, Jackalwere		2	1-5	ToH	633	528	550	565	552	723
Therianthrope, Wolfwere		3	1-5	ToH	-	529	551	566	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	530	552	567	-	-
Thunder Beast		4	5-20	ToH	634	531	-	568	-	-
Tiger		4	1	MM	-	532-536	553-557	569-573	553-557	-
Titan		21	1-2	MM	635	537	558	574	558	724
Treant		8	1-7	MM	-	-	559-563	-	-	-
Troglodyte		1	2-5	MM	-	-	-	-	559-578	-
Troglodyte (squad)	25	var	6-11	MM	-	-	-	-	579-583	-
Troll		5	1-4	MM	636-678	538-574	564-590	575-597	584-603	725-761
Troll, Cave		5	1-4	ToH	-	-	-	598	604	-
Troll, Ice		3	3-6	ToH	679-721	575-611	591-617	599-621	605-624	762-798
Troll, Swamp		3	1-4	ToH	-	-	-	-	-	799
Troll, Two-headed		6	1-4	ToH	722	612	618	622	625	800
Vampire Spawn		4	1-5	MM	723	613	619	623	626	801
Wight		3	1-11	MM	724-729	614-618	620-624	624-628	627-631	802-806
Will-o'-Wisp		6	1-4	MM	-	-	-	-	-	807-811
Winter Wolf		5	1-5	MM	730-772	619-655	625-651	629-651	632-651	812-848
Wolf		1	1-16	MM	-	656-801	652-793	652-793	652-798	-
Wolf, Ghoul Wolf		2	1-16	ToH	773	802	794	794	799	849
Wolf, Shadow		3	1-12	ToH	774-779	803-807	795-799	795-799	800-804	850-854
Wolverine		2	1	MM	-	-	800-826	800-822	-	-
Worg		2	1-11	MM	-	808-844	827-853	823-845	805-824	-
Wraith		5	1-11	MM	780	845	854	846	825	855
Xorn		6	1-5	MM	781	846	855	847	826	856
Yeti		4	1-4	ToH	-	847	856	848-852	827-846	-
Zombie	4	var	var	MM	782-787	848-852	857-861	853-857	847-851	857-861
Zombie, Juju	3	var	var	ToH	788	853	862	858	852	862
NO ENCOUNTER		-	-	-	789-000	854-000	863-000	859-000	853-000	863-000

TABLE 2-1B: ARCTIC CREATURE ENCOUNTERS - NIGHTTIME

Table 2-2A: Subarctic Creature Encounters-Daytime

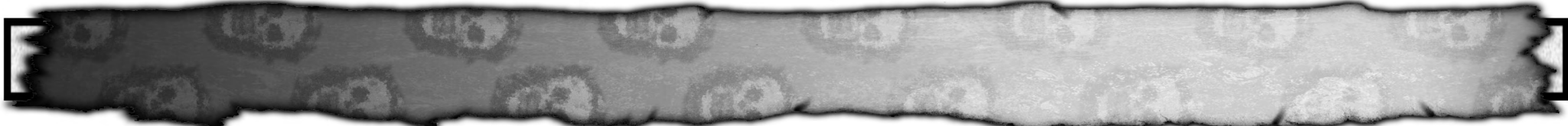
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Allip		3	1	MM	003	003	003	003	003	003
Amphisbaena		4	1-4	ToH	004	004	004	004	004	004
Apparition		7	1-4	ToH	005	005	005	005	005	005
Atomie		1	2-4	ToH	-	-	006	-	-	-
Barghest		4	1-6	MM	006	006	007	006	006	006
Basilisk, Common		5	1-6	MM	007-014	007-011	008-012	007-011	007-011	007-013
Basilisk, Greater		7	1-2	ToH	015	012	013	012	012	014
Bear, Brown		2	1-2	MM	-	-	014-038	013-037	013-037	-
Bee, Giant		1/2	1-20	MM	016	013	039	-	-	-
Beetle, Giant: Bombardier		2	2-12	MM	017	014	040	038	-	-
Beetle, Giant: Deathwatch		6	1	ToH	-	-	041	-	-	-
Beetle, Giant: Fire		1/3	2-12	MM	018	015	042	039	-	-
Behir		8	1-2	MM	019-026	016-020	043-047	040-044	038-042	015-021
Eye Tyrant		13	1-6	MM	027	021	048	045	043	022
Bison		2	1-30	MM	-	022-051	-	-	-	-
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	049	-	-	-
Blink Dog		2	1-16	MM	-	052	-	-	-	-
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	050	-	044	-
Bloody Bones		4	1-5	ToH	028	053	051	046	045	023
Boar		2	1	MM	-	-	052-076	-	-	-
Bog Mummy		6	1-10	ToH	-	-	-	-	-	024
Boggart		7	1-5	ToH	-	-	-	-	-	025-031
Brownie		1	2-12	ToH	-	-	077	-	-	-
Buckawn		2	2-20	ToH	-	-	078	-	-	-
Camel		1	1	MM	029	-	-	047	046	-
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	079-083	-	-	-
Caterwaul		3	1	ToH	-	-	084	-	047	-
Cave Cricket		1	1-5	ToH	030	054	085	048	048	032
Chimera		7	1-13	MM	031-038	055-059	086-090	049-053	049-053	033-039
Cobra Flower		4	1-4	ToH	-	-	091-095	-	054-058	040
Coffer Corpse		3	1	ToH	039	060	096	054	059	041
Cooshee		2	1-9	ToH	040-047	061-065	097-101	055-059	060-064	042-048
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	048	066	102	060	065	049
Dananshee <i>or DM's choice</i>	16	var	1	CC2	049	067	103	061	066	050



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dark Creeper		2	2-4	ToH	-	-	104	062	067	-
Darnoc		6	1-4	ToH	050	068	105	063	068	051
Death Worm		6	1	ToH	051	-	-	-	-	-
Demiurge		6	1	ToH	052	069	106	064	069	052
Devil Dog		3	1-16	ToH	053	070	107	065	070	053
Dire Bear		7	1-2	MM	-	071-075	108-112	066-070	071-075	-
Dire Bison		6	1-30	ToH	-	076-080	-	071	-	-
Dire Boar		4	1-8	MM	-	-	113-137	-	-	-
Dire Goat		2	1-12	ToH	054	081	138	072-076	076-080	-
Dire Lion		5	1-10	MM	-	082-086	139-143	077-081	081-085	-
Dire Porcupine		3	1-5	ToH	-	087-091	144-168	082-106	-	-
Dire Ram		3	1	ToH	-	92	-	107-111	086-090	-
Dire Rat		1/3	1-20	MM	055-097	093-122	169-193	112-136	091-115	054-080
Dire Tiger		8	1-2	MM	-	123-127	194-198	137-141	116-120	-
Dire Wolf		3	1-8	MM	098	128	199	142	121	-
Dog (wild)		1/3	1-12	MM	099-317	129-354	200-331	143-251	122-233	081-306
Dog, War (wild-riding)		1	1-12	MM	318-535	355-579	332-463	252-360	234-345	307-531
Doppleganger		3	1-6	MM	536	580	464	361	346	532
Dracolisk, Black		7	1-6	ToH	537	581	465	362	347	533
Dracolisk, Blue		7	1-6	ToH	538	582	466	363	348	534
Dracolisk, Green		7	1-6	ToH	539	583	467	364	349	535
Dracolisk, Red		7	1-6	ToH	540	584	468	365	350	536
Dracolisk, White		7	1-6	ToH	541	585	469	366	351	537
Dragon, Black	8	var	1	MM	-	-	-	-	-	538-564
Dragon, Blue	8	var	1	MM	542	-	-	-	-	-
Dragon, Brass	8	var	1	MM	543	586	-	-	-	-
Dragon, Gold	8	var	1	MM	544	587	470	367	352	565
Dragon, Green	8	var	1	MM	-	-	471	-	-	-
Dragon, Red	8	var	1	MM	-	-	-	368-372	353-357	-
Dragon, White	8	var	1	MM	545	588	472	373	358	566
Drake, Fire		4	1-8	ToH	-	-	-	374	359	-
Drake, Ice		4	1-8	ToH	-	-	-	375	360	-
Eagle		1/2	1-2	MM	-	589-593	473-477	376-380	361-365	-
Elemental, Air	29	var	1-4	MM	546	594	478	381	366	567
Elemental, Earth	29	var	1-4	MM	547	595	479	382	367	568
Elemental, Fire	29	var	1-4	MM	548	-	-	383	368	-
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	569
Emperor Stag or DM's choice		6	1	CC1	-	-	480	-	-	-
Ettn		5	1-4	MM	-	-	-	384	369	-

TABLE 2-2A: SUBARCTIC CREATURE ENCOUNTERS - DAYTIME

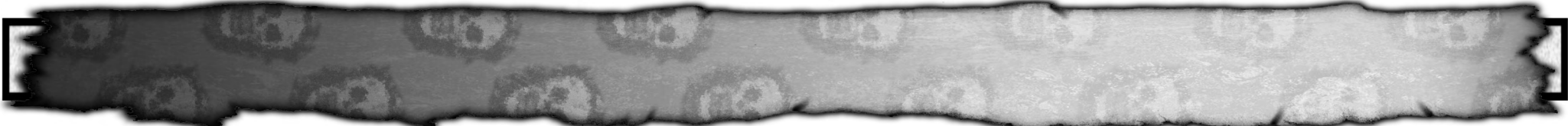
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Fatling <i>or DM's choice</i>		5	1	CC1	549	596	481	385	370	570
Fen Witch		5	1	ToH	-	-	-	-	-	571
Feral <i>or DM's choice</i>	12	var	1-15	CC1	550	597	482	386	371	572
Fire Nymph		7	1	ToH	551	598	483	387	372	573
Fire Snake		1	1-5	ToH	552	599	484	388	373	574
Flail Snail		3	1	ToH	553	600	485	389	374	575
Fly, Giant		2	1-12	ToH	554	601	486	390	375	576
Forester's Bane		5	1-2	ToH	-	602	487	391	376	-
Gargoyle		4	1-16	MM	555-562	603-607	488-492	392-396	377-401	577-583
Gargoyle, Green Guardian		4	1-16	ToH	563	608	493	397	402	584
Gargoyle, Margoyale		5	1-2	ToH	564	609	494	398	403	585
Gargoyle, Margoyale (wing)	37	var	1-2	ToH	565	610	495	399	404	586
Genie, Djinni		5	1-15	MM	566	611	496	400	405	587
Genie, Efreeti		8	1-15	MM	567	612	497	401	406	588
Genie, Janni		4	1-15	MM	568	613	498	402	407	589
Giant Eagle		3	1-2	MM	-	614-618	499-503	403-407	408-412	-
Giant, Fire		10	1-5	MM	569	-	-	408	413	-
Giant, Fire (hunting party)	32	var	6-9	MM	570	-	504	409	414	-
Giant, Frost		9	1-5	MM	571	619	505	410	415	590
Giant, Frost (hunting party)	33	var	6-9	MM	572-579	620-624	506-510	411-415	416-420	591-597
Giant, Hill		7	1-5	MM	-	-	-	416-525	421-532	-
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-	526-550	533-557	-
Giant, Stone		8	1-5	MM	-	-	-	551	558-582	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-	552	583-587	-
Giant, Storm		13	1	MM	-	-	-	-	588	-
Giant, Wood		5	1-5	ToH	-	-	511	-	-	-
Giant, Wood (hunting party)		5	1-5	ToH	-	-	512	-	-	-
Giant, Wood (trading party)		5	1-5	ToH	-	-	513	-	-	-
Gnoll		1	1-5	MM	580	625	514	553	589	598
Goblin		1/4	4-9	MM	581-588	626-630	515-519	554	590-594	599-605
Goblin (warband)	17	var	10-24	MM	589-596	631-635	520-524	559	595-599	606-612
Gorgimera		8	1-2	ToH	597	636	525	564	600	613
Gorgon		8	1-13	MM	598	637	526	565	601	614
Gray Render		8	1	MM	599-606	638-642	527-531	566	602-606	615-621
Groaning Spirit		7	1	ToH	607	643	532	571	607	622
Hag (covey)	18	var	3	MM	608	644	533	572	608	623
Hag, Annis		6	1	MM	609	645	534	573	609	624
Hag, Storm <i>or DM's choice</i>		7	1-2	CC1	610	646	-	574	610	-
Hamster, Giant		2	1-4	ToH	-	-	-	575	-	-



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Hangman Tree		6	1	ToH	-	-	535	-	-	-
Haunt		4	1	ToH	611	647	536	576	611	625
Hell Hound		3	1-12	MM	612	648	537	577	612	626
Hippogriff		2	1-12	MM	-	649	-	578	-	-
Hoar Fox		2	1-5	ToH	613	650	538	579	613	627
Hobgoblin		1/2	4-9	MM	614	651	539	580	614	628
Hobgoblin (warband)		1/2	10-24	MM	615	652	540	581	615	629
Homunculus		1	1	MM	616	653	541	582	616	630
Hornsaw Unicorn <i>or DM's choice</i>		5	1-8	CC1	-	-	542	-	-	-
Horse, Heavy (wild)		1	1-30	MM	617-659	654-683	543-567	583-607	617-641	631-657
Horse, Light (wild)		1	1-30	MM	660-702	684-713	568-592	608-632	642-666	658-684
Huecuva		3	1-10	ToH	703	714	593	633	667	685
Hydra	1	var	1	MM	-	-	-	-	-	686-712
Inphidian		3	1-5	ToH	704	715	594	634	668	713
Invisible Stalker		7	1	MM	705	716	595	635	669	714
Kech		3	2-8	ToH	-	-	596	-	-	-
Kelpie		4	1-4	ToH	-	-	-	-	-	715
Kobold		1/6	4-9	MM	-	-	597	-	-	-
Korred		4	1-4	ToH	-	-	598	-	-	-
Lamia		6	1-4	MM	706	-	-	636	-	-
Leech, Giant		2	2-15	ToH	-	-	-	-	-	716-722
Leprechaun		4	2-20	ToH	-	-	599	-	-	-
Medusa		7	1-4	MM	707-714	717-721	600-604	637-641	670-674	723-729
Mimic		4	1	MM	715-722	722-726	605-609	642-646	675-679	730-736
Mongrelman		1	1-5	ToH	723	727	610	647	680	737
Moose		3	1	ToH	-	728-732	611-615	648-652	-	-
Mudman		1	1-12	ToH	-	-	-	-	-	738
Mummy		3	1-10	MM	724	-	-	-	-	-
Naga, Spirit		9	1-4	MM	725	733	616	653	681	739
Night Hag		9	1 or 3	MM	726	734	617	654	682	740
Nymph		6	1	MM	727	735	618	655	683	741
Ogre		2	1-8	MM	728-770	736-765	619-750	656-765	684-796	742-768
Ogre Mage	22	var	1-2	MM	771	766	751	766	797	769
Ogre, Half-Ogre		1	1-8	ToH	772-779	767-771	752-756	767-771	798-802	770-776
Ogre, Ogrillon		1	1-5	ToH	780-787	772-776	757-761	772-776	803-807	777-783
Ogre, Ogrillon (warband)	40	var	3-8	ToH	788	777-781	762-766	777-781	808-812	784
Ooze, Black Pudding		7	1	MM	-	-	-	-	-	785-811
Ooze, Brown Pudding		7	1	ToH	-	-	-	-	-	812
Ooze, Gray Ooze		4	1	MM	-	-	-	-	-	813-819

TABLE 2-2A: SUBARCTIC CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Ooze, Mustard Jelly		7	1	ToH	-	-	-	-	-	820
Ooze, Ochre Jelly		5	1	MM	-	-	-	-	-	821-847
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	789	782	767	782	813	848
Ooze, White Pudding		10	1	ToH	790	783	768	783	814-818	849
Orc		1/2	2-4	MM	791	784	769	784	819	850
Orc (squad)	21	var	11-20	MM	792	785	770	785	820	851
Orog		1	1-4	ToH	793-800	786-790	771-775	786-790	821-825	852-858
Orog (squad)	21	var	11-20	ToH	801-808	791-795	776-780	791-795	826-830	859-865
Owlbear		4	1-8	MM	-	-	781	-	-	-
Phase Spider		5	1-5	MM	809	796	782	796	831	866
Pony (small wild horse)		1/4	1-30	MM	810-852	797-826	783-807	797-821	832-856	867-893
Praying Mantis, Giant		2	1	MM	853-860	827-831	808-812	822-826	857-861	894-900
Quickling		3	2-12	ToH	-	-	813	-	-	-
Quickwood		8	1	ToH	-	-	814	827	-	-
Quipper		1/4	5-100	ToH	-	-	-	-	-	901
Rat Swarm		1/8	20-100	MM	861-868	832-836	815-819	828-832	862-866	902-908
Rat, Brain		1	2-12	ToH	869	837	820	833	867	909
Rat, Ethereal		2	6-11	ToH	870	838	821	834	868	910
Ratman, Daywalker <i>or DM's choice</i>		1	1-2	CC2	871	-	-	-	-	-
Ratman, Daywalker (warband) <i>or DM's choice</i>	10	var	10-120	CC2	872	-	-	-	-	-
Remorhaz		7	1	MM	873	839	-	835	869	911
Salamander		2	1-5	MM	874	840	822	836	870	912
Salamander, Flamebrother		5	1-5	MM	875	841	823	837	871	913
Salamander, Noble		9	1-14	MM	876	842	824	838	872	914
Sand Mummy <i>or DM's choice</i>		3	1	CC2	877	-	-	-	-	-
Sandling		2	1	ToH	878-885	843	825	839	873	915
Sandman		3	1-4	ToH	886-893	844	826	840	874	916
Satyr	24	var	1-10	MM	-	-	827	-	-	-
Shambling Mound		6	1	MM	-	-	828	-	-	917
Skeleton	5	var	var	MM	894-901	845-849	829-833	841-845	875-879	918-924
Skunk		1/6	1-5	ToH	-	-	834	846-850	-	-
Spire Wyvern <i>or DM's choice</i>		4	1-2	CC1	902	850	835-839	851	880	925
Spriggan		4	1-12	ToH	903	851	840	852	881	926
Sprite		1	2-12	ToH	-	852-856	841-845	-	-	-
Sprite Tribe		1	10-100	ToH	-	857	846	-	-	-
Sprite, Pixie		4	1-10	MM	-	-	847	-	-	-
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	-	-	-	927
Taer		2	1-40	ToH	-	-	-	-	882	-
Tenebrous Worm		8	1	ToH	904	858	848	853	883	928



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Tentamort		4	1-5	ToH	-	-	-	-	-	929-935
Therianthrope, Foxwere		2	1-5	ToH	-	859	849	-	-	936
Therianthrope, Jackalwere		2	1-5	ToH	905	860	850	854	884	937
Therianthrope, Wolfwere		3	1-5	ToH	-	861-865	851-855	855-859	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	866-870	856-860	860-864	-	-
Thunder Beast		4	5-20	ToH	906	871	-	865	-	-
Tiger		4	1	MM	-	872-901	861-885	866-890	885-909	-
Titan		21	1-2	MM	907	902	886	891	910	938
Treant		8	1-7	MM	-	-	887-891	-	-	-
Troglodyte		1	2-5	MM	-	-	-	-	911-915	-
Troglodyte (squad)	25	var	6-11	MM	-	-	-	-	916	-
Troll		5	1-4	MM	908-950	903-932	892-916	892-916	917-941	939-965
Troll, Ice		3	3-6	ToH	951	933	917	917	942	966
Troll, Swamp		3	1-4	ToH	-	-	-	-	-	967
Troll, Two-headed		6	1-4	ToH	952	934	918	918	943	968
Unicorn		3	1-6	MM	-	-	919	-	-	-
Winter Wolf		5	1-5	MM	953	935	920	919	944	969
Wolf		1	1-16	MM	-	936-965	921-945	920-944	945-969	-
Wolf, Ghoul Wolf		2	1-16	ToH	954	966	946	945	970	970
Wolverine		2	1	MM	-	-	947-971	946-970	-	-
Worg		2	1-11	MM	-	967	972	971	971	-
Xorn		6	1-5	MM	955	968	973	972	972	971
Yeti		4	1-4	ToH	-	-	-	973	973	-
Zombie	4	var	var	MM	956	969	974	974	974	972
Zombie, Juju	3	var	var	ToH	957	970	975	975	975	973
NO ENCOUNTER		-	-	-	958-000	971-000	976-000	976-000	976-000	974-000

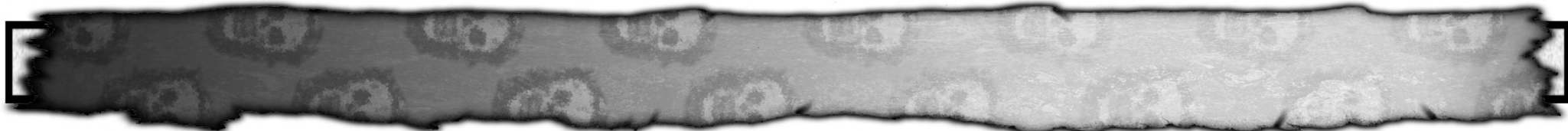
TABLE 2-2A: SUBARCTIC CREATURE ENCOUNTERS - DAYTIME

Table 2-2B: Subarctic Creature Encounters-Nighttime

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Allip		3	1	MM	003	003	003	003	003	003
Amphisbaena		4	1-4	ToH	004	004	004	004	004	004
Apparition		7	1-4	ToH	005	005	005	005	005	005
Atomie		1	2-4	ToH	-	-	006	-	-	-
Barghest		4	1-6	MM	006	006	007	006	006	006
Basilisk, Common		5	1-6	MM	007-012	007-010	008-011	007-010	007-011	007-011
Basilisk, Greater		7	1-2	ToH	013	011	012	011	012	012
Bat Swarm		1/10	30-50	MM	014-019	012-015	013-016	012-015	-	-
Bear, Brown		2	1-2	MM	-	-	017-035	016-036	013-032	-
Beetle, Giant: Bombardier		2	2-12	MM	020	016	036	037	-	-
Beetle, Giant: Fire		1/3	2-12	MM	021	017	037	038	-	-
Behir		8	1-2	MM	022-027	018-021	038-041	039-042	033-037	013-017
Eye Tyrant		13	1-6	MM	028	022	042	043	038	018
Bison		2	1-30	MM	-	023-047	-	-	-	-
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	043	-	-	-
Blink Dog		2	1-16	MM	-	048	-	-	-	-
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	044	-	039	-
Bloody Bones		4	1-5	ToH	029	049	045	044	040	019
Boar		2	1	MM	-	-	046-064	-	-	-
Bodak		8	1-4	MM	030	050	065	045	041	020
Bog Mummy		6	1-10	ToH	-	-	-	-	-	021
Boggart		7	1-5	ToH	-	-	-	-	-	022-026
Brownie		1	2-12	ToH	-	-	066	-	-	-
Buckawn		2	2-20	ToH	-	-	067	-	-	-
Camel		1	1	MM	031	-	-	046	042	-
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	068-071	-	-	-
Caterwaul		3	1	ToH	-	-	072	-	043	-
Cave Cricket		1	1-5	ToH	032	051	073	047	044	027
Chimera		7	1-13	MM	033-038	052-055	074-077	048-051	045-049	028-032
Cobra Flower		4	1-4	ToH	-	-	078-081	-	050-054	033
Coffer Corpse		3	1	ToH	039	056	082	052	055	034
Cooshee		2	1-9	ToH	040	057-060	083-086	053-056	056-059	035-039
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	041	061	087	057	060	040
Dananshee <i>or DM's choice</i>	16	var	1	CC2	042	062	088	058	061	041

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THE MOTHER OF ALL ENCOUNTER TABLES



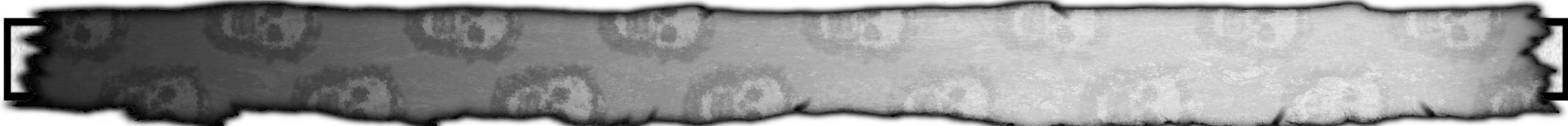
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dark Creeper		2	2-4	ToH	-	-	089	059	062	-
Dark Stalker		4	1	ToH	-	-	090	-	063	-
Darnoc		6	1-4	ToH	043	063	091	060	064	042
Death Worm		6	1	ToH	044	-	-	-	-	-
Demiurge		6	1	ToH	045	064	092	061	065	043
Devil Dog		3	1-16	ToH	046	065	093	062	066	044
Dire Bear		7	1-2	MM	-	066-069	094-097	063-066	067-071	-
Dire Bison		6	1-30	ToH	-	070-073	-	067	-	-
Dire Boar		4	1-8	MM	-	-	098-116	-	-	-
Dire Goat		2	1-12	ToH	047	074	117	068-071	072-076	-
Dire Lion		5	1-10	MM	-	075-078	118-121	072-075	077-081	-
Dire Porcupine		3	1-5	ToH	-	079-082	122-140	076-096	-	-
Dire Ram		3	1	ToH	-	083	-	097	082	-
Dire Rat		1/3	1-20	MM	048-155	084-171	141-209	098-159	083-141	045-155
Dire Tiger		8	1-2	MM	-	172-175	210-213	160-163	142-146	-
Dire Wolf		3	1-8	MM	156-161	176-179	214-217	164-167	147-151	156-160
Dog (wild)		1/3	1-12	MM	162-269	180-267	218-286	168-229	152-210	161-271
Dog, War (wild-riding)		1	1-12	MM	270-377	268-354	287-354	230-291	211-269	272-382
Doppleganger		3	1-6	MM	378	355	355	292	270	383
Dracolisk, Black		7	1-6	ToH	379	356	356	293	271	384
Dracolisk, Blue		7	1-6	ToH	380	357	357	294	272	385
Dracolisk, Green		7	1-6	ToH	381	358	358	295	273	386
Dracolisk, Red		7	1-6	ToH	382	359	359	296	274	387
Dracolisk, White		7	1-6	ToH	383	360	360	297	275	388
Dragon, Black	8	var	1	MM	-	-	-	-	-	389-409
Dragon, Blue	8	var	1	MM	384	-	-	-	-	-
Dragon, Brass	8	var	1	MM	385	361	-	-	-	-
Dragon, Gold	8	var	1	MM	386	362	361	298	276	410
Dragon, Green	8	var	1	MM	-	-	362	-	-	-
Dragon, Red	8	var	1	MM	-	-	-	299	277	-
Dragon, White	8	var	1	MM	387	363	363	300	278	411
Drake, Fire		4	1-8	ToH	-	-	-	301	279	-
Drake, Ice		4	1-8	ToH	-	-	-	302	280	-
Elemental, Air	29	var	1-4	MM	388	364	364	303	281	412
Elemental, Earth	29	var	1-4	MM	389	365	365	304	282	413
Elemental, Fire	29	var	1-4	MM	390	-	-	305	283	-
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	414
Emperor Stag <i>or DM's choice</i>		6	1	CC1	-	-	366	-	-	-
Ettin		5	1-4	MM	-	-	-	306	284	-

TABLE 2-2B: SUBARCTIC CREATURE ENCOUNTERS - NIGHTTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Fatling <i>or DM's choice</i>		5	1	CC1	391	366	367	307	285	415
Fen Witch		5	1	ToH	-	-	-	-	-	416
Feral <i>or DM's choice</i>	12	var	1-15	CC1	392	367	368	308	286	417
Fire Nymph		7	1	ToH	393	368	369	309	287	418
Fire Snake		1	1-5	ToH	394	369	370	310	288	419
Flail Snail		3	1	ToH	395	370	371	311	289	420
Fly, Giant		2	1-12	ToH	396	371	372	312	290	421
Forester's Bane		5	1-2	ToH	-	372	373	313	291	
Gargoyle		4	1-16	MM	397-402	373-376	374-377	314-317	292-311	422-426
Gargoyle, Green Guardian		4	1-16	ToH	403	377	378	318	312	427
Gargoyle, Margoyale		5	1-2	ToH	404	378	379	319	313	428
Gargoyle, Margoyale (wing)	37	var	1-2	ToH	405	379	380	320	314	429
Genie, Djinni		5	1-15	MM	406	380	381	321	315	430
Genie, Efreeti		8	1-15	MM	407	381	382	322	316	431
Genie, Janni		4	1-15	MM	408	382	383	323	317	432
Ghast		3	1-4	MM	409-441	383-407	384-402	324-344	318-337	433-453
Ghast (pack)	31	var	2-4	MM	442-447	408-411	403-406	345-348	338-342	454-458
Ghoul		1	1-12	MM	448-480	412-436	407-425	349-369	343-362	459-479
Giant Owl		3	1-5	MM	-	437-440	426-429	370-373	363-367	-
Giant, Fire		10	1-5	MM	481	-	-	374	368	-
Giant, Fire (hunting party)	32	var	6-9	MM	482	-	430	375	369	-
Giant, Frost		9	1-5	MM	483	441	431	376	370	480
Giant, Frost (hunting party)	33	var	6-9	MM	484-489	442-445	432-435	377-380	371-375	481-485
Giant, Hill		7	1-5	MM	-	-	-	381-442	376-434	-
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-	443-463	435-454	-
Giant, Stone		8	1-5	MM	-	-	-	464	455-474	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-	465	475-479	-
Giant, Storm		13	1	MM	-	-	-	-	480	-
Giant, Wood		5	1-5	ToH	-	-	436	-	-	-
Giant, Wood (hunting party)		5	1-5	ToH	-	-	437	-	-	-
Giant, Wood (trading party)		5	1-5	ToH	-	-	438	-	-	-
Gnoll		1	1-5	MM	490-495	446-449	439-442	466-469	481-485	486-490
Goblin		1/4	4-9	MM	496-528	450-474	443-461	470-490	486-505	491-511
Goblin (warband)	17	var	10-24	MM	529-534	475-478	462-465	491-494	506-510	512-516
Gorgimera		8	1-2	ToH	535	479	466	495	511	517
Gorgon		8	1-13	MM	536	480	467	496	512	518
Gray Render		8	1	MM	537-542	481	468-471	497-500	513-517	519-523
Groaning Spirit		7	1	ToH	543	485	472	501	518	524
Hag (covey)	18	var	3	MM	544	486	473	502	519	525

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Hag, Annis		6	1	MM	545	487	474	503	520	526
Hag, Moon <i>or DM's choice</i>		13	1-2	CC1	-	-	475	-	521	-
Hag, Storm <i>or DM's choice</i>		7	1-2	CC1	546	488	-	504	522	-
Hamster, Giant		2	1-4	ToH	-	-	-	505	-	-
Hangman Tree		6	1	ToH	-	-	476	-	-	-
Haunt		4	1	ToH	547	489	477	506	523	527
Hell Hound		3	1-12	MM	548	490	478	507	524	528
Hell Moth		6	1-6	ToH	549	491	479	508	525	529
Hippogriff		2	1-12	MM	-	-	-	-	-	-
Hoar Fox		2	1-5	ToH	550	492	480	509	526	530
Hobgoblin		1/2	4-9	MM	551	493-496	481-484	510-513	527	531
Hobgoblin (warband)		1/2	10-24	MM	552	497-500	485-488	514-517	528	532
Homunculus		1	1	MM	553	501	489	518	529	533
Hornsaw Unicorn <i>or DM's choice</i>		5	1-8	CC1	-	-	490	-	-	-
Horse, Heavy (wild)		1	1-30	MM	554-559	502-505	491-494	519-522	530-534	534-538
Horse, Light (wild)		1	1-30	MM	560-565	506-509	495-498	523-526	535-539	539-543
Huecuva		3	1-10	ToH	566	510	499	527	540	544
Hydra	1	var	1	MM	-	-	-	-	-	545-565
Ice Haunt <i>or DM's choice</i>		4	1-20	CC1	-	-	-	-	541	-
Inphidian		3	1-5	ToH	567	511	500	528	542	566
Invisible Stalker		7	1	MM	568	512	501	529	543	567
Kech		3	2-8	ToH	-	-	502	-	-	-
Kelpie		4	1-4	ToH	-	-	-	-	-	568
Kobold		1/6	4-9	MM	569-574	513-516	503-521	530-533	544-548	569-573
Korred		4	1-4	ToH	-	-	522	-	-	-
Lamia		6	1-4	MM	575	-	-	534	-	-
Leech, Giant		2	2-15	ToH	-	-	-	-	-	574-578
Leprechaun		4	2-20	ToH	-	-	523	-	-	-
Medusa		7	1-4	MM	576-581	517-520	524-527	535-538	549-552	579-583
Mimic		4	1	MM	582-587	521-524	528-531	539-542	553-557	584-588
Mongrelman		1	1-5	ToH	588	525	532	543	558	589
Moose		3	1	ToH	-	526-529	533-536	544-547	-	-
Mudman		1	1-12	ToH	-	-	-	-	-	590
Mummy		3	1-10	MM	589	-	-	-	-	-
Naga, Spirit		9	1-4	MM	590	530	537	548	559	591
Night Hag		9	1 or 3	MM	591	531	538	549	560	592
Nightshade, Nightcrawler		18	1-2	MM	592	532	539	550	561	593
Nightshade, Nightwalker		16	1-4	MM	593	533	540	551	562	594
Nightshade, Nightwing		14	1-6	MM	594	534	541	552	563	595

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Nymph		6	1	MM	595	535	542	553	564	596
Ogre		2	1-8	MM	596-628	536-560	543-611	554-616	565-623	597-617
Ogre Mage	22	var	1-2	MM	629	561	612	617	624	618
Ogre, Half-Ogre		1	1-8	ToH	630-635	562-565	613-616	618-621	625-629	619-623
Ogre, Ogrillon		1	1-5	ToH	636-641	566-569	617-620	622-625	630-634	624-628
Ogre, Ogrillon (warband)	40	var	3-8	ToH	642	570-573	621-624	626-629	635-639	629
Ooze, Black Pudding		7	1	MM	-	-	-	-	-	630-650
Ooze, Brown Pudding		7	1	ToH	-	-	-	-	-	651
Ooze, Gray Ooze		4	1	MM	-	-	-	-	-	652-656
Ooze, Mustard Jelly		7	1	ToH	-	-	-	-	-	657
Ooze, Ochre Jelly		5	1	MM	-	-	-	-	-	658-678
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	643	574	625	630	640	679
Ooze, Vampiric		8	1	ToH	-	-	-	-	-	680
Ooze, White Pudding		10	1	ToH	644	575	626	631	641-645	681
Orc		1/2	2-4	MM	645-753	576-663	627-695	632-694	646-704	682-793
Orc (squad)	21	var	11-20	MM	754-786	664-688	696-714	695-715	705-724	794-814
Orog		1	1-4	ToH	787-792	689-692	715-718	716-719	725-729	815-819
Orog (squad)	21	var	11-20	ToH	793-798	693-696	719-722	720-723	730-734	820-824
Owlbear		4	1-8	MM	-	-	723	-	-	-
Phase Spider		5	1-5	MM	799	697	724	724	735	825
Pony (small wild horse)		1/4	1-30	MM	800-805	698-701	725-728	725-728	736-740	826-830
Praying Mantis, Giant		2	1	MM	806	702	729	729	741	831
Quickling		3	2-12	ToH	-	-	730	-	-	-
Quickwood		8	1	ToH	-	-	731	730	-	-
Quipper		1/4	5-100	ToH	-	-	-	-	-	832
Rat Swarm		1/8	20-100	MM	807-839	703-727	732-750	731-751	742-761	833-853
Rat, Brain		1	2-12	ToH	840	728	751	752	762	854
Rat, Ethereal		2	6-11	ToH	841	729	752	753	763	855
Rat, Shadow		1	6-20	ToH	842	730	753	754	764	856
Rat, Shadow Dire		3	1-12	ToH	843	731	754	755	765	857
Ratman, Stalker <i>or DM's choice</i>	13	var	1	CC2	844	732	755	756	766	858
Ratman, White Wraith <i>or DM's choice</i>		1	1-2	CC2	845	733	756	757	767	859
Ratman, White Wraith (warband) <i>or DM's choice</i>	10	var	10-100	CC2	846	734	757	758	768	860
Remorhaz		7	1	MM	847	735	-	759	769	861
Salamander		2	1-5	MM	848	736	758	760	770	862
Salamander, Flamebrother		5	1-5	MM	849	737	759	761	771	863
Salamander, Noble		9	1-14	MM	850	738	760	762	772	864
Sand Mummy <i>or DM's choice</i>		3	1	CC2	851	-	-	-	-	-
Sandling		2	1	ToH	852-857	739	761	763	773	865



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Sandman		3	1-4	ToH	858-863	740	762	764	774	866
Shadow		3	1-11	MM	864-869	741-744	763-766	765-768	775-779	867-871
Shambling Mound		6	1	MM	-	-	767	-	-	872
Skeleton	5	var	var	MM	870-902	745-769	768-786	769-789	780-799	873-893
Skunk		1/6	1-5	ToH	-	-	787-790	790-793	-	-
Slime Crawler		1	1-20	ToH	-	-	791	794	800	894
Spectre		7	1-11	MM	903	770	792	795	801	895
Spire Wyvern <i>or DM's choice</i>		4	1-2	CC1	-	-	-	-	802	-
Spriggan		4	1-12	ToH	904	771	793	796	803	896
Sprite		1	2-12	ToH	-	772-775	794-797	-	-	-
Sprite Tribe		1	10-100	ToH	-	776	798	-	-	-
Sprite, Pixie		4	1-10	MM	-	-	799	-	-	-
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	-	-	-	897
Taer		2	1-40	ToH	-	-	-	-	804	-
Tenebrous Worm		8	1	ToH	905	777	800	797	805	898
Tentamort		4	1-5	ToH	-	-	-	-	-	899-903
Therianthrope, Foxwere		2	1-5	ToH	-	778	801	-	-	904
Therianthrope, Jackalwere		2	1-5	ToH	906	779	802	798	806	905
Therianthrope, Wolfwere		3	1-5	ToH	-	780-783	803-806	799-802	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	784-787	807-810	803-806	-	-
Thunder Beast		4	5-20	ToH	907	788	-	807	-	-
Tiger		4	1	MM	-	789-813	811-829	808-828	807-826	-
Titan		21	1-2	MM	908	814	830	829	827	906
Treant		8	1-7	MM	-	-	831-834	-	-	-
Troglodyte		1	2-5	MM	-	-	-	-	828-847	-
Troglodyte (squad)	25	var	6-11	MM	-	-	-	-	848-852	-
Troll		5	1-4	MM	909-941	815-839	835-853	830-850	853-872	907-927
Troll, Cave		5	1-4	ToH	-	-	-	851	873	-
Troll, Ice		3	3-6	ToH	942	840	854	852	874	928
Troll, Swamp		3	1-4	ToH	-	-	-	-	-	929-933
Troll, Two-headed		6	1-4	ToH	943	841-844	855	853-856	875-879	934
Tsathar		2	1-10	ToH	-	-	-	-	-	935
Tsathar Scourge		3	1-10	ToH	-	-	-	-	-	936
Tsathar Scourge (hunting party)	41	var	2-8	ToH	-	-	-	-	-	937
Unicorn		3	1-6	MM	-	-	856	-	-	-
Vampire Spawn		4	1-5	MM	944	845	857	857	880	938
Wight		3	1-11	MM	945-950	846-849	858-861	858-861	881-885	939-943
Will-o'-Wisp		6	1-4	MM	-	-	-	-	-	944-964
Winter Wolf		5	1-5	MM	951	850	862	862	886	965

TABLE 2-2B: SUBARCTIC CREATURE ENCOUNTERS - NIGHTTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Wolf		1	1-16	MM	-	851-938	863-931	863-924	887-945	-
Wolf, Ghoul Wolf		2	1-16	ToH	952	939	932	925	946	966
Wolf, Shadow		3	1-12	ToH	953-958	940-943	933-936	926-929	947-951	967-971
Wolverine		2	1	MM	-	-	937-955	930-950	-	-
Worg		2	1-11	MM	-	944-968	956-974	951-971	952-971	-
Wraith		5	1-11	MM	959	969	975	972	972	972
Xorn		6	1-5	MM	960	970	976	973	973	973
Yeti		4	1-4	ToH	-	-	-	974	974	-
Zombie	4	var	var	MM	961-966	971-974	977-980	975-978	975-979	974-978
Zombie, Juju	3	var	var	ToH	967	975	981	979	980	979
NO ENCOUNTER		-	-	-	968-000	976-000	982-000	980-000	981-000	980-000

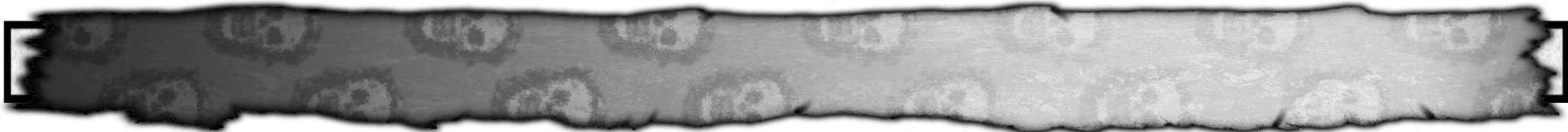
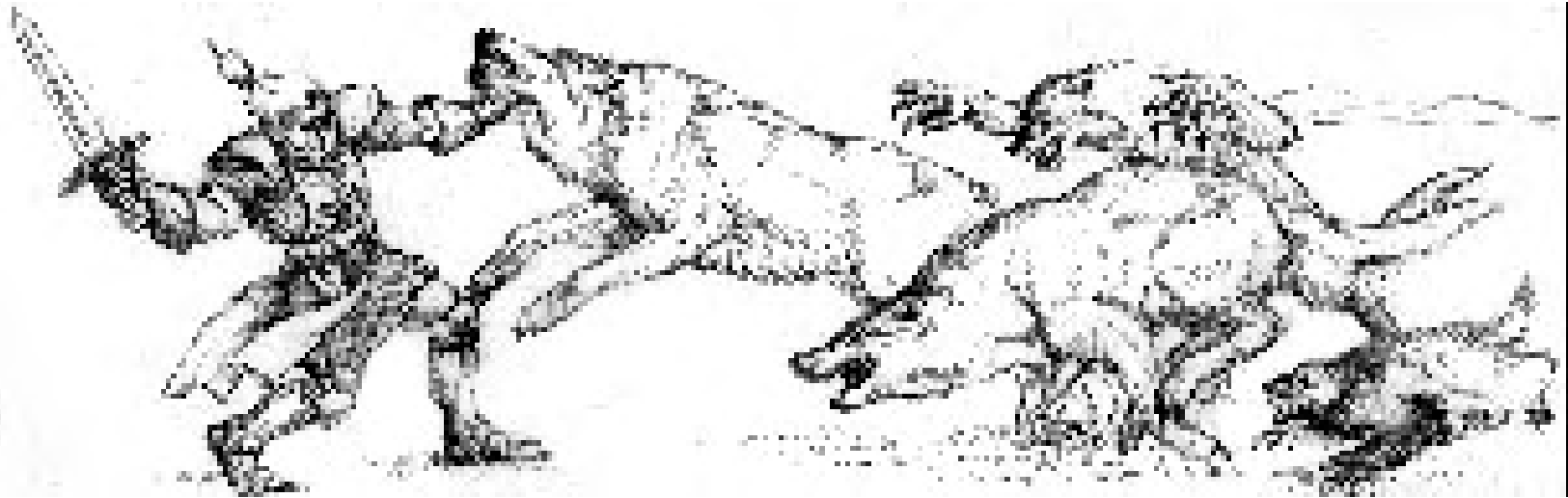
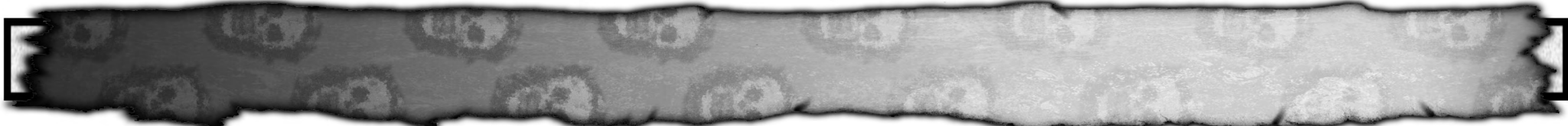


Table 2-3A: Temperate Creature Encounters-Daytime

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Algoid		4	1-6	ToH	-	-	003	-	-	003-005
Allip		3	1	MM	003	003	004	003	003	006
Amalthean Ram <i>or DM's choice</i>		6	2-4	CC1	-	-	-	-	004	-
Amphisbaena		4	1-4	ToH	004	004	005	004	005	007
Ankheg		3	1-4	MM	-	005-007	006-007	-	-	-
Ant Lion		5	1-4	ToH	005-008	008	008	005	-	-
Ant, Giant, Soldier		2	1-4	MM	009-012	009-011	009-010	006-008	-	-
Ant, Giant, Worker		1	2-12	MM	013-016	012-014	011-012	009-011	-	-
Apparition		7	1-4	ToH	017	015	013	012	006	008
Aranea		4	1-6	MM	-	-	014	-	-	-
Assassin Vine		3	1-4	MM	-	-	015-016	-	-	009-011
Athach		7	1-12	MM	-	-	-	013	007	-
Atomie		1	2-4	ToH	-	-	017-018	-	-	-
Aurumvorax		8	1	ToH	-	016	019	014	-	-
Axe Beak		2	1-6	ToH	018-036	017-029	020-030	015-026	008-010	012-014
Barghest		4	1-6	MM	037	030	031	027	011	015
Basilisk, Common		5	1-6	MM	038-041	031-033	032-033	028-030	012-014	016-018
Basilisk, Greater		7	1-2	ToH	042	034	034	031	015	019
Bear, Black		2	1-2	MM	-	-	035-084	032-081	016-075	-
Bear, Brown		2	1-2	MM	-	-	085-096	082-093	076-086	-
Bee, Giant		1/2	1-20	MM	043-046	035-037	097-098	094-096	087-089	020-022
Beetle, Giant: Bombardier		2	2-12	MM	047-105	038-116	099-148	097-146	090-149	023-099
Beetle, Giant: Boring		3	2-12	ToH	106-164	117-195	149-198	147-196	150-209	100-176
Beetle, Giant: Deathwatch		6	1	ToH	-	-	199	-	-	-
Beetle, Giant: Fire		1/3	2-12	MM	165-223	196-274	200-249	197-246	210-269	177-253
Beetle, Giant: Slicer		4	2-12	ToH	-	-	250-251	-	-	-
Beetle, Giant: Stag		4	2-12	MM	-	-	252-262	-	-	-
Behir		8	1-2	MM	224-227	275-277	263-264	247-249	270-272	254-256
Eye Tyrant		13	1-6	MM	228	278	265	250	273	257
Berserker Wasp Swarm <i>or DM's choice</i>		5	3-30	CC1	-	279	-	-	-	-
Bison		2	1-30	MM	-	280-292	-	-	-	-
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	266	-	-	-
Blink Dog		2	1-16	MM	-	293-295	-	-	-	-
Blood Moth <i>or DM's choice</i>		1/4	10-50	CC2	-	296	267	-	-	-

TABLE 2-3A: TEMPERATE MONSTER ENCOUNTERS - DAYTIME

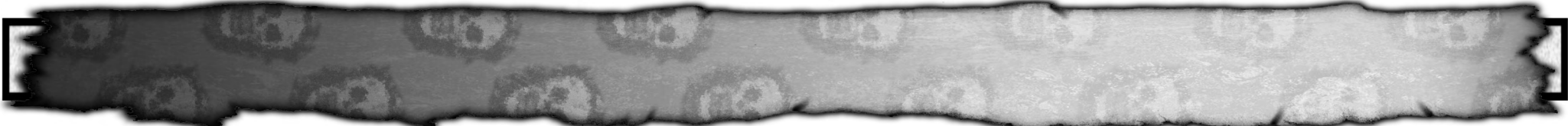
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	268	-	274	-
Bloody Bones		4	1-5	ToH	229	297	269	251	275	258
Boar		2	1	MM	-	-	270-319	-	-	-
Bog Beast		5	1-5	ToH	-	-	-	-	-	259-261
Bog Mummy		6	1-10	ToH	-	-	-	-	-	262
Boggart		7	1-5	ToH	-	-	-	-	-	263-265
Bonesnapper		3	1-4	ToH	-	-	320-321	-	-	266-268
Brownie		1	2-12	ToH	-	-	322-323	-	-	-
Buckawn		2	2-20	ToH	-	-	324-325	-	-	-
Bulette		7	1-2	MM	230	298	326	252	276	269
Bunyip		3	1	ToH	-	-	-	-	-	270-272
Camel		1	1	MM	231-234	-	-	253	277	-
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	327-328	-	-	-
Caterwaul		3	1	ToH	-	299	329-330	254	278-280	-
Cathedral Beetle <i>or DM's choice</i>		4	1-16	CC1	235	300	331-332	255	281	-
Cave Cricket		1	1-5	ToH	236	301	333	256	282	273
Centaur		3	1-8	MM	-	-	334-335	-	-	-
Centaur (troop)	28	var	1-8	MM	-	-	336-337	-	-	-
Chimera		7	1-13	MM	237-240	302-304	338-339	257-259	283-285	274-276
Chuul		7	1-5	MM	-	-	340	-	-	277
Cobra Flower		4	1-4	ToH	-	305	341-342	260	286-288	278
Cockatrice		3	1-13	MM	241-244	306-308	343	261-263	289-291	279
Coffer Corpse		3	1	ToH	245	309	344	264	292	280
Cooshee		2	1-9	ToH	246-249	310-312	345-346	265-267	293-295	281-283
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	250	313	347	268	296	284
Crayfish, Monstrous		3	1-5	ToH	-	-	-	-	-	285
Dananshee <i>or DM's choice</i>	16	var	1	CC2	251	314	348	269	297	286
Dark Creeper		2	2-4	ToH	-	-	349	270	298	-
Darnoc		6	1-4	ToH	252	315	350	271	299	287
Death Worm		6	1	ToH	253	-	-	-	-	-
Demiurge		6	1	ToH	254	316	351	272	300	288
Dire Badger		2	1-5	MM	-	317-329	352-363	273-284	-	-
Dire Bear		7	1-2	MM	-	330-332	364-365	285-287	301-303	-
Dire Bison		6	1-30	ToH	-	333-335	-	288	-	-
Dire Boar		4	1-8	MM	-	-	366-377	-	-	-
Dire Goat		2	1-12	ToH	255	336	378-379	289-300	304-314	289
Dire Lion		5	1-10	MM	-	337-349	380-391	301-312	315-325	-
Dire Porcupine		3	1-5	ToH	-	350-362	392-402	313-324	-	-
Dire Ram		3	1	ToH	-	363-365	-	325-336	326-336	-



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dire Rat		1/3	1-20	MM	256-275	366-378	403-414	337-348	337-347	290-304
Dire Tiger		8	1-2	MM	-	379-381	415-416	349-351	348-350	-
Dire Weasel		2	1-2	MM	-	382-384	417-418	352-354	351-353	-
Dire Wolf		3	1-8	MM	276	385	419	355	354	305
Dire Wolverine		4	1-2	MM	-	386-388	420-421	356-358	-	-
Displacer Cat		4	1-10	MM	-	-	422	359	355	-
Dog (wild)		1/3	1-12	MM	277-335	389-467	423-472	360-409	356-415	306-382
Dog, War (wild-riding)		1	1-12	MM	336-393	468-546	473-522	410-459	416-475	383-459
Doppleganger		3	1-6	MM	394	547	523	460	476	460
Dracolisk, Black		7	1-6	ToH	395	548	524	461	477	461
Dracolisk, Blue		7	1-6	ToH	396	549	525	462	478	462
Dracolisk, Green		7	1-6	ToH	397	550	526	463	479	463
Dracolisk, Red		7	1-6	ToH	398	551	527	464	480	464
Dracolisk, White		7	1-6	ToH	399	552	528	465	481	465
Dragon, Black	8	var	1	MM	-	-	-	-	-	466-481
Dragon, Blue	8	var	1	MM	400-403	-	-	-	-	-
Dragon, Brass	8	var	1	MM	404-422	553-565	-	-	-	-
Dragon, Cloud	8	var	1-5	ToH	-	-	-	-	482	-
Dragon, Copper	8	var	1	MM	423-426	-	-	466-468	483-485	-
Dragon, Faerie		2	1-6	ToH	-	-	529	-	-	-
Dragon, Gold	8	var	1	MM	427	566	530	469	486	482
Dragon, Green	8	var	1	MM	-	-	531-532	-	-	-
Dragon, Mist	8	var	1-5	ToH	-	-	533-534	-	-	-
Dragon, Red	8	var	1	MM	-	-	-	470-472	487-489	-
Dragon, Silver	8	var	1	MM	-	-	-	-	490	-
Dragonfly, Giant		4	1-5	ToH	428-431	567-569	535-536	473	491	483-485
Dragonne		7	1-10	MM	432	-	-	474	-	-
Dragannel		6	1-4	ToH	-	-	-	475	492	-
Drake, Fire		4	1-8	ToH	-	-	-	476	493	-
Drake, Salt		9	1-5	ToH	433	-	-	-	-	-
Dryad		1	1-7	MM	-	-	537	-	-	-
Dune Delver <i>or DM's choice</i>		5	1	CC1	434	-	-	-	-	-
Eagle		1/2	1-2	MM	-	570-572	538-539	477-479	494-496	-
Eblis		3	4-16	ToH	-	-	-	-	-	486
Eel, Electric		2	1-2	ToH	-	-	-	-	-	487-489
Elemental, Air	29	var	1-4	MM	435	573	540	480	497	490
Elemental, Earth	29	var	1-4	MM	436	574	541	481	498	491
Elemental, Fire	29	var	1-4	MM	437	-	-	482	499	-
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	492

TABLE 2-5A: TEMPERATE CREATURE ENCOUNTERS - DAYTIME

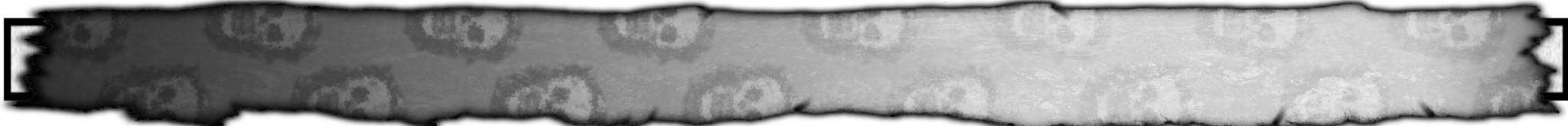
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Emperor Stag <i>or DM's choice</i>		6	1	CC1	-	-	542	-	-	-
Ettercap	30	var	1-2	MM	-	-	543-554	-	-	-
Ettin		5	1-4	MM	-	-	-	483	500	-
Fatling <i>or DM's choice</i>		5	1	CC1	438	575	555	484	501	493
Fen Witch		5	1	ToH	-	-	-	-	-	494
Feral <i>or DM's choice</i>	12	var	1-15	CC1	439	576	556	485	502	495
Fire Nymph		7	1	ToH	440	577	557	486	503	496
Fire Snake		1	1-5	ToH	441	578	558	487	504	497
Flail Snail		3	1	ToH	442	579	559	488	505	498
Flesh Strippers		1/4	5-50	CC2	443	580	560	489	506	499
Fly, Giant <i>or DM's choice</i>		2	1-12	ToH	444	581	561	490	507	500
Forester's Bane		5	1-2	ToH	-	582	562	491	508	-
Forlarren		2	1	ToH	445	583	563	492	509	501
Froghemoth		13	1	ToH	-	-	-	-	-	502
Gargoyle		4	1-16	MM	446-449	584-586	564-565	493-495	510-520	503-505
Gargoyle, Green Guardian		4	1-16	ToH	450	587	566	496	521	506
Gargoyle, Margoye		5	1-2	ToH	451	588	567	497	522	507
Gargoyle, Margoye (wing)	37	var	1-2	ToH	452	589	568	498	523	508
Genie, Djinni		5	1-15	MM	453	590	569	499	524	509
Genie, Efreeti		8	1-15	MM	454	591	570	500	525	510
Genie, Janni		4	1-15	MM	455	592	571	501	526	511
Ghoul-Stirge		2	1-8	ToH	-	-	572	-	-	-
Giant Eagle		3	1-2	MM	-	593-595	573-574	502-504	527-529	-
Giant Owl		3	1-5	MM	-	-	-	-	-	-
Giant, Cloud		11	1-4	MM	-	-	575	505	530-532	-
Giant, Fire		10	1-5	MM	-	-	-	506	533-543	-
Giant, Fire (hunting party)	32	var	6-9	MM	-	596	576	507-509	544-554	-
Giant, Hill		7	1-5	MM	-	-	-	510-559	555-614	-
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-	560-571	615-625	-
Giant, Stone		8	1-5	MM	-	-	-	572	626-636	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-	573	637-639	-
Giant, Storm		13	1	MM	-	-	-	574	640-642	-
Giant, Wood		5	1-5	ToH	-	-	577-578	-	-	-
Giant, Wood (hunting party)		5	1-5	ToH	-	-	579-580	-	-	-
Giant, Wood (trading party)		5	1-5	ToH	456	597	581-582	575	643	512
Gnoll		1	1-5	MM	457	598	583	576	644	513
Gnoll, Flind		1	1-5	ToH	458-461	599-601	584-585	577-579	645-647	514-516
Gnoll, Flind (mob)	36	var	2-5	ToH	462	602-604	586-587	580-582	648-650	517
Goblin		1/4	4-9	MM	463-482	605-617	588-599	583-595	651-661	518-533



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Goblin (warband)	17	var	10-24	MM	483-486	618-620	600-601	596-598	662-664	534-536
Gorgimera		8	1-2	ToH	487	621	602	599	665	537
Gorgon		8	1-13	MM	488-491	622-624	603	600-602	666-668	538
Gray Render		8	1	MM	492-495	625-627	604-605	603-605	669-671	539-541
Griffon		4	1-10	MM	-	628-630	-	606-617	672-682	-
Groaning Spirit		7	1	ToH	496	631	606	618	683	542
Hag (covey)	18	var	3	MM	497	632	607	619	684	543
Hag, Annis		6	1	MM	498	633	608	620	685	544
Hag, Green		5	1	MM	-	-	609	-	-	545
Hag, Storm <i>or DM's choice</i>		7	1-2	CC1	499	634	-	621	686	-
Hamster, Giant		2	1-4	ToH	-	635	-	622	-	-
Hangman Tree		6	1	ToH	-	-	610	-	-	-
Harpy		4	1-12	MM	500	636-648	611-622	623-634	687-697	546-561
Haunt		4	1	ToH	501	649	623	635	698	562
Hell Hound		3	1-12	MM	502	650	624	636	699	563
Hill Howler <i>or DM's choice</i>		2	1	CC1	-	651	-	637	-	-
Hippogriff		2	1-12	MM	-	652-654	-	638-640	-	-
Hobgoblin		1/2	4-9	MM	503-506	655-657	625-626	641-643	700-702	564-566
Hobgoblin (warband)		1/2	10-24	MM	507-510	658-660	627-628	644-646	703-705	567-569
Homunculus		1	1	MM	511	661	629	647	706	570
Hornsaw Unicorn <i>or DM's choice</i>		5	1-8	CC1	-	-	630	-	-	-
Horse, Heavy (wild)		1	1-30	MM	512-531	662-674	631-642	648-659	707-717	571-586
Horse, Light (wild)		1	1-30	MM	532-551	675-687	643-654	660-671	718-728	587-602
Huecuva		3	1-10	ToH	552	688	655	672	729	603
Hydra	1	var	1	MM	-	-	-	-	-	604-618
Inphidian		3	1-5	ToH	553	689	656	673	730	619
Invisible Stalker		7	1	MM	554	690	657	674	731	620
Kamadan		4	1	ToH	555	691	658	675	732	621
Kech		3	2-8	ToH	-	-	659-660	-	-	-
Kelpie		4	1-4	ToH	-	-	-	-	-	622
Kobold		1/6	4-9	MM	-	-	661	-	-	-
Korred		4	1-4	ToH	-	-	662	-	-	-
Lamia		6	1-4	MM	556	-	-	676	-	-
Leech, Giant		2	2-15	ToH	-	-	-	-	-	623-637
Leeching willow <i>or DM's choice</i>		7	1	CC2	-	-	663	-	-	638
Leprechaun		4	2-20	ToH	-	-	664-665	-	-	-
Lion, Mountain (leopard)		2	1-2	MM	557	692	666	677	733	-
Lizardfolk		1	2-3	MM	-	-	-	-	-	639-641
Manticore		5	1-6	MM	558-577	693-705	667-678	678-689	734-745	642-657

TABLE 2-5A: TEMPERATE CREATURE ENCOUNTERS - DAYTIME

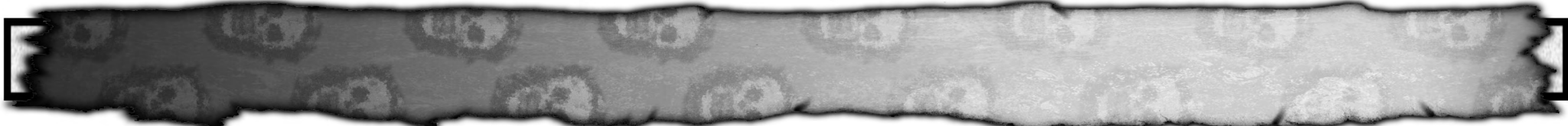
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Medusa		7	1-4	MM	578-581	706-708	679-680	690-692	746-748	658-660
Mere-lurker <i>or DM's choice</i>		1/4	5-10	CC1	-	709	681	-	-	661-663
Mimic		4	1	MM	582-585	710-712	682-683	693-695	749-751	664-666
Mongrelman		1	1-5	ToH	586	713	684	696	752	667
Monstrous Centipede	2	var	var	MM	587-606	714-726	685-696	697-708	753-763	668-682
Monstrous Frog, Abyssal Dire		5	1-2	ToH	-	727	697	709	764	683
Monstrous Frog, Dire		4	1-2	ToH	-	728	698	710	765	684-686
Monstrous Frog, Giant		2	1-2	ToH	607	729-731	699-700	711	766	687-701
Monstrous Frog, Killer		1	2-18	ToH	-	732	701	712	767	702-704
Monstrous Frog, Poisonous		1	2-18	ToH	-	733-735	702-703	713-715	768-770	705-707
Monstrous Scorpion	2	var	var	MM	608-627	736-748	704-715	716-727	771-781	708-722
Monstrous Spider	2	var	var	MM	628-647	749-761	716-727	728-739	782-792	723-737
Moose		3	1	ToH	-	762	728	740	-	-
Mudman		1	1-12	ToH	-	-	-	-	-	738
Mummy		3	1-10	MM	648	-	-	-	-	-
Naga, Guardian		10	1-4	MM	649	763	729	741	793	739
Naga, Spirit		9	1-4	MM	650-653	764-766	730-731	742-744	794	740-742
Naga, Water		7	1-4	MM	-	-	-	-	-	743-745
Night Hag		9	1 or 3	MM	654	767	732	745	797	746
Nymph		6	1	MM	655	768	733-734	746	798	747
Ogre		2	1-8	MM	656-714	769-847	735-784	747-796	799-858	748-824
Ogre Mage	22	var	1-2	MM	715	848	785	797	859	825
Ogre, Half-Ogre		1	1-8	ToH	716-719	849-851	786-787	798-800	860-862	826-828
Ogre, Ogrillon		1	1-5	ToH	720-723	852-854	788-789	801-803	863-865	829-831
Ogre, Ogrillon (warband)	40	var	3-8	ToH	724	855-857	790-791	804-806	866-868	832-834
Ooze, Black Pudding		7	1	MM	-	-	-	-	-	835-849
Ooze, Brown Pudding		7	1	ToH	-	-	-	-	-	850-852
Ooze, Gray Ooze		4	1	MM	-	-	-	-	-	853-855
Ooze, Mustard Jelly		7	1	ToH	-	-	-	-	-	856
Ooze, Ochre Jelly		5	1	MM	-	-	-	-	-	857-871
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	725	858	792	807	869	872
Orc		1/2	2-4	MM	726	859	793	808	870	873
Orc (squad)	21	var	11-20	MM	727	860	794	809	871	874
Orog		1	1-4	ToH	728-731	861-863	795-796	810-812	872-874	875-877
Orog (squad)	21	var	11-20	ToH	732-735	864-866	797-798	813-815	875-877	878-880
Owlbear		4	1-8	MM	-	-	799-800	-	-	-
Pegasus		3	1-10	MM	-	-	801	816	-	-
Phase Spider		5	1-5	MM	736	867	802	817	878	881
Plaguecat <i>or DM's choice</i>		2	5-8	CC1	-	868-870	-	-	-	-

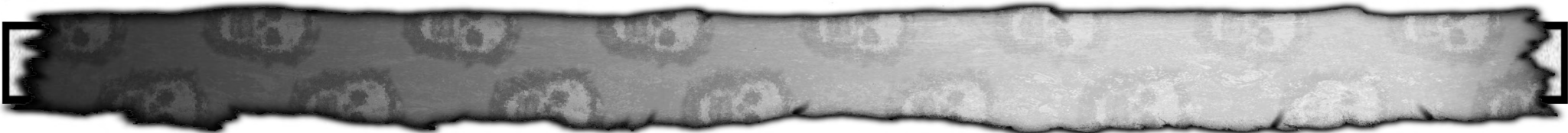


Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Pony (small wild horse)		1/4	1-30	MM	737-756	871-883	803-814	818-829	879-889	882-897
Praying Mantis, Giant		2	1	MM	757-760	884-886	815-816	830-832	890-892	898-900
Pyrolisk		4	1-12	ToH	761-764	887	817	833	893	901
Quickling		3	2-12	ToH	-	-	818	-	-	-
Quickwood		8	1	ToH	-	-	819	834	894	-
Rat Swarm		1/8	20-100	MM	765-783	888-900	820-831	835-846	895-905	902-916
Rat, Brain		1	2-12	ToH	784	901	832	847	906	917
Rat, Ethereal		2	6-11	ToH	785	902	833	848	907	918
Ratman, Brown Gorger (warband) <i>or DM's choice</i>	10	var	15-90	CC1	786	903	834	849	908	919
Ratman, Daywalker <i>or DM's choice</i>		1	1-2	CC2	787-790	-	-	-	-	-
Ratman, Daywalker (warband) <i>or DM's choice</i>	10	var	10-120	CC2	791-794	-	-	-	-	-
Ratman, Diseased (warband) <i>or DM's choice</i>	10	var	15-120	CC1	795	904	835	850	909	920
Ratman, Foamer (warband) <i>or DM's choice</i>	10	var	15-120	CC1	796	905	836	851	910	921
Ratman, Red Witch <i>or DM's choice</i>		1	1	CC1	797	906	837	852	911	922
Ratman, Slitheren (warband) <i>or DM's choice</i>	10	var	15-120	CC1	798	907	838	853	912	923
Roc		9	1-2	MM					913-915	-
Salamander		2	1-5	MM	799-802	908	839	854	916-918	924
Salamander, Flamebrother		5	1-5	MM	803	909	840	855	919	925
Salamander, Noble		9	1-14	MM	804	910	841	856	920	926
Sand Burrower <i>or DM's choice</i>		7	1	CC1	805	-	-	-	-	-
Sand Mummy <i>or DM's choice</i>		3	1	CC2	806	-	-	-	-	-
Sand Wyvern <i>or DM's choice</i>		3	1-12	CC2	807	-	-	-	-	-
Sandling		2	1	ToH	808-811	911	842	857	921	927
Sandman		3	1-4	ToH	812-815	912	843	858	922	928
Satyr	24	var	1-10	MM	-	-	844-845	-	-	-
Shambling Mound		6	1	MM	-	-	846-847	-	-	929-931
Skeleton	5	var	var	MM	816-819	913-915	848-849	859-861	923-925	932-934
Skunk		1/6	1-5	ToH	-	-	850-899	862-911	-	-
Slime Crawler		1	1-20	ToH	-	-	900	912	926	-
Slime Reaver (patrol) <i>or DM's choice</i>	14	var	5-8	CC2	-	-	-	-	-	935-937
Slime Reaver (cluster) <i>or DM's choice</i>		1	3-6	CC2	-	-	-	-	-	938-940
Slug, Giant		6	1	ToH	-	-	-	-	-	941
Snake, Black Snake, Redbellied		1/2	1	ToH	-	-	901-902	-	-	942-944
Snake, Copperhead		1/2	1	ToH	-	916-918	-	913	-	-
Snake, Cottonmouth		1/2	1	ToH	-	-	-	-	-	945
Snake, Rattlesnake, Desert		1/2	1	ToH	820-877	-	-	-	-	-
Snake, Rattlesnake, Diamondback		1/2	1	ToH	878-881	-	-	-	-	-
Snake, Rattlesnake, Rock		1/2	1	ToH	882-885	-	-	914-916	927-929	-
Snake, Rattlesnake, Tiger		1/2	1	ToH	-	919-921	903-904	-	-	-

TABLE 2-5A: TEMPERATE CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Snake, Sidewinder		1/2	1	ToH	886-944	-	-	-	-	-
Snake, Viper, Desert		1/2	1	ToH	945-948	-	-	-	-	-
Spider, Scarlet		1/4	8-40	ToH	949-952	922-924	905	917	930	946-948
Spire Wyvern <i>or DM's choice</i>		4	1-2	CC1	953	925	906	918	931	949
Spriggan		4	1-12	ToH	954	926	907	919	932	950
Sprite		1	2-12	ToH	-	927-929	908-909	-	-	-
Sprite Tribe		1	10-100	ToH	-	930	910	-	-	-
Sprite, Grig		1	1-10	MM	-	-	911	-	-	-
Sprite, Nixie		1	1-10	MM	-	-	-	-	-	951-953
Sprite, Pixie		4	1-10	MM	-	-	912-913	-	-	-
Squealer		8	1-4	ToH	-	-	914	-	-	-
Stegocentipede		4	1	ToH	955-958	931	915	920	933	954
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	-	-	-	955
Stirge		1/2	2-13	MM	-	932-934	916-927	921-923	-	956-958
Strangle Weed		3	1-4	ToH	-	-	-	-	-	959-961
Stymphalian Bird		4	1-5	ToH	-	-	928	924	-	962
Tenebrous Worm		8	1	ToH	959	935	929	925	934	963
Tentamort		4	1-5	ToH	-	-	-	-	-	964-966
Therianthrope, Foxwere		2	1-5	ToH	-	936	930	-	-	967
Therianthrope, Jackalwere		2	1-5	ToH	960	937	931	926	935	968
Therianthrope, Wolfwere		3	1-5	ToH	-	938-940	932-933	927-929	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	941-943	934-935	930-932	-	-
Thunder Beast		4	5-20	ToH	961	944	-	933	-	-
Tick, Giant		1	3-12	ToH	962-965	945-947	936-937	934-936	936	969-971
Tiger		4	1	MM	-	948-960	938-948	937-948	937-347	-
Titan		21	1-2	MM	966	961	949	949	948	972
Treant		8	1-7	MM	-	-	950-951	-	-	-
Troglodyte		1	2-5	MM	-	-	-	-	949-951	-
Troglodyte (squad)	25	var	6-11	MM	-	-	-	-	952	-
Trogon <i>or DM's choice</i>		3	1-7	CC1	-	-	-	-	-	973
Troll		5	1-4	MM	967-986	962-974	952-963	950-962	953-964	974-989
Troll, Swamp		3	1-4	ToH	-	-	-	-	-	990
Troll, Two-headed		6	1-4	ToH	987	975	964	963	965	991
Tunnel Worm		7	1-5	ToH	988-991	976-978	965-966	964-966	966-968	992
Unicorn		3	1-6	MM	-	-	967-968	-	-	-
Wasp, Giant		3	1-20	MM	992-995	979-981	969-970	967-969	969-971	993-995
Wolf		1	1-16	MM	-	982-994	971-982	970-982	972-983	-
Wolf, Ghoul Wolf		2	1-16	ToH	996	995	983	983	984	996
Wolf-Spider, Giant <i>or DM's choice</i>		3	1-20	CC1	997	996	984	984	985	997





Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Worg		2	1-11	MM	-	997	985	985	986	-
Wyvern		6	1-6	MM	-	-	986-997	986-997	987-997	-
Xorn		6	1-5	MM	998	998	998	998	998	998
Zombie	4	var	var	MM	999	999	999	999	999	999
Zombie, Juju	3	var	var	ToH	000	000	000	000	000	000

TABLE 2-5A. TEMPERATE CREATURE ENCOUNTERS - DAYTIME

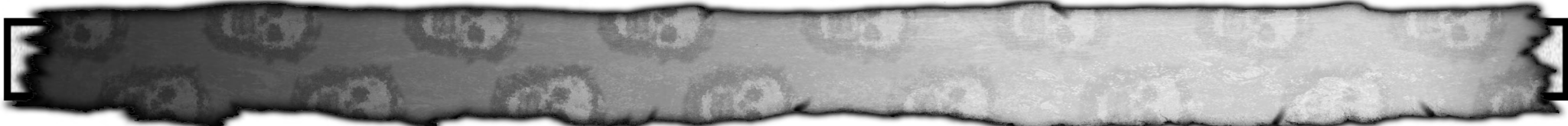


Table 2-3B: Temperate Creature Encounters-Nighttime

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Algoid		4	1-6	ToH	-	-	003	-	-	003-005
Allip		3	1	MM	003	003	004	003	003	006
Amalthean Ram <i>or DM's choice</i>		6	2-4	CC1	-	-	-	-	004	-
Amphisbaena		4	1-4	ToH	004	004	005	004	005	007
Ankheg		3	1-4	MM	-	005-007	006-007	-	-	-
Ant Lion		5	1-4	ToH	005-007	008	008	005	-	-
Ant, Giant, Soldier		2	1-4	MM	008-010	009-011	009-010	006-008	-	-
Ant, Giant, Worker		1	2-12	MM	011-013	012-014	011-012	009-011	-	-
Apparition		7	1-4	ToH	014	015	013	012	006	008
Aranea		4	1-6	MM	-	-	014	-	-	-
Assassin Vine		3	1-4	MM	-	-	015-016	-	-	009-011
Athach		7	1-12	MM	-	-	-	013	007	-
Atomie		1	2-4	ToH	-	-	017-018	-	-	-
Axe Beak		2	1-6	ToH	015-017	016-018	019-020	014-016	008	012
Barghest		4	1-6	MM	018	019	021	017	009	013
Basilisk, Common		5	1-6	MM	019-021	020-022	022-023	018-020	010-012	014-016
Basilisk, Greater		7	1-2	ToH	022	023	024	021	013	017
Bat Swarm		1/10	30-50	MM	023-038	024-035	025-036	022-033	-	-
Bat, Doombat		4	1-8	ToH	039	036-038	037-038	034-036	014	018
Bear, Black		2	1-2	MM	-	-	039-070	037-068	015-048	-
Bear, Brown		2	1-2	MM	-	-	071-082	069-080	049-059	-
Bee, Giant		1/2	1-20	MM	040	039	083	081	060	019
Beetle, Giant: Bombardier		2	2-12	MM	041-056	040-051	084-094	082-093	061-071	020-033
Beetle, Giant: Boring		3	2-12	ToH	057-072	052-063	095-106	094-105	072-082	034-047
Beetle, Giant: Deathwatch		6	1	ToH	-	-	107	-	-	-
Beetle, Giant: Fire		1/3	2-12	MM	073-088	064-075	108-118	106-117	083-093	048-061
Beetle, Giant: Slicer		4	2-12	ToH	-	-	119-120	-	-	-
Beetle, Giant: Stag		4	2-12	MM	-	-	121-122	-	-	-
Behir		8	1-2	MM	089-091	076-078	123-124	118-120	094-096	062-064
Eye Tyrant		13	1-6	MM	092	079	125	121	097	065
Bison		2	1-30	MM	-	080-091	-	-	-	-
Bitter tree		10	1-5	CC2	-	-	126	-	-	-
Blink Dog		2	1-16	MM	-	092-094	-	-	-	-
Blood Moth <i>or DM's choice</i>		1/4	10-50	CC2	-	095	127	-	-	-

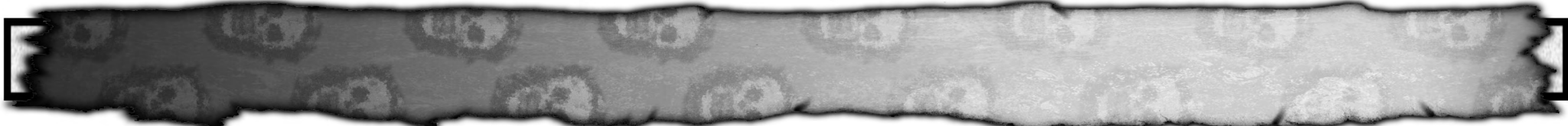
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THE MOTHER OF ALL ENCOUNTER TABLES



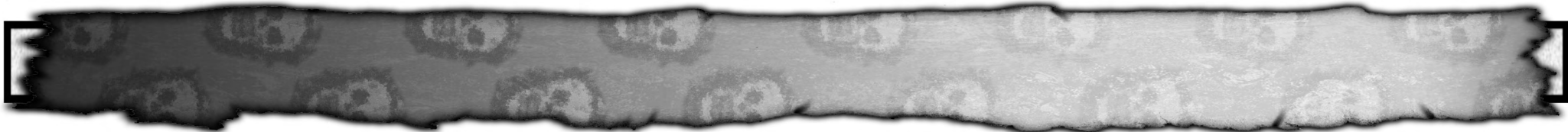
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	128	-	098	-
Bloody Bones		4	1-5	ToH	093	096	129	122	099	066
Boar		2	1	MM	-	-	130-161	-	-	-
Bodak		8	1-4	MM	094	097	162	123	100	067
Bog Beast		5	1-5	ToH	-	-	-	-	-	068-070
Bog Mummy		6	1-10	ToH	-	-	-	-	-	071
Boggart		7	1-5	ToH	-	-	-	-	-	072-074
Bonesnapper		3	1-4	ToH	-	-	163	-	-	075
Brownie		1	2-12	ToH	-	-	164-165	-	-	-
Buckawn		2	2-20	ToH	-	-	166-167	-	-	-
Bulette		7	1-2	MM	095	098	168	124	101	076
Bunyip		3	1	ToH	-	-	-	-	-	077-079
Camel		1	1	MM	096-098	-	-	125	102	-
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	169-170	-	-	-
Caterwaul		3	1	ToH	-	099	171-172	126	103-105	-
Cathedral Beetle <i>or DM's choice</i>		4	1-16	CC1	099	100	173-174	127	106	-
Cave Cricket		1	1-5	ToH	100-102	101-103	175-176	128-130	107-109	080-082
Centaur		3	1-8	MM	-	-	177	-	-	-
Centaur (troop)	28	var	1-8	MM	-	-	178	-	-	-
Chimera		7	1-13	MM	103-105	104-106	179-180	131-133	110-112	083-085
Chuul		7	1-5	MM	-	-	181	-	-	086
Cobra Flower		4	1-4	ToH	-	107	182-183	134	113-115	087
Cockatrice		3	1-13	MM	106-108	108-110	184	135-137	116-118	088
Coffer Corpse		3	1	ToH	109	111	185	138	119	089
Cooshee		2	1-9	ToH	110	112	186-187	139-141	120-122	090
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	111	113	188	142	123	091
Crayfish, Monstrous		3	1-5	ToH	-	-	-	-	-	092
Dananshee <i>or DM's choice</i>	16	var	1	CC2	112	114	189	143	124	093
Dark Creeper		2	2-4	ToH	-	-	190-191	144-146	125-127	-
Dark Stalker		4	1	ToH	-	-	192	147	128	-
Darnoc		6	1-4	ToH	113	115	193	148	129	094
Death Worm		6	1	ToH	114	-	-	-	-	-
Demiurge		6	1	ToH	115	116	194	149	130	095
Dire Badger		2	1-5	MM	-	117-128	195-206	150-161	-	-
Dire Bat		2	1-8	MM	116-131	129-140	207-218	162-173	131-141	-
Dire Bear		7	1-2	MM	-	141-143	219-220	174-176	142-144	-
Dire Bison		6	1-30	ToH	-	144-146	-	177	-	-
Dire Boar		4	1-8	MM	-	-	221-232	-	-	-
Dire Goat		2	1-12	ToH	132	147	233-234	178-189	145-155	096

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dire Lion		5	1-10	MM	-	148-159	235-246	190-200	156-166	-
Dire Porcupine		3	1-5	ToH	-	160-171	247-257	201-211	-	-
Dire Ram		3	1	ToH	-	172	-	212	167	-
Dire Rat		1/3	1-20	MM	133-182	173-214	258-289	213-244	168-201	097-141
Dire Tiger		8	1-2	MM	-	215-217	290-291	245-247	202-204	-
Dire Weasel		2	1-2	MM	-	218-220	292-293	248-250	205-207	-
Dire Wolf		3	1-8	MM	183-185	221-223	294-295	251-253	208-210	142-144
Dire Wolverine		4	1-2	MM	-	224-226	296-297	254-256	-	-
Displacer Cat		4	1-10	MM	-	-	298	257	211	-
Dog (wild)		1/3	1-12	MM	186-235	227-268	299-330	258-289	212-244	145-189
Dog, War (wild-riding)		1	1-12	MM	236-285	269-310	331-362	290-321	245-277	190-234
Doppleganger		3	1-6	MM	286	311	363	322	278	235
Dracolisk, Black		7	1-6	ToH	287	312	364	323	279	236
Dracolisk, Blue		7	1-6	ToH	288	313	365	324	280	237
Dracolisk, Green		7	1-6	ToH	289	314	366	325	281	238
Dracolisk, Red		7	1-6	ToH	290	315	367	326	282	239
Dracolisk, White		7	1-6	ToH	291	316	368	327	283	240
Dragon, Black	8	var	1	MM	-	-	-	-	-	241-254
Dragon, Blue	8	var	1	MM	292-294	-	-	-	-	-
Dragon, Brass	8	var	1	MM	295-310	317-328	-	-	-	-
Dragon, Cloud	8	var	1-5	ToH	-	-	-	-	284	-
Dragon, Copper	8	var	1	MM	311-313	-	-	328-330	285-287	-
Dragon, Faerie		2	1-6	ToH	-	-	369	-	-	-
Dragon, Gold	8	var	1	MM	314	329	370	331	288	255
Dragon, Green	8	var	1	MM	-	-	371-372	-	-	-
Dragon, Mist	8	var	1-5	ToH	-	-	373	-	-	-
Dragon, Red	8	var	1	MM	-	-	-	332-334	289-291	-
Dragon, Silver	8	var	1	MM	-	-	-	-	292	-
Dragonfly, Giant		4	1-5	ToH	315	330	374	335	293	256-258
Dragonne		7	1-10	MM	316	-	-	336	-	-
Drake, Fire		4	1-8	ToH	-	-	-	337	294	-
Drake, Salt		9	1-5	ToH	317	-	-	-	-	-
Dryad		1	1-7	MM	-	-	375	-	-	-
Dune Delver or DM's choice		5	1	CC1	318	-	-	-	-	-
Eblis		3	4-16	ToH	-	-	-	-	-	259
Eel, Electric		2	1-2	ToH	-	-	-	-	-	260-262
Elemental, Air	29	var	1-4	MM	319	331	376	338	295	263
Elemental, Earth	29	var	1-4	MM	320	332	377	339	296	264
Elemental, Fire	29	var	1-4	MM	321	-	-	340	297	-



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	265
Emperor Stag <i>or DM's choice</i>		6	1	CC1	-	-	378	-	-	-
Ettercap	30	var	1-2	MM	-	-	379-389	-	-	-
Ettin		5	1-4	MM	-	-	-	341	298	-
False Spider, Pedipalp		1	1-5	ToH	322	333	390	342	299	-
False Spider, Solifugid		3	1-5	ToH	323	334	391	343	300	-
Fatling <i>or DM's choice</i>		5	1	CC1	324	335	392	344	301	266
Fen Witch		5	1	ToH	-	-	-	-	-	267
Feral <i>or DM's choice</i>	12	var	1-15	CC1	325	336	393	345	302	268
Fire Nymph		7	1	ToH	326	337	394	346	303	269
Fire Snake		1	1-5	ToH	327	338	395	347	304	270
Flail Snail		3	1	ToH	328	339	396	348	305	271
Flesh Strippers <i>or DM's choice</i>		1/4	5-50	CC2	329	340	397	349	306	272
Fly, Giant		2	1-12	ToH	330	341	398	350	307	273
Forester's Bane		5	1-2	ToH	-	342	399	351	308	-
Forlarren		2	1	ToH	331	343	400	352	309	274
Froghemoth		13	1	ToH	-	-	-	-	-	275
Gargoyle		4	1-16	MM	332-334	344-346	401-402	353-355	310-320	276-278
Gargoyle, Green Guardian		4	1-16	ToH	335	347	403	356	321	279
Gargoyle, Margoyale		5	1-2	ToH	336	348	404	357	322	280
Gargoyle, Margoyale (wing)	37	var	1-2	ToH	337	349	405	358	323	281
Genie, Djinni		5	1-15	MM	338	350	406	359	324	282
Genie, Efreeti		8	1-15	MM	339	351	407	360	325	283
Genie, Janni		4	1-15	MM	340	352	408	361	326	284
Ghast		3	1-4	MM	341-356	353-364	409-419	362-373	327-337	285-298
Ghast (pack)	31	var	2-4	MM	357-359	365-367	420-421	374-376	338-340	299-301
Ghoul		1	1-12	MM	360-375	368-379	422-433	377-388	341-351	302-315
Ghoul-Strige		2	1-8	ToH	-	-	434	-	-	-
Giant Owl		3	1-5	MM	-	380-382	435-436	389-391	352-354	-
Giant, Cloud		11	1-4	MM	-	-	437	392	355-357	-
Giant, Fire		10	1-5	MM	-	-	-	393	358-368	-
Giant, Fire (hunting party)	32	var	6-9	MM	-	383	438	394-396	369-379	-
Giant, Hill		7	1-5	MM	-	-	-	397-428	380-412	-
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-	429-440	413-423	-
Giant, Stone		8	1-5	MM	-	-	-	441	424-434	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-	442	435-437	-
Giant, Storm		13	1	MM	-	-	-	443	438-440	-
Giant, Wood		5	1-5	ToH	-	-	439	-	-	-
Giant, Wood (hunting party)		5	1-5	ToH	-	-	440	-	-	-

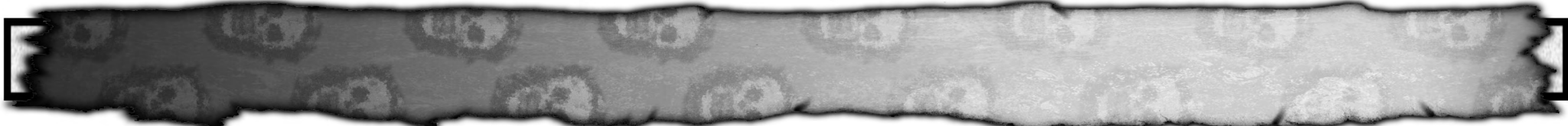
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Giant, Wood (trading party)		5	1-5	ToH	376	384	441	444	441	316
Gnoll		1	1-5	MM	377-392	385-396	442-453	445-456	442-452	317-330
Gnoll, Flind		1	1-5	ToH	393-395	397-399	454-455	457-459	453-455	331-333
Gnoll, Flind (mob)	36	var	2-5	ToH	396	400-402	456-457	460-462	456-458	334
Goblin		1/4	4-9	MM	397-412	403-414	458-469	463-474	459-469	335-348
Goblin (warband)	17	var	10-24	MM	413-415	415-417	470-471	475-477	470-472	349-351
Gorgimera		8	1-2	ToH	416	418	472	478	473	352
Gorgon		8	1-13	MM	417-419	419-421	473	479-481	474-476	353
Gray Render		8	1	MM	420-422	422-424	474-475	482-484	477-479	354-356
Groaning Spirit		7	1	ToH	423	425	476	485	480	357
Hag (covey)	18	var	3	MM	424	426	477	486	481	358
Hag, Annis		6	1	MM	425	427	478	487	482	359
Hag, Green		5	1	MM	-	-	479	-	-	360
Hag, Moon <i>or DM's choice</i>		13	1-2	CC1	-	-	480	-	483	-
Hag, Storm <i>or DM's choice</i>		7	1-2	CC1	426	428	-	488	484	-
Hamster, Giant		2	1-4	ToH	-	429	-	489	-	-
Hangman Tree		6	1	ToH	-	-	481	-	-	-
Harpy		4	1-12	MM	427	430-432	482-483	490-492	485-487	361-363
Haunt		4	1	ToH	428	433	484	493	488	364
Hell Hound		3	1-12	MM	429	434	485	494	489	365
Hell Moth		6	1-6	ToH	430	435	486	495	490	366
Hill Howler <i>or DM's choice</i>		2	1	CC1	-	436	-	496	-	-
Hobgoblin		1/2	4-9	MM	431-446	437-448	487-498	497-508	491-501	367-380
Hobgoblin (warband)		1/2	10-24	MM	447-462	449-460	499-509	509-519	502-512	381-394
Homunculus		1	1	MM	463	461	510	520	513	395
Hornsaw Unicorn <i>or DM's choice</i>		5	1-8	CC1	-	-	511	-	-	-
Horse, Heavy (wild)		1	1-30	MM	464-466	462-464	512-513	521-523	514-516	396-398
Horse, Light (wild)		1	1-30	MM	467-469	465-467	514-515	524-526	517-519	399-401
Huecuva		3	1-10	ToH	470	468	516	527	520	402
Hydra	1	var	1	MM	-	-	-	-	-	403-415
Inphidian		3	1-5	ToH	471	469	517	528	521	416
Invisible Stalker		7	1	MM	472	470	518	529	522	417
Kamadan		4	1	ToH	473	471-473	519-520	530-532	523	418-420
Kech		3	2-8	ToH	-	-	521-522	-	-	-
Kelpie		4	1-4	ToH	-	-	-	-	-	421
Kobold		1/6	4-9	MM	474-476	474-476	523-533	533-535	524-526	422-424
Korred		4	1-4	ToH	-	-	534	-	-	-
Lamia		6	1-4	MM	477	-	-	536	-	-
Leech, Giant		2	2-15	ToH	-	-	-	-	-	425-438



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Leeching willow <i>or DM's choice</i>		7	1	CC2	-	-	535	-	-	439
Leprechaun		4	2-20	ToH	-	-	536-537	-	-	-
Lion, Mountain (leopard)		2	1-2	MM	478-493	477-488	538-548	537-548	527-537	-
Lizardfolk		1	2-3	MM	-	-	-	-	-	440
Manticore		5	1-6	MM	494-496	489-491	549-550	549-551	538-540	441-443
Medusa		7	1-4	MM	497-499	492-494	551-552	552-554	541-543	444-446
Mere-lurker <i>or DM's choice</i>		1/4	5-10	CC1	-	495	553	-	-	447-449
Mimic		4	1	MM	500-502	496-498	554-555	555-557	544-546	450-452
Mongrelman		1	1-5	ToH	503	499	556	558	547	453
Monstrous Centipede	2	var	var	MM	504-553	500-541	557-588	559-590	548-581	454-498
Monstrous Frog, Abyssal Dire		5	1-2	ToH	-	542	589	591	582	499
Monstrous Frog, Dire		4	1-2	ToH	-	543-545	590-591	592-594	583-585	500-513
Monstrous Frog, Giant		2	1-2	ToH	554	546-548	592-593	595	586	514-527
Monstrous Frog, Killer		1	2-18	ToH	-	549	594	596	587	528-530
Monstrous Frog, Poisonous		1	2-18	ToH	-	550-552	595-596	597-599	588-590	531-533
Monstrous Scorpion	2	var	var	MM	555-604	553-594	597-628	600-631	591-624	534-578
Monstrous Spider	2	var	var	MM	605-654	595-636	629-660	632-663	625-658	579-623
Moose		3	1	ToH	-	637	661	664	-	-
Mudman		1	1-12	ToH	-	-	-	-	-	624
Mummy		3	1-10	MM	655	-	-	-	-	-
Naga, Guardian		10	1-4	MM	656	638	662	665	659	625
Naga, Spirit		9	1-4	MM	657	639	663	666	660	626
Naga, Water		7	1-4	MM	-	-	-	-	-	627-629
Night Hag		9	1 or 3	MM	658	640	664	667	661	630
Night Terror <i>or DM's choice</i>		2	6-10	CC1	-	641	665	-	-	-
Nightshade, Nightcrawler		18	1-2	MM	659	642	666	668	662	631
Nightshade, Nightwalker		16	1-4	MM	660	643	667	669	663	632
Nightshade, Nightwing		14	1-6	MM	661	644	668	670	664	633
Nilbog		2	4-20	ToH	-	-	-	671	665	-
Nymph		6	1	MM	662	645	669	672	666	634
Ogre		2	1-8	MM	663-712	646-687	670-701	673-704	667-700	635-679
Ogre Mage	22	var	1-2	MM	713	688	702	705	701	680
Ogre, Half-Ogre		1	1-8	ToH	714-716	689-691	703-704	706-708	702-704	681-683
Ogre, Ogrillon		1	1-5	ToH	717-719	692-694	705-706	709-711	705-707	684-686
Ogre, Ogrillon (warband)	40	var	3-8	ToH	720	695-697	707-708	712-714	708-710	687-689
Ooze, Black Pudding		7	1	MM	-	-	-	-	-	690-703
Ooze, Brown Pudding		7	1	ToH	-	-	-	-	-	704-706
Ooze, Gray Ooze		4	1	MM	-	-	-	-	-	707-709
Ooze, Mustard Jelly		7	1	ToH	-	-	-	-	-	710

TABLE 2-5B: TEMPERATE CREATURE ENCOUNTERS - NIGHTTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Ooze, Ochre Jelly		5	1	MM	-	-	-	-	-	711-724
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	721	698	709	715	711	725
Ooze, Vampiric		8	1	ToH	-	-	-	-	-	726
Orc		1/2	2-4	MM	722-771	699-740	710-741	716-747	712-745	727-771
Orc (squad)	21	var	11-20	MM	772-821	741-782	742-773	748-779	746-778	772-816
Orog		1	1-4	ToH	822-824	783-785	774-775	780-782	779-781	817-819
Orog (squad)	21	var	11-20	ToH	825-827	786-788	776-777	783-785	782-784	820-822
Owlbear		4	1-8	MM	-	-	778-779	-	-	-
Phase Spider		5	1-5	MM	828	789	780	786	785	823
Plaguecat <i>or DM's choice</i>		2	5-8	CC1	-	790	-	-	-	-
Pony (small wild horse)		1/4	1-30	MM	829-831	791-793	781-782	787-789	786-788	824-826
Praying Mantis, Giant		2	1	MM	832	794	783	790	789	827
Pyrolisk		4	1-12	ToH	833	795	784	791	790	828
Quickling		3	2-12	ToH	-	-	785	-	-	-
Quickwood		8	1	ToH	-	-	786	792	791	-
Rat Swarm		1/8	20-100	MM	834-883	796-837	787-818	793-824	792-825	829-873
Rat, Brain		1	2-12	ToH	884	838	819	825	826	874
Rat, Ethereal		2	6-11	ToH	885	839	820	826	827	875
Rat, Shadow		1	6-20	ToH	886	840	821	827	828	876
Rat, Shadow Dire		3	1-12	ToH	887	841	822	828	829	877
Ratman, Brown Gorger (warband) <i>or DM's choice</i>	10	var	15-90	CC1	888	842	823	829	830	878
Ratman, Diseased (warband) <i>or DM's choice</i>	10	var	15-120	CC1	889	843	824	830	831	879
Ratman, Foamer (warband) <i>or DM's choice</i>	10	var	15-120	CC1	890	844	825	831	832	880
Ratman, Red Witch <i>or DM's choice</i>		1	1	CC1	891	845	826	832	833	881
Ratman, Slitheren (warband) <i>or DM's choice</i>	10	var	15-120	CC1	892	846	827	833	834	882
Ratman, Stalker <i>or DM's choice</i>	13	var	1	CC2	893	847	828	834	835	883
Ratman, White Wraith <i>or DM's choice</i>		1	1-2	CC2	894	848	829	835	836	884
Ratman, White Wraith (warband) <i>or DM's choice</i>	10	var	10-100	CC2	895	849	830	836	837	885
Salamander		2	1-5	MM	896	850	831	837	838	886
Salamander, Flamebrother		5	1-5	MM	897	851	832	838	839	887
Salamander, Noble		9	1-14	MM	898	852	833	839	840	888
Sand Burrower <i>or DM's choice</i>		7	1	CC1	899	-	-	-	-	-
Sand Mummy <i>or DM's choice</i>		3	1	CC2	900	-	-	-	-	-
Sandling		2	1	ToH	901-903	853	834	840	841	889
Sandman		3	1-4	ToH	904-906	854	835	841	842	890
Shadow		3	1-11	MM	907-909	855-857	836-837	842-844	843-845	891-893
Shambling Mound		6	1	MM	-	-	838-839	-	-	894-896
Skeleton	5	var	var	MM	910-925	858-869	840-850	845-856	846-856	897-910
Skunk		1/6	1-5	ToH	-	-	851-882	857-888	-	-



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Slime Crawler		1	1-20	ToH	926	870	883-884	889-891	857-859	911
Slime Reaver (patrol) <i>or DM's choice</i>	14	var	5-8	CC2	-	-	-	-	-	912
Slime Reaver Cluster <i>or DM's choice</i>		1	3-6	CC2	-	-	-	-	-	913
Slug, Giant		6	1	ToH	-	-	-	-	-	914-916
Snake, Adder, Night		1/2	1	ToH	927-929	871-873	885-886	-	-	-
Snake, Black Snake, Redbellied		1/2	1	ToH	-	-	887	-	-	917
Snake, Sidewinder		1/2	1	ToH	930-932	-	-	-	-	-
Snake, Viper, Desert		1/2	1	ToH	933-948	-	-	-	-	-
Snake, Viper, Pit		1	1	ToH	949-951	874-876	888-889	892	860	918
Spectre		7	1-11	MM	952	877	890	893	861	919
Spider, Scarlet		1/4	8-40	ToH	953-955	878-880	891	894	862	920-922
Spriggan		4	1-12	ToH	956	881	892	895	863	923
Sprite		1	2-12	ToH	-	882-884	893-894	-	-	-
Sprite Tribe		1	10-100	ToH	-	885	895	-	-	-
Sprite, Grig		1	1-10	MM	-	-	896	-	-	-
Sprite, Nixie		1	1-10	MM	-	-	-	-	-	924-926
Sprite, Pixie		4	1-10	MM	-	-	898-899	-	-	-
Squealer		8	1-4	ToH	-	-	900	-	-	-
Stegocentipede		4	1	ToH	957-959	886	901	896	864	927
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	-	-	-	928
Stirge		1/2	2-13	MM	-	887	902-903	897	-	929
Strangle Weed		3	1-4	ToH	-	-	-	-	-	930-932
Stymphalian Bird		4	1-5	ToH	-	-	904	898	-	933
Tenebrous Worm		8	1	ToH	960	888	905	899	865	934
Tentamort		4	1-5	ToH	-	-	-	-	-	935-937
Therianthrope, Foxwere		2	1-5	ToH	-	889	906	-	-	938
Therianthrope, Jackalwere		2	1-5	ToH	961	890	907	900	866	939
Therianthrope, Wolfwere		3	1-5	ToH	-	891-893	908-909	901-903	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	894-896	910-911	904-906	-	-
Thunder Beast		4	5-20	ToH	962	897	-	907	-	-
Tick, Giant		1	3-12	ToH	963-965	898-900	912-913	908-910	867	940-942
Tiger		4	1	MM	-	901-912	914-925	911-922	868-878	-
Titan		21	1-2	MM	966	913	926	923	879	943
Treant		8	1-7	MM	-	-	927-928	-	-	-
Troglodyte		1	2-5	MM	-	-	-	-	880-912	-
Troglodyte (squad)	25	var	6-11	MM	-	-	-	-	913-923	-
Trogon <i>or DM's choice</i>		3	1-7	CC1	-	-	-	-	-	944
Troll		5	1-4	MM	967-982	914-925	929-940	924-935	924-934	945-958
Troll, Cave		5	1-4	ToH	-	-	-	936	935	-

TABLE 2-5B: TEMPERATE CREATURE ENCOUNTERS - NIGHTTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Troll, Swamp		3	1-4	ToH	-	-	-	-	-	959-961
Troll, Two-headed		6	1-4	ToH	983	926-928	941	937-939	936-938	962
Tsathar		2	1-10	ToH	-	-	-	-	-	963-965
Tsathar Scourge		3	1-10	ToH	-	-	-	-	-	966-968
Tsathar Scourge (hunting party)	41	var	2-8	ToH	-	-	-	-	-	969-971
Tunnel Worm		7	1-5	ToH	984-986	929-931	942-943	940-942	939-941	972
Unicorn		3	1-6	MM	-	-	944-945	-	-	-
Vampire Spawn		4	1-5	MM	987	932	946	943	942	973
Wasp, Giant		3	1-20	MM	988	933	947	944	943	974
Wight		3	1-11	MM	989-991	934-936	948-949	945-947	944-946	975-977
Will-o'-Wisp		6	1-4	MM	-	-	-	-	-	978-991
Wolf		1	1-16	MM	-	937-979	950-981	948-979	947-980	-
Wolf, Ghoul Wolf		2	1-16	ToH	992	980	982	980	981	992
Wolf, Shadow		3	1-12	ToH	993	981	983	981	982	993
Wolf-Spider, Giant <i>or DM's choice</i>		3	1-20	CC1	994	982	984	982	983	994
Worg		2	1-11	MM	-	983-994	985-995	983-994	984-994	-
Wraith		5	1-11	MM	995	995	996	995	995	995
Xorn		6	1-5	MM	996	996	997	996	996	996
Zombie	4	var	var	MM	997-999	997-999	998-999	997-999	997-999	997-999
Zombie, Juju	3	var	var	ToH	000	000	000	000	000	000

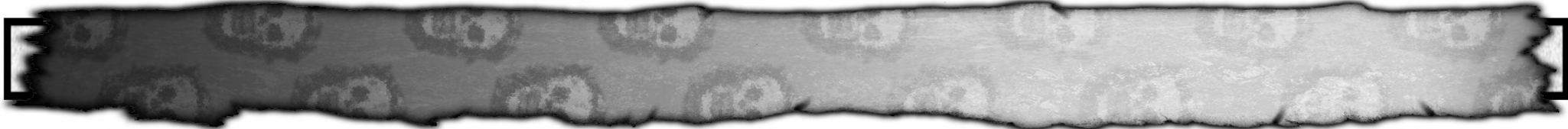


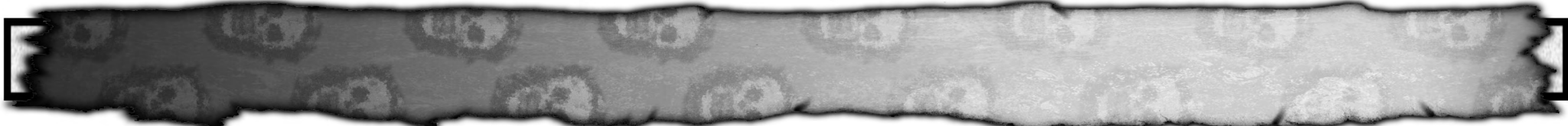
Table 2-4A: Subtropical Creature Encounters-Daytime

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Algoid		4	1-6	ToH	-	-	003	-	-	003-005
Allip		3	1	MM	003	003	004	003	003	006
Amalthean Ram <i>or DM's choice</i>		6	2-4	CC1	-	-	-	-	004	-
Amphisbaena		4	1-4	ToH	004	004	005	004	005	007
Ankheg		3	1-4	MM	-	005-007	006-007	-	-	-
Ant Lion		5	1-4	ToH	005-007	008-010	008	005-008	-	-
Ant, Giant, Soldier		2	1-4	MM	008-010	011-013	009-010	009-012	-	-
Ant, Giant, Worker		1	2-12	MM	011-013	014-016	011-012	013-016	-	-
Apparition		7	1-4	ToH	014	017	013	017	006	008
Aranea		4	1-6	MM	-	-	014-015	-	-	-
Assassin Vine		3	1-4	MM	-	-	016-017	-	-	009-011
Athach		7	1-12	MM	-	-	-	018	007	-
Atomie		1	2-4	ToH	-	-	018	-	-	-
Aurumvorax		8	1	ToH	-	018	019	019	-	-
Axe Beak		2	1-6	ToH	015-030	019-030	020-029	020-029	008-010	012-014
Barghest		4	1-6	MM	031	031	030	030	011	015
Basilisk, Common		5	1-6	MM	032-034	032-034	031-032	031-034	012-014	016-018
Basilisk, Greater		7	1-2	ToH	035	035	033	035	015	019
Bear, Black		2	1-2	MM	-	-	034-087	036-085	016-076	-
Bear, Brown		2	1-2	MM	-	-	088-097	086-095	077-086	-
Bee, Giant		1/2	1-20	MM	036-038	036-038	098-099	096-099	087-089	020-022
Beetle, Giant: Bombardier		2	2-12	MM	039-091	039-110	100-153	100-149	090-150	023-082
Beetle, Giant: Boring		3	2-12	ToH	092-144	111-182	154-207	150-199	151-211	083-142
Beetle, Giant: Deathwatch		6	1	ToH	-	-	208	-	-	-
Beetle, Giant: Fire		1/3	2-12	MM	145-197	183-255	209-262	200-249	212-272	143-202
Beetle, Giant: Rhinoceros		6	2-12	ToH	-	-	263-264	-	-	-
Beetle, Giant: Slicer		4	2-12	ToH	-	-	265-266	-	-	-
Beetle, Giant: Stag		4	2-12	MM	-	256	267-276	250	-	-
Behir		8	1-2	MM	198-200	257-259	277-278	251-254	273-275	203-205
Eye Tyrant		13	1-6	MM	201	260	279	255	276	206
Berserker Wasp Swarm <i>or DM's choice</i>		5	3-30	CC1	-	261-263	280-281	-	-	-
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	282	-	-	-
Blink Dog		2	1-16	MM	-	264	-	-	-	-
Blood Moth <i>or DM's choice</i>		1/4	10-50	CC2	-	265	283	-	-	-

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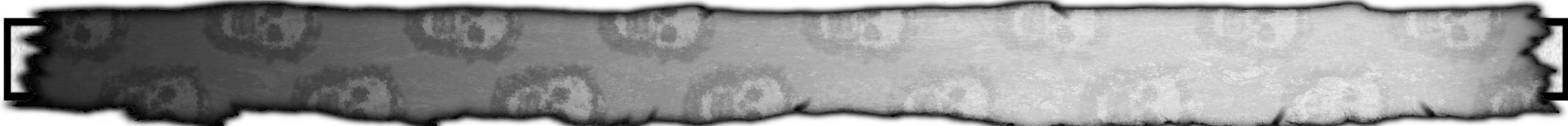
TABLE 2-4A: SUBTROPICAL CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	284	-	277	-
Bloody Bones		4	1-5	ToH	202	266	285	256	278	207
Boalisk		4	1	ToH	-	-	286-287	-	-	208-210
Boar		2	1	MM	-	-	288-341	-	-	-
Bog Beast		5	1-5	ToH	-	-	-	-	-	211-213
Bog Mummy		6	1-10	ToH	-	-	-	-	-	214
Boggart		7	1-5	ToH	-	-	-	-	-	215-217
Bonesnapper		3	1-4	ToH	-	-	342-343	-	-	218-220
Brownie		1	2-12	ToH	-	-	344-345	-	-	-
Buckawn		2	2-20	ToH	-	-	346	-	-	-
Bulette		7	1-2	MM	203	267	347	257	279	221
Bunyip		3	1	ToH	-	-	-	-	-	222-224
Camel		1	1	MM	204-219	-	-	258-261	280-282	-
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	348-349	-	-	-
Caterwaul		3	1	ToH	-	-	350	-	283	-
Cathedral Beetle <i>or DM's choice</i>		4	1-16	CC1	-	268	351-352	262	284	-
Cave Cricket		1	1-5	ToH	220	269	353	263	285	225
Centaur		3	1-8	MM	-	-	354-355	-	-	-
Centaur (troop)	28	var	1-8	MM	-	-	356	-	-	-
Cheetah		2	1-5	MM	-	270	-	-	-	-
Chimera		7	1-13	MM	221-223	271-273	357-358	264-267	286-288	226-228
Chuul		7	1-5	MM	-	-	359	-	-	229
Cobra Flower		4	1-4	ToH	-	-	360	-	289	-
Cockatrice		3	1-13	MM	224-226	274-276	361-362	268-271	290-292	230-232
Coffer Corpse		3	1	ToH	227	277	363	272	293	233
Cooshee		2	1-9	ToH	228-230	278-280	364-365	273-276	294-296	234-236
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	231	281	366	277	297	237
Crayfish, Monstrous		3	1-5	ToH	-	-	-	-	-	238-240
Dananshee <i>or DM's choice</i>	16	var	1	CC2	232	282	367	278	298	241
Dark Creeper		2	2-4	ToH	-	-	368	279	299	-
Darnoc		6	1-4	ToH	233	283	369	280	300	242
Death Dog		2	5-10	ToH	234	-	-	-	-	-
Death Worm		6	1	ToH	235-237	-	-	-	-	-
Demiurge		6	1	ToH	238	284	370	281	301	243
Dire Badger		2	1-5	MM	-	285-296	371-380	282-291	-	-
Dire Bear		7	1-2	MM	-	297-299	381-382	292-295	302-304	-
Dire Boar		4	1-8	MM	-	-	383-392	-	-	-
Dire Goat		2	1-12	ToH	239	300	393	296-299	305-314	244
Dire Hippopotamus		4	1-5	ToH	-	301	-	-	-	245-247



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dire Lion		5	1-10	MM	-	302-313	394-403	300-308	315-324	-
Dire Porcupine		3	1-5	ToH	-	314-316	404-413	309-318	-	-
Dire Ram		3	1	ToH	-	317	-	319-322	325-327	-
Dire Rat		1/3	1-20	MM	240-255	318-329	414-423	323-332	328-337	248-261
Dire Sloth		6	1-2	ToH	-	-	424	-	-	-
Dire Tiger		8	1-2	MM	-	330-332	425-426	333-336	338-340	-
Dire Weasel		2	1-2	MM	-	-	427	337	-	-
Dire Wolf		3	1-8	MM	256	333	428	338	341	262
Dire Wolverine		4	1-2	MM	-	334-336	429-430	339-342	-	-
Displacer Cat		4	1-10	MM	-	-	431-432	343	342	-
Dog (wild)		1/3	1-12	MM	257-309	337-409	433-486	344-393	343-403	263-321
Dog, War (wild-riding)		1	1-12	MM	310-362	410-482	487-540	394-443	404-464	322-380
Doppleganger		3	1-6	MM	363	483	541	444	465	381
Dracolisk, Black		7	1-6	ToH	364	484	542	445	466	382
Dracolisk, Blue		7	1-6	ToH	365	485	543	446	467	383
Dracolisk, Green		7	1-6	ToH	366	486	544	447	468	384
Dracolisk, Red		7	1-6	ToH	367	487	545	448	469	385
Dracolisk, White		7	1-6	ToH	368	488	546	449	470	386
Dragon, Black	8	var	1	MM	-	-	-	-	-	387-400
Dragon, Blue	8	var	1	MM	369-371	-	-	-	-	-
Dragon, Brass	8	var	1	MM	372-387	489-500	-	-	-	-
Dragon, Cloud	8	var	1-5	ToH	-	-	-	-	471	-
Dragon, Copper	8	var	1	MM	388	-	-	450-453	472-474	-
Dragon, Faerie		2	1-6	ToH	-	-	547	-	-	-
Dragon, Gold	8	var	1	MM	391	501	548	454	475	401
Dragon, Green	8	var	1	MM	-	-	549-550	-	-	-
Dragon, Mist	8	var	1-5	ToH	-	-	551-552	-	-	-
Dragon, Red	8	var	1	MM	-	-	-	455-458	476-478	-
Dragon, Silver	8	var	1	MM	-	-	-	-	479	-
Dragonfly, Giant		4	1-5	ToH	392	502	553-554	459-462	480	402-404
Dragonne		7	1-10	MM	393	-	-	463	-	-
Dragannel		6	1-4	ToH	-	-	-	464	481	-
Drake, Fire		4	1-8	ToH	-	-	-	465	482	-
Drake, Salt		9	1-5	ToH	394	-	-	-	-	-
Dryad		1	1-7	MM	-	-	555	-	-	-
Dune Delver or DM's choice		5	1	CC1	395	-	-	-	-	-
Dust Digger		4	1-20	ToH	396	-	-	-	-	-
Eagle		1/2	1-2	MM	-	503-505	556-557	466-469	483-485	-
Eblis		3	4-16	ToH	-	-	-	-	-	405

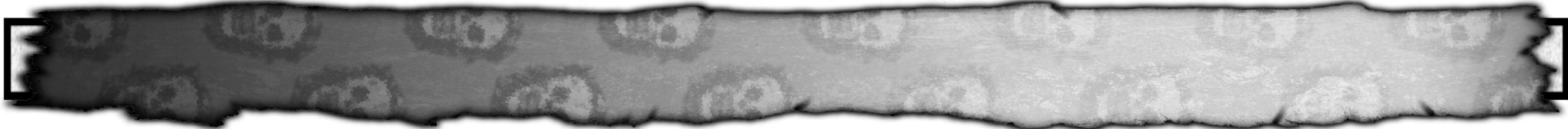
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Eel, Electric		2	1-2	ToH	-	-	-	-	-	406-408
Elemental, Air	29	var	1-4	MM	397	506	558	470	486	409
Elemental, Earth	29	var	1-4	MM	398	507	559	471	487	410
Elemental, Fire	29	var	1-4	MM	399	-	-	472	488	-
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	411
Elephant		8	1-30	MM	-	508-519	560-569	-	-	-
Emperor Stag <i>or DM's choice</i>		6	1	CC1	-	-	570	-	-	-
Ettercap	30	var	1-2	MM	-	-	571-580	-	-	-
Fatling <i>or DM's choice</i>		5	1	CC1	400	520	581	473	489	412
Fen Witch		5	1	ToH	-	-	-	-	-	413
Feral <i>or DM's choice</i>	12	var	1-15	CC1	401	521	582	474	490	414
Fire Lizard		8	1-2	ToH	402	522	-	475	-	415
Fire Nymph		7	1	ToH	403	523	583	476	491	416
Fire Snake		1	1-5	ToH	404	524	584	477	492	417
Flail Snail		3	1	ToH	405	525	585	478	493	418
Flesh Strippers <i>or DM's choice</i>		1/4	5-50	CC2	406	526-528	586	479-482	494	419
Fly, Giant		2	1-12	ToH	407	529	587	483	495	420
Forester's Bane		5	1-2	ToH	-	530	588	484	496	-
Froghemoth		13	1	ToH	-	-	-	-	-	421
Gargoyle		4	1-16	MM	408-410	531-533	589-590	485-488	497-506	422-424
Gargoyle, Green Guardian		4	1-16	ToH	411	534	591	489	507	425
Gargoyle, Margoyale		5	1-2	ToH	412	535	592	490	508	426
Gargoyle, Margoyale (wing)	37	var	1-2	ToH	413	536	593	491	509	427
Genie, Djinni		5	1-15	MM	414	537	594	492	510	428
Genie, Efreeti		8	1-15	MM	415	538	595	493	511	429
Genie, Janni		4	1-15	MM	416	539	596	494	512	430
Ghoul-Stirge		2	1-8	ToH	-	-	597	-	-	-
Giant Eagle		3	1-2	MM	-	540-542	598-599	495-498	513-515	-
Giant, Cloud		11	1-4	MM	-	-	600	499	516-518	-
Giant, Fire		10	1-5	MM	-	-	-	500	519-528	-
Giant, Fire (hunting party)	32	var	6-9	MM	-	543	601	501-504	529-538	-
Giant, Hill		7	1-5	MM	-	-	-	505-554	539-597	-
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-	555-564	598-607	-
Giant, Sand		14	1-4	ToH	417	-	-	-	-	-
Giant, Sand (raiding party)	38	var	6-9	ToH	418	-	-	-	-	-
Giant, Stone		8	1-5	MM	-	-	-	565	608-617	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-	566	618-620	-
Giant, Storm		13	1	MM	-	-	-	567	621-623	-
Giant, Wood		5	1-5	ToH	-	-	602-603	-	-	-



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Giant, Wood (Hunting party)		5	1-5	ToH	-	-	604-605	-	-	-
Giant, Wood (Trading party)		5	1-5	ToH	419	544	606-607	568	624	431
Gnoll		1	1-5	MM	420	545	608	569	625	432
Gnoll, Flind		1	1-5	ToH	421-423	546-548	609-610	570-573	626-628	433-435
Gnoll, Flind (mob)	36	var	2-5	ToH	424	549-551	611-612	574-577	629-631	436
Goblin		1/4	4-9	MM	425-440	552-563	613-622	578-587	632-641	437-450
Goblin (warband)	17	var	10-24	MM	441-443	564-566	623-624	588-591	642-644	451-453
Gorgimera		8	1-2	ToH	444	567	625	592	645	454
Gorgon		8	1-13	MM	445-447	568-570	626	593-596	646-648	455
Gorilla Bear		4	1-7	ToH	-	-	627-628	-	-	-
Gray Render		8	1	MM	448-450	571-573	629-630	597-600	649-651	456-458
Griffon		4	1-10	MM	-	574-576	-	601-609	652-661	-
Grippli		1	1-12	ToH	-	-	631	-	-	459-461
Groaning Spirit		7	1	ToH	451	577	632	610	662	462
Hag (covey)	18	var	3	MM	452	578	633	611	663	463
Hag, Annis		6	1	MM	453	579	634	612	664	464
Hag, Green		5	1	MM	-	-	635	-	-	465
Hag, Storm <i>or DM's choice</i>		7	1-2	CC1	454	580	-	613	665	-
Hag, Swamp <i>or DM's choice</i>		6	1-2	CC1	-	-	-	-	-	466
Hamster, Giant		2	1-4	ToH	-	581	-	614	-	-
Hangman Tree		6	1	ToH	-	-	636	-	-	-
Harpy		4	1-12	MM	455-470	582-593	637-646	615-624	666-675	467-480
Haunt		4	1	ToH	471	594	647	625	676	481
Hell Hound		3	1-12	MM	472	595	648	626	677	482
Hill Howler <i>or DM's choice</i>		2	1	CC1	-	-	-	627	-	-
Hippogriff		2	1-12	MM	-	596-598	-	628-631	-	-
Hippopotamus		4	1-12	ToH	-	599	-	-	-	483-485
Hobgoblin		1/2	4-9	MM	473-475	600-602	649-650	632-635	678-680	486-488
Hobgoblin (warband)		1/2	10-24	MM	476-478	603-605	651-652	636-639	681-683	489-491
Homunculus		1	1	MM	479	606	653	640	684	492
Horse, Heavy (wild)		1	1-30	MM	480-495	607-618	654-663	641-650	685-694	493-506
Horse, Light (wild)		1	1-30	MM	496-511	619-630	664-673	651-660	695-704	507-520
Huecuva		3	1-10	ToH	512	631	674	661	705	521
Hydra	1	var	1	MM	-	-	-	-	-	522-535
Inphidian		3	1-5	ToH	513	632	675	662	706	536-538
Invisible Stalker		7	1	MM	514	633	676	663	707	539
Jaguar (leopard)		2	1-2	MM	515	634	677	664	708	-
Kamadan		4	1	ToH	516	635	678	665	709	540
Kech		3	2-8	ToH	-	-	679-680	-	-	-

TABLE 2-4A: SUBTROPICAL CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Kelpie		4	1-4	ToH	-	-	-	-	-	541
Kobold		1/6	4-9	MM	-	-	681	-	-	-
Korred		4	1-4	ToH	-	-	682	-	-	-
Lamia		6	1-4	MM	517	-	-	666	-	-
Lammasu		8	1	MM	518	-	-	-	-	-
Leech, Giant		2	2-15	ToH	-	-	-	-	-	542-555
Leeching Willow <i>or DM's choice</i>		7	1	CC2	-	-	683	-	-	556-558
Leprechaun		4	2-20	ToH	-	-	684	-	-	-
Lion		3	1-10	MM	-	636-638	-	-	-	-
Lion, Mountain (leopard)		2	1-2	MM	519	639	685	667	710	-
Lizard, Giant		2	1	MM	520-522	640-642	686-687	668-671	711-713	559-561
Lizard, Rock-horned		3	1	ToH	523	643	688	672	714	562
Lizardfolk		1	2-3	MM	-	-	-	-	-	563-576
Manticore		5	1-6	MM	524-539	644-655	689-698	673-681	715-724	577-590
Marmoset, Giant		1	2-11	ToH	-	-	699-700	-	-	-
Medusa		7	1-4	MM	540-542	656-658	701-702	682-685	725-727	591-593
Mere-lurker <i>or DM's choice</i>		1/4	5-10	CC1	-	-	-	-	-	594
Mimic		4	1	MM	543-545	659-661	703-704	686-689	728-730	595-597
Mongrelman		1	1-5	ToH	546	662	705	690	731	598
Monstrous Centipede	2	var	var	MM	547-562	663-674	706-715	691-700	732-741	599-612
Monstrous Frog, Abyssal Dire		5	1-2	ToH	-	675	716	701	742	613
Monstrous Frog, Dire		4	1-2	ToH	-	676-678	717-718	702-705	743	614-616
Monstrous Frog, Giant		2	1-2	ToH	563	679-681	719-720	706-709	744	617-630
Monstrous Frog, Killer		1	2-18	ToH	-	682	721	710	745	631-633
Monstrous Frog, Poisonous		1	2-18	ToH	-	683-685	722-723	711-714	746-748	634-636
Monstrous Scorpion	2	var	var	MM	564-579	686-697	724-733	715-724	749-758	637-650
Monstrous Spider	2	var	var	MM	580-595	698-709	734-743	725-734	759-768	651-664
Mudman		1	1-12	ToH	-	-	-	-	-	665
Mummy		3	1-10	MM	596	-	-	-	-	-
Naga, Guardian		10	1-4	MM	597	710	744	735	769	666
Naga, Spirit		9	1-4	MM	598-600	711-713	745-746	736-739	770-772	667-669
Naga, Water		7	1-4	MM	-	-	-	-	-	670-672
Night Hag		9	1 or 3	MM	601	714	747	740	773	673
Night Terror <i>or DM's choice</i>		2	6-10	CC1	-	-	748	-	-	-
Nymph		6	1	MM	602	715	749-750	741	774	674
Ogre		2	1-8	MM	603-656	716-788	751-805	742-791	775-835	675-734
Ogre Mage	22	var	1-2	MM	657	789	806	792	836	735
Ogre, Half-Ogre		1	1-8	ToH	658-660	790-792	807-808	793-796	837-839	736-738
Ogre, Ogrillon		1	1-5	ToH	661-663	793-795	809-810	797-800	840-842	739-741



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Ogre, Ogrillon (warband)	40	var	3-8	ToH	664	796-798	811-812	801-804	843-845	742-744
Ooze, Black Pudding		7	1	MM	-	-	-	-	-	745-758
Ooze, Brown Pudding		7	1	ToH	-	-	-	-	-	759-772
Ooze, Dun Pudding		7	1	ToH	665	799	813	805-808	846	-
Ooze, Gray Ooze		4	1	MM	-	-	-	-	-	773-775
Ooze, Magma		7	1	ToH	-	-	-	-	847	-
Ooze, Mustard Jelly		7	1	ToH	-	-	-	-	-	776
Ooze, Ochre Jelly		5	1	MM	-	-	-	-	-	777-790
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	666	800	814	809	848	791
Orc		1/2	2-4	MM	667	801	815	810	849	792
Orc (squad)	21	var	11-20	MM	668	802	816	811	850	793
Orog		1	1-4	ToH	669-671	803-805	817-818	812-815	851-853	794-796
Orog (squad)	21	var	11-20	ToH	672-674	806-808	819-820	816-819	854-856	797-799
Owlbear		4	1-8	MM	-	-	821	-	-	-
Pegasus		3	1-10	MM	-	-	822	820	-	-
Phase Spider		5	1-5	MM	675	809	823	821	857	800
Pony (small wild horse)		1/4	1-30	MM	676-691	810-821	824-833	822-831	858-867	801-814
Praying Mantis, Giant		2	1	MM	692-694	822-824	834-835	832-835	868-870	815-817
Pyrolisk		4	1-12	ToH	695-697	825-827	836	836-839	871	818
Quickling		3	2-12	ToH	-	-	837	-	-	-
Quickwood		8	1	ToH	-	-	838	840	872	-
Rat Swarm		1/8	20-100	MM	698-713	828-839	839-848	841-850	873-882	819-832
Rat, Brain		1	2-12	ToH	714	840	549	851	883	833
Rat, Ethereal		2	6-11	ToH	715	841	850	852	884	834
Ratman, Brown Gorger (warband) <i>or DM's choice</i>	10	var	15-90	CC1	716	842	851	853	885	835
Ratman, Daywalker <i>or DM's choice</i>		1	1-2	CC2	717-719	-	-	-	-	-
Ratman, Daywalker (warband) <i>or DM's choice</i>	10	var	10-120	CC2	720-722	-	-	-	-	-
Ratman, Diseased (warband) <i>or DM's choice</i>	10	var	15-120	CC1	723	843	852	854	886	836
Ratman, Foamer (warband) <i>or DM's choice</i>	10	var	15-120	CC1	724	844	853	855	887	837
Ratman, Red Witch <i>or DM's choice</i>		1	1	CC1	725	845	854	856	888	838
Ratman, Slitheren (warband) <i>or DM's choice</i>	10	var	15-120	CC1	726	846	855	857	889	839
Rhinoceros		4	1-12	MM	-	847-849	-	-	-	-
Roc		9	1-2	MM	-	-	-	-	890-892	-
Salamander		2	1-5	MM	727-729	850	856	858	893-895	840
Salamander, Flamebrother		5	1-5	MM	730	851	857	859	896	841
Salamander, Noble		9	1-14	MM	731	852	858	860	897	842
Sand Burrower <i>or DM's choice</i>		7	1	CC1	732-734	-	-	-	-	-
Sand Mummy <i>or DM's choice</i>		3	1	CC2	735	-	-	-	-	-
Sand Wyvern <i>or DM's choice</i>		3	1-12	CC2	736-738	-	-	-	-	-

TABLE 2-4A: SUBTROPICAL CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Sandling		2	1	ToH	739-741	853	859	861	898	843
Sandman		3	1-4	ToH	742-744	854	860	862	899	844
Satyr	24	var	1-10	MM	-	-	861	-	-	-
Shambling Mound		6	1	MM	-	-	862-863	-	-	845-847
Shedu		7	2-8	ToH	745-747	855-857	864-865	863-866	900-902	848-850
Shedu, Greater		9	1-2	ToH	748	858	866	867	903	851
Shocker Lizard		2	1-11	MM	-	-	-	-	-	852-854
Skeleton	5	var	var	MM	749-751	859-861	867-868	868-871	904-906	855-857
Skunk		1/6	1-5	ToH	-	-	869-878	872-881	-	-
Slime Crawler		1	1-20	ToH	-	-	-	882	907	-
Slime Reaver (patrol) <i>or DM's choice</i>	14	var	5-8	CC2	-	-	-	-	-	858-860
Slime Reaver (cluster) <i>or DM's choice</i>		1	3-6	CC2	-	-	-	-	-	861-863
Slug, Giant		6	1	ToH	-	-	-	-	-	864-866
Snake, Adder, Death		1/2	1	ToH	-	862-864	879-880	-	-	-
Snake, Adder, Night		1/2	1	ToH	-	-	-	-	-	-
Snake, Asp		1/2	1	ToH	752-767	865-867	-	883	-	-
Snake, Boa (constrictor)		2	1	MM	-	-	881-882	-	-	867-869
Snake, Boomsnake		1/2	1	ToH	-	868-870	-	-	-	-
Snake, Brownsnake		1/2	1	ToH	768-770	871-873	-	-	-	-
Snake, Copperhead		1/2	1	ToH	-	874-876	-	884-887	-	-
Snake, Coral Snake		1/2	1	ToH	-	877	883-884	-	-	870-872
Snake, Cottonmouth		1/2	1	ToH	-	-	-	-	-	873-932
Snake, Fer-de-Lance		1	1	ToH	-	-	885	-	-	933
Snake, Mamba, Black		1	1	ToH	-	878-889	-	-	-	-
Snake, Mamba, Green		1	1	ToH	-	-	886-887	-	-	934-936
Snake, Rattlesnake, Desert		1/2	1	ToH	771-823	-	-	-	-	-
Snake, Rattlesnake, Diamondback		1/2	1	ToH	824-839	890-892	-	-	-	-
Snake, Rattlesnake, Rock		1/2	1	ToH	840-842	-	-	888-897	908-917	-
Snake, Rattlesnake, Tiger		1/2	1	ToH	-	893-904	888-897	-	-	-
Snake, Sidewinder		1/2	1	ToH	843-895	-	-	-	-	-
Snake, Tiger Snake		1/2	1	ToH	896-898	905-907	-	898-901	-	-
Snake, Viper, Desert		1/2	1	ToH	899-901	-	-	-	-	-
Snake, Viper, Gaboon		1	1	ToH	-	908-919	-	902-905	-	-
Snake, Viper, Sand		1	1	ToH	902	-	-	-	-	-
Snake, Viper, Saw-scaled		1/2	1	ToH	903-955	920-922	-	-	-	-
Snake, Viper, Sharp-nosed		1	1	ToH	-	-	898-907	906-915	918-927	-
Sphinx, Andro-		9	1	MM	956	923	908	916	928	937
Sphinx, Crio-		7	1	MM	-	-	909	-	-	-
Sphinx, Gyno-		8	1-4	MM	957	924	910	917	929	938

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Sphinx, Hieraco-		5	1-7	MM	-	-	-	918	-	-
Spider, Scarlet		1/4	8-40	ToH	958-960	925-927	911-912	919-922	930-932	939-941
Spider-eye Goblin (raiders) <i>or DM's choice</i>	11	var	3-18	CC1	-	-	913	-	-	-
Spider-eye Goblin (gang) <i>or DM's choice</i>		1/2	1-6	CC1	-	-	914	-	-	-
Spire Wyvern <i>or DM's choice</i>		4	1-2	CC1	961	928	915-916	923	933-935	942
Spriggan		4	1-12	ToH	962	929	917	924	936	943
Sprite		1	2-12	ToH	-	930-932	918-919	-	-	-
Sprite Tribe		1	10-100	ToH	-	933	920	-	-	-
Sprite, Grig		1	1-10	MM	-	-	921	-	-	-
Sprite, Pixie		4	1-10	MM	-	-	922	-	-	-
Squealer		8	1-4	ToH	-	-	923	-	-	-
Stegocentipede		4	1	ToH	963-965	934	924	925	937	944
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	-	-	-	945
Stirge		1/2	2-13	MM	-	935-937	925-934	926-929	-	946-948
Strangle Weed		3	1-4	ToH	-	-	-	-	-	949-962
Stymphalian Bird		4	1-5	ToH	-	-	935	930	-	963
Tenebrous Worm		8	1	ToH	966	938	936	931	938	964
Tentamort		4	1-5	ToH	-	-	-	-	-	965-967
Therianthrope, Jackalwere		2	1-5	ToH	967	939	937	932	939	968
Therianthrope, Lionwere		5	1-5	ToH	-	940	-	-	-	-
Therianthrope, Wolfwere		3	1-5	ToH	-	941-943	938-939	933-936	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	944-946	940-941	937-940	-	-
Thunder Beast		4	5-20	ToH	968	947	-	941	-	-
Tick, Giant		1	3-12	ToH	969-971	948-950	942-943	942-945	940-942	969-971
Tiger		4	1	MM	-	951-962	944-953	946-955	943-952	-
Titan		21	1-2	MM	972	963	954	956	953	972
Treant		8	1-7	MM	-	-	955-956	-	-	-
Troglodyte		1	2-5	MM	-	-	-	-	954-956	-
Troglodyte (squad)	25	var	6-11	MM	-	-	-	-	957	-
Trogodon <i>or DM's choice</i>		3	1-7	CC1	-	-	-	-	-	973-975
Troll		5	1-4	MM	973-988	964-975	957-966	957-966	958-967	976-989
Troll, Swamp		3	1-4	ToH	-	-	-	-	-	990
Troll, Two-headed		6	1-4	ToH	989	976	967	967	968	991
Tunnel Worm		7	1-5	ToH	990-992	977-979	968-969	968-971	969-971	992
Unicorn		3	1-6	MM	-	-	970	-	-	-
Vegepygmy		1/2	4-9	ToH	-	-	971	-	-	-
Vegepygmy (warband)	6	var	10-24	ToH	-	-	972	-	-	-
Wasp, Giant		3	1-20	MM	993-995	980-982	973-974	972-975	972-974	993-995
Wolf		1	1-16	MM	-	983-994	975-984	976-985	975-984	-

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Wolf, Ghoul Wolf		2	1-16	ToH	996	995	985	986	985	996
Wolf-Spider, Giant <i>or DM's choice</i>		3	1-20	CC1	997	996	986	987	986	997
Worg		2	1-11	MM	-	997	987	988	987	-
Wyvern		6	1-6	MM	-	-	988-997	989-997	988-997	-
Xorn		6	1-5	MM	998	998	998	998	998	998
Zombie	4	var	var	MM	999	999	999	999	999	999
Zombie, Juju	3	var	var	ToH	000	000	000	000	000	000

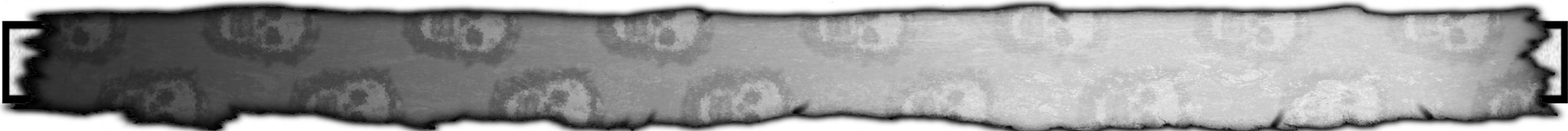
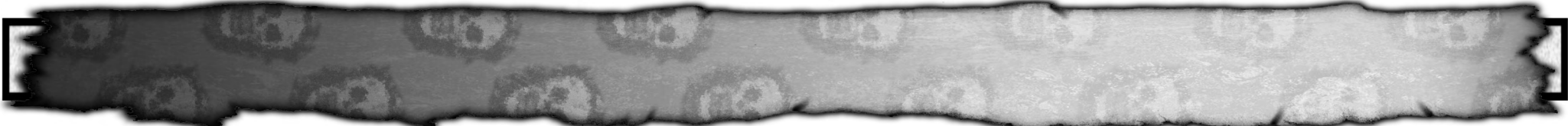


Table 2-4B: Subtropical Creature Encounters-Nighttime

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Algoid		4	1-6	ToH	-	-	003	-	-	003-004
Allip		3	1	MM	003	003	004	003	003	005
Amalthean Ram <i>or DM's choice</i>		6	2-4	CC1	-	-	-	-	004	-
Amphisbaena		4	1-4	ToH	004	004	005	004	005	006
Ankheg		3	1-4	MM	-	005-007	006-007	-	-	-
Ant Lion		5	1-4	ToH	005-007	008-010	008	005-006	-	-
Ant, Giant, Soldier		2	1-4	MM	008-010	011-013	009-010	007-008	-	-
Ant, Giant, Worker		1	2-12	MM	011-013	014-016	011-012	009-010	-	-
Apparition		7	1-4	ToH	014	017	013	011	006	007
Aranea		4	1-6	MM	-	-	014-015	-	-	-
Assassin Vine		3	1-4	MM	-	-	016-017	-	-	008-009
Athach		7	1-12	MM	-	-	-	012	007	-
Atomie		1	2-4	ToH	-	-	018	-	-	-
Axe Beak		2	1-6	ToH	015-017	018-020	019-020	013-014	008	010
Barghest		4	1-6	MM	018	021	021	015	009	011
Basilisk, Common		5	1-6	MM	019-021	022-024	022-023	016-017	010-012	012-013
Basilisk, Greater		7	1-2	ToH	022	025	024	018	013	014
Bat Swarm		1/10	30-50	MM	023-037	026-036	025-034	019-029	-	-
Bat, Doombat		4	1-8	ToH	038-040	037-039	035-036	030-031	014-016	015
Bat, Mobat		3	1-8	ToH	041-043	040-042	037-038	032-033	-	-
Bear, Black		2	1-2	MM	-	-	039-068	034-067	017-048	-
Bear, Brown		2	1-2	MM	-	-	069-078	068-078	049-058	-
Bee, Giant		1/2	1-20	MM	044	043	079	079	059	016
Beetle, Giant: Bombardier		2	2-12	MM	045-059	044-054	080-089	080-090	060-069	017-028
Beetle, Giant: Boring		3	2-12	ToH	060-074	055-065	090-099	091-101	070-079	029-040
Beetle, Giant: Deathwatch		6	1	ToH	-	-	100	-	-	-
Beetle, Giant: Fire		1/3	2-12	MM	075-089	066-076	101-110	102-112	080-089	041-052
Beetle, Giant: Rhinoceros		6	2-12	ToH	-	-	111	-	-	-
Beetle, Giant: Slicer		4	2-12	ToH	-	-	112-113	-	-	-
Beetle, Giant: Stag		4	2-12	MM	-	077	114-115	113	-	-
Behir		8	1-2	MM	090-092	078-080	116-117	114-115	090-092	053-054
Eye Tyrant		13	1-6	MM	093	081	118	116	093	055
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	119	-	-	-
Blink Dog		2	1-16	MM	-	082	-	-	-	-

TABLE 2-4B: SUBTROPICAL CREATURE ENCOUNTERS - NIGHTTIME

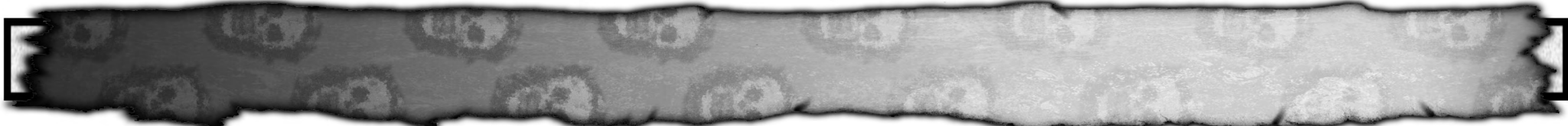
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Blood Moth <i>or DM's choice</i>		1/4	10-50	CC2	-	083	120	-	-	-
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	121	-	094	-
Bloody Bones		4	1-5	ToH	094	084	122	117	095	056
Boalisk		4	1	ToH	-	-	123-124	-	-	057-058
Boar		2	1	MM	-	-	125-155	-	-	-
Bodak		8	1-4	MM	095	085	156	118	096	059
Bog Beast		5	1-5	ToH	-	-	-	-	-	060-061
Bog Mummy		6	1-10	ToH	-	-	-	-	-	062
Boggart		7	1-5	ToH	-	-	-	-	-	063-064
Bonesnapper		3	1-4	ToH	-	-	157	-	-	065
Brownie		1	2-12	ToH	-	-	158-159	-	-	-
Buckawn		2	2-20	ToH	-	-	160	-	-	-
Bulette		7	1-2	MM	096	086	161	119	097	066
Bunyip		3	1	ToH	-	-	-	-	-	067-068
Camel		1	1	MM	097-111	-	-	120-121	098-100	-
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	162-163	-	-	-
Caterwaul		3	1	ToH	-	-	164	-	101	-
Cathedral Beetle <i>or DM's choice</i>		4	1-16	CC1	-	087	165-166	122	102	-
Cave Cricket		1	1-5	ToH	112-114	088-090	167-168	123-124	103-105	069-070
Centaur		3	1-8	MM	-	-	169	-	-	-
Centaur (troop)	28	var	1-8	MM	-	-	170	-	-	-
Cheetah		2	1-5	MM	-	091	-	-	-	-
Chimera		7	1-13	MM	115-117	092-094	171-172	125-126	106-108	071-072
Chuul		7	1-5	MM	-	-	173	-	-	073
Cobra Flower		4	1-4	ToH	-	-	174	-	109	-
Cockatrice		3	1-13	MM	118-120	095-097	175-176	127-128	110-112	074-075
Coffer Corpse		3	1	ToH	121	098	177	129	113	076
Cooshee		2	1-9	ToH	122-124	099-101	178-179	130-131	114-116	077-078
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	125	102	180	132	117	079
Crayfish, Monstrous		3	1-5	ToH	-	-	-	-	-	080-081
Dananshee <i>or DM's choice</i>	16	var	1	CC2	126	103	181	133	118	082
Dark Creeper		2	2-4	ToH	-	-	182-183	134	119-121	-
Dark Stalker		4	1	ToH	-	-	184	135	122	-
Darnoc		6	1-4	ToH	127	104	185	136	123	083
Death Dog		2	5-10	ToH	128	-	-	-	-	-
Death Worm		6	1	ToH	129-131	-	-	-	-	-
Demiurge		6	1	ToH	132	105	186	137	124	084
Dire Badger		2	1-5	MM	-	106-116	187-196	138-148	-	-
Dire Bat		2	1-8	MM	133-147	117-127	197-206	149-159	125-134	-



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dire Bear		7	1-2	MM	-	128-130	207-208	160-161	135-137	-
Dire Boar		4	1-8	MM	-	-	209-218	-	-	-
Dire Goat		2	1-12	ToH	148	131	219	162-163	138-147	085
Dire Hippopotamus		4	1-5	ToH	-	132	-	-	-	086-087
Dire Lion		5	1-10	MM	-	133-143	220-229	164-174	148-157	-
Dire Porcupine		3	1-5	ToH	-	144-146	230-239	175-185	-	-
Dire Ram		3	1	ToH	-	147	-	186	158	-
Dire Rat		1/3	1-20	MM	149-179	148-182	240-269	187-220	159-190	088-128
Dire Sloth		6	1-2	ToH	-	-	270	-	-	-
Dire Tiger		8	1-2	MM	-	183-185	271-272	221-222	191-193	-
Dire Weasel		2	1-2	MM	-	-	273	223	-	-
Dire Wolf		3	1-8	MM	180-182	186-188	274-275	224-225	194-196	129-130
Dire Wolverine		4	1-2	MM	-	189-191	276-277	226-227	-	-
Displacer Cat		4	1-10	MM	-	-	278-279	228	197	-
Dog (wild)		1/3	1-12	MM	183-213	192-226	280-309	229-262	198-229	131-170
Dog, War (wild-riding)		1	1-12	MM	214-244	227-261	310-339	263-296	230-261	171-210
Doppleganger		3	1-6	MM	245	262	340	297	262	211
Dracolisk, Black		7	1-6	ToH	246	263	341	298	263	212
Dracolisk, Blue		7	1-6	ToH	247	264	342	299	264	213
Dracolisk, Green		7	1-6	ToH	248	265	343	300	265	214
Dracolisk, Red		7	1-6	ToH	249	266	344	301	266	215
Dracolisk, White		7	1-6	ToH	250	267	345	302	267	216
Dragon, Black	8	var	1	MM	-	-	-	-	-	217-228
Dragon, Blue	8	var	1	MM	251-253	-	-	-	-	-
Dragon, Brass	8	var	1	MM	254-268	268-278	-	-	-	-
Dragon, Cloud	8	var	1-5	ToH	-	-	-	-	268	-
Dragon, Copper	8	var	1	MM	269-271	-	-	303-304	269-271	-
Dragon, Faerie		2	1-6	ToH	-	-	346	-	-	-
Dragon, Gold	8	var	1	MM	272	279	347	305	272	229
Dragon, Green	8	var	1	MM	-	-	348-349	-	-	-
Dragon, Mist	8	var	1-5	ToH	-	-	350	-	-	-
Dragon, Red	8	var	1	MM	-	-	-	306-307	273-275	-
Dragon, Silver	8	var	1	MM	-	-	-	-	276	-
Dragonfly, Giant		4	1-5	ToH	273	280	351	308	277	230-231
Dragonne		7	1-10	MM	274	-	-	309	-	-
Drake, Fire		4	1-8	ToH	-	-	-	310	278	-
Drake, Salt		9	1-5	ToH	275	-	-	-	-	-
Dryad		1	1-7	MM	-	-	352	-	-	-
Dune Delver <i>or DM's choice</i>		5	1	CC1	276	-	-	-	-	-

TABLE 2-4B: SUBTROPICAL CREATURE ENCOUNTERS - NIGHTTIME

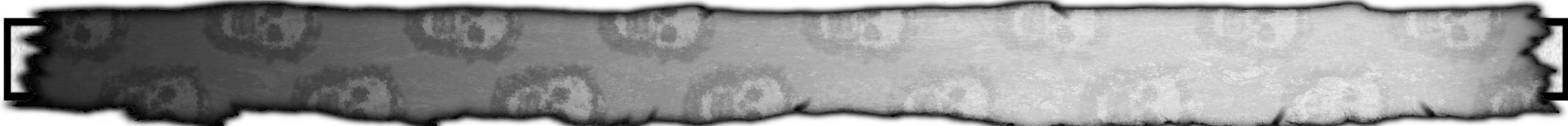
Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dust Digger		4	1-20	ToH	277-291	-	-	-	-	-
Eblis		3	4-16	ToH	-	-	-	-	-	232
Eel, Electric		2	1-2	ToH	-	-	-	-	-	233-234
Elemental, Air	29	var	1-4	MM	292	281	353	311	279	235
Elemental, Earth	29	var	1-4	MM	293	282	354	312	280	236
Elemental, Fire	29	var	1-4	MM	294	-	-	313	281	-
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	237
Elephant		8	1-30	MM	-	283-293	355-364	-	-	-
Emperor Stag <i>or DM's choice</i>		6	1	CC1	-	-	365	-	-	-
Ettercap	30	var	1-2	MM	-	-	366-375	-	-	-
False Spider, Pedipalp		1	1-5	ToH	295	294	376	314	282	-
False Spider, Solifugid		3	1-5	ToH	296	295	377	315	283	-
Fatling <i>or DM's choice</i>		5	1	CC1	297	296	378	316	284	238
Fen Witch		5	1	ToH	-	-	-	-	-	239
Feral <i>or DM's choice</i>	12	var	1-15	CC1	298	297	379	317	285	240
Fire Lizard		8	1-2	ToH	299	298	-	318	-	241
Fire Nymph		7	1	ToH	300	299	380	319	286	242
Fire Snake		1	1-5	ToH	301	300	381	320	287	243
Flail Snail		3	1	ToH	302	301	382	321	288	244
Flesh Strippers <i>or DM's choice</i>		1/4	5-50	CC2	303	302-304	383	322-323	289	245
Fly, Giant		2	1-12	ToH	304	305	384	324	290	246
Forester's Bane		5	1-2	ToH	-	306	385	325	291	-
Froghemoth		13	1	ToH	-	-	-	-	-	247
Gargoyle		4	1-16	MM	305-307	307-309	386-387	326-327	292-301	248-249
Gargoyle, Green Guardian		4	1-16	ToH	308	310	388	328	302	250
Gargoyle, Margoyale		5	1-2	ToH	309	311	389	329	303	251
Gargoyle, Margoyale (wing)	37	var	1-2	ToH	310	312	390	330	304	252
Genie, Djinni		5	1-15	MM	311	313	391	331	305	253
Genie, Efreeti		8	1-15	MM	312	314	392	332	306	254
Genie, Janni		4	1-15	MM	313	315	393	333	307	255
Ghast		3	1-4	MM	314-328	316-326	394-403	334-344	308-317	256-267
Ghast (pack)	31	var	2-4	MM	329-331	327-329	404-405	345-346	318-320	268-269
Ghoul		1	1-12	MM	332-346	330-340	406-415	347-357	321-330	270-281
Ghoul-Strige		2	1-8	ToH	-	-	416	-	-	-
Giant Owl		3	1-5	MM	-	341-343	417-418	358-359	331-333	-
Giant, Cloud		11	1-4	MM	-	-	419	360	334-336	-
Giant, Fire		10	1-5	MM	-	-	-	361	337-346	-
Giant, Fire (hunting party)	32	var	6-9	MM	-	344	420	362-363	347-356	-
Giant, Hill		7	1-5	MM	-	-	-	364-396	357-388	-



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-	397-407	389-398	-
Giant, Sand		14	1-4	ToH	347	-	-	-	-	-
Giant, Sand (raiding party)	38	var	6-9	ToH	348	-	-	-	-	-
Giant, Stone		8	1-5	MM	-	-	-	408	399-408	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-	409	409-411	-
Giant, Storm		13	1	MM	-	-	-	410	412-414	-
Giant, Wood		5	1-5	ToH	-	-	421	-	-	-
Giant, Wood (hunting party)		5	1-5	ToH	-	-	422	-	-	-
Giant, Wood (trading party)		5	1-5	ToH	349	345	423	411	415	282
Gnoll		1	1-5	MM	350-364	346-356	424-433	412-422	416-425	283-294
Gnoll, Flind		1	1-5	ToH	365-367	357-359	434-435	423-424	426-428	295-296
Gnoll, Flind (mob)	36	var	2-5	ToH	368	360-362	436-437	425-426	429-431	297
Goblin		1/4	4-9	MM	369-383	363-373	438-447	427-437	432-441	298-309
Goblin (warband)	17	var	10-24	MM	384-386	374-376	448-449	438-439	442-444	310-311
Gorgimera		8	1-2	ToH	387	377	450	440	445	312
Gorgon		8	1-13	MM	388-390	378-380	451	441-442	446-448	313
Gorilla Bear		4	1-7	ToH	-	-	452	-	-	-
Gray Render		8	1	MM	391-393	381-383	453-454	443-444	449-451	314-315
Grippli		1	1-12	ToH	-	-	455	-	-	316-317
Groaning Spirit		7	1	ToH	394	384	456	445	452	318
Hag (covey)	18	var	3	MM	395	385	457	446	453	319
Hag, Annis		6	1	MM	396	386	458	447	454	320
Hag, Green		5	1	MM	-	-	459	-	-	321
Hag, Moon <i>or DM's choice</i>		13	1-2	CC1	-	-	-	-	455	-
Hag, Storm <i>or DM's choice</i>		7	1-2	CC1	397	387	-	448	456	-
Hag, Swamp <i>or DM's choice</i>		6	1-2	CC1	-	-	-	-	-	322
Hamster, Giant		2	1-4	ToH	-	388	-	449	-	-
Hangman Tree		6	1	ToH	-	-	460	-	-	-
Harpy		4	1-12	MM	398-400	389-391	461-462	450-451	457-459	323-324
Haunt		4	1	ToH	401	392	463	452	460	325
Hell Hound		3	1-12	MM	402	393	464	453	461	326
Hell Moth		6	1-6	ToH	403	394	465	454	462	327
Hill Howler <i>or DM's choice</i>		2	1	CC1	-	-	-	455	-	-
Hippopotamus		4	1-12	ToH	-	395	-	-	-	328-329
Hobgoblin		1/2	4-9	MM	404-418	396-406	466-475	456-466	463-472	330-341
Hobgoblin (warband)		1/2	10-24	MM	419-433	407-417	476-485	467-477	473-482	342-353
Homunculus		1	1	MM	434	418	486	478	483	354
Horse, Heavy (wild)		1	1-30	MM	435-437	419-421	487-488	479-480	484-486	355-356
Horse, Light (wild)		1	1-30	MM	438-440	422-424	489-490	481-482	487-489	357-358

TABLE 2-4B: SUBTROPICAL CREATURE ENCOUNTERS - NIGHTTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Huecuva		3	1-10	ToH	441	425	491	483	490	359
Hydra	1	var	1	MM	-	-	-	-	-	360-371
Inphidian		3	1-5	ToH	442	426	492	484	491	372-373
Invisible Stalker		7	1	MM	443	427	493	485	492	374
Jaguar (leopard)		2	1-2	MM	444-446	428-430	494-495	486-487	493-495	-
Kamadan		4	1	ToH	447-449	431-433	496-497	488-489	496-498	375-376
Kech		3	2-8	ToH	-	-	498-499	-	-	-
Kelpie		4	1-4	ToH	-	-	-	-	-	377
Kobold		1/6	4-9	MM	450-452	434-436	500-509	490-491	499-501	378-379
Korred		4	1-4	ToH	-	-	510	-	-	-
Fishman (patrol)	20	var	2-4	MM	-	-	-	-	-	380
Fishman (squad)	20	var	6-11	MM	-	-	-	-	-	381
Lamia		6	1-4	MM	453	-	-	492	-	-
Leech, Giant		2	2-15	ToH	-	-	-	-	-	382-393
Leeching Willow <i>or DM's choice</i>		7	1	CC2	-	-	511	-	-	394-395
Leprechaun		4	2-20	ToH	-	-	512	-	-	-
Lion		3	1-10	MM	-	437-439	-	-	-	-
Lion, Mountain (leopard)		2	1-2	MM	454-468	440-450	513-522	493-503	502-511	-
Lizard, Giant		2	1	MM	469-471	451-453	523-524	504-505	512-514	396-397
Lizard, Rock-horned		3	1	ToH	472	454	525	506	515	398
Lizardfolk		1	2-3	MM	-	-	-	-	-	399
Manticore		5	1-6	MM	473-475	455-457	526-527	507-508	516-518	400-401
Marmoset, Giant		1	2-11	ToH	-	-	528-529	-	-	-
Medusa		7	1-4	MM	476-478	458-460	530-531	509-510	519-521	402-403
Mere-lurker <i>or DM's choice</i>		1/4	5-10	CC1	-	-	-	-	-	404
Mimic		4	1	MM	479-481	461-463	532-533	511-512	522-524	405-406
Mongrelman		1	1-5	ToH	482	464	534	513	525	407
Monstrous Centipede	2	var	var	MM	483-513	465-498	535-564	514-547	526-557	408-448
Monstrous Frog, Abyssal Dire		5	1-2	ToH	-	499	565	548	558	449
Monstrous Frog, Dire		4	1-2	ToH	-	500-510	566-575	549-559	559-561	450-461
Monstrous Frog, Giant		2	1-2	ToH	514	511-513	576-577	560-561	562	462-473
Monstrous Frog, Killer		1	2-18	ToH	-	514	578	562	563	474-475
Monstrous Frog, Poisonous		1	2-18	ToH	-	515-517	579-580	563-564	564-566	476-477
Monstrous Scorpion	2	var	var	MM	515-545	518-551	581-610	565-598	567-598	478-518
Monstrous Spider	2	var	var	MM	546-576	552-585	611-640	599-632	599-630	519-559
Mudman		1	1-12	ToH	-	-	-	-	-	560
Mummy		3	1-10	MM	577	-	-	-	-	-
Naga, Guardian		10	1-4	MM	578	586	641	633	631	561
Naga, Spirit		9	1-4	MM	579	587	642	634	632	562



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Naga, Water		7	1-4	MM	-	-	-	-	-	563-564
Night Hag		9	1 or 3	MM	580	588	643	635	633	565
Night Terror <i>or DM's choice</i>		2	6-10	CC1	-	589	644	-	-	-
Night Tyrant <i>or DM's choice</i>		4	1	CC1	-	-	645	-	-	-
Nightshade, Nightcrawler		18	1-2	MM	581	590	646	636	634	566
Nightshade, Nightwalker		16	1-4	MM	582	591	647	637	635	567
Nightshade, Nightwing		14	1-6	MM	583	592	648	638	636	568
Nilbog		2	4-20	ToH	-	-	-	639	637	-
Nymph		6	1	MM	584	593	649	640	638	569
Ogre		2	1-8	MM	585-615	594-628	650-679	641-674	639-671	570-610
Ogre Mage	22	var	1-2	MM	616	629	680	675	672	611
Ogre, Half-Ogre		1	1-8	ToH	617-619	630-632	681-682	676-677	673-675	612-613
Ogre, Ogrillon		1	1-5	ToH	620-622	633-635	683-684	678-679	676-678	614-615
Ogre, Ogrillon (warband)	40	var	3-8	ToH	623	636-638	685-686	680-681	679-681	616-617
Ooze, Black Pudding		7	1	MM	-	-	-	-	-	618-629
Ooze, Brown Pudding		7	1	ToH	-	-	-	-	-	630-641
Ooze, Dun Pudding		7	1	ToH	624-626	639	687	682	682	-
Ooze, Gray Ooze		4	1	MM	-	-	-	-	-	642-643
Ooze, Magma		7	1	ToH	-	-	-	-	683	-
Ooze, Mustard Jelly		7	1	ToH	-	-	-	-	-	644
Ooze, Ochre Jelly		5	1	MM	-	-	-	-	-	645-656
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	627	640	688	683	684	657
Ooze, Vampiric		8	1	ToH	-	-	-	-	-	658
Orc		1/2	2-4	MM	628-658	641-675	689-719	684-717	685-716	659-699
Orc (squad)	21	var	11-20	MM	659-688	676-710	720-749	718-751	717-748	700-740
Orog		1	1-4	ToH	689-691	711-713	750-751	752-753	749-751	741-742
Orog (squad)	21	var	11-20	ToH	692-694	714-716	752-753	754-755	752-754	743-744
Owlbear		4	1-8	MM	-	-	754	-	-	-
Phase Spider		5	1-5	MM	695	717	755	756	755	745
Pony (small wild horse)		1/4	1-30	MM	696-698	718-720	756-757	757-758	756-758	746-747
Praying Mantis, Giant		2	1	MM	699-701	721-723	758-759	759-760	759-761	748-749
Pyrolisk		4	1-12	ToH	702	724	760	761	762	750
Quickling		3	2-12	ToH	-	-	761	-	-	-
Quickwood		8	1	ToH	-	-	762	762	763	-
Rat Swarm		1/8	20-100	MM	703-733	725-759	763-792	763-795	764-795	751-790
Rat, Brain		1	2-12	ToH	734	760	793	796	796	791
Rat, Ethereal		2	6-11	ToH	735	761	794	797	797	792
Rat, Shadow		1	6-20	ToH	736	762	795	798	798	793
Rat, Shadow Dire		3	1-12	ToH	737	763	796	799	799	794

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Ratman, Brown Gorger (warband) <i>or DM's choice</i>	10	var	15-90	CC1	738	764	797	800	800	795
Ratman, Diseased (warband) <i>or DM's choice</i>	10	var	15-120	CC1	739	765	798	801	801	796
Ratman, Foamer (warband) <i>or DM's choice</i>	10	var	15-120	CC1	740	766	799	802	802	797
Ratman, Red Witch <i>or DM's choice</i>		1	1	CC1	741	767	800	803	803	798
Ratman, Slitheren (warband) <i>or DM's choice</i>	10	var	15-120	CC1	742	768	801	804	804	799
Ratman, Stalker <i>or DM's choice</i>	13	var	1	CC2	743	769	802	805	805	800
Ratman, White Wraith <i>or DM's choice</i>		1	1-2	CC2	744	770	803	806	806	801
Ratman, White Wraith (warband) <i>or DM's choice</i>	10	var	10-100	CC2	745	771	804	807	807	802
Rhinoceros		4	1-12	MM	-	772-774	-	-	-	-
Salamander		2	1-5	MM	746	775	805	808	808	803
Salamander, Flamebrother		5	1-5	MM	747	776	806	809	809	804
Salamander, Noble		9	1-14	MM	748	777	807	810	810	805
Sand Burrower <i>or DM's choice</i>		7	1	CC1	749	-	-	-	-	-
Sand Mummy <i>or DM's choice</i>		3	1	CC2	750	-	-	-	-	-
Sandling		2	1	ToH	751-753	778	808	811	811	806
Sandman		3	1-4	ToH	754-756	779	809	812	812	807
Shadow		3	1-11	MM	757-759	780-782	810-811	813-814	813-815	808-809
Shambling Mound		6	1	MM	-	-	812-813	-	-	810-811
Shedu		7	2-8	ToH	760	783	814	815	816	812
Shedu, Greater		9	1-2	ToH	761	784	815	816	817	813
Shocker Lizard		2	1-11	MM	-	-	-	-	-	814-815
Skeleton	5	var	var	MM	762-776	785-795	816-825	817-827	818-827	816-827
Skunk		1/6	1-5	ToH	-	-	826-835	828-838	-	-
Slime Crawler		1	1-20	ToH	777-779	796-798	836-837	839-840	828-830	828-829
Slime Reaver (patrol) <i>or DM's choice</i>	14	var	5-8	CC2	-	-	-	-	-	830
Slime Reaver (cluster) <i>or DM's choice</i>		1	3-6	CC2	-	-	-	-	-	831
Slug, Giant		6	1	ToH	-	-	-	-	-	832-843
Snake, Adder, Death		1/2	1	ToH	-	799	838	-	-	-
Snake, Adder, Night		1/2	1	ToH	780-782	800-802	839-840	841-842	-	844-845
Snake, Boa (constrictor)		2	1	MM	-	-	841	-	-	846-847
Snake, Cobra, Common		1/2	1	ToH	783-813	803-837	842-851	843-853	831-833	848-888
Snake, Cobra, Desert		1/2	1	ToH	814-844	838	-	-	-	-
Snake, Cobra, King		1	1	ToH	845-847	839-841	852-853	854-855	834	889-890
Snake, Cobra, Spitting		1	1	ToH	848-850	842-844	854-855	856-857	835	891-892
Snake, Cobra, Water		1	1	ToH	-	-	-	-	-	893-904
Snake, Fer-de-Lance		1	1	ToH	-	-	856-857	-	-	905-906
Snake, Krait, Banded		1/2	1	ToH	851-865	845-855	858-867	858-868	836-838	907-918
Snake, Mamba, Black		1	1	ToH	-	856-858	-	-	-	-
Snake, Mamba, Green		1	1	ToH	-	-	868-869	-	-	919

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Snake, Sidewinder		1/2	1	ToH	866-868	-	-	-	-	-
Snake, Viper, Desert		1/2	1	ToH	869-899	-	-	-	-	-
Snake, Viper, Gaboon		1	1	ToH	-	859-869	-	869-870	-	-
Snake, Viper, Mountain		1/2	1	ToH	-	-	-	871-881	839-848	-
Snake, Viper, Pit		1	1	ToH	900-914	870-880	870-879	882-883	849	920-921
Snake, Viper, Sand		1	1	ToH	915-917	-	-	-	-	-
Snake, Viper, Saw-scaled		1/2	1	ToH	918-948	881-883	-	-	-	-
Snake, Viper, Sharp-nosed		1	1	ToH	-	-	880-889	884-894	850-859	-
Spectre		7	1-11	MM	949	884	890	895	860	922
Sphinx, Andro-		9	1	MM	950	885	891	896	861	923
Sphinx, Crio-		7	1	MM	-	-	892	-	-	-
Sphinx, Gyno-		8	1-4	MM	951	886	893	897	862	924
Sphinx, Hieraco-		5	1-7	MM	-	-	-	898	-	-
Spider, Scarlet		1/4	8-40	ToH	952-954	887-889	894-895	899-900	863-865	925-926
Spider-eye Goblin (raiders) <i>or DM's choice</i>	11	var	3-18	CC1	-	890	896	901	866	927
Spider-eye Goblin (gang) <i>or DM's choice</i>		1/2	1-6	CC1	-	891	897	902	867	928
Spriggan		4	1-12	ToH	955	892	898	903	868	929
Sprite		1	2-12	ToH	-	893-895	899-900	-	-	-
Sprite Tribe		1	10-100	ToH	-	896	901	-	-	-
Sprite, Grig		1	1-10	MM	-	-	902-903	-	-	-
Sprite, Pixie		4	1-10	MM	-	-	904	-	-	-
Squealer		8	1-4	ToH	-	-	905	-	-	-
Stegocentipede		4	1	ToH	956-958	897	906	904	869	930
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	-	-	-	931
Stirge		1/2	2-13	MM	-	898	907-908	905	-	932
Strangle Weed		3	1-4	ToH	-	-	-	-	-	933-944
Stymphalian Bird		4	1-5	ToH	-	-	909	906	-	945
Tenebrous Worm		8	1	ToH	959	899	910	907	870	946
Tentamort		4	1-5	ToH	-	-	-	-	-	947-948
Therianthrope, Jackalwere		2	1-5	ToH	960	900	911	908	871	949
Therianthrope, Lionwere		5	1-5	ToH	-	901	-	-	-	-
Therianthrope, Wolfwere		3	1-5	ToH	-	902-904	912-913	909-910	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	905-907	914-915	911-912	-	-
Thunder Beast		4	5-20	ToH	961	908	-	913	-	-
Tick, Giant		1	3-12	ToH	962-964	909-911	916-917	914-915	872-874	950-951
Tiger		4	1	MM	-	912-922	918-927	916-926	875-884	-
Titan		21	1-2	MM	965	923	928	927	885	952
Treant		8	1-7	MM	-	-	929-930	-	-	-
Troglodyte		1	2-5	MM	-	-	-	-	886-917	-

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Troglodyte (squad)	25	var	6-11	MM	-	-	-	-	918-927	-
Trogodon <i>or DM's choice</i>		3	1-7	CC1	-	-	-	-	-	953
Troll		5	1-4	MM	966-980	924-934	931-940	928-938	928-937	954-965
Troll, Cave		5	1-4	ToH	-	-	-	939	938	-
Troll, Swamp		3	1-4	ToH	-	-	-	-	-	966-967
Troll, Two-headed		6	1-4	ToH	981-983	935-937	941-942	940-941	939-941	968-969
Tsathar		2	1-10	ToH	-	-	-	-	-	970-971
Tsathar Scourge		3	1-10	ToH	-	-	-	-	-	972-973
Tsathar Scourge (hunting party)	41	var	2-8	ToH	-	-	-	-	-	974-975
Tunnel Worm		7	1-5	ToH	984-986	938-940	943-944	942-943	942-944	976
Unicorn		3	1-6	MM	-	-	945	-	-	-
Vampire Spawn		4	1-5	MM	987	941	946	944	945	977
Vegepygmy		1/2	4-9	ToH	-	-	947	-	-	-
Vegepygmy (warband)	6	var	10-24	ToH	-	-	948	-	-	-
Wasp, Giant		3	1-20	MM	988	942	949	945	946	978
Wight		3	1-11	MM	989-991	943-945	950-951	946-947	947-949	979-980
Will-o'-Wisp		6	1-4	MM	-	-	-	-	-	981-992
Wolf		1	1-16	MM	-	946-980	952-982	948-981	950-981	-
Wolf, Ghoul Wolf		2	1-16	ToH	992	981	983	982	982	993
Wolf, Shadow		3	1-12	ToH	993	982	984	983	983	994
Wolf-Spider, Giant <i>or DM's choice</i>		3	1-20	CC1	994	983	985	984	984	995
Worg		2	1-11	MM	-	984-994	986-995	985-995	985-994	-
Wraith		5	1-11	MM	995	995	996	996	995	996
Xorn		6	1-5	MM	996	996	997	997	996	997
Zombie	4	var	var	MM	997-999	997-999	998-999	998-999	997-999	998-999
Zombie, Juju	3	var	var	ToH	000	000	000	000	000	000

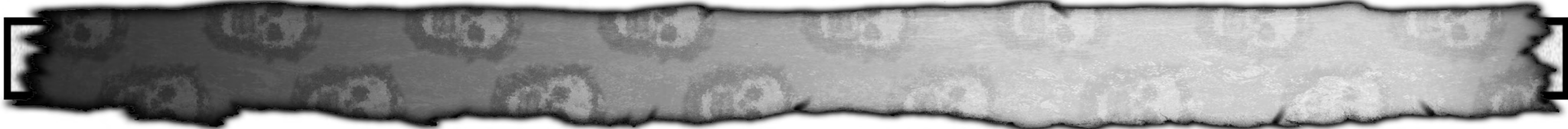


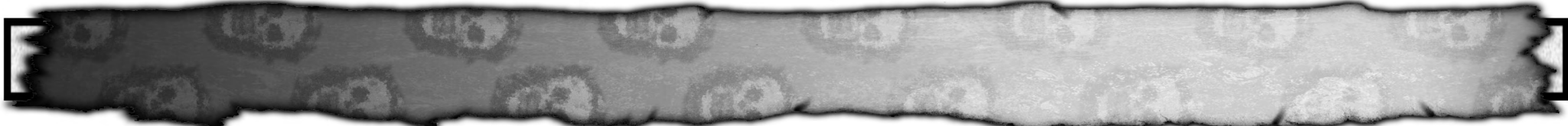
Table 2-5A: Tropical Creature Encounters-Daytime

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Algoid		4	1-6	ToH	-	-	003-004	-	-	003-004
Allip		3	1	MM	003	003	005	003	003	005
Amphisbaena		4	1-4	ToH	004	004	006	004	004	006
Ankheg		3	1-4	MM	-	005-006	007-008	-	-	-
Ant Lion		5	1-4	ToH	005-007	007-008	009-010	005-006	-	-
Ant, Giant, Soldier		2	1-4	MM	008-010	009-010	011-012	007-008	-	-
Ant, Giant, Worker		1	2-12	MM	011-013	011-012	013-014	009-010	-	-
Ape		2	1-5	MM	-	-	015	-	005	-
Apparition		7	1-4	ToH	014	013	016	011	006	007
Aranea		4	1-6	MM	-	-	017-018	-	-	-
Assassin Vine		3	1-4	MM	-	-	019-020	-	-	008-009
Athach		7	1-12	MM	-	-	-012	007	-	-
Axe Beak		2	1-6	ToH	015-029	014-025	021-028	013-023	008-018	010-011
Baboon		1/2	10-40	MM	030-079	026-078	--	-	-	-
Barghest		4	1-6	MM	080	079	029	024	019	012
Basilisk, Common		5	1-6	MM	081-083	080-081	030-031	025-026	020-022	013-014
Basilisk, Greater		7	1-2	ToH	084	082	032	027	023	015
Bear, Black		2	1-2	MM	-	-	033-075	028-080	024-077	-
Bear, Brown		2	1-2	MM	-	-	076-083	081-091	078-088	-
Bee, Giant		1/2	1-20	MM	085-087	083-084	084	092	089-091	016-017
Beetle, Giant: Bombardier		2	2-12	MM	088-137	085-136	085-127	093-145	092-145	018-071
Beetle, Giant: Boring		3	2-12	ToH	138-187	137-188	128-170	146-198	146-199	072-125
Beetle, Giant: Deathwatch		6	1	ToH	-	-	171	-	-	-
Beetle, Giant: Fire		1/3	2-12	MM	188-237	189-240	172-214	199-251	200-253	126-179
Beetle, Giant: Rhinoceros		6	2-12	ToH	-	-	215-222	-	-	-
Beetle, Giant: Slicer		4	2-12	ToH	-	-	223-224	-	-	-
Beetle, Giant: Stag		4	2-12	MM	-	241	225-232	252-253	-	-
Behir		8	1-2	MM	238-240	242-243	233-234	254-255	254-256	180-181
Eye Tyrant		13	1-6	MM	241	244	235	256	257	182
Berserker Wasp Swarm <i>or DM's choice</i>		5	3-30	CC1	-	-	236-237	-	-	-
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	238	-	-	-
Blood Moth <i>or DM's choice</i>		1/4	10-50	CC2	-	245	239-240	-	-	-
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	241	-	258	-
Bloody Bones		4	1-5	ToH	242	246	242	257	259	183

TABLE 2-5A: TROPICAL CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Boalisk		4	1	ToH	-	-	243-244	-	-	184-185
Boar		2	1	MM	-	-	245-288	-	-	-
Bog Beast		5	1-5	ToH	-	-	--	-	186-187	
Bog Mummy		6	1-10	ToH	-	-	--	-	188	
Boggart		7	1-5	ToH	-	-	--	-	189-190	
Bonesnapper		3	1-4	ToH	-	-	289-296	-	-	191-200
Brownie		1	2-12	ToH	-	-	297-298	-	-	-
Bunyip		3	1	ToH	-	-	--	-	201-202	
Camel		1	1	MM	243-292	-	-258-268	260-262	-	-
Carnivorous Tree or DM's choice		6	1-12	CC2	-	-	299-300	-	-	-
Caterwaul		3	1	ToH	-	-	--	263	-	-
Cathedral Beetle or DM's choice		4	1-16	CC1	-	247	301-302	269	264	-
Cave Cricket		1	1-5	ToH	293	248	303-304	270	265	203
Cheetah		2	1-5	MM	-	249-250	--	-	-	-
Chimera		7	1-13	MM	294-296	251-252	305-306	271-272	266-268	204-205
Chuul		7	1-5	MM	-	-	307	-	-	206
Cockatrice		3	1-13	MM	297-299	253-254	308-309	273-274	269-271	207-208
Coffer Corpse		3	1	ToH	300	255	310	275	272	209
Cooshee		2	1-9	ToH	301-303	256-257	311-312	276-277	273-275	210-211
Corpse Whisperer or DM's choice	15	var	1	CC2	304	258	313	278	276	212
Couatl		10	1-6	MM	-	-	314	-	-	-
Crayfish, Monstrous		3	1-5	ToH	-	-	--	-	213-214	
Crocodile		2	1-11	MM	-	-	--	-	215-269	
Crocodile, Giant		4	1-11	MM	-	-	--	-	270-271	
Dananshee or DM's choice	16	var	1	CC2	305	259	315	279	277	272
Darnoc		6	1-4	ToH	306	260	316	280	278	273
Death Dog		2	5-10	ToH	307	261	--	-	-	-
Death Worm		6	1	ToH	308-310	262	--	-	-	-
Demiurge		6	1	ToH	311	263	317	281	279	274
Dinosaur, Deinonychus		3	1-6	MM	-	264	318	282	-	275
Dinosaur, Megaraptor		6	1-6	MM	-	265	319	283	-	276
Dinosaur, Triceratops		7	1-8	MM	-	266	320	284	-	-
Dinosaur, Tyrannosaurus		8	1-2	MM	-	267	321	285	-	277
Dire Ape		3	1-8	MM	-	-	322-323	-	280	-
Dire Bear		7	1-2	MM	-	268-269	324-325	286-287	281-283	-
Dire Hippopotamus		4	1-5	ToH	-	270	--	-	278-279	
Dire Lion		5	1-10	MM	-	271-282	326-333	288-298	284-294	-
Dire Porcupine		3	1-5	ToH	-	283-284	334-335	299-309	295-297	-
Dire Rat		1/3	1-20	MM	312-327	285-296	336-343	310-320	298-308	280-289

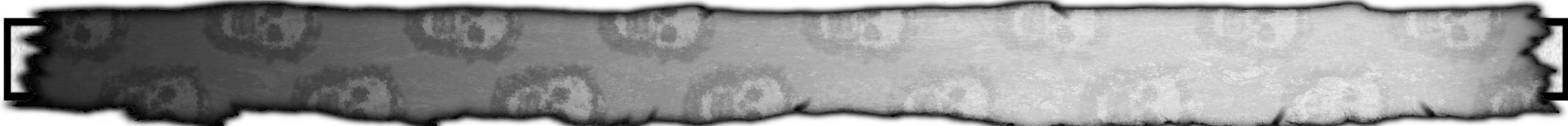
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Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dire Sloth		6	1-2	ToH	-	-	344-345	-	-	-
Dire Tiger		8	1-2	MM	-	297-298	346-347	321-322	309-311	-
Dire Wolf		3	1-8	MM	328	299	348	323	312	290
Displacer Cat		4	1-10	MM	-	-	349-350	324	313	-
Dog (wild)		1/3	1-12	MM	329-378	300-351	351-394	325-378	314-368	291-344
Dog, War (wild-riding)		1	1-12	MM	379-428	352-404	395-438	379-431	369-422	345-398
Doppleganger		3	1-6	MM	429	405	439	432	423	399
Dracolisk, Black		7	1-6	ToH	430	406	440	433	424	400
Dracolisk, Blue		7	1-6	ToH	431	407	441	434	425	401
Dracolisk, Green		7	1-6	ToH	432	408	442	435	426	402
Dracolisk, Red		7	1-6	ToH	433	409	443	436	427	403
Dracolisk, White		7	1-6	ToH	434	410	444	437	428	404
Dragon, Black	8	var	1	MM	-	-	--	-	405-414	-
Dragon, Blue	8	var	1	MM	435-437	-	--	-	-	-
Dragon, Brass	8	var	1	MM	438-453	411-422	--	-	-	-
Dragon, Cloud	8	var	1-5	ToH	-	-	--	429	-	-
Dragon, Copper	8	var	1	MM	454-456	-	-438-439	430-432	-	-
Dragon, Faerie		2	1-6	ToH	-	-	445	-	-	-
Dragon, Gold	8	var	1	MM	457	423	446	440	433	415
Dragon, Green	8	var	1	MM	-	-	447-448	-	-	-
Dragon, Mist	8	var	1-5	ToH	-	-	449-450	-	-	-
Dragon, Red	8	var	1	MM	-	-	-441-442	434-436	-	-
Dragon, Silver	8	var	1	MM	-	-	--	437	-	-
Dragonfly, Giant		4	1-5	ToH	-	424	451-452	443-444	438	416-425
Dragonne		7	1-10	MM	458	-	-445	-	-	-
Dragannel		6	1-4	ToH	-	-	-446-447	439-441	-	-
Drake, Salt		9	1-5	ToH	459	425	--	-	-	-
Dryad		1	1-7	MM	-	-	453	-	-	-
Dune Delver <i>or DM's choice</i>		5	1	CC1	460-462	-	--	-	-	-
Dust Digger		4	1-20	ToH	463	-	--	-	-	-
Eagle		1/2	1-2	MM	-	426-427	454-455	448-449	442-444	-
Eblis		3	4-16	ToH	-	-	--	-	426-427	-
Eel, Electric		2	1-2	ToH	-	-	--	-	428-429	-
Elemental, Air	29	var	1-4	MM	464	428	456	450	445	430
Elemental, Earth	29	var	1-4	MM	465	429	457	451	446	431
Elemental, Fire	29	var	1-4	MM	466	-	-452	447	-	-
Elemental, Water	29	var	1-4	MM	-	-	--	-	432	-
Elephant		8	1-30	MM	-	430-482	458-501	-	-	-
Emperor Stag <i>or DM's choice</i>		6	1	CC1	-	-	502	-	-	-

TABLE 2-5A. TROPICAL CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Ettercap	30	var	1-2	MM	-	-	503-510	-	-	-
Fatling <i>or DM's choice</i>		5	1	CC1	467	483	511	453	448	433
Fen Witch		5	1	ToH	-	-	--	-	434	
Feral <i>or DM's choice</i>	12	var	1-15	CC1	468	484	512	454	449	435
Fire Lizard		8	1-2	ToH	469	485	513	455	450	436
Fire Nymph		7	1	ToH	470	486	514	456	451	437
Fire Snake		1	1-5	ToH	471	487	515	457	452	438
Flail Snail		3	1	ToH	472	488	516	458	453	439
Flesh Strippers <i>or DM's choice</i>		1/4	5-50	CC2	473	489-490	517-518	459-460	454-456	440-441
Fly, Giant		2	1-12	ToH	474	491	519	461	457	442
Froghemoth		13	1	ToH	-	-	--	-	443	
Gargoyle		4	1-16	MM	475-477	492-493	520-521	462-463	458-468	444-445
Gargoyle, Green Guardian		4	1-16	ToH	478	494	522	464	469	446
Gargoyle, Margoye		5	1-2	ToH	479	495	523	465	470	447
Gargoyle, Margoye (wing)	37	var	1-2	ToH	480	496	524	466	471	448
Genie, Djinni		5	1-15	MM	481	497	525	467	472	449
Genie, Efreeti		8	1-15	MM	482	498	526	468	473	450
Genie, Janni		4	1-15	MM	483	499	527	469	474	451
Ghoul-Stirge		2	1-8	ToH	-	-	528	-	-	-
Giant Eagle		3	1-2	MM	-	500-501	529-530	470-471	475-477	-
Giant, Cloud		11	1-4	MM	-	-	531	472	478-480	-
Giant, Fire		10	1-5	MM	-	-	-473	481-491	-	-
Giant, Fire (hunting party)	32	var	6-9	MM	-	502	532	474-475	492-494	-
Giant, Hill		7	1-5	MM	-	-	-476-528	495-548	-	-
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-529-539	549-559	-	-
Giant, Sand		14	1-4	ToH	484-486	503	--	-	-	-
Giant, Sand (raiding party)	38	var	6-9	ToH	487-489	504	--	-	-	-
Giant, Stone		8	1-5	MM	-	-	-540	560-570	-	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-541	571-573	-	-
Giant, Storm		13	1	MM	-	-	-542	574-576	-	-
Giant, Wood		5	1-5	ToH	-	-	533-534	-	-	-
Giant, Wood (hunting party)		5	1-5	ToH	-	-	535-536	-	-	-
Giant, Wood (trading party)		5	1-5	ToH	490	505	537-538	543	577	452
Gnoll		1	1-5	MM	491	506	539	544	578	453
Gnoll, Flind		1	1-5	ToH	492-494	507-508	540-541	545-546	579-581	454-455
Gnoll, Flind (mob)	36	var	2-5	ToH	495	509-510	542-543	547-548	582-584	456
Goblin		1/4	4-9	MM	496-511	511-522	544-551	549-559	585-595	457-466
Goblin (warband)	17	var	10-24	MM	512-514	523-524	552-553	560-561	596-598	467-468
Gorgimera		8	1-2	ToH	515	525	554	562	599	469



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Gorgon		8	1-13	MM	516-518	526-527	555	563-564	600-602	470
Gorilla Bear		4	1-7	ToH	-	-	556	-	-	-
Gray Render		8	1	MM	519-521	528-529	564-565	565-566	603-605	471-472
Griffon		4	1-10	MM	-	530-531	-567-577	606-616	-	-
Grippli		1	1-12	ToH	-	-	566-567	-	-	473-474
Groaning Spirit		7	1	ToH	522	532	568	578	617	475
Hag (covey)	18	var	3	MM	523	533	569	579	618	476
Hag, Annis		6	1	MM	524	534	570	580	619	477
Hag, Green		5	1	MM	-	-	571	-	-	478
Hag, Moon <i>or DM's choice</i>		13	1-2	CC1	-	-	--	620	-	-
Hag, Storm <i>or DM's choice</i>		7	1-2	CC1	525	535	-581	621	-	-
Hag, Swamp <i>or DM's choice</i>		6	1-2	CC1	-	-	--	-	479	-
Hangman Tree		6	1	ToH	-	-	572	-	-	-
Harpy		4	1-12	MM	526-541	536-547	573-580	582-592	622-632	480-489
Haunt		4	1	ToH	542	548	581	593	633	490
Hell Hound		3	1-12	MM	543	549	582	594	634	491
Hippogriff		2	1-12	MM	-	550-551	-595-596	-	-	-
Hippopotamus		4	1-12	ToH	-	552-553	--	-	492-501	-
Hobgoblin		1/2	4-9	MM	544-546	554-555	583-584	597-598	635-637	502-503
Hobgoblin (warband)		1/2	10-24	MM	547-549	556-557	585-586	599-600	638-640	504-505
Homunculus		1	1	MM	550	558	587	601	641	506
Horse, Heavy (wild)		1	1-30	MM	551-566	559-570	588-595	602-612	642-652	507-516
Horse, Light (wild)		1	1-30	MM	567-582	571-582	596-603	613-623	653-663	517-526
Huecuva		3	1-10	ToH	583	583	604	624	664	527
Hydra	1	var	1	MM	-	-	--	-	528-537	-
Inphidian		3	1-5	ToH	584	584	605-606	625	665	538-539
Invisible Stalker		7	1	MM	585	585	607	626	666	540
Jaguar (leopard)		2	1-2	MM	586-588	586-587	608-609	627-628	667-669	-
Kamadan		4	1	ToH	589	588	610-611	629-630	670-672	541-542
Kech		3	2-8	ToH	-	-	612-613	-	-	-
Kelpie		4	1-4	ToH	-	-	--	-	543	-
Kobold		1/6	4-9	MM	-	-	614-615	-	-	-
Lamia		6	1-4	MM	590	-	-631	-	-	-
Lammasu		8	1	MM	591	589	616	632	673	544
Leech, Giant		2	2-15	ToH	-	-	--	-	545-554	-
Leeching Willow <i>or DM's choice</i>		7	1	CC2	-	-	617-618	-	-	555-556
Leopard		2	1-2	MM	-	590-591	619-620	-	-	-
Lion		3	1-10	MM	-	592-603	--	-	-	-
Lion, Mountain (leopard)		2	1-2	MM	592	604	621	633	674	-

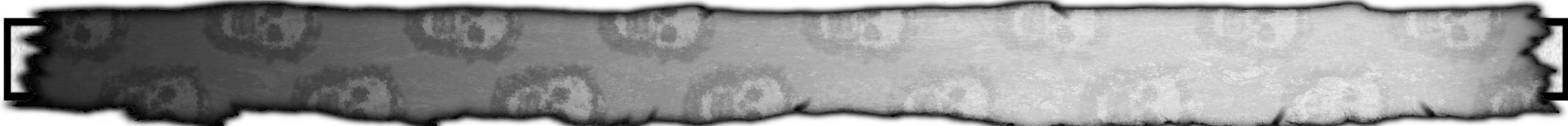
TABLE 2-5A: TROPICAL CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Lizard, Giant		2	1	MM	593-607	605-616	622-629	634-644	675-685	557-566
Lizard, Rock-horned		3	1	ToH	608-610	617-618	630-631	645-646	686-688	567-568
Lizardfolk		1	2-3	MM	-	-	--	-	569-578	
Lotus Flower, Blue <i>or DM's choice</i>		N/A	N/A	CC1	-	-	--	-	579	
Lotus Flower, Golden <i>or DM's choice</i>		N/A	N/A	CC1	-	-	632	-	-	-
Lotus Flower, Red <i>or DM's choice</i>		N/A	N/A	CC1	-	-	633	-	-	-
Lotus Flower, White <i>or DM's choice</i>		N/A	N/A	CC1	-	-	634	-	-	-
Manticore		5	1-6	MM	611-626	619-630	635-642	647-657	689-699	580-589
Marmoset, Giant		1	2-11	ToH	-	-	643-650	-	-	-
Medusa		7	1-4	MM	627-629	631-632	651-652	658-659	700-702	590-591
Mimic		4	1	MM	630-632	633-634	653-654	660-661	703-705	592-593
Mongrelman		1	1-5	ToH	633	635	655	662	706	594
Monstrous Centipede	2	var	var	MM	634-648	636-647	656-663	663-673	707-717	595-604
Monstrous Frog, Abyssal Dire		5	1-2	ToH	-	648	664	674	718	605
Monstrous Frog, Dire		4	1-2	ToH	-	649-650	665-666	675-676	719-721	606-607
Monstrous Frog, Giant		2	1-2	ToH	649	651-652	667-674	677-678	722-724	608-617
Monstrous Frog, Killer		1	2-18	ToH	-	653-654	675-682	679-680	725-727	618-627
Monstrous Frog, Poisonous		1	2-18	ToH	-	655-656	683-690	681-682	728-730	628-637
Monstrous Scorpion	2	var	var	MM	650-664	657-668	691-698	683-693	731-741	638-647
Monstrous Spider	2	var	var	MM	665-679	669-680	699-706	694-704	742-752	648-657
Mudman		1	1-12	ToH	-	-	--	-	658	
Mummy		3	1-10	MM	680	-	--	-	-	
Naga, Guardian		10	1-4	MM	681	681	707	705	753	659
Naga, Spirit		9	1-4	MM	682-684	682-683	708-709	706-707	754-756	660-661
Naga, Water		7	1-4	MM	-	-	--	-	662-663	
Night Hag		9	1 or 3	MM	685	684	710	708	757	664
Night Terror <i>or DM's choice</i>		2	6-10	CC1	-	-	711	-	-	-
Nymph		6	1	MM	686	685	712-713	709	758	665
Ogre		2	1-8	MM	687-736	686-737	714-757	710-762	759-812	666-719
Ogre Mage	22	var	1-2	MM	737	738	758	763	813	720
Ogre, Half-Ogre		1	1-8	ToH	738-740	739-740	759-760	764-765	814-816	721-722
Ogre, Ogrillon		1	1-5	ToH	741-743	741-742	761-762	766-767	817-819	723-724
Ogre, Ogrillon (warband)	40	var	3-8	ToH	744-746	743-744	763-764	768-769	820-822	725-726
Ooze, Black Pudding		7	1	MM	-	-	--	-	727-736	
Ooze, Brown Pudding		7	1	ToH	-	-	--	-	737-746	
Ooze, Dun Pudding		7	1	ToH	747-749	745	-770	823	-	
Ooze, Gray Ooze		4	1	MM	-	-	--	-	747-748	
Ooze, Magma		7	1	ToH	-	-	--	824-826	-	
Ooze, Mustard Jelly		7	1	ToH	-	-	--	-	749	

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Ooze, Ochre Jelly		5	1	MM	-	-	--	-	750-759	
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	750	746	765	771	827	760
Orc		1/2	2-4	MM	751	747	766	772	828	761
Orc (squad)	21	var	11-20	MM	752	748-748	767	773	829	762
Orog		1	1-4	ToH	753-755	749-750	768-769	774-775	830-832	763-764
Orog (squad)	21	var	11-20	ToH	756-758	751-752	770-771	776-777	833-835	765-766
Panther, Black (leopard)		2	1-2	MM	-	-	772-773	-	-	-
Pegasus		3	1-10	MM	-	-	-778	-	-	-
Phase Spider		5	1-5	MM	759	753	774	779	836	767
Pony (small wild horse)		1/4	1-30	MM	760-775	754-765	775-782	780-790	837-847	768-777
Praying Mantis, Giant		2	1	MM	776-778	766-767	783-784	791-792	848-850	778-779
Pyrolisk		4	1-12	ToH	779-781	768-769	785	793-794	851-853	780-781
Rat Swarm		1/8	20-100	MM	782-797	770-781	786-793	795-805	854-864	782-791
Rat, Brain		1	2-12	ToH	798	782	794	806	865	792
Rat, Ethereal		2	6-11	ToH	799	783	795	807	866	793
Ratman, Brown Gorger (warband) <i>or DM's choice</i>	10	var	15-90	CC1	800	784	796	808	867	794
Ratman, Daywalker <i>or DM's choice</i>		1	1-2	CC2	801-803	-	--	-	-	-
Ratman, Daywalker (warband) <i>or DM's choice</i>	10	var	10-120	CC2	804-806	-	--	-	-	-
Ratman, Diseased (warband) <i>or DM's choice</i>	10	var	15-120	CC1	807	785	797	809	868	795
Ratman, Foamer (warband) <i>or DM's choice</i>	10	var	15-120	CC1	808	786	798	810	869	796
Ratman, Red Witch <i>or DM's choice</i>		1	1	CC1	809	787	799	811	870	797
Ratman, Slitheren (warband) <i>or DM's choice</i>	10	var	15-120	CC1	810	788	800	812	871	798
Rhinoceros		4	1-12	MM	-	789-800	--	-	-	-
Roc		9	1-2	MM	-	-	-813-814	872-874	-	-
Salamander		2	1-5	MM	811-813	801	801	815	875-877	799
Salamander, Flamebrother		5	1-5	MM	814	802	802	816	878	800
Salamander, Noble		9	1-14	MM	815	803	803	817	879	801
Sand Burrower <i>or DM's choice</i>		7	1	CC1	816-818	-	--	-	-	-
Sand Mummy <i>or DM's choice</i>		3	1	CC2	819	-	--	-	-	-
Sand Wyvern <i>or DM's choice</i>		3	1-12	CC2	820-822	-	--	-	-	-
Sandling		2	1	ToH	823-825	804	804	818	880	802
Sandman		3	1-4	ToH	826-828	805	805	819	881	803
Shambling Mound		6	1	MM	-	-	806-807	-	-	804-805
Shedu		7	2-8	ToH	829-831	806-807	808-809	820-821	882-884	806-807
Shedu, Greater		9	1-2	ToH	832	808	810	822	885	808
Shocker Lizard		2	1-11	MM	-	-	811-812	-	-	809-818
Skeleton	5	var	var	MM	833-835	809-810	813-814	823-824	886-888	819-820
Slime Crawler		1	1-20	ToH	836	811	815	825	889	821
Slime Reaver (patrol) <i>or DM's choice</i>	14	var	5-8	CC2	-	-	--	-	822-823	-

TABLE 2-5A: TROPICAL CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Slime Reaver (cluster) <i>or DM's choice</i>		1	3-6	CC2	-	-	--	-	824-825	
Slug, Giant		6	1	ToH	-	-	--	-	826-827	
Snake, Adder, Death		1/2	1	ToH	-	812-813	--	-	-	
Snake, Adder, Puff		1/2	1	ToH	837-839	814-815	816-817	826-827	-	828-829
Snake, Anaconda (giant constrictor)		5	1	MM	-	-	818-819	-	-	830-831
Snake, Asp		1/2	1	ToH	840-855	816-868	820-827	828-838	890	832-841
Snake, Boa (constrictor)		2	1	MM	-	-	828-835	-	-	842-851
Snake, Boomslang		1/2	1	ToH	-	869-880	--	-	-	
Snake, Brownsnake		1/2	1	ToH	856-871	881-892	-839-840	-	-	
Snake, Brownsnake, King		1/2	1	ToH	872	893	--	-	-	
Snake, Bushmaster		1/2	1	ToH	-	-	836-879	-	-	852-906
Snake, Copperhead		1/2	1	ToH	-	894	-841-842	-	-	
Snake, Coral Snake		1/2	1	ToH	-	895	880-881	-	-	907-908
Snake, Cottonmouth		1/2	1	ToH	-	-	--	-	909	
Snake, Fer-de-Lance		1	1	ToH	-	-	882-883	-	-	910-911
Snake, Mamba, Black		1	1	ToH	-	896-907	-843-844	-	-	
Snake, Mamba, Green		1	1	ToH	-	-	884-891	-	-	912-921
Snake, Python (giant constrictor)		5	1	MM	-	-	892-899	-	-	922-931
Snake, Rattlesnake, Diamondback		1/2	1	ToH	873-887	908-909	--	-	-	
Snake, Rattlesnake, Rock		1/2	1	ToH	888-890	910	-845-855	891-901	-	
Snake, Taipan		1	1	ToH	891-893	-	--	-	-	
Snake, Tiger Snake		1/2	1	ToH	894-896	911-912	-856-857	-	-	
Snake, Viper, Desert		1/2	1	ToH	897-899	-	--	-	-	
Snake, Viper, Gaboon		1	1	ToH	-	913-924	-858-868	-	-	
Snake, Viper, Sand		1	1	ToH	900-902	-	--	-	-	
Snake, Viper, Saw-scaled		1/2	1	ToH	903-952	925-926	--	-	-	
Snake, Viper, Sharp-nosed		1	1	ToH	-	927-928	900-907	869-922	902-912	-
Snake, Viper, Tree		1/2	1	ToH	-	-	908-915	-	-	932-941
Sphinx, Andro-		9	1	MM	953	929	916	923	913	942
Sphinx, Crio-		7	1	MM	-	930	917-918	924	-	-
Sphinx, Gyno-		8	1-4	MM	954-956	931-932	919-920	925-926	914-916	943-944
Sphinx, Hieraco-		5	1-7	MM	-	933	-927-928	917	-	
Spider, Scarlet		1/4	8-40	ToH	957-959	934-935	921-922	929-930	918-920	945-946
Spider-eye Goblin (raiders) <i>or DM's choice</i>	11	var	3-18	CC1	-	-	923-924	-	-	-
Spider-eye Goblin (gang) <i>or DM's choice</i>		1/2	1-6	CC1	-	-	925-926	-	-	-
Spire Wyvern <i>or DM's choice</i>		4	1-2	CC1	960-962	936-937	927-928	931-932	921-931	947-948
Spriggan		4	1-12	ToH	963	938	929	933	932	949
Sprite		1	2-12	ToH	-	939-940	930-931	-	-	-
Sprite Tribe		1	10-100	ToH	-	941	932	-	-	-



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Sprite, Grig		1	1-10	MM	-	-	933	-	-	-
Squealer		8	1-4	ToH	-	-	934	-	-	-
Stegocentipede		4	1	ToH	964-966	942	935	934	933	950
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	--	-	951	-
Stirge		1/2	2-13	MM	-	943-944	936-943	935-936	-	952-953
Strangle Weed		3	1-4	ToH	-	-	--	-	954-963	-
Stymphalian Bird		4	1-5	ToH	-	-	944	937	-	964-965
Swamp Mite <i>or DM's choice</i>		1/8	10-100	CC2	-	-	--	-	966-967	-
Swamp Tyrant <i>or DM's choice</i>		7	1	CC2	-	-	--	-	968-969	-
Swampling <i>or DM's choice</i>		3	2-16	CC2	-	-	--	-	970-971	-
Tenebrous Worm		8	1	ToH	967	945	945	938	934	972
Tentamort		4	1-5	ToH	-	-	--	-	973-974	-
Therianthrope, Jackalwere		2	1-5	ToH	968	946	946	939	935	975
Therianthrope, Lionwere		5	1-5	ToH	-	947	--	-	-	-
Therianthrope, Wolfwere		3	1-5	ToH	-	948	947	940	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	949	948	941	-	-
Thunder Beast		4	5-20	ToH	969	950	-942	-	-	-
Tick, Giant		1	3-12	ToH	970-972	951-952	949-950	943-944	936-938	976-977
Tiger		4	1	MM	-	953-964	951-958	945-955	939-949	-
Titan		21	1-2	MM	973	965	959	956	950	978
Treant		8	1-7	MM	-	-	960-961	-	-	-
Troglodyte		1	2-5	MM	-	-	--	951-953	-	-
Troglodyte (squad)	25	var	6-11	MM	-	-	--	954	-	-
Trogodon <i>or DM's choice</i>		3	1-7	CC1	-	-	--	-	979-980	-
Troll		5	1-4	MM	974-988	966-977	962-969	957-967	955-965	981-990
Troll, Swamp		3	1-4	ToH	-	-	--	-	991	-
Troll, Two-headed		6	1-4	ToH	989	978	970	968	966	992
Tunnel Worm		7	1-5	ToH	990-992	979-980	971-972	969-970	967-969	993
Vegepygmy		1/2	4-9	ToH	-	-	973	-	-	-
Vegepygmy (warband)	6	var	10-24	ToH	-	-	974	-	-	-
Wasp, Giant		3	1-20	MM	993-995	981-982	975-976	971-972	970-972	994-995
Wolf		1	1-16	MM	-	983-994	977-984	973-983	973-983	-
Wolf, Ghoul Wolf		2	1-16	ToH	996	995	985	984	984	996
Wolf-Spider, Giant <i>or DM's choice</i>		3	1-20	CC1	997	996	986	985	985	997
Worg		2	1-11	MM	-	997	987	986	986	-
Wyvern		6	1-6	MM	-	-	988-995	987-997	987-997	-
Xorn		6	1-5	MM	998	998	996	998	998	998
Snake Men		5	1-4	MM	-	-	997	-	-	-
Snake Men (troupe)	26	var	1-4	MM	-	-	998	-	-	-

TABLE 2-5A: TROPICAL CREATURE ENCOUNTERS - DAYTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Zombie	4	var	var	MM	999	999	999	999	999	999
Zombie, Juju	3	var	var	ToH	000	000	000	000	000	000



THE MOTHER OF ALL ENCOUNTER TABLES

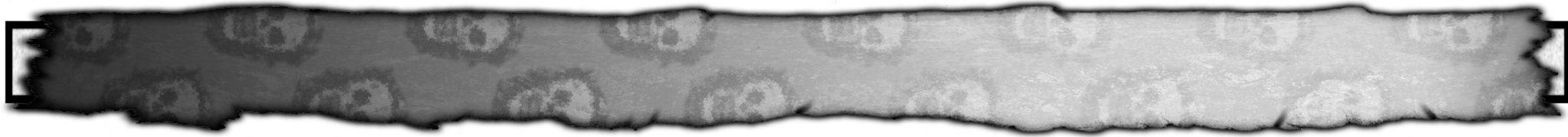


Table 2-5B: Tropical Creature Encounters-Nighttime

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Achaierai		5	1-8	MM	001	001	001	001	001	001
Aerial Servant		10	1	ToH	002	002	002	002	002	002
Algoid		4	1-6	ToH	-	-	003-004	-	-	003-004
Allip		3	1	MM	003	003	005	003	003	005
Amphisbaena		4	1-4	ToH	004	004	006	004	004	006
Ankheg		3	1-4	MM	-	005-006	007-008	-	-	-
Ant Lion		5	1-4	ToH	005-007	007-008	009-010	005-006	-	-
Ant, Giant, Soldier		2	1-4	MM	008-010	009-010	011-012	007-008	-	-
Ant, Giant, Worker		1	2-12	MM	011-013	011-012	013-014	009-010	-	-
Ape		2	1-5	MM	-	-	015	-	005	-
Apparition		7	1-4	ToH	014	013	016	011	006	007
Aranea		4	1-6	MM	-	-	017-018	-	-	-
Assassin Vine		3	1-4	MM	-	-	019-020	-	-	008-009
Athach		7	1-12	MM	-	-	-	012	007	-
Axe Beak		2	1-6	ToH	015-017	014-015	021-022	013-014	008-010	010
Baboon		1/2	10-40	MM	018-020	016-017	-	-	-	-
Barghest		4	1-6	MM	021	018	023	015	011	011
Basilisk, Common		5	1-6	MM	022-024	019-020	024-025	016-017	012-014	012-013
Basilisk, Greater		7	1-2	ToH	025	021	026	018	015	014
Bat Swarm		1/10	30-50	MM	026-036	022-032	027-034	019-030	-	-
Bat, Doombat		4	1-8	ToH	037-039	033-034	035-036	031-032	016-018	015
Bat, Mobat		3	1-8	ToH	040-042	035-036	037-038	033-034	-	-
Bear, Black		2	1-2	MM	-	-	039-059	035-058	019-043	-
Bear, Brown		2	1-2	MM	-	-	060-067	059-070	044-054	-
Bee, Giant		1/2	1-20	MM	043	037-038	068-069	071-072	055	016
Beetle, Giant: Bombardier		2	2-12	MM	044-054	039-049	070-077	073-084	056-066	017-026
Beetle, Giant: Boring		3	2-12	ToH	055-065	050-060	078-085	085-096	067-077	027-036
Beetle, Giant: Deathwatch		6	1	ToH	-	-	086	-	-	-
Beetle, Giant: Fire		1/3	2-12	MM	066-076	061-071	087-094	097-108	078-088	037-046
Beetle, Giant: Rhinoceros		6	2-12	ToH	-	-	095-096	-	-	-
Beetle, Giant: Slicer		4	2-12	ToH	-	-	097-098	-	-	-
Beetle, Giant: Stag		4	2-12	MM	-	072	099-106	109	-	-
Behir		8	1-2	MM	077-079	073-074	107-108	110-111	089-091	047-048
Eye Tyrant		13	1-6	MM	080	075	109	112	092	049
Bitter tree <i>or DM's choice</i>		10	1-5	CC2	-	-	110	-	-	-
Blood Moth <i>or DM's choice</i>		1/4	10-50	CC2	-	076	111-112	-	-	-

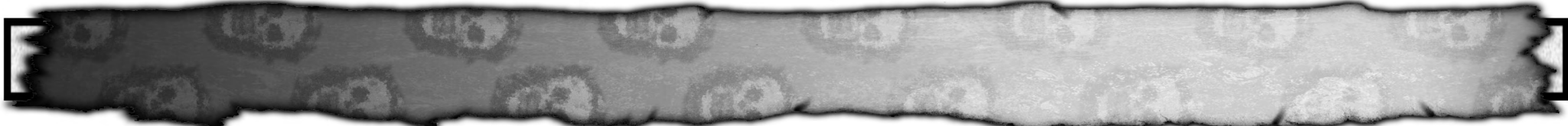
TABLE 2-5B: TROPICAL CREATURE ENCOUNTERS - NIGHTTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Blood Sprite <i>or DM's choice</i>		1/2	2-4	CC2	-	-	113	-	093	-
Bloody Bones		4	1-5	ToH	081	077	114	113	094	050
Boalisk		4	1	ToH	-	-	115-116	-	-	051-052
Boar		2	1	MM	-	-	117-138	-	-	-
Bodak		8	1-4	MM	082	078	139	114	095	053
Bog Beast		5	1-5	ToH	-	-	-	-	-	054-055
Bog Mummy		6	1-10	ToH	-	-	-	-	-	056
Boggart		7	1-5	ToH	-	-	-	-	-	057-058
Bonesnapper		3	1-4	ToH	-	-	140-141	-	-	059-060
Brownie		1	2-12	ToH	-	-	142-143	-	-	-
Bunyip		3	1	ToH	-	-	-	-	-	061-062
Camel		1	1	MM	083-114	-	-	115-126	096-098	-
Carnivorous Tree <i>or DM's choice</i>		6	1-12	CC2	-	-	144-145	-	-	-
Caterwaul		3	1	ToH	-	-	-	-	099	-
Cathedral Beetle <i>or DM's choice</i>		4	1-16	CC1	-	079	146-147	127	100	-
Cave Cricket		1	1-5	ToH	115-117	080-081	148-149	128-129	101-103	063-064
Cheetah		2	1-5	MM	-	082	-	-	-	-
Chimera		7	1-13	MM	118-120	083-084	150-151	130-131	104-106	065-066
Chuul		7	1-5	MM	-	-	152	-	-	067
Cockatrice		3	1-13	MM	121-123	085-086	153-154	132-133	107-109	068-069
Coffer Corpse		3	1	ToH	124	087	155	134	110	070
Cooshee		2	1-9	ToH	125-127	088-089	156-157	135-136	111-113	071-072
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	128	090	158	137	114	073
Couatl		10	1-6	MM	-	-	159	-	-	-
Crayfish, Monstrous		3	1-5	ToH	-	-	-	-	-	074-075
Crocodile		2	1-11	MM	-	-	-	-	-	076-101
Crocodile, Giant		4	1-11	MM	-	-	-	-	-	102-103
Dananshee <i>or DM's choice</i>	16	var	1	CC2	129	091	160	138	115	104
Darnoc		6	1-4	ToH	130	092	161	139	116	105
Death Dog		2	5-10	ToH	131	093	-	-	-	-
Death Worm		6	1	ToH	132-134	094	-	-	-	-
Demiurge		6	1	ToH	135	095	162	140	117	106
Dinosaur, Deinonychus		3	1-6	MM	-	096	163	141	-	107
Dire Ape		3	1-8	MM	-	-	164-165	-	118	-
Dire Bat		2	1-8	MM	136-146	097-107	166-173	142-153	119-129	-
Dire Bear		7	1-2	MM	-	108-109	174-175	154-155	130-130	-
Dire Hippopotamus		4	1-5	ToH	-	110	-	-	-	108-109
Dire Lion		5	1-10	MM	-	111-121	176-183	156-167	133-143	-
Dire Porcupine		3	1-5	ToH	-	122-123	184-185	168-179	144-146	-

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Dire Rat		1/3	1-20	MM	147-178	124-153	186-207	180-204	147-171	110-135
Dire Sloth		6	1-2	ToH	-	-	208-209	-	-	-
Dire Tiger		8	1-2	MM	-	154-155	210-211	205-206	172-174	-
Dire Wolf		3	1-8	MM	179-181	156-157	212-213	207-208	175-177	136-137
Displacer Cat		4	1-10	MM	-	-	214-215	209	178	-
Dog (wild)		1/3	1-12	MM	182-213	158-187	216-237	210-234	179-203	138-163
Dog, War (wild-riding)		1	1-12	MM	214-245	188-216	238-259	235-258	204-228	164-189
Doppleganger		3	1-6	MM	246	217	260	259	229	190
Dracolisk, Black		7	1-6	ToH	247	218	261	260	230	191
Dracolisk, Blue		7	1-6	ToH	248	219	262	261	231	192
Dracolisk, Green		7	1-6	ToH	249	220	263	262	232	193
Dracolisk, Red		7	1-6	ToH	250	221	264	263	233	194
Dracolisk, White		7	1-6	ToH	251	222	265	264	234	195
Dragon, Black	8	var	1	MM	-	-	-	-	-	196-205
Dragon, Blue	8	var	1	MM	252-254	-	-	-	-	-
Dragon, Brass	8	var	1	MM	255-265	223-233	-	-	-	-
Dragon, Cloud	8	var	1-5	ToH	-	-	-	-	235	-
Dragon, Copper	8	var	1	MM	266-268	-	-	265-266	236-238	-
Dragon, Faerie		2	1-6	ToH	-	-	266	-	-	-
Dragon, Gold	8	var	1	MM	269	234	267	267	239	206
Dragon, Green	8	var	1	MM	-	-	268-269	-	-	-
Dragon, Mist	8	var	1-5	ToH	-	-	270-271	-	-	-
Dragon, Red	8	var	1	MM	-	-	-	268-269	240-242	-
Dragon, Silver	8	var	1	MM	-	-	-	-	243	-
Dragonfly, Giant		4	1-5	ToH	-	235	272	270	244	207-208
Dragonne		7	1-10	MM	270	-	-	271	-	-
Drake, Salt		9	1-5	ToH	271	236	-	-	-	-
Dryad		1	1-7	MM	-	-	273	-	-	-
Dune Delver <i>or DM's choice</i>		5	1	CC1	272-274	-	-	-	-	-
Dust Digger		4	1-20	ToH	275-285	-	-	-	-	-
Eblis		3	4-16	ToH	-	-	-	-	-	209
Eel, Electric		2	1-2	ToH	-	-	-	-	-	210-211
Elemental, Air	29	var	1-4	MM	286	237	274	272	245	212
Elemental, Earth	29	var	1-4	MM	287	238	275	273	246	213
Elemental, Fire	29	var	1-4	MM	288	-	-	274	247	-
Elemental, Water	29	var	1-4	MM	-	-	-	-	-	214
Elephant		8	1-30	MM	-	239-268	276-297	-	-	-
Emperor Stag <i>or DM's choice</i>		6	1	CC1	-	-	298	-	-	-
Ettercap	30	var	1-2	MM	-	-	299-306	-	-	-

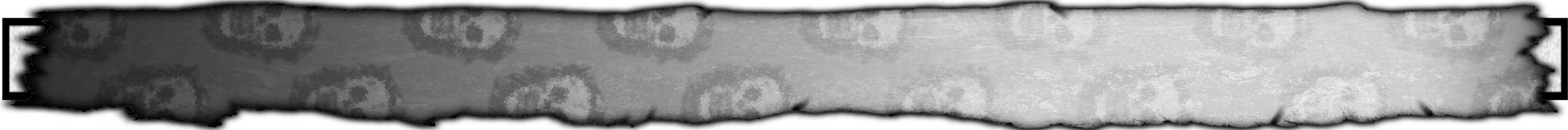
TABLE 2-5B: TROPICAL CREATURE ENCOUNTERS - NIGHTTIME

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
False Spider, Pedipalp		1	1-5	ToH	289	269	307	275	248	-
False Spider, Solifugid		3	1-5	ToH	290	270	308	276	249	-
Fatling <i>or DM's choice</i>		5	1	CC1	291	271	309	277	250	215
Fen Witch		5	1	ToH	-	-	-	-	-	216
Feral <i>or DM's choice</i>	12	var	1-15	CC1	292	272	310	278	251	217
Fire Lizard		8	1-2	ToH	293	273	311	279	252	218
Fire Nymph		7	1	ToH	294	274	312	280	253	219
Fire Snake		1	1-5	ToH	295	275	313	281	254	220
Flail Snail		3	1	ToH	296	276	314	282	255	221
Flesh Strippers <i>or DM's choice</i>		1/4	5-50	CC2	297	277-278	315-316	283-284	256-258	222-223
Fly, Giant		2	1-12	ToH	298	279	317	285	259	224
Froghemoth		13	1	ToH	-	-	-	-	-	225
Gargoyle		4	1-16	MM	299-301	280-281	318-319	286-287	260-270	226-227
Gargoyle, Green Guardian		4	1-16	ToH	302	282	320	288	271	228
Gargoyle, Margoyale		5	1-2	ToH	303	283	321	289	272	229
Gargoyle, Margoyale (wing)	37	var	1-2	ToH	304	284	322	290	273	230
Genie, Djinni		5	1-15	MM	305	285	323	291	274	231
Genie, Efreeti		8	1-15	MM	306	286	324	292	275	232
Genie, Janni		4	1-15	MM	307	287	325	293	276	233
Ghast		3	1-4	MM	308-318	288-298	326-333	294-305	277-287	234-243
Ghast (pack)	31	var	2-4	MM	319-321	299-300	334-335	306-307	288-290	244-245
Ghoul		1	1-12	MM	322-332	301-311	336-343	308-319	291-301	246-255
Ghoul-Stirge		2	1-8	ToH	-	-	344	-	-	-
Giant Owl		3	1-5	MM	-	312-313	345-346	320-321	302-304	-
Giant, Cloud		11	1-4	MM	-	-	347	322	305-307	-
Giant, Fire		10	1-5	MM	-	-	-	323	308-318	-
Giant, Fire (hunting party)	32	var	6-9	MM	-	314	348	324-325	319-321	-
Giant, Hill		7	1-5	MM	-	-	-	326-349	322-346	-
Giant, Hill (hunting party)	34	var	6-9	MM	-	-	-	350-361	347-357	-
Giant, Sand		14	1-4	ToH	333-335	315	-	-	-	-
Giant, Sand (raiding party)	38	var	6-9	ToH	336-338	316	-	-	-	-
Giant, Stone		8	1-5	MM	-	-	-	362	358-368	-
Giant, Stone (hunting party)	35	var	6-9	MM	-	-	-	363	369-371	-
Giant, Storm		13	1	MM	-	-	-	364	372-374	-
Giant, Wood		5	1-5	ToH	-	-	349-350	-	-	-
Giant, Wood (hunting party)		5	1-5	ToH	-	-	351-352	-	-	-
Giant, Wood (trading party)		5	1-5	ToH	339	317	353-354	365	375	256
Gnoll		1	1-5	MM	340-350	318-328	355-362	366-377	376-386	257-266
Gnoll, Flind		1	1-5	ToH	351-353	329-330	363-364	378-379	387-389	267-268



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Gnoll, Flind (mob)	36	var	2-5	ToH	354	331-332	365-366	380-381	390-392	269
Goblin		1/4	4-9	MM	355-365	333-343	367-374	382-393	393-403	270-279
Goblin (warband)	17	var	10-24	MM	366-368	344-345	375-376	394-395	404-406	280-281
Gorgimera		8	1-2	ToH	369	346	377	396	407	282
Gorgon		8	1-13	MM	370-372	347-348	378	397-398	408-410	283
Gorilla Bear		4	1-7	ToH	-	-	379-380	-	-	-
Gray Render		8	1	MM	373-375	349-350	381-382	399-400	411-413	284-285
Grippli		1	1-12	ToH	-	-	383-384	-	-	286-287
Groaning Spirit		7	1	ToH	376	351	385	401	414	288
Hag (covey)	18	var	3	MM	377	352	386	402	415	289
Hag, Annis		6	1	MM	378	353	387	403	416	290
Hag, Green		5	1	MM	-	-	388	-	-	291
Hag, Moon <i>or DM's choice</i>		13	1-2	CC1	-	-	-	-	417	-
Hag, Storm <i>or DM's choice</i>		7	1-2	CC1	379	354	-	404	418	-
Hag, Swamp <i>or DM's choice</i>		6	1-2	CC1	-	-	-	-	-	292
Hangman Tree		6	1	ToH	-	-	389	-	-	-
Harpy		4	1-12	MM	380-382	355-356	390-391	405-406	419-421	293-294
Haunt		4	1	ToH	383	357	392	407	422	295
Hell Hound		3	1-12	MM	384	358	393	408	423	296
Hell Moth		6	1-6	ToH	385	359	394	409	424	297
Hippopotamus		4	1-12	ToH	-	360-361	-	-	-	298-307
Hobgoblin		1/2	4-9	MM	386-396	362-372	395-402	410-421	425-435	308-317
Hobgoblin Warband		1/2	10-24	MM	397-407	373-383	403-410	422-433	436-446	318-327
Homunculus		1	1	MM	408	384	411	434	447	328
Horse, Heavy (wild)		1	1-30	MM	409-411	385-386	412-413	435-436	448-450	329-330
Horse, Light (wild)		1	1-30	MM	412-414	387-388	414-415	437-438	451-453	331-332
Huecuva		3	1-10	ToH	415	389	416	439	454	333
Hydra	1	var	1	MM	-	-	-	-	-	334-343
Inphidian		3	1-5	ToH	416	390	417-418	440	455	344-345
Invisible Stalker		7	1	MM	417	391	419	441	456	346
Jaguar (leopard)		2	1-2	MM	418-428	392-402	420-427	442-453	457-467	-
Kamadan		4	1	ToH	429-431	403-404	428-435	454-465	468-470	347-348
Kech		3	2-8	ToH	-	-	436-437	-	-	-
Kelpie		4	1-4	ToH	-	-	-	-	-	349
Kobold		1/6	4-9	MM	432-434	405-406	438-445	466-467	471-473	350-351
Fishman (patrol)	20	var	2-4	MM	-	-	-	-	-	352
Fishman (squad)	20	var	6-11	MM	-	-	-	-	-	353
Lamia		6	1-4	MM	435	-	-	468	-	-
Leech, Giant		2	2-15	ToH	-	-	-	-	-	354-363

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Leeching Willow <i>or DM's choice</i>		7	1	CC2	-	-	446-447	-	-	364-365
Leopard		2	1-2	MM	-	407-417	448-455	-	-	-
Lion		3	1-10	MM	-	418-428	-	-	-	-
Lion, Mountain (leopard)		2	1-2	MM	436-446	429-439	456-463	469-480	474-484	-
Lizard, Giant		2	1	MM	447-457	440-450	464-471	481-492	485-495	366-375
Lizard, Rock-horned		3	1	ToH	458-460	451-452	472-473	493-494	496-498	376-377
Lizardfolk		1	2-3	MM	-	-	-	-	-	378-379
Lotus Flower, Blue <i>or DM's choice</i>		N/A	N/A	CC1	-	-	-	-	-	380
Lotus Flower, Golden <i>or DM's choice</i>		N/A	N/A	CC1	-	-	474	-	-	-
Lotus Flower, Red <i>or DM's choice</i>		N/A	N/A	CC1	-	-	475	-	-	-
Lotus Flower, White <i>or DM's choice</i>		N/A	N/A	CC1	-	-	476	-	-	-
Manticore		5	1-6	MM	461-463	453-454	477-478	495-496	499-501	381-382
Marmoset, Giant		1	2-11	ToH	-	-	479-486	-	-	-
Medusa		7	1-4	MM	464-466	455-456	487-488	497-498	502-504	383-384
Mimic		4	1	MM	467-469	457-458	489-490	499-500	505-507	385-386
Mongrelman		1	1-5	ToH	470	459	491	501	508	387
Monstrous Centipede	2	var	var	MM	471-501	460-489	492-513	502-526	509-533	388-413
Monstrous Frog, Abyssal Dire		5	1-2	ToH	-	490	514	527	534	414
Monstrous Frog, Dire		4	1-2	ToH	-	491-501	515-522	528-539	535-545	415-424
Monstrous Frog, Giant		2	1-2	ToH	502	502-503	523-530	540-541	546-548	425-434
Monstrous Frog, Killer		1	2-18	ToH	-	504-505	531-538	542-543	549-551	435-444
Monstrous Frog, Poisonous		1	2-18	ToH	-	506-507	539-546	544-545	552-554	445-454
Monstrous Scorpion	2	var	var	MM	503-533	508-537	547-568	546-570	555-579	455-480
Monstrous Spider	2	var	var	MM	534-564	538-567	569-590	571-595	580-604	481-506
Mudman		1	1-12	ToH	-	-	-	-	-	507
Mummy		3	1-10	MM	565	-	-	-	-	-
Naga, Guardian		10	1-4	MM	566	568	591	596	605	508
Naga, Spirit		9	1-4	MM	567	569	592	597	606	509
Naga, Water		7	1-4	MM	-	-	-	-	-	510-511
Night Hag		9	1 or 3	MM	568	570	593	598	607	512
Night Terror <i>or DM's choice</i>		2	6-10	CC1	-	571	594	-	-	-
Night Tyrant <i>or DM's choice</i>		4	1	CC1	-	-	595	-	-	-
Nightshade, Nightcrawler		18	1-2	MM	569	572	596	599	608	513
Nightshade, Nightwalker		16	1-4	MM	570	573	597	600	609	514
Nightshade, Nightwing		14	1-6	MM	571	574	598	601	610	515
Nilbog		2	4-20	ToH	-	-	-	602	611	-
Nymph		6	1	MM	572	575	599	603	612	516
Ogre		2	1-8	MM	573-603	576-605	600-620	604-627	613-636	517-541
Ogre Mage	22	var	1-2	MM	604	606	621	628	637	542



Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Ogre, Half-Ogre		1	1-8	ToH	605-607	607-608	622-623	629-630	638-640	543-544
Ogre, Ogrillon		1	1-5	ToH	608-610	609-610	624-625	631-632	641-643	545-546
Ogre, Ogrillon (warband)	40	var	3-8	ToH	611-613	611-612	626-627	633-634	644-646	547-548
Ooze, Black Pudding		7	1	MM	-	-	-	-	-	549-558
Ooze, Brown Pudding		7	1	ToH	-	-	-	-	-	559-568
Ooze, Dun Pudding		7	1	ToH	614-616	613-614	-	635-636	647	-
Ooze, Gray Ooze		4	1	MM	-	-	-	-	-	569-570
Ooze, Magma		7	1	ToH	-	-	-	-	648-650	-
Ooze, Mustard Jelly		7	1	ToH	-	-	-	-	-	571
Ooze, Ochre Jelly		5	1	MM	-	-	-	-	-	572-581
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	617	615	628	637	651	582
Ooze, Vampiric		8	1	ToH	-	-	-	-	-	583
Orc		1/2	2-4	MM	618-649	616-645	629-650	638-662	652-676	584-609
Orc (squad)	21	var	11-20	MM	650-681	646-675	651-671	663-687	677-701	610-634
Orog		1	1-4	ToH	682-684	676-677	672-673	688-689	702-704	635-636
Orog (squad)	21	var	11-20	ToH	685-687	678-679	674-675	690-691	705-707	637-638
Panther, Black (leopard)		2	1-2	MM	-	-	676-683	-	-	-
Phase Spider		5	1-5	MM	688	680	684	692	708	639
Pony (small wild horse)		1/4	1-30	MM	689-691	681-682	685-686	693-694	709-711	640-641
Praying Mantis, Giant		2	1	MM	692-694	683-684	687-688	695-696	712-714	642-643
Pyrolisk		4	1-12	ToH	695	685	689	697	715	644
Rat Swarm		1/8	20-100	MM	696-726	686-715	690-711	698-721	716-740	645-670
Rat, Brain		1	2-12	ToH	727	716	712	722	741	671
Rat, Ethereal		2	6-11	ToH	728	717	713	723	742	672
Rat, Shadow		1	6-20	ToH	729	718	714	724	743	673
Rat, Shadow Dire		3	1-12	ToH	730	719	715	725	744	674
Ratman, Brown Gorger (warband) <i>or DM's choice</i>	10	var	15-90	CC1	731	720	716	726	745	675
Ratman, Diseased (warband) <i>or DM's choice</i>	10	var	15-120	CC1	732	721	717	727	746	676
Ratman, Foamer (warband) <i>or DM's choice</i>	10	var	15-120	CC1	733	722	718	728	747	677
Ratman, Red Witch <i>or DM's choice</i>		1	1	CC1	734	723	719	729	748	678
Ratman, Slitheren (warband) <i>or DM's choice</i>	10	var	15-120	CC1	735	724	720	730	749	679
Ratman, Stalker <i>or DM's choice</i>	13	var	1	CC2	736	725	721	731	750	680
Ratman, White Wraith <i>or DM's choice</i>		1	1-2	CC2	737	726	722	732	751	681
Ratman, White Wraith (warband) <i>or DM's choice</i>	10	var	10-100	CC2	738	727	723	733	752	682
Rhinoceros		4	1-12	MM		728-738				
Salamander		2	1-5	MM	739	739	724	734	753	683
Salamander, Flamebrother		5	1-5	MM	740	740	725	735	754	684
Salamander, Noble		9	1-14	MM	741	741	726	736	755	685
Sand Burrower <i>or DM's choice</i>		7	1	CC1	742	-	-	-	-	-

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Sand Mummy <i>or DM's choice</i>		3	1	CC2	743	-	-	-	-	-
Sandling		2	1	ToH	744-746	742	727	737	756	686
Sandman		3	1-4	ToH	747-749	743	728	738	757	687
Shadow		3	1-11	MM	750-752	744-745	729-730	739-740	758-760	688-689
Shambling Mound		6	1	MM	-	-	731-732	-	-	690-691
Shedu		7	2-8	ToH	753	746	733	741	761	692
Shedu, Greater		9	1-2	ToH	754	747	734	742	762	693
Shocker Lizard		2	1-11	MM	-	-	735-736	-	-	694-703
Skeleton	5	var	var	MM	755-765	748-758	737-744	743-754	763-773	704-713
Slime Crawler		1	1-20	ToH	766-768	759-760	745-746	755-756	774-776	714-715
Slime Reaver (patrol) <i>or DM's choice</i>	14	var	5-8	CC2	-	-	-	-	-	716
Slime Reaver (cluster) <i>or DM's choice</i>		1	3-6	CC2	-	-	-	-	-	717
Slug, Giant		6	1	ToH	-	-	-	-	-	718-727
Snake, Adder, Death		1/2	1	ToH	-	761	-	-	-	-
Snake, Anaconda (giant constrictor)		5	1	MM	-	-	747-748	-	-	728-729
Snake, Boa (constrictor)		2	1	MM	-	-	749-756	-	-	730-739
Snake, Bushmaster		1/2	1	ToH	-	-	757-764	-	-	740-749
Snake, Cobra, Common		1/2	1	ToH	769-800	762-791	765-786	757-781	777-787	750-775
Snake, Cobra, Desert		1/2	1	ToH	801-832	792-793	-	-	-	-
Snake, Cobra, King		1	1	ToH	833-835	794-795	787-788	782-783	788-790	776-777
Snake, Cobra, Spitting		1	1	ToH	836-838	796-797	789-790	784-785	791-793	778-779
Snake, Cobra, Water		1	1	ToH	-	-	-	-	-	780-805
Snake, Cobra, Yellow		1	1	ToH	839-841	798-799	791-792	786-787	-	806-807
Snake, Fer-de-Lance		1	1	ToH	-	-	793-812	-	-	808-832
Snake, Krait, Banded		1/2	1	ToH	842-852	800-829	813-833	788-812	794-804	833-858
Snake, Krait, Blue		1/2	1	ToH	-	-	834-855	-	-	859-883
Snake, Mamba, Black		1	1	ToH	-	830-831	-	813	-	-
Snake, Mamba, Green		1	1	ToH	-	-	856-857	-	-	884-885
Snake, Python (giant constrictor)		5	1	MM	-	-	858-865	-	-	886-895
Snake, Taipan		1	1	ToH	853-855	-	-	-	-	-
Snake, Tic-polonga		1	1	ToH	-	832-842	866-873	814-838	805-829	-
Snake, Viper, Desert		1/2	1	ToH	856-887	-	-	-	-	-
Snake, Viper, Gaboon		1	1	ToH	-	843-853	-	839-850	-	-
Snake, Viper, Mountain		1/2	1	ToH	-	-	-	851-875	830-854	-
Snake, Viper, Pit		1	1	ToH	888-898	854-883	874-875	876-877	855-857	896-897
Snake, Viper, Rhinoceros		1	1	ToH	899-909	884-894	-	-	-	-
Snake, Viper, Sand		1	1	ToH	910-920	-	-	-	-	-
Snake, Viper, Saw-scaled		1/2	1	ToH	921-952	895-896	-	-	-	-
Snake, Viper, Sharp-nosed		1	1	ToH	-	897	876-883	878-902	858-868	-

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Snake, Viper, Tree		1/2	1	ToH	-	-	884-905	-	-	898-923
Spectre		7	1-11	MM	953	899	906	903	869	924
Sphinx, Andro-		9	1	MM	954	900	907	904	870	925
Sphinx, Crio-		7	1	MM	-	-	908	-	-	-
Sphinx, Gyno-		8	1-4	MM	955	901	909	905	871	926
Sphinx, Hieraco-		5	1-7	MM	-	902	-	906-907	872	-
Spider, Scarlet		1/4	8-40	ToH	956-958	903-904	910-911	908-909	873-875	927-928
Spider-eye Goblin (raiders) <i>or DM's choice</i>	11	var	3-18	CC1	-	905	912-913	910	876	929
Spider-eye Goblin (gang) <i>or DM's choice</i>		1/2	1-6	CC1	-	906	914-915	911	877	930
Spriggan		4	1-12	ToH	959	907	916	912	878	931
Sprite		1	2-12	ToH	-	908-909	917-918	-	-	-
Sprite Tribe		1	10-100	ToH	-	910	919	-	-	-
Sprite, Grig		1	1-10	MM	-	-	920-921	-	-	-
Squealer		8	1-4	ToH	-	-	922	-	-	-
Stegocentipede		4	1	ToH	960-962	911	923	913	879	932
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	-	-	-	-	-	933
Stirge		1/2	2-13	MM	-	912	924-925	914	-	934
Strangle Weed		3	1-4	ToH	-	-	-	-	-	935-944
Stymphalian Bird		4	1-5	ToH	-	-	926	915	-	945-946
Swamp Mite <i>or DM's choice</i>		1/8	10-100	CC2	-	-	-	-	-	947
Swamp Tyrant <i>or DM's choice</i>		7	1	CC2	-	-	-	-	-	948
Swampling <i>or DM's choice</i>		3	2-16	CC2	-	-	-	-	-	949
Tenebrous Worm		8	1	ToH	963	913	927	916	880	950
Tentamort		4	1-5	ToH	-	-	-	-	-	951-952
Therianthrope, Jackalwere		2	1-5	ToH	964	914	928	917	881	953
Therianthrope, Lionwere		5	1-5	ToH	-	915	-	-	-	-
Therianthrope, Wolfwere		3	1-5	ToH	-	916	929	918	-	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	-	917	930	919	-	-
Thunder Beast		4	5-20	ToH	965	918	-	920	-	-
Tick, Giant		1	3-12	ToH	966-968	919-920	931-932	921-922	882-884	954-955
Tiger		4	1	MM	-	921-931	933-940	923-934	885-895	-
Titan		21	1-2	MM	969	932	941	935	896	956
Treant		8	1-7	MM	-	-	942-943	-	-	-
Troglodyte		1	2-5	MM	-	-	-	-	897-921	-
Troglodyte (squad)	25	var	6-11	MM	-	-	-	-	922-932	-
Trogodon <i>or DM's choice</i>		3	1-7	CC1	-	-	-	-	-	957
Troll		5	1-4	MM	970-980	933-943	944-951	936-947	933-943	958-967
Troll, Cave		5	1-4	ToH	-	-	-	948	944	-
Troll, Swamp		3	1-4	ToH	-	-	-	-	-	968-969

Creature	Note	CR	# App.	Source	Desert	Plains	Forest	Hill	Mountain	Marsh
Troll, Two-headed		6	1-4	ToH	981-983	944-945	952-953	949-950	945-947	970-971
Tsathar		2	1-10	ToH	-	-	-	-	-	972-973
Tsathar Scourge		3	1-10	ToH	-	-	-	-	-	974-975
Tsathar Scourge (hunting party)	41	var	2-8	ToH	-	-	-	-	-	976-977
Tunnel Worm		7	1-5	ToH	984-986	946-947	954-955	951-952	948-950	978
Vampire Spawn		4	1-5	MM	987	948	956	953	951	979
Vegepygmy		1/2	4-9	ToH	-	-	957	-	-	-
Vegepygmy (warband)	6	var	10-24	ToH	-	-	958	-	-	-
Wasp, Giant		3	1-20	MM	988	949	959	954	952	980
Wight		3	1-11	MM	989-991	950-951	960-961	955-956	953-955	981-982
Will-o'-Wisp		6	1-4	MM	-	-	-	-	-	983-992
Wolf		1	1-16	MM	-	952-981	962-982	957-980	956-980	-
Wolf, Ghoul Wolf		2	1-16	ToH	992	982	983	981	981	993
Wolf, Shadow		3	1-12	ToH	993	983	984	982	982	994
Wolf-Spider, Giant <i>or DM's choice</i>		3	1-20	CC1	994	984	985	983	983	995
Worg		2	1-11	MM	-	985-995	986-993	984-995	984-994	-
Wraith		5	1-11	MM	995	996	994	996	995	996
Xorn		6	1-5	MM	996	997	995	997	996	997
Snake Men		5	1-4	MM	-	-	996	-	-	-
Snake Men (troupe)	26	var	1-4	MM	-	-	997	-	-	-
Zombie	4	var	var	MM	997-999	998-999	998-999	998-999	997-999	998-999
Zombie, Juju	3	var	var	ToH	000	000	000	000	000	000

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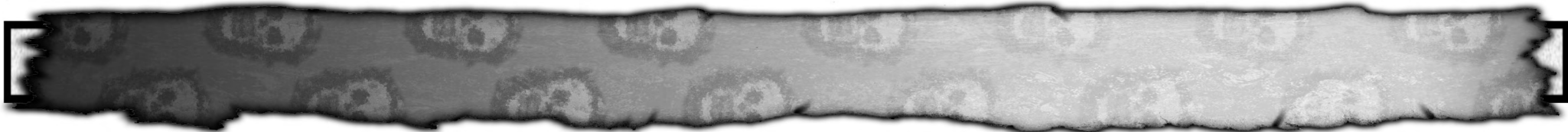
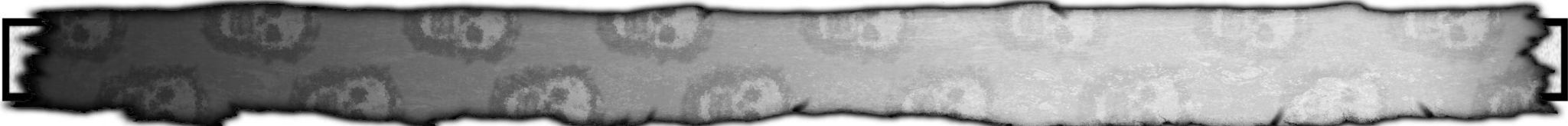


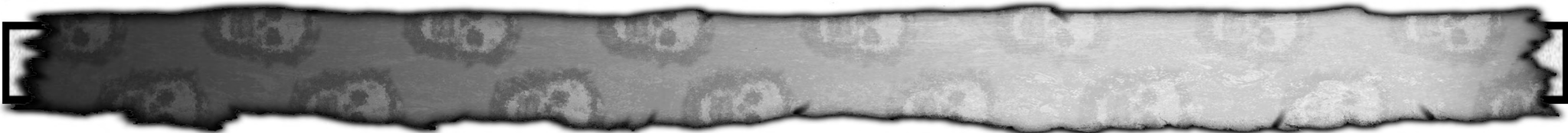
Table 2-6: Aquatic Creature Encounters

Roll on the Shallow table for encounters less than 20 feet from the surface of the water, and the Deep table for encounters below this point.

Creature	Note	CR	# App.	Source	Freshwater		Saltwater	
					Shallow	Deep	Shallow	Deep
Aquantis <i>or DM's choice</i>		5	1-20	CC1	001-028	-	-	-
Barracuda, Giant		2	2-12	ToH	-	-	001-008	001-008
Barracuda, Medium		1	2-12	ToH	-	-	009-033	009-040
Barracuda, Small		1/4	2-12	ToH	-	-	034-058	041-073
Boalisk		4	1	ToH	029-056	-	-	-
Bunyip		3	1	ToH	057-084	-	-	-
Caribe, Giant		1	5-30	ToH	-	-	059-066	074-081
Clam, Giant		2	1-10	ToH	-	001-115	-	082-113
Crab, Monstrous		2	1-12	ToH	-	-	067-074	114-146
Crabman		2	2-12	ToH	-	-	075-082	147-179
Crayfish, Monstrous		3	1-5	ToH	085-179	116-229	-	-
Crocodile		2	1-11	MM	180-275	-	083-107	-
Crocodile, Giant		4	1-11	MM	276-281	-	108-115	-
Dinosaur, Elasmosaurus		5	1-2	MM	-	-	116-118	180-182
Dire Hippopotamus		4	1-5	ToH	282-287	-	-	-
Dire Shark		9	1-5	MM	-	-	119-143	183-215
Dragon Turtle		9	1	MM	-	-	144-146	216-223
Dragon, Bronze	8	var	1	MM	288-315	230-254	147-154	224-226
Dragon, Mist	8	var	1-5	ToH	316-343	-	155-157	-
Draug		4	1	ToH	344-349	255-279	158-160	227-229
Draug (with crew)	7	var	1	ToH	-	-	161-163	230-232
Eel, Ebon <i>or DM's choice</i>		1	1	CC1	-	-	164-171	-
Eel, Electric		2	1-2	ToH	350-377	-	-	-
Eel, Giant Moray		4	1-8	ToH	-	-	172-196	233-240
Elemental, Water	29	var	1-4	MM	378-383	280-304	197-199	241-243
Eye of the Deep		8	1-6	ToH	-	-	200-202	244-251
Floating Eye		1/10	3-12	ToH	-	-	203-205	252-254
Gargoyle, Green Guardian		4	1-16	ToH	384-389	305-329	206-208	255-257
Ghoul, Lacedon		1	1-12	MM	-	-	209-216	258-265
Hag (covey)	18	var	3	MM	390-395	330-354	217-219	266-268
Hag, Brine <i>or DM's choice</i>		6	1-2	CC1	-	-	-	269-276
Hag, Sea		4	1	MM	396-401	355-379	220-222	277-279
Hippocampus		3	1-8	ToH	-	-	223-230	280-287

Creature	Note	CR	# App.	Source	Freshwater		Saltwater	
					Shallow	Deep	Shallow	Deep
Hippopotamus		4	1-12	ToH	402-429	-	-	-
Jellyfish, Monstrous		2	1-25	ToH	-	-	231-238	288-290
Kelp Devil		8	1	ToH	430-435	380-404	239-241	291-293
Kelpie		4	1-4	ToH	436-441	-	242-244	294-296
Kraken		12	1	MM	-	-	-	297-304
Fishman (patrol)	20	var	2-4	MM	-	405-519	-	305-337
Fishman (squad)	20	var	6-11	MM	-	520-633	-	338-345
Leech, Giant		2	2-15	ToH	442-536	-	-	-
Locathah		1/2	2-4	MM	-	-	245-252	346-353
Locathah (patrol)	21	var	11-20	MM	-	-	253-260	354-361
Mere-lurker <i>or DM's choice</i>		1/4	5-10	CC1	537-542	-	-	-
Merfolk		1/2	2-4	MM	-	-	261-285	362-369
Merfolk (patrol)	21	var	11-20	MM	-	-	286-310	370-377
Monstrous Frog, Giant		2	1-2	ToH	543-638	-	-	-
Mudman		1	1-12	ToH	639-644	-	-	-
Mummy of the Deep		4	1-4	ToH	-	-	-	378-385
Nereid		6	1-4	ToH	-	-	311-313	-
Nereid (troupe)	39	var	2-4	ToH	-	-	314-316	-
Octopus, Giant		8	1	MM	-	-	317-324	386-393
Ogre		2	1-8	MM	645-672	634-747	-	-
Porpoise		1/2	2-20	MM	-	-	325-396	-
Quipper		1/4	5-100	ToH	673-678	748-861	-	-
Sahuagin		2	1-5	MM	-	-	397-421	394-426
Sahuagin (patrol)	23	var	11-20	MM	-	-	422-446	427-458
Sea Lion		4	1-12	MM	-	-	447-471	459-466
Seaspark		1/2	5-120	CC1	679-684	-	472-479	-
Shark, Huge		4	1-11	MM	-	-	480-487	467-474
Shark, Large		2	1-11	MM	-	-	488-559	475-555
Shark, Medium		1	1-11	MM	-	-	560-631	556-636
Shocker Lizard		2	1-11	MM	685-712	-	-	-
Slime Reaver (patrol) <i>or DM's choice</i>	14	var	5-8	CC2	713-718	-	-	-
Slime Reaver (cluster) <i>or DM's choice</i>		1	3-6	CC2	719-724	-	-	-
Snake, Sea Snake		1/2	1	ToH	-	-	632-703	637-717
Sprite, Nixie		1	1-10	MM	725-753	-	704-711	-
Squid, Giant		9	1	MM	-	-	712-719	718-725
Strangle Weed		3	1-4	ToH	754-849	-	-	-
Tentamort		4	1-5	ToH	850-877	-	-	-
Tiger Barb, Giant		2	2-12	ToH	-	-	720-744	726-733





Creature	Note	CR	# App.	Source	Freshwater		Saltwater	
					Shallow	Deep	Shallow	Deep
Triton		4	2-11	MM	-	-	745-752	734-741
Troll		5	1-4	MM	878-972	862-975	753-777	742-749
Turtle, Giant Snapping		9	1-4	ToH	973-000	976-000	-	-
Whale, Baleen		5	1	MM	-	-	778-848	750-830
Whale, Cachalot		6	1-11	MM	-	-	849-920	831-911
Whale, Orca		5	1-11	MM	-	-	921-992	912-992
Zombie, Brine		1	2-12	ToH	-	-	993-000	993-000



TABLE 2-6A: AQUATIC CREATURE ENCOUNTERS

Table 2-7A: Underground Creature Encounters-Near-Surface

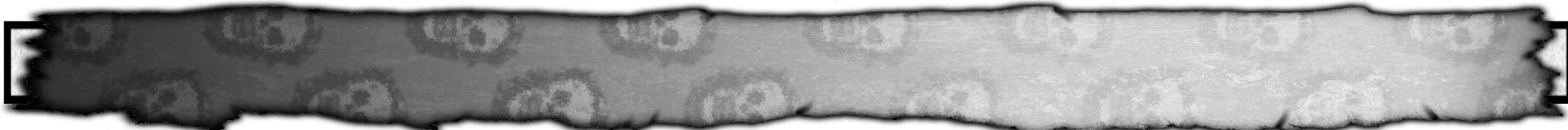
Roll on this table if within 10 miles of the surface.

The primary column is used for major passageways and adits; secondary for lesser passages, and tertiary for minor passageways (no more than five feet wide). Aquatic is used for underground rivers, streams, and lakes.

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Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Aboleth		7	1-4	MM	-	-	-	001-004
Achaierai		5	1-8	MM	001	001	-	-
Aerial Servant		10	1	ToH	002	002	001	-
Allip		3	1	MM	003	003	002	-
Amphisbaena		4	1-4	ToH	004	004	003	-
Ankheg		3	1-4	MM	005-006	005-006	-	-
Ant Lion		5	1-4	ToH	007	007-008	-	-
Ant, Giant, Soldier		2	1-4	MM	008-013	009-015	004-012	-
Ant, Giant, Worker		1	2-12	MM	014-019	016-022	013-021	-
Apparition		7	1-4	ToH	020	023	022	-
Ascomoid		6	1	ToH	021	024	023	-
Assassin Vine		3	1-4	MM	022-023	025-026	024-026	-
Athach		7	1-12	MM	024-025	027-028	027-029	-
Barghest		4	1-6	MM	026	029	030	-
Barrow Worm or DM's choice		8	1	CC1	027-032	030-031	-	005-008
Basdirond		5	1-2	ToH	033-034	032-033	031-033	-
Basilisk, Common		5	1-6	MM	035-040	034-040	034-042	-
Basilisk, Greater		7	1-2	ToH	041	041	043	-
Bat Swarm		1/10	30-50	MM	042-065	042-065	044-066	-
Bat, Doombat		4	1-8	ToH	066-067	066-067	067-069	-
Bat, Mobat		3	1-8	ToH	068-069	068-069	070-072	-
Bear, Brown		2	1-2	MM	070-075	070-076	073-081	-
Bee, Giant		1/2	1-20	MM	076-081	077-078	082-084	-
Beetle, Giant: Bombardier		2	2-12	MM	082-105	079-101	085-093	-
Beetle, Giant: Boring		3	2-12	ToH	106-129	102-124	094-115	-
Beetle, Giant: Deathwatch		6	1	ToH	130	125	116	-
Beetle, Giant: Fire		1/3	2-12	MM	131-154	126-148	117-125	-
Beetle, Giant: Rhinoceros		6	2-12	ToH	155-160	149-155	126-128	-
Beetle, Giant: Slicer		4	2-12	ToH	161-162	156-157	129-131	-
Beetle, Giant: Stag		4	2-12	MM	163-164	158-159	132	-
Behir		8	1-2	MM	165-166	160-161	133-135	-
Eye Tyrant		13	1-6	MM	167	162	136	-

THE MOTHER OF ALL ENCOUNTER TABLES

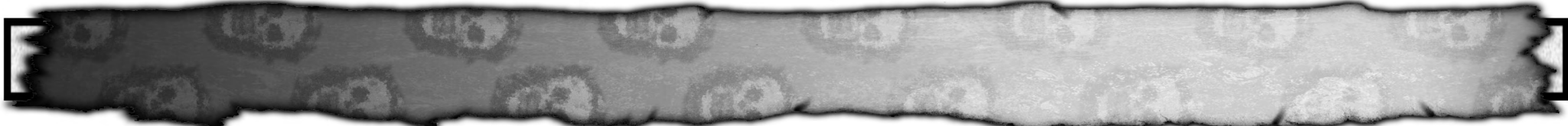


Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Bloody Bones		4	1-5	ToH	168	163	137	-
Bodak		8	1-4	MM	169	164	138	-
Bonesnapper		3	1-4	ToH	170	165	139-141	-
Bugbear		2	1-4	MM	171-176	166-172	142-150	-
Bulette		7	1-2	MM	177	173	151	-
Carrion Worm		4	1-5	MM	178-183	174-180	152-160	-
Cave Cricket		1	1-5	ToH	184-185	181-182	161-163	-
Cave Fisher		2	1-4	ToH	186-187	183-184	164-166	-
Chimera		7	1-13	MM	188-189	185-186	167-169	-
Chuul		7	1-5	MM	190	187	-	-
Clam, Giant		2	1-10	ToH	-	-	-	009-019
Cloaker		5	1-12	MM	191	188	170	-
Cockatrice		3	1-13	MM	192-197	189-195	171-179	-
Coffer Corpse		3	1	ToH	198	196	180	-
Cooshee		2	1-9	ToH	199	197	181	-
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	200	198	182	-
Crayfish, Monstrous		3	1-5	ToH	-	-	-	020-045
Crocodile		2	1-11	MM	-	-	-	046-071
Crocodile, Giant		4	1-11	MM	-	-	-	072-082
Dark Creeper		2	2-4	ToH	201-202	199-200	183-185	-
Dark Stalker		4	1	ToH	203	201	186	-
Darnoc		6	1-4	ToH	204	202	187	-
Death Dog		2	5-10	ToH	205	203	188	-
Demiurge		6	1	ToH	206	204	189	-
Dire Ape		3	1-8	MM	207	205	190	-
Dire Badger		2	1-5	MM	208-209	206-207	191-193	-
Dire Bat		2	1-8	MM	210-215	208-214	194-202	-
Dire Bear		7	1-2	MM	216-217	215-216	203-205	-
Dire Lion		5	1-10	MM	218-219	217-218	206-208	-
Dire Monitor <i>or DM's choice</i>		3	1	CC1	-	-	-	083-108
Dire Rat		1/3	1-20	MM	220-244	219-242	209-231	109-134
Dire Tiger		8	1-2	MM	245-246	243-244	232-234	-
Dire Weasel		2	1-2	MM	247-248	245-246	235-237	-
Dire Wolf		3	1-8	MM	249-250	247-248	238-240	-
Dire Wolverine		4	1-2	MM	251-252	249-250	241-243	-
Displacer Cat		4	1-10	MM	253-254	251-252	244-246	-
Doppleganger		3	1-6	MM	255	253	247	-
Dracolisk, Black		7	1-6	ToH	256	254	248	-
Dracolisk, Blue		7	1-6	ToH	257	255	249	-

TABLE 2-7A: UNDERGROUND CREATURE ENCOUNTERS - NEAR-SURFACE

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Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Dracolisk, Green		7	1-6	ToH	258	256	250	-
Dracolisk, Red		7	1-6	ToH	259	257	251	-
Dracolisk, White		7	1-6	ToH	260	258	252	-
Dragon, Black	8	var	1	MM	261-262	259	-	-
Dragon, Blue	8	var	1	MM	263-264	260	-	-
Dragon, Brass	8	var	1	MM	265-270	261	-	-
Dragon, Bronze	8	var	1	MM	271-272	262	-	135-145
Dragon, Copper	8	var	1	MM	273-274	263	-	-
Dragon, Gold	8	var	1	MM	275	-	-	-
Dragon, Green	8	var	1	MM	276-277	264	-	-
Dragon, Mist	8	var	1-5	ToH	-	-	-	146-149
Dragon, Red	8	var	1	MM	278-279	265	-	-
Dragon, Silver	8	var	1	MM	280	-	-	-
Dragon, White	8	var	1	MM	281-286	266	-	-
Dragonne		7	1-10	MM	287	267	253	-
Drake, Fire		4	1-8	ToH	288	268	-	-
Drake, Ice		4	1-8	ToH	289	269	-	-
Eel, Electric		2	1-2	ToH	-	-	-	150-160
Elemental, Earth	29	var	1-4	MM	290-291	270-271	254-256	-
Elemental, Water	29	var	1-4	MM	-	-	-	161-164
Ettercap	30	var	1-2	MM	292-297	272-278	257-265	-
Ettn		5	1-4	MM	298	279	266	-
False Spider, Pedipalp		1	1-5	ToH	299	280	267	-
False Spider, Solifugid		3	1-5	ToH	300	281	268	-
Fatling <i>or DM's choice</i>		5	1	CC1	301	282	269	-
Feral <i>or DM's choice</i>	12	var	1-15	CC1	302	283	270	-
Fire Lizard		8	1-2	ToH	303	284	271	-
Fire Snake		1	1-5	ToH	304	285	272	-
Flail Snail		3	1	ToH	305	286	273	-
Flumph		1	1-16	ToH	306	287	274-276	-
Fly, Giant		2	1-12	ToH	307	288	277	-
Frost Man		2	1	ToH	308	289	278	-
Fungus, Shrieker		1	1-5	MM	309-314	290-296	279-287	-
Fungus, Violet		3	1-4	MM	315-316	297-298	288-290	-
Gargoyle		4	1-16	MM	317-322	299-305	291-299	-
Gargoyle, Green Guardian		4	1-16	ToH	323	306	300	165-168
Gargoyle, Margoyle		5	1-2	ToH	324-325	307-308	301-303	-
Gargoyle, Margoyle (wing)	37	var	1-2	ToH	326	309	304	-
Ghast		3	1-4	MM	327-328	310-311	305-307	-



Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Ghast (pack)	31	var	2-4	MM	329-330	312-313	308-310	-
Ghoul		1	1-12	MM	331-354	314-337	311-333	-
Ghoul, Lacedon		1	1-12	MM	-	-	-	169-179
Ghoul-Stirge		2	1-8	ToH	355	338	334	-
Giant, Cloud		11	1-4	MM	356-357	-	-	-
Giant, Fire		10	1-5	MM	358-363	339-340	-	-
Giant, Fire (hunting party)	32	var	6-9	MM	364-365	341	-	-
Giant, Frost		9	1-5	MM	366-367	342	-	-
Giant, Frost (hunting party)	33	var	6-9	MM	368-369	343	-	-
Giant, Hill		7	1-5	MM	370-393	344-366	335-337	-
Giant, Hill (hunting party)	34	var	6-9	MM	394-399	367-373	-	-
Giant, Stone		8	1-5	MM	400-405	374-380	338-340	-
Giant, Stone (hunting party)	35	var	6-9	MM	406-411	381-382	-	-
Gnoll		1	1-5	MM	412-417	383-389	341-349	-
Gnoll, Flind		1	1-5	ToH	418-419	390-391	350-352	-
Gnoll, Flind (mob)	36	var	2-5	ToH	420-421	392-393	353-355	-
Goblin		1/4	4-9	MM	422-446	394-417	356-378	-
Goblin (warband)	17	var	10-24	MM	447-452	418-419	-	-
Gorgimera		8	1-2	ToH	453	420	379	-
Gorgon		8	1-13	MM	454-455	421-422	380-382	-
Gray Render		8	1	MM	456-457	423-424	383-385	-
Groaning Spirit		7	1	ToH	458	425	386	-
Hag (covey)	18	var	3	MM	459	426	387	180-183
Hag, Annis		6	1	MM	460	427	388	-
Hag, Cavern <i>or DM's choice</i>		5	1-2	CC1	461	428	389-391	-
Hag, Moon <i>or DM's choice</i>		13	1-2	CC1	-	429	392	-
Hag, Sea		4	1	MM	-	-	-	184-187
Harpy		4	1-12	MM	462-463	430	-	-
Haunt		4	1	ToH	464	431	393	-
Hell Hound		3	1-12	MM	465	432	394	-
Hell Moth		6	1-6	ToH	466	433	395	-
Hobgoblin		1/2	4-9	MM	467-491	434-457	396-418	-
Hobgoblin (warband)		1/2	10-24	MM	492-497	458-464	419-421	-
Homunculus		1	1	MM	498	465	422	-
Huecuva		3	1-10	ToH	499	466	423	-
Hydra	1	var	1	MM	500-501	467	-	-
Inphidian		3	1-5	ToH	502	468	424	-
Invisible Stalker		7	1	MM	503	469	425	-
Kampfult		2	1	ToH	504	470	426	-

TABLE 2-7A: UNDERGROUND CREATURE ENCOUNTERS - NEAR-SURFACE

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Kelp Devil		8	1	ToH	-	-	-	188-198
Kelpie		4	1-4	ToH	-	-	-	199-202
Kobold		1/6	4-9	MM	505-529	471-494	427-449	-
Fishman (patrol)	20	var	2-4	MM	530	495	450	203-213
Fishman (squad)	20	var	6-11	MM	531	496	451	214-224
Lamia		6	1-4	MM	532	497	452	-
Lammasu		8	1	MM	533	498	453	-
Lard Worm or <i>DM's choice</i>		1/4	1-200	CC1	-	499	454	-
Leech, Giant		2	2-15	ToH	-	-	-	225-250
Lurker Above		7	1	ToH	534-539	500-506	455-463	-
Manticore		5	1-6	MM	540-545	507-513	464-466	-
Medusa		7	1-4	MM	546-547	514-515	467-469	-
Mimic		4	1	MM	548-549	516-517	470-472	-
Brain Devourer		8	1-5	MM	550-551	518	473	-
Minotaur		4	1-4	MM	552-553	519-520	474-482	-
Mongrelman		1	1-5	ToH	554	521	483	-
Monstrous Centipede	2	var	var	MM	555-578	522-545	484-506	-
Monstrous Frog, Abyssal Dire		5	1-2	ToH	579	546	507	251-254
Monstrous Frog, Dire		4	1-2	ToH	580-585	547-553	508-516	255-280
Monstrous Frog, Giant		2	1-2	ToH	586	554	517	281-291
Monstrous Frog, Killer		1	2-18	ToH	587	555	518	292-302
Monstrous Frog, Poisonous		1	2-18	ToH	588	556	519	303-306
Monstrous Scorpion	2	var	var	MM	589-612	557-580	520-542	-
Monstrous Spider	2	var	var	MM	613-636	581-604	543-565	-
Mudman		1	1-12	ToH	-	-	566	307-317
Mummy		3	1-10	MM	637	605	567	-
Naga, Guardian		10	1-4	MM	638	606	568	-
Naga, Spirit		9	1-4	MM	639-640	607-608	569-571	-
Naga, Water		7	1-4	MM	641-642	609-610	572-574	318-343
Night Hag		9	1 or 3	MM	643	611	575	-
Nightshade, Nightcrawler		18	1-2	MM	644	612	576	-
Nightshade, Nightwalker		16	1-4	MM	645	613	577	-
Nightshade, Nightwing		14	1-6	MM	646	-	-	-
Nilbog		2	4-20	ToH	-	-	578	-
Ogre		2	1-8	MM	647-671	614-637	579-600	344-493
Ogre Mage	22	var	1-2	MM	672	638	601	-
Ogre, Half-Ogre		1	1-8	ToH	673-674	639-640	602-604	-
Ogre, Ogrillon		1	1-5	ToH	675-676	641-642	605-607	-
Ogre, Ogrillon (warband)	40	var	3-8	ToH	677-678	643-644	608-610	-

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Ooze, Black Pudding		7	1	MM	679-684	645-651	611-619	494-519
Ooze, Brown Pudding		7	1	ToH	685	652-653	620-622	520-545
Ooze, Dun Pudding		7	1	ToH	686	654	623	-
Ooze, Gelatinous Cube		3	1	MM	687-692	655-661	-	-
Ooze, Gray Ooze		4	1	MM	693-698	662-668	624-632	546-571
Ooze, Magma		7	1	ToH	-	669	633	-
Ooze, Mercury		4	1	ToH	699	670	634	-
Ooze, Mustard Jelly		7	1	ToH	700	671	635-637	572-582
Ooze, Ochre Jelly		5	1	MM	701-706	672-678	638-646	583-608
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	707	679	647	-
Ooze, Vampiric		8	1	ToH	708	680	648	609-612
Ooze, White Pudding		10	1	ToH	709	681	649	-
Orc		1/2	2-4	MM	710-733	682-705	650-672	-
Orc (squad)	21	var	11-20	MM	734-758	706-729	673-681	-
Orog		1	1-4	ToH	759-760	730-731	682-684	-
Orog (squad)	21	var	11-20	ToH	761-762	732-733	685-687	-
Otyugh		4	1-4	MM	763-768	734-740	688-696	-
Pech		3	2-20	ToH	769	741-742	697-699	-
Phase Spider		5	1-5	MM	770-771	743-744	700-702	-
Piercer		1/6	5-20	ToH	772-777	745-751	703-711	-
Praying Mantis, Giant		2	1	MM	778-779	752-753	712	-
Pyrolisk		4	1-12	ToH	780-781	754-755	713-715	-
Quipper		1/4	5-100	ToH	-	-	-	613-623
Rat Swarm		1/8	20-100	MM	782-805	756-779	716-738	-
Rat, Brain		1	2-12	ToH	806	780	739-741	-
Rat, Ethereal		2	6-11	ToH	807	781	742	-
Rat, Shadow		1	6-20	ToH	808	782	743-745	-
Rat, Shadow Dire		3	1-12	ToH	809	783	746-748	-
Ratman, Brown Gorger (warband) <i>or DM's choice</i>	10	var	15-90	CC1	810	784	749	-
Ratman, Diseased (warband) <i>or DM's choice</i>	10	var	15-120	CC1	811	785	750	-
Ratman, Foamer (warband) <i>or DM's choice</i>	10	var	15-120	CC1	812	786	751	-
Ratman, Red Witch <i>or DM's choice</i>		1	1	CC1	813	787	752	-
Ratman, Slitheren (warband) <i>or DM's choice</i>	10	var	15-120	CC1	814	788	753	-
Roper		10	1-6	MM	815-816	789-790	754-756	-
Rust Monster		3	1-2	MM	817-822	791-797	757-759	-
Salamander		2	1-5	MM	823	798	760	-
Salamander, Flamebrother		5	1-5	MM	824	799	761	-
Salamander, Noble		9	1-14	MM	825	800	762	-
Sandling		2	1	ToH	826	801	763	-

TABLE 2-7A: UNDERGROUND CREATURE ENCOUNTERS - NEAR-SURFACE

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Sandman		3	1-4	ToH	827	802	764	-
Shadow		3	1-11	MM	828-833	803-809	765-773	-
Shambling Mound		6	1	MM	834-835	810-811	774-776	-
Shocker Lizard		2	1-11	MM	-	-	-	624-649
Skeleton	5	var	var	MM	836-841	812-818	777-785	-
Slime Crawler		1	1-20	ToH	842	819-820	786-794	-
Slime Reaver (patrol) <i>or DM's choice</i>	14	var	5-8	CC2	-	-	-	650-660
Slime Reaver (cluster) <i>or DM's choice</i>		1	3-6	CC2	-	-	-	661-671
Slithering Tracker		4	1	ToH	843-844	821	795-797	-
Slug, Giant		6	1	ToH	845-850	823-829	798-800	672-697
Snake, Adder, Night		1/2	1	ToH	851-852	830-831	801-803	-
Snake, Cobra, Common		1/2	1	ToH	853-858	832-838	804-812	-
Snake, Cobra, King		1	1	ToH	859	839	813	-
Snake, Cobra, Spitting		1	1	ToH	860-861	840-841	814-816	-
Snake, Cobra, Water		1	1	ToH	-	-	-	698-723
Snake, Cobra, Yellow		1	1	ToH	862-863	842-843	817-819	-
Snake, Tic-polonga		1	1	ToH	864-865	844-845	820-822	-
Snake, Viper, Desert		1/2	1	ToH	866	846-846	823	-
Snake, Viper, Mountain		1/2	1	ToH	867-868	847-848	824-826	-
Snake, Viper, Pit		1	1	ToH	869-892	849-872	827-849	-
Spectre		7	1-11	MM	893-894	873-874	850-852	-
Spider, Scarlet		1/4	8-40	ToH	895-896	875-876	853-855	-
Spider-eye Goblin (raiders) <i>or DM's choice</i>	11	var	3-18	CC1	897	877	-	-
Spider-eye Goblin (gang) <i>or DM's choice</i>		1/2	1-6	CC1	898	878	856	-
Spriggan		4	1-12	ToH	899	879	857	-
Squid, Giant		9	1	MM	-	-	-	724-727
Stegocentipede		4	1	ToH	900	880-881	858-860	-
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	901	882	861	728-738
Stirge		1/2	2-13	MM	902-907	883-889	862-870	-
Strangle Weed		3	1-4	ToH	-	-	-	739-742
Tenebrous Worm		8	1	ToH	908	890	871	-
Tentamort		4	1-5	ToH	-	-	-	743-753
Therianthrope, Jackalwere		2	1-5	ToH	909	891	872	-
Therianthrope, Lionwere		5	1-5	ToH	910	892	873	-
Therianthrope, Wolfwere		3	1-5	ToH	911-912	893-894	874-876	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	913-914	895-896	877-879	-
Tick, Giant		1	3-12	ToH	915-916	897-898	880-882	-
Titan		21	1-2	MM	917	-	-	-
Trapper		7	1	ToH	918-919	899-900	883-885	-

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Troglodyte		1	2-5	MM	920-943	901-924	886-908	754-903
Troglodyte (squad)	25	var	6-11	MM	944-949	925-931	909-917	904-929
Troll		5	1-4	MM	950-955	932-938	918-926	930-956
Troll, Cave		5	1-4	ToH	956-957	939-945	927-929	-
Troll, Rock		6	1-4	ToH	958	946	930	-
Troll, Two-headed		6	1-4	ToH	959-960	947-948	931-933	-
Tsathar		2	1-10	ToH	961-962	949-950	934-936	957-967
Tsathar Scourge		3	1-10	ToH	963-964	951-952	937-939	968-978
Tsathar Scourge (hunting party)	41	var	2-8	ToH	965-966	953-954	940-942	979-989
Tunnel Worm		7	1-5	ToH	967-968	955-961	943-951	-
Turtle, Giant Snapping		9	1-4	ToH	-	-	-	990-000
Subterranean Hulk		7	1-4	MM	969-970	962-963	952-954	-
Vampire Spawn		4	1-5	MM	971	964	955	-
Vegepygmy		1/2	4-9	ToH	972	965	956	-
Vegepygmy (warband)	6	var	10-24	ToH	973	966	957	-
Wasp, Giant		3	1-20	MM	974-975	967-968	958-960	-
Wight		3	1-11	MM	976-981	969-975	961-969	-
Winter Wolf		5	1-5	MM	982	976	970	-
Wolf, Shadow		3	1-12	ToH	983-984	977-978	971-973	-
Wolf-Spider, Giant <i>or DM's choice</i>		3	1-20	CC1	985	979	974	-
Worg		2	1-11	MM	986-991	980-986	975-983	-
Wraith		5	1-11	MM	992-993	987-988	984-986	-
Xorn		6	1-5	MM	994-995	989-995	987-995	-
Snake Men		5	1-4	MM	996	996	996	-
Snake Men (troupe)	26	var	1-4	MM	997	997	-	-
Zombie		4	var	MM	998-999	998-999	997-999	-
Zombie, Juju		3	var	ToH	000	000	000	-

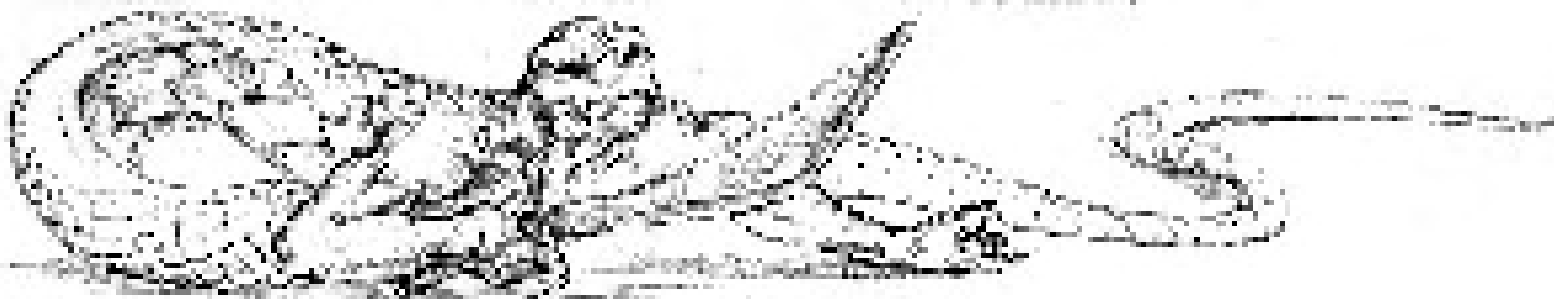


Table 2-7B: Underground Creature Encounters-Deepearth

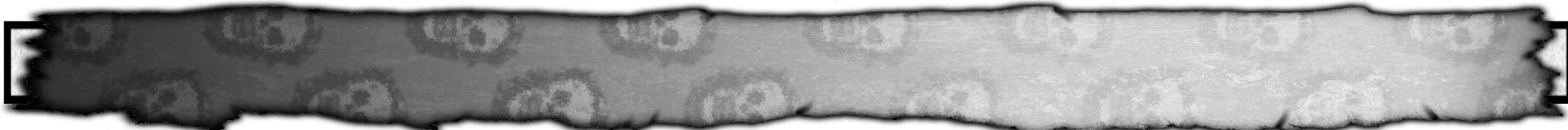
Roll on this table if more than ten miles from the surface.

The primary column is used for major passageways and adits; secondary for lesser passages, and tertiary for minor passageways (no more than five feet wide). Aquatic is used for underground rivers, streams, and lakes.

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Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Aboleth		7	1-4	MM	-	-	-	001-025
Aboleth (slaver brood)	27	var	2-4	MM	-	-	-	026-035
Achaierai		5	1-8	MM	001	001	-	-
Aerial Servant		10	1	ToH	002	002	001	-
Allip		3	1	MM	003	003	-	-
Amphisbaena		4	1-4	ToH	004	004	002	-
Ankheg		3	1-4	MM	005-006	005-006	-	-
Ant Lion		5	1-4	ToH	007	007	-	-
Ant, Giant, Soldier		2	1-4	MM	008-013	008-013	003-011	-
Ant, Giant, Worker		1	2-12	MM	014-019	014-019	012-020	-
Apparition		7	1-4	ToH	020	020	021	-
Ascomoid		6	1	ToH	021	021-022	022	-
Assassin Vine		3	1-4	MM	022-023	023-024	023-024	-
Athach		7	1-12	MM	024-025	025-026	025-026	-
Barghest		4	1-6	MM	026	027	027	-
Barrow Worm or DM's choice		8	1	CC1	027-028	028	-	036-039
Basidiron		5	1-2	ToH	029-030	029-030	028-029	-
Basilisk, Common		5	1-6	MM	031-036	031-036	030-038	-
Basilisk, Greater		7	1-2	ToH	037	037	039	-
Bat Swarm		1/10	30-50	MM	038-068	038-068	040-072	-
Bat, Doombat		4	1-8	ToH	069-070	069-070	073-074	-
Bat, Mobat		3	1-8	ToH	071-072	071-072	075-076	-
Bear, Brown		2	1-2	MM	073	073	077	-
Bee, Giant		1/2	1-20	MM	074	074	078	-
Beetle, Giant: Bombardier		2	2-12	MM	075-080	075-080	079-080	-
Beetle, Giant: Boring		3	2-12	ToH	081-086	081-086	081-089	-
Beetle, Giant: Deathwatch		6	1	ToH	087	087-088	090-091	-
Beetle, Giant: Fire		1/3	2-12	MM	088-093	089-094	092-093	-
Beetle, Giant: Rhinoceros		6	2-12	ToH	094-095	095-096	094-095	-
Beetle, Giant: Slicer		4	2-12	ToH	096-097	097-098	096-097	-
Beetle, Giant: Stag		4	2-12	MM	098	099	098	-
Behir		8	1-2	MM	099-100	100-101	099-100	-

THE MOTHER OF ALL ENCOUNTER TABLES



Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Eye Tyrant		13	1-6	MM	101	102	101	-
Bloody Bones		4	1-5	ToH	102	103	102	-
Bodak		8	1-4	MM	103	104	103	-
Bonesnapper		3	1-4	ToH	104	105-106	104-105	-
Bugbear		2	1-4	MM	105-110	107-112	106-114	-
Bulette		7	1-2	MM	111-112	113-114	115-116	-
Carrion Worm		4	1-5	MM	113-118	115-120	117-125	-
Cave Cricket		1	1-5	ToH	119-120	121-122	126-127	-
Cave Fisher		2	1-4	ToH	121-122	123-124	128-129	-
Chimera		7	1-13	MM	123-124	125-126	130-131	-
Chuul		7	1-5	MM	125-126	127-128	-	-
Clam, Giant		2	1-10	ToH	-	-	-	040-049
Cloaker		5	1-12	MM	127-128	129-130	132-133	-
Cockatrice		3	1-13	MM	129-134	131-136	134-142	-
Coffer Corpse		3	1	ToH	135	137	143	-
Cooshee		2	1-9	ToH	136	138	144	-
Corpse Whisperer <i>or DM's choice</i>	15	var	1	CC2	137	139	145	-
Crabman		2	2-12	ToH	-	-	-	050-053
Crayfish, Monstrous		3	1-5	ToH	-	-	-	054-078
Crocodile		2	1-11	MM	-	-	-	079-082
Crocodile, Giant		4	1-11	MM	-	-	-	083-107
Dark Creeper		2	2-4	ToH	138-139	140-141	146-147	-
Dark Stalker		4	1	ToH	140	142	148	-
Darnoc		6	1-4	ToH	141	143	149	-
Death Dog		2	5-10	ToH	142	144	150	-
Demiurge		6	1	ToH	143	145	151	-
Dire Ape		3	1-8	MM	144	146	152	-
Dire Badger		2	1-5	MM	145	147	153	-
Dire Bat		2	1-8	MM	146-151	148-153	154-162	-
Dire Bear		7	1-2	MM	152-153	154-155	163-164	-
Dire Lion		5	1-10	MM	154-155	156-157	165-166	-
Dire Monitor <i>or DM's choice</i>		3	1	CC1	-	-	-	108-117
Dire Rat		1/3	1-20	MM	156-186	158-188	167-199	118-142
Dire Tiger		8	1-2	MM	187-188	189-190	200-201	-
Dire Weasel		2	1-2	MM	189-190	191-192	202-203	-
Dire Wolf		3	1-8	MM	191-192	193-194	204-205	-
Dire Wolverine		4	1-2	MM	193-194	195-196	206-207	-
Displacer Cat		4	1-10	MM	195-196	197-198	208-209	-
Doppleganger		3	1-6	MM	197	199	210	-

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Dracolisk, Black		7	1-6	ToH	198	200	211	-
Dracolisk, Blue		7	1-6	ToH	199	201	212	-
Dracolisk, Green		7	1-6	ToH	200	202	213	-
Dracolisk, Red		7	1-6	ToH	201	203	214	-
Dracolisk, White		7	1-6	ToH	202	204	215	-
Dragon, Black	8	var	1	MM	203-204	205	-	-
Dragon, Blue	8	var	1	MM	205-206	206	-	-
Dragon, Brass	8	var	1	MM	207-212	207	-	-
Dragon, Bronze	8	var	1	MM	213-214	208	-	143-152
Dragon, Copper	8	var	1	MM	215-216	209	-	-
Dragon, Gold	8	var	1	MM	217	-	-	-
Dragon, Green	8	var	1	MM	218-219	210	-	-
Dragon, Mist	8	var	1-5	ToH	-	-	-	153-156
Dragon, Red	8	var	1	MM	220-221	211	-	-
Dragon, Silver	8	var	1	MM	222	-	-	-
Dragon, White	8	var	1	MM	223-228	212	-	-
Dragonne		7	1-10	MM	229	213	216	-
Draug		4	1	ToH	-	-	-	157-160
Eel, Electric		2	1-2	ToH	-	-	-	161-164
Elemental, Earth	29	var	1-4	MM	230-231	214-215	217-218	-
Elemental, Fire	29	var	1-4	MM	232-233	216-217	219-220	-
Elemental, Water	29	var	1-4	MM	-	-	-	165-168
Ettercap	30	var	1-2	MM	234-239	218-223	221-229	-
Ettn		5	1-4	MM	240-241	224-225	230-231	-
False Spider, Pedipalp		1	1-5	ToH	-	226	232	-
False Spider, Solifugid		3	1-5	ToH	-	227	233	-
Fatling <i>or DM's choice</i>		5	1	CC1	242	228	234	-
Feral <i>or DM's choice</i>	12	var	1-15	CC1	243	229	235	-
Fire Lizard		8	1-2	ToH	244	230	236	-
Fire Snake		1	1-5	ToH	245	231	237	-
Flail Snail		3	1	ToH	246	232	238	-
Flumph		1	1-16	ToH	247	233	239-240	-
Fly, Giant		2	1-12	ToH	248	234	241	-
Frost Man		2	1	ToH	249	235	242	-
Fungus, Shrieker		1	1-5	MM	250-255	236-241	243-251	-
Fungus, Violet		3	1-4	MM	256-257	242-243	252-253	-
Gargoyle		4	1-16	MM	258-263	244-249	254-262	-
Gargoyle, Green Guardian		4	1-16	ToH	264	250	263	169-172
Gargoyle, Margoyle		5	1-2	ToH	265-270	251-256	264-265	-

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Gargoyle, Margoyle (wing)	37	var	1-2	ToH	271-272	257-258	266	-
Ghast		3	1-4	MM	273-278	259-264	267-275	-
Ghast (pack)	31	var	2-4	MM	279-284	265-270	276-284	-
Ghoul		1	1-12	MM	285-315	271-301	285-318	-
Ghoul, Lacedon		1	1-12	MM	-	-	-	173-182
Ghoul-Stirge		2	1-8	ToH	316	302	319	-
Giant, Cloud		11	1-4	MM	317-318	-	-	-
Giant, Fire		10	1-5	MM	319-324	303-304	-	-
Giant, Fire (hunting party)	32	var	6-9	MM	325-330	305-306	-	-
Giant, Frost		9	1-5	MM	331-332	307	-	-
Giant, Frost (hunting party)	33	var	6-9	MM	333-334	308-309	-	-
Giant, Hill		7	1-5	MM	335-365	310-341	320-321	-
Giant, Hill (hunting party)	34	var	6-9	MM	366-397	342-373	-	-
Giant, Stone		8	1-5	MM	398-403	374-379	322-323	-
Giant, Stone (hunting party)	35	var	6-9	MM	404-409	380-381	-	-
Gnoll		1	1-5	MM	410-411	382-383	324-325	-
Gnoll, Flind		1	1-5	ToH	412-413	384-385	326-327	-
Gnoll, Flind (mob)	36	var	2-5	ToH	414-415	386-387	328-329	-
Goblin		1/4	4-9	MM	416-446	388-418	330-362	-
Goblin (warband)	17	var	10-24	MM	447-452	419-424	-	-
Gorgimera		8	1-2	ToH	453	425	363	-
Gorgon		8	1-13	MM	454-455	426-427	364-365	-
Gray Render		8	1	MM	456-457	428-429	366-367	-
Groaning Spirit		7	1	ToH	458	430	368	-
Hag (covey)	18	var	3	MM	459	431	369	183-186
Hag, Annis		6	1	MM	460	432	370-371	-
Hag, Cavern <i>or DM's choice</i>		5	1-2	CC1	461	433-434	372-373	-
Hag, Moon <i>or DM's choice</i>		13	1-2	CC1	462	435	374	-
Hag, Sea		4	1	MM	-	-	-	187-190
Harpy		4	1-12	MM	463	436	-	-
Haunt		4	1	ToH	464	437	375	-
Hell Hound		3	1-12	MM	465	438	376	191-194
Hell Moth		6	1-6	ToH	466	439	377	-
Hobgoblin		1/2	4-9	MM	467-497	440-471	378-410	-
Hobgoblin (warband)		1/2	10-24	MM	498-503	472-477	411-412	-
Homunculus		1	1	MM	504	478	413	-
Huecuva		3	1-10	ToH	505	479	414	-
Hydra	1	var	1	MM	506-511	480-481	-	-
Inphidian		3	1-5	ToH	512	482	415	-

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Invisible Stalker		7	1	MM	513	483	416	-
Kampfuld		2	1	ToH	514	484	417	-
Kelp Devil		8	1	ToH	-	-	-	195-204
Kelpie		4	1-4	ToH	-	-	-	205-208
Kobold		1/6	4-9	MM	515-516	485-490	418-426	-
Fishman (patrol)	20	var	2-4	MM	517-522	491-496	427-428	209-233
Fishman (squad)	20	var	6-11	MM	523-528	497-502	429-430	234-258
Lamia		6	1-4	MM	529	503	431	-
Lammasu		8	1	MM	530	504	432	-
Lard Worm or <i>DM's choice</i>		1/4	1-200	CC1	-	505	433	-
Leech, Giant		2	2-15	ToH	-	-	-	259-283
Lurker Above		7	1	ToH	531-536	506-511	434-442	-
Manticore		5	1-6	MM	537-542	512-517	443-444	-
Medusa		7	1-4	MM	543-544	518-519	445-446	-
Mimic		4	1	MM	545-546	520-521	447-448	-
Brain Devourer		8	1-5	MM	547-552	522-523	449-450	-
Minotaur		4	1-4	MM	553-554	524-525	451-459	-
Mongrelman		1	1-5	ToH	555	526	460	-
Monstrous Centipede	2	var	var	MM	556-586	527-558	461-494	-
Monstrous Frog, Abyssal Dire		5	1-2	ToH	587	559	495	284-287
Monstrous Frog, Dire		4	1-2	ToH	588-593	560-565	496-504	288-312
Monstrous Frog, Giant		2	1-2	ToH	594	566	505	313-322
Monstrous Frog, Killer		1	2-18	ToH	595	567	506	323-332
Monstrous Frog, Poisonous		1	2-18	ToH	596	568	507	333-336
Monstrous Scorpion	2	var	var	MM	597-627	569-600	508-541	-
Monstrous Spider	2	var	var	MM	628-658	601-632	542-575	-
Mudman		1	1-12	ToH	-	-	576	337-346
Mummy		3	1-10	MM	659	633	577	-
Naga, Guardian		10	1-4	MM	660	634	578	-
Naga, Spirit		9	1-4	MM	661-662	635-636	579-580	-
Naga, Water		7	1-4	MM	663-664	637-638	581-582	347-371
Night Hag		9	1 or 3	MM	665	639	583	-
Nightshade, Nightcrawler		18	1-2	MM	666	640	584	-
Nightshade, Nightwalker		16	1-4	MM	667	641	-	-
Nightshade, Nightwing		14	1-6	MM	668	-	-	-
Nilbog		2	4-20	ToH	-	642	585	-
Ogre		2	1-8	MM	669-699	643-674	586-619	372-499
Ogre Mage	22	var	1-2	MM	700-701	675-676	620-621	-
Ogre, Half-Ogre		1	1-8	ToH	702-703	677-678	622-623	-

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Ogre, Ogrillon		1	1-5	ToH	704-705	679-680	624-625	-
Ogre, Ogrillon (warband)	40	var	3-8	ToH	706-707	681-682	626-627	-
Ooze, Black Pudding		7	1	MM	708-713	683-688	628-636	500-524
Ooze, Brown Pudding		7	1	ToH	714	689-690	637-638	525-549
Ooze, Gelatinous Cube		3	1	MM	715-720	691-696	-	-
Ooze, Gray Ooze		4	1	MM	721-726	697-702	639-647	550-574
Ooze, Magma		7	1	ToH	727-728	703-704	648-649	-
Ooze, Mercury		4	1	ToH	729	705-706	650-651	-
Ooze, Mustard Jelly		7	1	ToH	730	707-708	652-653	575-584
Ooze, Ochre Jelly		5	1	MM	731-736	709-714	654-662	585-609
Ooze, Undead <i>or DM's choice</i>		4	1	CC1	737	715	663	-
Ooze, Vampiric		8	1	ToH	738	716	664-665	610-619
Ooze, White Pudding		10	1	ToH	739	717-718	666-667	-
Orc		1/2	2-4	MM	740-770	719-749	668-700	-
Orc (squad)	21	var	11-20	MM	771-802	750-781	701-733	-
Orog		1	1-4	ToH	803-804	782-783	734-735	-
Orog (squad)	21	var	11-20	ToH	805-806	784-785	736-737	-
Otyugh		4	1-4	MM	807-812	786-791	738-746	-
Pech		3	2-20	ToH	813	792-793	747-748	-
Phase Spider		5	1-5	MM	814-815	794-795	749-750	-
Piercer		1/6	5-20	ToH	816-821	796-801	751-759	-
Praying Mantis, Giant		2	1	MM	822-823	802-803	760	-
Pyrolisk		4	1-12	ToH	824-825	804-805	761-762	-
Quipper		1/4	5-100	ToH	-	-	-	620-644
Rat Swarm		1/8	20-100	MM	826-831	806-811	763-771	-
Rat, Brain		1	2-12	ToH	832	812-813	772-773	-
Rat, Ethereal		2	6-11	ToH	833	814	774	-
Rat, Shadow		1	6-20	ToH	834	815-816	775-776	-
Rat, Shadow Dire		3	1-12	ToH	835	817-818	777-778	-
Roper		10	1-6	MM	836-837	819-824	779-780	-
Rust Monster		3	1-2	MM	838-839	825-826	781-782	-
Salamander		2	1-5	MM	840-841	827-828	783-784	-
Salamander, Flamebrother		5	1-5	MM	842	829	785	-
Salamander, Noble		9	1-14	MM	843	830	786	-
Sandling		2	1	ToH	844	831	787	-
Sandman		3	1-4	ToH	845	832	788	-
Shadow		3	1-11	MM	846-851	833-838	789-797	-
Shambling Mound		6	1	MM	852-853	839-840	798-799	-
Shark, Huge		4	1-11	MM	-	-	-	645-654

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Shark, Large		2	1-11	MM	-	-	-	655-679
Shark, Medium		1	1-11	MM	-	-	-	680-704
Shocker Lizard		2	1-11	MM	-	-	-	705-714
Skeleton	5	var	var	MM	854-859	841-846	800-808	-
Slime Crawler		1	1-20	ToH	860	847-848	809-817	-
Slime Reaver (patrol) <i>or DM's choice</i>	14	var	5-8	CC2	-	-	-	715-718
Slime Reaver (cluster) <i>or DM's choice</i>		1	3-6	CC2	-	-	-	719-722
Slithering Tracker		4	1	ToH	861-862	849-850	818-819	-
Slug, Giant		6	1	ToH	863-868	851-856	820-821	723-747
Snake, Adder, Night		1/2	1	ToH	869-870	857-858	822-823	-
Snake, Cobra, Water		1	1	ToH	-	-	-	748-751
Snake, Cobra, Yellow		1	1	ToH	871-876	859-864	824-832	-
Snake, Viper, Pit		1	1	ToH	877-882	865-870	833-841	-
Spectre		7	1-11	MM	883-884	871-872	842-843	-
Spider, Scarlet		1/4	8-40	ToH	885-886	873-874	844-845	-
Spider-eye Goblin (raiders) <i>or DM's choice</i>	11	var	3-18	CC1	887	875	846	-
Spriggan		4	1-12	ToH	888	876	847	-
Squid, Giant		9	1	MM	-	-	-	752-761
Stegocentipede		4	1	ToH	889-890	877-878	848-849	-
Stench Toad <i>or DM's choice</i>		2	1-4	CC2	891	879	850	762-771
Stirge		1/2	2-13	MM	892-897	880-885	851-859	-
Strangle Weed		3	1-4	ToH	-	-	860	-
Tenebrous Worm		8	1	ToH	898	886	861	-
Tentamort		4	1-5	ToH	-	-	-	772-781
Therianthrope, Jackalwere		2	1-5	ToH	899	887	862	-
Therianthrope, Lionwere		5	1-5	ToH	900	888	863	-
Therianthrope, Wolfwere		3	1-5	ToH	901-902	889-890	864-865	-
Therianthrope, Wolfwere (troop)	42	var	1-5	ToH	903-904	891-892	866-867	-
Tick, Giant		1	3-12	ToH	905-906	893-894	868-869	-
Titan		21	1-2	MM	907	-	-	-
Trapper		7	1	ToH	908-909	895-896	870-871	-
Troglodyte		1	2-5	MM	910-940	897-927	872-904	782-916
Troglodyte (squad)	25	var	6-11	MM	941-946	928-933	905-913	917-941
Troll		5	1-4	MM	947-952	934-939	914-922	942-966
Troll, Cave		5	1-4	ToH	953-954	940-945	923-931	-
Troll, Rock		6	1-4	ToH	955-956	946-951	932-940	-
Troll, Two-headed		6	1-4	ToH	957-958	952-953	941-942	-
Tsathar		2	1-10	ToH	959	954	943	967-970
Tsathar Scourge		3	1-10	ToH	960-961	955-956	944-945	971-980

Creature	Note	CR	# App.	Source	Primary	Secondary	Tertiary	Aquatic
Tsathar Scourge (hunting party)	41	var	2-8	ToH	962-963	957-958	946-947	981-990
Tunnel Worm		7	1-5	ToH	964-965	959-964	948-956	-
Turtle, Giant Snapping		9	1-4	ToH	-	-	-	991-000
Subterranean Hulk		7	1-4	MM	966-967	965-966	957-958	-
Vampire Spawn		4	1-5	MM	968	967-968	959-960	-
Vegepygmy		1/2	4-9	ToH	969	969	961	-
Vegepygmy (warband)	6	var	10-24	ToH	970	970	962	-
Wasp, Giant		3	1-20	MM	971-972	971-972	963-964	-
Wight		3	1-11	MM	973-978	973-978	965-973	-
Winter Wolf		5	1-5	MM	979	979	974	-
Wolf, Shadow		3	1-12	ToH	980	980	975	-
Wolf-Spider, Giant <i>or DM's choice</i>		3	1-20	CC1	981	981	976	-
Worg		2	1-11	MM	982-987	982-987	977-985	-
Wraith		5	1-11	MM	988-989	988-989	986-987	-
Xorn		6	1-5	MM	990-995	990-995	988-996	-
Snake Men		5	1-4	MM	996	996	997	-
Snake Men (troupe)	26	var	1-4	MM	997	997	-	-
Zombie	4	var	var	MM	998-999	998-999	998-999	-
Zombie, Juju	3	var	var	ToH	000	000	000	-



THE MOTHER OF ALL ENCOUNTER TABLES

Table 3-1: Arctic and Subarctic

Effect	Note	Desert	Plain	Forest	Hill	Mtn.	Marsh
Avalanche	1	-	-	-	01-07	01-13	-
Cliffs	3	01-04	01-06	01-07	08-22	14-25	-
Cold snap	1	05-17	07-31	08-36	23-39	26-38	01-31
Earthquake	4	18	32	37-38	40-41	39	32-33
Flash flood	1	19-22	33-38	-	-	-	-
Fog bank	1	23-34	39-46	39-45	42-49	40-47	34-41
Forest fire	5	-	-	46-47	-	-	-
Grassfire	6	-	47	-	-	-	-
Heat wave	1	35-44	48-55	48-54	50-57	48-57	42-49
Windstorm	1	45-57	56-64	55-61	58-65	58-67	50-57
Hurricane	1	58	65	62-63	66-67	68	58-59
Landslide	1	-	-	-	68-74	69-76	-
Oasis	7	59-62	-	-	-	-	-
Quicksand	8	63	-	-	-	-	60-61
Sand/duststorm	1	64-73	-	-	-	-	-
Sinkholes	9	74-77	66	-	-	-	-
Snowstorm	1	78-90	67-91	64-93	75-91	77-89	62-91
Thunderstorm	1	91-00	92-00	94-00	92-00	90-99	92-00
Volcanic eruption	10	-	-	-	-	00	-

Table 3-2: Temperate

Effect	Note	Desert	Plain	Forest	Hill	Mtn.	Marsh
Cliffs	3	01-04	01-05	01-11	01-15	01-15	-
Cold snap	1	05-16	06-19	12-27	16-30	16-30	01-18
Earthquake	4	17-18	20	28	31	31-32	19-21
Flash flood	1	19-22	21-33	-	-	-	-
Fog bank	1	23-34	34-48	29-44	32-46	33-47	22-39
Forest fire	5	-	-	45-55	-	-	-
Grassfire	6	-	49-53	-	-	-	-
Heat wave	1	35-46	54-67	56-71	47-61	48-62	40-57
Windstorm	1	47-58	68-79	72-82	62-73	63-72	58-68
Hurricane	1	59-60	80	83	74	73-74	69-71
Landslide	1	-	-	-	75-84	75-83	-
Oasis	7	61-64	-	-	-	-	-
Quicksand	8	65-68	-	-	-	-	72-82
Sand/duststorm	1	69-78	-	-	-	-	-
Sinkholes	9	79-88	81	-	-	-	-
Snowstorm	1	-	-	-	-	-	-
Thunderstorm	1	89-98	82-95	84-99	85-99	84-98	83-00
Tornado	1	99-00	96-00	00	00	-	-
Volcanic eruption	10	-	-	-	-	99-00	-

Section 3: Weather and Terrain Encounters

SECTION 3: WEATHER AND TERRAIN ENCOUNTERS

Table 3-3: Subtropical and Tropical

Effect	Note	Desert	Plain	Forest	Hill	Mtn.	Marsh
Cliffs	3	01-05	01-08	01-11	01-14	01-14	-
Cold snap	1	06-18	09-21	12-26	15-28	15-27	01-16
Earthquake	4	19-20	22-23	27-29	29-31	28-30	17-18
Flash flood	1	21-25	24-33	-	-	-	-
Fog bank	1	26-38	34-46	30-43	32-45	31-44	19-34
Forest fire	5	-	-	44-52	-	-	-
Grassfire	6	-	47-54	-	-	-	-
Heat wave	1	39-51	55-67	53-67	46-59	45-58	35-50
Windstorm	1	52-60	68-77	68-78	60-69	59-68	51-62
Hurricane	1	61-62	78-85	79-87	70-77	69-76	63-68
Landslide	1	-	-	-	78-85	77-84	-
Oasis	7	63-67	-	-	-	-	-
Quicksand	8	68-72	-	-	-	-	69-84
Sand/duststorm	1	73-81	-	-	-	-	-
Sinkholes	9	82-88	86-87	-	-	-	-
Thunderstorm	1	89-00	88-00	88-00	86-00	85-98	85-00
Volcanic eruption	10	-	-	-	-	99-00	-

Table 3-4: Weather at Sea

Effect	Note	Encounter
Calm	2	01-14
Cold snap	1	15-28
Fog bank	1	29-42
Heat wave	1	43-56
Windstorm	1	57-68
Hurricane	1	69-76
Thunderstorm	1	77-90
Waterspout	11	91-97
Whirlpool	12	98-00

THE MOTHER OF ALL ENCOUNTER TABLES

Notes

1. Hazard is as per the DMG, Chapter 3, the Environment section.
2. Calm, windless weather is often a hazard when asea; a calm has a noncumulative 5% chance of ending each hour.
3. A cliff $20 + 1d6 \times 10$ feet blocks further progress. If the area is heavily overgrown, those failing a Spot check (DC 15) must make a Reflex save (DC 20) or fall over the edge.
4. The earthquake lasts for $5 + 1d20$ rounds. Roll $1d10$ to determine intensity; for the duration, structures take $5 +$ intensity points of damage, though Hardness applies. All creatures standing must make a Balance check (DC $10 +$ intensity) each round or fall over; those with four legs get +4 to the save, and those with 6 or more need not save.
5. A forest fire moves at $1d4 \times 10$ feet per round, and burns in an area for 10-30 minutes before moving on. Those within the fire zone take $3d6$ points of damage each round and may be set on fire.
6. A grassfire moves $1d6 \times 10$ feet per round, and burns in an area for one minute before moving on. Those caught within the fire zone take $2d6$ points of damage each round and risk being set afire.
7. In a desert, finding a reliable watering hole is a rare occurrence. There is a 10% chance it is poisoned, and 60% it is guarded by some local sentient race if it is not poisoned.
8. Those within quicksand must make a Reflex save each round (DC 15) or sink one foot deeper into the mire. Holding still provides a +2 bonus to the roll, but does not help in escaping. A Swim check (DC 16) is allowed to move 5 feet each round, but the Reflex save is automatically failed if this is done.
9. The land in the area is a thin crust over a series of hollowed caverns. Every minute while in the area, there is a 10% chance of breaking through, requiring a Reflex save (DC 15) to avoid tumbling down 10-20 feet.
10. A volcanic eruption is generally fairly rare, and active volcanoes are well-known. Those within a few miles of an eruption must deal with earthquakes, falling ash, clouds of toxic gas (as a cloudkill spell), giant cinders falling from above, and possibly molten lava.
11. Waterspouts are diaphenous twisters seen at sea that can damage sea vessels if it runs across them. Treat as a tornado, but with a Fort save of 18, and only sweeping creatures and objects up for $1d4$ rounds.
12. Whirlpools have a radius increment of $4 + 1d20$ feet. At five times this distance cratures move one increment towards it unless a Swim or Profession (sailor) check is made (DC 15). At 3 times the radius increment, the DC of this check increases to 20; at 2 times the radius increment, the DC increases to 30; and within one increment, the creature or vessel is sucked down to the bottom of the ocean, taking pressure and falling damage accordingly.

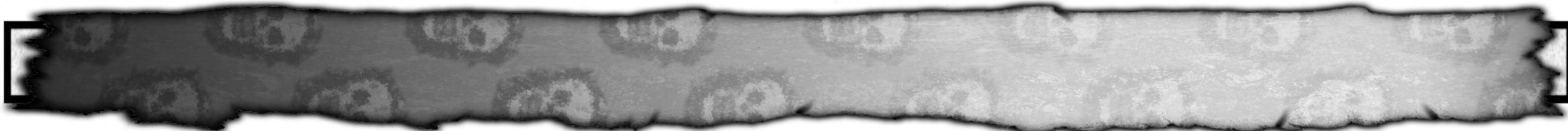
Section 4: Misc. Nonmonster Encounters

	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
Use Subtable 4-1	01-43	01-16	01-22	01-07	01-40	01-34
Use Subtable 4-2	44-75	17-59	23-60	08-62	41-80	35-71
Use Subtable 4-3	76-00	60-00	61-00	63-00	81-00	72-00

Subtable 4-1

Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
A creature from another climate/terrain is encountered, possibly migrating, lost, or on a pilgrimage. Roll a wandering monster from a different climate/terrain table than the one the characters are in.	01-04	01	01-08	01-40	01-08	01-02
A distant crashing or loud noise is heard, as of a great beast moving about in the distance. It is the DM's call what is causing the noise.	05-14	-	09-16	-	-	03-04
A powerful individual has gotten drunk, smoked bad pipeweed, or is otherwise disturbed and running amok. Treat as a random NPC rolled on table 6-1, with a level no lower than that of the highest-level PC. He will attack anyone who gets in his way, and will otherwise lash out randomly.	02-14	-	-	02	17-18	-- -
A press gang looking for slaves or "recruits" for the military sees the PCs as possible candidates. These should be War1 or Rog1 NPCs, led by a second level NPC; there should be at least two per PC, or they won't attempt anything.	15-25	-	-	03-25	19-26	-- -
A small shack or cave mouth opens into a luxuriously-appointed suite of rooms, which is actually a permanent Leo's Secure Shelter. Immediately roll for another random encounter to see if it is tenanted.	15	-	27-28	-	-	05
Abandoned lair: The old lair, den, or nest of a particular creature (roll on the random monster table appropriate for the climate/terrain). A Wilderness Lore check (DC 15) identifies the creature that once lived there.	16-37	-	-	-	09-53	06-55

Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
Airless zone: This area is completely barren and devoid of life, for the very good reason that it is a pocket of vacuum. Those who enter immediately begin to suffocate, and suffer 1d4 Con damage each round as their bodily fluids boil away.	38	-	-	-	-	56
An area is contaminated with dangerous spores, poisonous gas, etc. Roll 1d100 to determine effect: 01-10 = as ungol dust; 11-20 as burnt othur fumes; 21-40 = as insanity mist; 41-50 = as the cloudkill spell; 51-60 = as id moss (but inhaled); 61-70 = hallucinogenic (acts as a confusion spell, Will save DC 12); 71-80 = euphoria/extreme pleasure (Will save DC 14+1/round of exposure to do anything other than bliss out); 81-90 = coma (Will save DC 15 or fall into a coma, lasting as long as in the area plus 1-4 hours); 91-00 = yellow mold spores.	39-42	-	-	-	54-61	57-71
An army is on the march. They may be moving out as relief troops for a distant outpost, or going to war. Roll 1d100 to determine type: 01-60 = common footsoldiers (1d10 x 50), 61-70 = light cavalry (2d10 x 20), 71-80 = scouts or skirmishers (1d10 x 10), 81-85 = heavy infantry (1d10 x 50), 86-90 = berserkers (2d4 x 10), 91-95 = heavy cavalry (2d100), 96-00 = spellcasting troops (2d20). If at sea their ship will be escorted by at least two small warships. Roll or choose the dominant race from table 6-3.	43	26	29-55	41-80	62	72
An old shrine to a deity or animal spirit is chanced upon, only 5% likely still in use. Roll 1d100: 01-40 = common deity; 41-60 = nature spirit or force; 61-70 = demon lord/archdevil; 71-00 = cannot be determined. A Knowledge (religion) check (DC 15) identifies the being worshipped if that is possible.	44-47	27	56-82	-	63	73-74
Animal snare: Set up by trappers or local intelligent creatures for food, fur, etc. This could be an ankle snare, bear trap, net trap, concealed pit, etc. There is a 10% chance per hour that the creature that set the trap comes to check on it. Spot check (DC 20) avoids the trap.	48-70	-	-	-	-	75-89



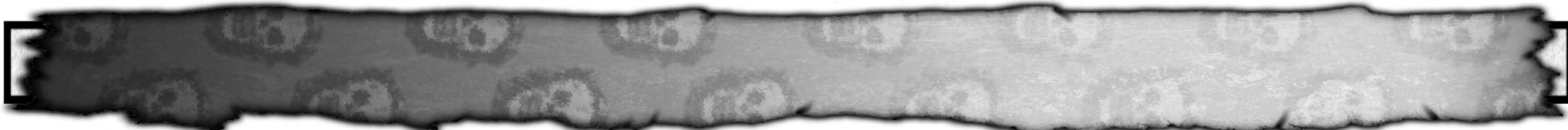
Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
Antimagic field: An area where magic does not function is encountered, with an overall size determined by the DM. This could be a natural occurrence or the result of an ancient battle. Feel free to roll another wandering encounter right away.	71	-	83-84	81-87	64	90-91
Assassins have targeted a PC or someone nearby. There are 1d3, and they should be a combined EL equal to the target's level plus two.	72	28	85-86	-	-	-
Avatar or sign from a particular deity.	73	29	87-88	88-93	65	92
Battle site: Vultures, crows, or other carrion animals are spotted nearby, feasting on the remains of some creatures. Roll or pick two creature encounters from the wandering monster table of the appropriate climate/terrain to determine which creatures fought. Only 5% chance the bodies were unlooted.	74-83	-	89-96	-	66	93-94
Burial site: A graveyard, burial mound, mausoleum, or other funerary location is encountered. 15% likely to still be used, 50% likely to be undead-infested. Many such sites are concealed, especially if long unused, and require a Spot check (DC 20) to notice.	84-87	30-98	-	-	67	95-96
Caves: A series of natural caves or caverns are discovered. The size of this cave complex is left for the DM to determine.	88-97	-	-	-	68-98	-
Climate variance: An area is encountered, possibly the size of a small valley or island, with a climate different than the normal one, such as a tropical jungle infested with dinosaurs deep in alpine crags, or a bone-dry desert in the center of a murky swamp.	98	-	97-98	94-00	99	97
Continuous flame on some object is found, still burning merrily after uncounted hours, days, or years of abandonment.	99	99	-	-	00	98-99
Cursed item: The group comes across an abandoned campsite, and on searching it (Spot DC 20 or Search DC 10) they come across a valuable-looking item that is actually cursed. The DM can roll a cursed item from the DMG or determine one for himself; it should not appear (or identify) as cursed, however.	00	00	99-00	-	-	00

Subtable 4-2

Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
Eclipse: A solar eclipse occurs, blotting out the sun and possibly panicking superstitious creatures in the region.	01	01	01	01	-	-
Escaped slave: Someone has managed to flee their captors and is on the run. They will throw themselves on the PCs' mercy if they think they won't be turned over to their captors or killed. Roll on table 6-3 to determine the race. To determine class, roll 1d100: 01-30 = no class or Com1; 31-50 = Com2; 51-60 = Com3; 61-70 = Exp1; 71-75 = Exp2; 76-80 = War1; 81-83 = War2; 84-00 = roll on NPC adventurer table, level 3 maximum.	02-04	02	02	-	-	01-04
Ethereal thin zone: The barrier between the prime plane and the ethereal plane has become thin, resulting in a 10% chance per minute that those within the zone move from one to the other.	05	-	-	02	01	05
Extraplanar thin zone: The barrier between the prime plane and an elemental plane has worn thin, tainting the environment. Within this area, elemental creatures of the matching type are considered to be in contact with their element, and save DCs versus effects of the chosen element receive a +2 circumstance increase. Natural animals and plants do not willingly dwell/grow in such an area. Roll 1d100: 01-25 = air zone (air is unusually clean and fresh, possibly with a hint of exotic odors; underwater, the air is constantly fizzing as if carbonated); 26-50 = earth zone (a sense of pressure and constraint shadows the senses of all in the area; movement is reduced by 1/3 and visibility by 1/2 unless one has a burrowing speed and tremorsense, respectively); 51-75 = fire zone (area is considered very hot, possibly causing heat damage (see the DMG for details); 76-00 = water zone (area is thick, misty, and humid; underwater the water becomes unusually pure).	06	03	03	03	02	06
Food spoilage: Some of the group's food or water rations become tainted by weevils, mold, or another contaminant, ruining 1-6 days of rations for one person.	07-16	04-21	04-26	04-74	03-47	07-16

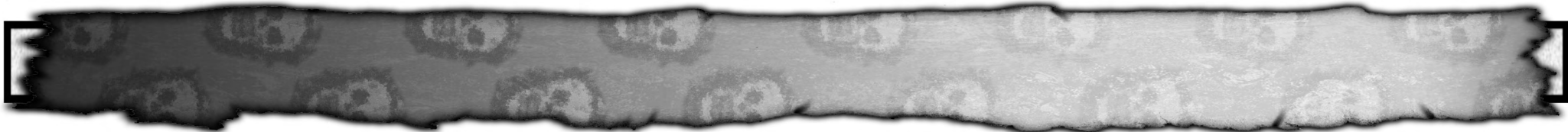
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THE MOTHER OF ALL ENCOUNTER TABLES



Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
Glowing motes: The air is filled with hundreds of tiny glowing motes whose origin cannot be seen. These could be caused by lights held by ethereal creatures, an ancient spell gone awry, a strange new monster, or another reason determined by the DM.	17	-	-	-	48	17
Graffiti: Writing is found, possibly chiseled into stone, carved into wood, written in small stones set onto the ground, etc. This could be a symbol, phrase, or picture. DM's determination as to what it says, what language it is written in, and what relevance it has to the area.	18-27	22-51	27-56	-	49	18-27
Grisly display: Bodies are encountered hanged, impaled, or otherwise mounted to ward off or warn intruders. Wilderness Lore check (DC 25) determines the race responsible. The races of the creatures on display can be rolled from the random monster table appropriate to the climate/terrain.	28-30	52-55	57-59	-	-	28-31
Hive mind: The wildlife in the area has for some reason developed a group consciousness (Int 6+1d8), 50% neutral, but otherwise an alignment for the DM to determine.	31	56	60	75	50	32
Hot spring: A natural hot spring is found. Roll 1d4 and add 6 to determine the heat intensity. Those falling into the spring suffer a number of d6s of damage equal to the heat intensity each round.	32-41	-	-	-	51-80	33-79
Insect swarm: The party comes across a swarm of insects; 50% likely to be flying insects. Treat as a naturally occurring insect swarm, as the xth level spell.	42-44	-	61	-	-	-
Lights in the sky: The sky is filled with distant flashing, glittering, or swooping lights whose origin is left to the DM to determine.	45	57	62	76	-	-
Lost mount: A riding dog, horse, or even aerial mount that has become separated from its master and lost is encountered. There is a 50% chance the owner is dead, but otherwise he or she will be looking for the creature. It bears equipment as the DM sees fit.	46	58-61	63-65	-	81	80

Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
Magical spring: A spring of enchanted water is discovered; roll a random minor potion effect from the DMG to determine its properties if drunk. It loses its potency if it is bottled and removed from the spring. There is a 75% chance of a wandering monster encounter (rolled from the appropriate climate/terrain table) at the spring.	47	-	-	-	82-89	81-84
Major calamity: A great magical effect has been unleashed somewhere that affects the region or even the entire planet. Perhaps this is the result of an artifact being triggered, or perhaps the scheme of an evil people was foiled just as it reached fruition. Examples: the sun stops in its course for 24 hours; gravity is reversed everywhere for one second, causing many injuries and deaths; utter darkness or silence envelops the land for a minute; all magic ceases to function for a minute or a day; all dead that are not magically protected spontaneously animate as skeletons or zombies with a lust to kill living beings; every intelligent being is subjected to a maze spell; everyone is granted a single wish, as the spell, though they are not granted knowledge of this bequest.	48	62	66	77	90	85
Mine: A mine for some type of precious metal or substance (roll on table 6-5). This is 60% likely to be played out and abandoned by its makers (but 70% likely to be inhabited by a subterranean race; roll on table 2-33, Shallow Subterranean Primary Encounters). If it is in use, roll or pick a sentient race from table 6-3.	49-51	-	-	-	91	86-95
Misplaced item: Someone in the group has dropped or misplaced a small but important item sometime within the last 1-8 hours.	51-53	63-66	67-69	78-00	92-99	96-99
Mount goes lame: If the group is riding on mounts, one of them goes lame, slowing its movement by half until it is healed. If no mounts are present, then a group member twists his ankle and suffers the same penalties to movement.	54-91	67-96	70-99	-	-	-
Obelisk: An enigmatic menhir, pylon, or pillar of stone is discovered, possibly (50% chance) etched with strange writings. The origin and purpose of this marker is left for the DM to determine.	92-95	-	-	-	00	00

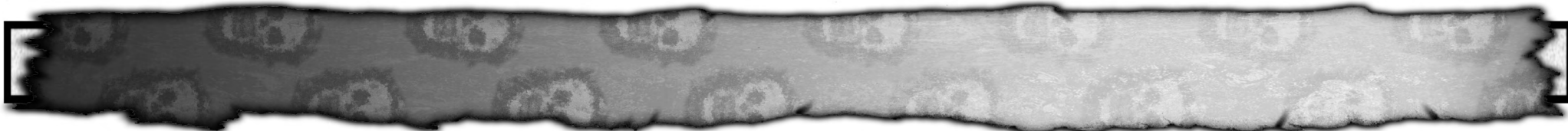


Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
One or more fawning sycophants come upon the PCs and follow them around pestering them. If the PCs are low level, they are mistaken for more famous adventurers; otherwise they may be taken for who they are.	96-00	97-00	00	-	-	-

Subtable 4-3

Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
Ore deposit: An unmined deposit of precious minerals is chanced upon, though a successful Spot check (DC 20) is required to notice it.	01-02	-	-	-	-	01-03
Prophetic dream: Roll or choose a random encounter for the next day. The night before, one of the characters has a prophetic dream that foreshadows this encounter. Feel free to make the encounter more challenging than usual, and the dream as cryptic as you wish.	03-04	01-08	01-03	01-10	01-07	04-06
Rare or unique creature wandering the countryside; roll on table 6-4.	05-06	09	04	11-14	08-14	07-09
Rare plant is found, though a Wilderness Lore check (DC 20) is required to recognize its value. This could be a medicinal plant, a drug, a poisonous plant, or anything the DM determines is viable. Value should be no more than 1d10 x 10 gp total.	07-08	-	-	-	15-21	10-12
Ruined settlement: The ruins of a community are found; pick a race indigenous to the region or roll on table x to determine what the dominant race living here was. There is a 60% chance it is now the lair of some beasts. If so, roll on the appropriate wandering monster table for the climate/terrain.	09-10	-	05	-	22-23	13
Runaway cart: A cart, wagon, or other vehicle is uncontrolled and may be a hazard if on a slope.	-	10-19	06-08	-	-	-
Snake surprise: While sleeping, 1-3 snakes seek the warmth of a traveler's bedroll. These are only 10% likely to be venomous, but the sleeper won't necessarily know this! A Wisdom check (DC 20) is allowed to initially spot the intrusion; a Dexterity check (DC 20) allows one to slip free without disturbing the visitors. In arctic and subarctic climes, treat as no encounter.	11-12	-	09-11	-	-	-

Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
Sounds of battle or arguing can be heard from nearby. Investigation reveals a confrontation between two or more species, rolled randomly or chosen by the DM from the wandering monster table of the appropriate climate/terrain.	13-14	-	12-14	-	24-30	14-16
Strange air coloration: The air has an unusual tint, possibly with an associated strange odor. The effect is harmless unless the DM deems otherwise.	15	-	-	-	-	17
Strange hush: An unnatural hush falls over the area; the wind does not blow, no animal sounds are heard, etc. The cause of this is left for the DM to determine.	16-17	20	15-17	15-25	-	-
Supernatural climate/terrain: The group comes across a magically-produced environment, such as: water that flows uphill, a bottomless pit, a rock or mountain floating in midair, or a collection of smooth stone spires.	18-19	-	18	-	31-37	18-20
Teleport zone: All within the area are subject to random teleportation at the DM's whim. There is a noncumulative 10% chance per ten minutes of this occurring, snatching up all creatures and their possessions.	20	-	-	-	38-39	21
The group unknowingly comes into contact with a disease (from the DMG or of the DM's devising). Simple ailments such as the common cold or flu are most likely.	21-49	21-70	19-48	26-85	40-96	22-65
The PCs suffer the indignity of having a chamberpot emptied as they pass beneath a window. Reflex save (DC 15) avoids contents.	-	71-80	-	-	-	-
The remains of an old campsite are found, with fire pit, cleared ground, etc. Wilderness Lore (DC 20) determines the creatures that camped there. There is a 5% chance that some item of value was left behind (max. 100 gp value).	50-97	-	49-78	-	-	66-95



Encounter	Overland	Urban	Trade Route	Overseas	Underwater	Subterranean
Thief on the run: A scoundrel has slit one purse too many, and is being chased by the local authorities. He may try using the PCs in some way for aid, either as allies or as a distraction. He may even try slipping the stolen merchandise into a PC's bag. If he does this and gets away, he'll be back looking for it later. Treat the thief as a Rogue level 1-6.	-	81-88	79	-	-	-
Uncommanded undead: 1-3 skeletons or zombies are encountered, commanded to await instructions by their master, then abandoned. They will not attack unless attacked first, and can be turned or rebuked normally. They carry no treasure or weaponry.	98	-	-	-	-	96
Visitation: The group receives repeated visitations by a ghostly apparition that returns until a particular deed is accomplished. The ghostly figure does not attack, and can be turned but not destroyed. Each time a non-monster random encounter is rolled, there is a 50% chance it is another visitation. The phantom may spook animals, disturb sleep, or inspire dread; it is up to the DM to determine its origin and what needs to be done to let it rest.	99	89	80	86-89	97-98	97
Wreck: An overturned cart, damaged wagon, or wrecked ship. This blocks progress along streets and trade routes, and those involved may be angry or in danger.	-	90-00	81-00	90-00	-	-
Zone of confusion: An area of twisted passages, heavy undergrowth, etc. has been rendered more dangerous due to a faint magical aura that confuses the sense of direction of creatures traveling through it (-20 on Intuit Direction checks).	00	-	-	-	99-00	98-00

THE MOTHER OF ALL ENCOUNTER TABLES

Table 5-1: Road and Trade Route Encounters

Roll	Result
01-07	NPC adventurers: 1d8 adventurers; roll on table 8-1 to determine party composition if desired.
08-19	Traders/caravan: One or more merchants transporting goods. Roll on table 8-2 to determine composition.
20-31	Hunting party (food): A group of 1d8 people out hunting game for food. 50% these are Com1 led by a Rgr2; otherwise they are Rgr1 led by a Rgr4.
32-38	Hunting party (sport): A group of 1d10 aristocrats (level 1d6 each) with a ranger huntmaster (level = one less than highest aristocrat level) and 1-3 retainers per aristocrat. They are 75% likely to be mounted, and 60% likely to have hounds or similar beasts for flushing game.
39-42	Scouts: A group scouting for a nomadic or barbaric tribe located 1d20 miles away. They will attempt to observe the PCs but avoid a confrontation. The group consists of 1d6 members, each a ranger or rogue of up to 4th level.
43-46	War band: A military force out to loot and pillage. Consists of 3d20 common members (War1 if a class is needed), led by one first level fighter, ranger, or barbarian per five members, one 3rd level fighter, ranger, or barbarian per ten members, and one fighter, ranger, or barbarian war leader level 5-7. Group is 1% likely per member to have a Clr3 or Adp3, and 1% likely per member to have a Wiz3 or Sor3.
47-58	Foot patrol: Soliders or militiamen keeping the trade routes safe. 3d6 common soldiers, two 2nd level lieutenants, and a 4th level leader.
59-65	Mounted patrol: Soldiers mounted on light warhorses or the equivalent. There are 2d8 common soldiers, one 3rd level lieutenant, and one 5th level leader.
66-72	Brigands: A semiorganized band of 2d10 first level rogues and warriors, led by a single leader (roll on table 8-1 to determine leader's class and level).
73-76	Pilgrims: A band of worshippers of a particular deity (roll or choose on table 8-4 to determine which), led by a leader cleric or monk. The pilgrims are 80% commoners, but otherwise are monks or clerics of 1st-3rd level. The leader is always at least 4th level.
77-80	Lone knight: Seeking to prove his mettle; this could be a paladin, a competent fighter, or a blackguard seeking to slay champions of good. Roll on table 8-1 to determine specifics. Will always be mounted on a heavy warhorse and well armed. 80% likely to have 1d3 commoner retainers or slaves.
81-84	Slavers: 4d6 slaves in chains guarded by 2d4 first level warriors and 1-3 3rd level lieutenants. Group is led by an expert level 3-6.
85-96	Locals: A band of 1d10 local farmers, woodsmen, etc. traveling the road, all Com1-3.
97-00	Roll from the Urban Encounters table, using the chart based on the largest community within 20 miles.

Section 5: Travelers



SECTION 5: TRAVELERS

Table 5-2: Overseas Encounters

Roll on the “close” table when the shore is visible/ otherwise, roll on the “asea” table.

Close	Asea	# Appearing	Result
01-11	01	1-8	Merchant ship, small
12-20	02-05	1-4	Merchant ship, medium
21-26	06-25	1-2	Merchant ship, large
27-31	26-45	varies	Merchant fleet (2-8 medium ships with an escort of 1 small warship per two merchant vessels)
32-38	46-49	1	Pirates (10% chance a fleet of 1d4 vessels)
39-45	50-53	1	Privateer (15% chance a fleet of 1d4 vessels)
46-56	54	1-6	Fishermen (in fishing boats)
57-61	55-58	1	Refugees (in a small cargo ship)
62-68	59-78	1-6	Small warship
69-72	79-82	1-3	Medium warship
73-74	83	1-2	Large warship
75	84	varies	War Fleet (2d4 small, 1d6 medium, and 1d3 large warships)
76	85	1	Plagueship (roll again to determine vessel type; victims on board are all dead or dying of plague, and will have a plague flag run up the mast 90% of the time)
77	86	1	Ghost ship (roll again to determine type; 01-40 = unoccupied, 41-80 = skeleton or zombie crew, 81-00 = draug crew)
78	87-90	1	Aquatic trade group (roll on table x to determine race; they seek trade with surface ships, and will not instigate an attack)
79	91	1	Adventurers (1d8 members rolled on the NPC adventurer tables 8-x, running a small warship with a seasoned crew)
80-84	92-95	1	Slave ship (currently has 2d20 slaves on board; 25% likely to have an escort of 1-2 small warships)
85-95	96-99	1-6	Cargo/supply ship (90% protected by 1-2 small warships per cargo ship)
96-00	00	1	Pleasure yacht (owned by an aristocrat who enjoys sailing; deep sea yachts will always be escorted by 1-2 small warships)

THE MOTHER OF ALL ENCOUNTER TABLES

Table 5-3: Subterranean Trade Route Encounters

Roll	Result
01-08	NPC adventurers: 1d8 adventurers; roll on table 8-1 to determine party composition if desired.
09-32	Traders/caravan: One or more merchants transporting goods. Roll on table 8-2 to determine composition.
33-57	Hunting party (food): A group of 1d8 people out hunting game for food. Members are 1st level for shallow encounters, 3rd level for deep. They are led by a ranger or barbarian of 4th level if shallow, 6-8th level if deep. Note that they may consider PCs a good food source.
58-64	Scouts: A group scouting for a community located 1d20 miles away. They will attempt to observe the PCs but avoid a confrontation. The group consists of 1d6 members, each a ranger or rogue of up to 4th level for shallow encounters, 3rd-8th level for deep encounters.
65-68	War band: A military force out to loot and pillage. Consists of 3d20 common members (War1 if a class is needed), led by one first level fighter, ranger, or barbarian per five members, one 3rd level fighter, ranger, or barbarian per ten members, and one fighter, ranger, or barbarian war leader level 5-7. Group is 1% likely per member to have a Clr3 or Adp3, and 1% likely per member to have a Wiz3 or Sor3.
69-76	Foot patrol: Soldiers or militiamen keeping the trade routes safe. 3d6 common soldiers, two 2nd level lieutenants, and a 4th level leader.
77-84	Mounted patrol: Soldiers mounted on giant lizards, riding spiders or the equivalent. There are 2d8 common soldiers, one 3rd level lieutenant, and one 5th level leader; bump these levels up by +2 to +3 each if a deep encounter.
85-92	Brigands: A semiorganized band of 2d10 first level rogues and warriors, led by a single leader (roll on table 8-1 to determine leader's class and level). Increase levels by +2 or +3 if a deep encounter.
93-00	Slavers: 4d6 slaves in chains guarded by 2d4 first level warriors and 1-3 3rd level lieutenants. Group is led by an expert level 3-6.



6-1: NPC Adventurer Generator

Use the following procedure to generate an NPC adventuring band:

1. Race: If race has not been determined, roll on table 6-3.
2. Gender: 01-50 = male, 51-00 = female.
3. Level: If not determined, roll on table 6-1A below; for additional party members, apply 10% to the roll to raise or lower subsequent levels rolled toward the amount rolled for the initial character.
4. Class: If not determined, roll on table 6-1B below
5. Stats: Roll stats for the character using table 6-1C below if stats have not been predetermined
6. Alignment: Roll once on each subtable of 6-1D below for the leader, then make adjusted rolls as described for other members.
7. Equipment: Use one of the standard equipment packages listed in the DMG; for multiclass, pick between the two character class lists.

Table 6-1A: Overall Level

Roll	Level
01-25	Level 1
26-40	Level 2
41-55	Level 3
56-70	Level 4
71-78	Level 5
79-85	Level 6
86-90	Level 7
91-93	Level 8
94-95	Level 9
96-97	Level 10
98-00	Roll again on this table, adding 10 to the result. On second 98-00 treat as Level 1.

Table 6-1B: Character Class

Roll	Class	Roll	Class
01-08	Barbarian	80-85	Sorcerer
09-12	Bard	86-90	Wizard
13-30	Cleric	91	Barbarian/Fighter multiclass*
31-35	Druid	92	Rogue/Fighter multiclass*
36-50	Fighter	93	Rogue/Wizard multiclass*
51-54	Monk	94	Bard/Sorcerer multiclass*
55-57	Paladin	95	Ranger/Rogue multiclass*
58-65	Ranger	96	Ranger/Druid multiclass*
66-79	Rogue	97-00	Other multiclass *

(roll 1d100 twice more, ignoring results of 97-00)

*For multiclass combos, split levels evenly between the two classes.

THE MOTHER OF ALL ENCOUNTER TABLES

Table 6-1C: Base Statistics

Be sure to apply racial adjustments and add bonus points for level advancement where applicable.

Roll	Stat progression
01-05	14 in three, 12 in three
06-10	15 in one, 13 in one, 12 in one, 11 in one, 10 in one, 9 in one
11-15	15 in one, 14 in one, 10 in one, 9 in one, 8 in one, 5 in one
16-20	15 in one, 14 in one, 13 in two, 12 in one, 9 in one
21-25	15 in one, 14 in two, 12 in one, 9 in one, 7 in one
26-30	15 in two, 13 in two, 10 in one, 8 in one
31-35	15 in two, 14 in one, 12 in one, 10 in one, 9 in one
36-40	16 in one, 13 in one, 12 in two, 11 in two
41-45	16 in one, 14 in two, 13 in one, 10 in one, 7 in one
46-50	16 in one, 14 in two, 13 in two, 10 in one
51-55	16 in one, 15 in one, 14 in two, 12 in one, 9 in one
56-60	17 in one, 13 in two, 12 in one, 11 in one, 10 in one
61-65	17 in one, 15 in one, 11 in one, 10 in one, 9 in one, 8 in one
66-70	17 in one, 16 in one, 15 in one, 14 in one, 12 in one, 9 in one
71-75	17 in one, 16 in two, 11 in two, 8 in one
76-80	18 in one, 15 in one, 13 in one, 10 in two, 8 in one
81-85	18 in one, 15 in two, 13 in one, 6 in two
86-90	18 in one, 16 in two, 12 in two, 10 in two
91-95	18 in one, 17 in one, 16 in one, 13 in one, 12 in one, 11 in one
96-00	18 in two, 16 in one, 15 in one, 14 in one, 11 in one

Table 6-1D: Alignment

Roll once on each subtable for moral and ethical alignments for the group leader; on subsequent rolls for other party members, apply a +/-20% adjustment to each roll to move it in the direction of the leader's alignment.

Roll	Result
01-35	Lawful (chaotic if barbarian)
36-70	Neutral (lawful if monk/paladin)
71-00	Chaotic (lawful if monk/paladin)

Roll	Result
01-35	Good
36-70	Neutral (good if paladin)
71-00	Evil (good if paladin)

SECTION 6: MISCELLANEOUS TABLES

6-2: Caravan Generator

1. Roll on table 6-2A to determine the general value of the merchandise being transported.
2. Roll on table 6-2B to determine the specific goods being transported; the overall volume should determine how big the caravan itself is.
3. On table 6-2C pick an appropriate mode of transport for the items in question, based on where the encounter takes place.
4. On tables 6-2D and 6-2E determine the size and composition of the caravan members and guards.

Table 6-2A: Caravan Size and Value

Roll	Value
01-25	0-25 gp - Poor
26-50	26-250 gp - Struggling
51-80	250-2,500 gp - Average
81-96	2,500-25,000 gp - Valuable
97-00	25,000+ gp - Exotic

Table 6-2B: Caravan Goods

	Poor	Struggling	Average	Valuable	Exotic
Use Subtable 6-2B-I	01-36	01-30	01-35	01-30	01-59
Use Subtable 6-2B-II	37-52	31-65	36-72	31-59	60-63
Use Subtable 6-2B-III	53-00	66-00	73-00	60-00	64-00

Subtable 6-2B-I

Cargo	Value (gp/lb)	Poor	Struggling	Average	Valuable	Exotic
Adamantine	800	-	-	-	-	01
Ale	0.5	01-08	01-10	01-12	01-02	-
Amber	80	-	-	-	03	02-07
Animals, Wild	1.25	-	-	13-14	04-05	-
Armor	3.75	-	-	15-16	06-15	08-09
Artwork	700	-	-	-	-	10-15
Books	3	-	-	17-18	16-17	16
Bronze	2.5	-	-	19-30	18-19	-
Chalk	0.13	09-23	11-20	31-32	-	-
Cheese	0.3	24-48	21-30	33-34	-	-
Cloth	1.25	-	31	35-47	20-21	-
Clothing	2.25	-	-	48-60	22-70	-
Coal	0.125	49-73	32-49	61-63	-	-
Coffee	0.75	74-77	50-57	64-65	71-72	-
Copper	0.5	-	58-65	66-75	73-74	-
Cosmetics	150	-	-	-	75	17-22

THE MOTHER OF ALL ENCOUNTER TABLES

Cargo	Value (gp/lb)	Poor	Struggling	Average	Valuable	Exotic
Cotton	0.1	78-92	66-82	76-78	-	-
Dyes	125	-	-	-	76-77	23-58
Fruit	0.75	93-00	83-98	79-88	78	-
Furs	2	-	99	89-98	79-88	-
Gems	7000	-	-	-	-	59-64
Glass	0.625	-	00	99-00	89-90	-
Gold	50	-	-	-	91-00	65-00

Subtable 6-2B-II

Cargo	Value (gp/lb)	Poor	Struggling	Average	Valuable	Exotic
Grain	0.3	01-35	01-17	01-08	-	-
Hardwood	1	-	18	09	01-03	-
Herbs	3.25	-	-	10-22	04-47	-
Horses	See PHB	-	19-28	23-35	48-50	-
Incense	3.5	-	-	36	51-60	01-72
Ink	2.75	-	-	37-38	61-70	-
Iron	1.25	-	29	39-51	71-80	-
Ivory	1.75	-	-	52	81-83	73-76
Jade	2.25	-	-	53	84-86	77-80
Jewelry	1500	-	-	-	-	81-84
Lead	0.875	-	30-33	54-55	-	-
Leather	0.625	36-41	34-43	56-68	87-89	-
Livestock	0.375	42-76	44-60	69-76	-	-
Magic Items	See DMG	-	-	-	90	85-88
Marble	2	-	61	77-78	91	-
Meat Foods	0.45	77-88	62-71	79-86	-	-
Medicine	175	-	-	-	92	89-92
Mirrors	4	-	-	-	93	93-96
Mithril	500	-	-	-	94	97-00
Nuts	0.375	89-00	72-75	87-88	-	-
Obsidian	1.5	-	-	89	95	-
Oil, Lamp	0.5	-	76-92	90-97	96-98	-
Oil, Olive	0.75	-	93-96	98-99	99	-
Oil, Whale	0.75	-	97-00	00	00	-

SECTION 6: MISCELLANEOUS TABLES

Subtable 6-2B-III

Cargo	Value (gp/lb)	Poor	Struggling	Average	Valuable	Exotic
Paper	1.125	-	-	01	01-02	-
Pipeweed	1.85	-	-	02	03-04	01-04
Platinum	500	-	-	-	05	05-15
Rice	0.325	01-07	01-05	03	-	-
Rope, Hemp	0.1	08-38	06-10	04	-	-
Rope, Silk	0.5	-	11-13	05-14	06-07	-
Salt	0.35	39-47	14-18	15	-	-
Seafood	0.4	48-54	19-43	16	-	-
Silks	0.75	-	44-47	17	08-09	-
Silver	5	-	-	-	10-20	16-26
Slaves	0.5	-	-	18	21-22	27-30
Spell Components	10	-	-	-	23-24	31-41
Spice	5	-	-	-	25-49	42-92
Stone	0.125	55-62	48-52	19-22	-	-
Sugar	0.4	63-71	53-56	23-24	-	-
Tea	0.45	72-79	57-59	25-34	50-51	-
Timber	0.15	80-86	60-64	35	-	-
Tin	0.5	-	65-67	36	52	-
Tools	2	-	-	37-46	53-62	-
Vegetables	0.25	87-93	68-92	47	-	-
Wax	0.625	-	93-95	48	63	-
Weapons	3.5	-	-	49	64-73	93-96
Wheat	3	-	-	50-74	74-75	-
Wine	2.5	-	-	75-99	76-00	97-00
Wool	0.36	94-00	96-00	00	-	-

Table 6-2C: Means of Transport

Means of Transport	Volume (in pounds)
Pack beast	150
Cart	200
Sled	300
Wagon	400
Riverboat	4,000
Barge	20,000
Merchant ship, small	200,000
Merchant ship, medium	300,000
Merchant ship, large	550,000

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Table 6-2D: Quality of NPCs

Value	Leader	Laborers	Guards	Lieutenants
Poor	Com1-3	Com1	None	None
Struggling	Com 1-4	Com 1-2	War1	None
Average	Exp1-3	Com1	War1	Ftr2
Valuable	Exp4-6	Com3	War3	Ftr5
Exotic	Exp6-9	War3	Ftr3	Classed NPCs of level 4-8

Table 6-2E: Numbers of NPCs

Transport	Leader	Laborers	Guards	Lieutenants
Cart	1 overall	1/wagon	None	None
Sled	1 overall	1/sled	None	None
Wagon	1 overall	1/wagon	1/wagon	1 per 3 wagons
Riverboat	1 overall	2-4/boat	1/boat	1 per 3 boats
Barge	1 overall	4-8/barge	2-4/barge	1 per 2 barges
Merch. ship, S	1 overall	20 sailors	2 marines	1/ship
Merch. ship, M	1 overall	30 sailors	4 marines	2/ship
Merch. ship, L	1 overall	90 sailors	10 marines	3/ship



SECTION 6: MISCELLANEOUS TABLES

6-3: Sentient Races

Subtable	Land	Sea	Subterranean
Roll on subtable 6-3A	01-61	01-19	01-32
Roll on subtable 6-3B	62-00	20-00	33-00

Subtable 6-3A

Race	Land	Sea	Subterranean	Source
Aboleth	-	01-20	01	MM
Atomie	01	-	-	ToH
Blood Sprite	02	-	-	CC2
Centaur	03-14	-	-	MM
Dark Creeper	-	-	02	ToH
Dark Stalker	-	-	03	ToH
Dwarf	15-21	-	04-18	MM
Elf	22-28	21-00	19	MM
Giant, Cloud	29	-	-	MM
Giant, Fire	30	-	-	MM
Giant, Frost	31	-	-	MM
Giant, Hill	32-39	-	-	MM
Giant, Sand	40	-	-	ToH
Giant, Stone	41	-	-	MM
Giant, Storm	42	-	-	MM
Giant, Wood	43	-	-	ToH
Gnoll	44-56	-	20-33	MM
Gnoll, Flind	57-64	-	34-55	ToH
Gnome	65-71	-	56-70	MM
Goblin	72-78	-	71-85	MM
Goblin, Spider-eye	79	-	-	CC1
Gripli	80	-	-	ToH
Half-elf	81-87	-	86	MM
Halfling	88-94	-	87	MM
Half-orc	95-00	-	88-00	MM

THE MOTHER OF ALL ENCOUNTER TABLES

Subtable 6-3B

Race	Land	Sea	Subterranean	Source
Hobgoblin	01-11	-	01-12	MM
Human	12-38	-	13-24	PH
Ice Ghoul	39	-	-	CC1
Kobold	40-50	-	25-37	MM
Kuo-toa	-	01-03	38-40	MM
Lizardfolk	51-61	-	41-50	MM
Locathah	-	04-37	-	MM
Merfolk	-	38-57	-	MM
Brain Devourer	-	-	51-53	MM
Mongrelman	62	-	54-56	ToH
Ogre, Ogrillon	63	-	57	ToH
Orc	64-90	-	58-69	MM
Orog	91	-	70-72	ToH
Pech	-	-	73-75	ToH
Sahuagin	-	58-77	-	MM
Slime Reaver	92	-	76	CC2
Triton	-	78-97	-	MM
Troglodyte	-	-	77-86	MM
Vampire*	93	98-00	87	MM
Vegepygmy	94	-	88	ToH
Wearboar*	95	-	-	MM
Werebear*	96	-	-	MM
Werewolf*	97	-	-	ToH
Wererat*	98	-	89-98	MM
Werewolf*	99	-	99	MM
Snake Men	00	-	00	MM

**Roll again on table 6-3 to determine base creature type, treating asterisked results as DM's choice*



SECTION 6: MISCELLANEOUS TABLES

Table 6-4: Unusual and Unique Creatures

Subtable	Roll
Roll on subtable 6-4A	01-80
Roll on subtable 6-4B	81-96
Roll on subtable 6-4C	97-00

Subtable 6-4A

Creature	CR	No.	Ref.	Roll
Golem, Flesh	7	1	MM	01-15
Celestial, Hound Archon	4	1-4	MM	16-21
Celestial, Lantern Archon	2	1-4	MM	22-26
Daemon, Hydrodaemon	8	1-4	ToH	27-31
Demon, Alu-Demon	5	1	ToH	32-36
Demon, Cambion	6	1	ToH	37-41
Demon, Nabassu (lesser)	9	1	ToH	42-46
Demon, Nerizo	8	1-4	ToH	47-50
Demon, Succubus	9	1	MM	51-54
Demon, Vrock (I)	13	1-10	MM	55-59
Devil, Hellcat	7	1-10	MM	60-64
Devil, Imp	2	1	MM	65-68
Devil, Kyton	6	1-4	MM	69-73
Devil, Osyluth	6	1-4	MM	74-78
Formian, Warrior	3	1-10	MM	79-81
Formian, Worker	1/2	1-18	MM	82-84
Golem, Stone	11	1	MM	85-87
Golem, Stone Guardian	4	1	ToH	88-90
Sla'ad, Blue	8	1-6	MM	91-95
Sla'ad, Red	7	1-6	MM	96-00

Subtable 6-4B

Creature	CR	No.	Ref.	Roll
Celestial, Avoral	9	1-4	MM	01-03
Celestial, Ghaele (Eladrin)	13	1-4	MM	04-06
Daemon, Derghodaemon	10	1-4	ToH	07-09
Daemon, Piscodaemon	11	1-4	ToH	10-13
Demodand, Tarry	13	1-4	ToH	14-16
Demon of Corruption, Azizou	5	1	ToH	17-19
Demon of Corruption, Barizou	3	1	ToH	20-22
Demon of Corruption, Geruzou	6	1	ToH	23-25
Demon, Aeshma	10	1	ToH	26-28
Demon, Bebelith	9	1	MM	29-32
Demon, Daraka	11	1	ToH	33-35
Demon, Gharros	9	1-4	ToH	36-38
Demon, Glabrezu (III)	15	1	MM	39-42
Demon, Hezrou (II)	14	1-4	MM	43-46

THE MOTHER OF ALL ENCOUNTER TABLES

Creature	CR	No.	Ref.	Roll
Demon, Nabassu (greater)	11	1	ToH	47-49
Demon, Quasit	3	1	MM	50-53
Demon, Retriever	10	1	MM	54-56
Demon, Shadow Demon	6	1	ToH	57-59
Demon, Stirge Demon	11	1-2	ToH	60-62
Devil, Barbazu	7	1-4	MM	63-66
Devil, Erinyes	7	1	MM	67-70
Devil, Hamatula	8	1	MM	71-74
Devil, Lemure	1	10-40	MM	75-77
Devil, Nupperibo	1	20-100	ToH	78-80
Formian, Taskmaster	7	1-4	MM	81-83
Golem, Clay	10	1	MM	84-86
Lillend	7	1	MM	87-89
Sla'ad, Death	13	1	MM	90-92
Sla'ad, Gray	10	1-2	MM	93-96
Sla'ad, Green	9	1-4	MM	97-00

Subtable 6-4C

Creature	CR	No.	Ref.	Roll
Celestial, Astral Deva	14	1-4	MM	01-04
Celestial, Monadic Deva	12	1-4	ToH	05-08
Celestial, Movanic Deva	10	1-4	ToH	09-12
Celestial, Planetar	16	1	MM	13-16
Celestial, Solar	19	1	MM	17-19
Celestial, Trumpet Archon	14	1-4	MM	20-23
Daemon, Cacodaemon	13	1-4	ToH	24-27
Daemon, Charonadaemon	13	1	ToH	28-31
Demodand, Shaggy	18	1-2	ToH	32-34
Demodand, Slime	16	1-4	ToH	35-38
Demon, Balor (VI)	18	1	MM	39-41
Demon, Dretch	2	10-40	MM	42-45
Demon, Marilith (V)	17	1	MM	46-49
Demon, Nalfeshnee (IV)	16	1	MM	50-53
Devil, Cornugon	10	1	MM	54-57
Devil, Gelugon	13	1	MM	58-61
Devil, Ghaddar	18	1	ToH	62-64
Devil, Pit Fiend	16	1	MM	65-68
Devil, Tormentor of Souls	9	2-4	ToH	69-71
Formian, Myrmarch	10	1-4	MM	72-75
Formian, Queen	18	1	MM	76-78
Golem, Blood	5	1-4	ToH	79-82
Golem, Ice	5	1	ToH	83-85
Golem, Iron	13	1	MM	86-89
Golem, Tallow	8	1	ToH	90-92
Golem, Wood	6	1	ToH	93-96
Obsidian Minotaur	9	1	ToH	97-99
Roll on Subtable 6-4D: Unique Creatures				00

SECTION 6: MISCELLANEOUS TABLES

Subtable 6-4D: Unique Creatures

Creature	CR	No.	Ref.	Roll
Cerberus	25	1	ToH	01-04
Daemon, Charon	26	1	ToH	05-08
Daemon, the Oinodaemon	36	1	ToH	09-12
Demon Lord, Baphomet	25	1	ToH	13-16
Demon Lord, Kostchtchie	26	1	ToH	17-20
Demon Lord, the Faceless Lord	28	1	ToH	21-24
Demon Prince, Dagon	30	1	ToH	25-28
Demon Prince, Fraz-Urb'Luu	30	1	ToH	29-31
Demon Prince, Orcus	36	1	ToH	32-35
Demon Prince, Pazuzu	31	1	ToH	36-38
Demon, Beluiri	17	1	ToH	39-42
Demon, Maphistal	18	1	ToH	43-46
Demon, Sonechard	17	1	ToH	47-50
Demon, Tsathogga	33	1	ToH	51-54
Devil, Amon	24	1	ToH	55-58
Devil, Baaphel	22	1	ToH	59-62
Devil, Bael	21	1	ToH	63-66
Devil, Geryon	29	1	ToH	67-70
Devil, Gorson	20	1	ToH	71-74
Devil, Hutijin	22	1	ToH	75-78
Devil, Lucifer	39	1	ToH	79-82
Devil, Moloch	28	1	ToH	83-86
Devil, Titivilus	20	1	ToH	87-90
Sla'ad Lord, Lord of Entropy	32	1	ToH	91-93
Sla'ad Lord, Lord of the Insane	30	1	ToH	94-96
Tarrasque	20	1	MM	97-00

Table 6-5: Mineral Resources

Roll	Substance	Roll	Substance	Roll	Substance
01	Adamantite	48	Other mineral	95-97	Gems (100 gp base value)
02-13	Copper	49	Platinum	98-99	Gems (500 gp base value)
14-19	Gold	50-64	Silver	00	Gems (1,000 gp base value)
20-33	Iron	65-77	Tin		
34-46	Lead	78-90	Gems (10 gp base value)		
47	Mithril	91-94	Gems (50 gp base value)		

THE MOTHER OF ALL ENCOUNTER TABLES

Sources

The following sources are used and cited in the various tables:
MM = The official manual of monsters by Wizards of the Coast
CC1 = The Creature Collection 1 by Sword & Sorcery Studios
CC2 = The Creature Collection 2 by Sword & Sorcery Studios
ToH = The Tome of Horrors by Necromancer Games

Footnotes

The following is a summary of all the footnotes cited in the various creature entries throughout the Section 2 tables.

1. To determine hydra heads, roll 1d100: 1-30 = 5, 31-50 = 6, 51-60 = 7, 61-70 = 8, 71-80 = 9, 81-88 = 10, 89-95 = 11, and 96-00 = 12. Additionally, it is 10% likely a pyrohydra, 10% a cryodra, and 10% Lernaean.
2. To determine monstrous vermin size, roll 1d100: 01-20 = 8-16 tiny, 21-40 = 2-11 small, 41-60 = 1-5 medium, 61-75 = 1-5 large, 76-90 = 1-5 huge, 91-96 = 1 gigantic, 97-00 = 1 colossal.
3. To determine juju zombie size, roll 1d100: 01-15 = 6-20 tiny, 16-30 = 6-20 small, 31-55 = 1-10 medium, 56-75 = 1-6 large, 76-90 = 1-4 huge, 91-96 = 1-4 gigantic, 97-00 = 1 colossal.
4. To determine zombie size, roll 1d100: 01-15 = 6-20 tiny, 16-30 = 6-20 small, 31-55 = 2-20 medium, 56-75 = 2-20 large, 76-90 = 2-12 huge, 91-96 = 1-6 gigantic, 97-00 = 1-4 colossal.
5. To determine skeleton size, roll 1d100: 01-15 = 3-18 tiny, 16-30 = 1-12 small, 31-55 = 1-12 medium, 56-75 = 1-6 large, 76-90 = 1-4 huge, 91-96 = 1 gigantic, 97-00 = 1 colossal.
6. Vegepygmy warbands include 10-24 common vegepygmies and 1-4 thornies.
7. Draug crew includes one draug captain, 6-11 brine zombies, and 1-4 mummies of the deep (01-30), 2-8 lace dons (31-65), or 2-8 skeletons (66-00).
8. To determine dragon age, roll 1d100: 01-08 = wyrmling, 08-18 = very young, 19-29 = young, 30-39 = juvenile, 40-51 = young adult, 52-65 = adult, 66-76 = mature adult, 77-83 = old, 84-90 = very old, 91-95 = ancient, 95-98 = wurm, 99-00 = great wurm.
9. Ice ghoul war party consists of 11-20 ice ghouls led by one 3rd level berserker.
10. Ratman warbands include one leader of 4th to 7th level per 30 warriors.
11. Spider-eye goblin raiding parties include 3-18 warriors, 2-8 mounted on giant wolf spiders (CC1), and one 4th level leader.
12. Note that the fewer feral encountered, the greater the hit dice of those that are in the pack.
13. Though loners, stalker ratmen are always encountered with 1-6 normal or giant-sized animals appropriate to the climate/terrain.
14. A slime reaver patrol includes 5-8 reavers, one 5th level ranger, and one 5th level sorcerer.
15. Corpse whisperers are almost always encountered with a force of 1-100 zombies under their command.
16. A dananshee is usually encountered with one or more animal companions (see CC2).
17. Goblin warbands are composed of 10-24 goblins mounted on worgs.
18. A hag covey consists of 3 hags of any type, 1-8 ogres, and 1-4 evil giants.
19. Kobold warbands include 10-24 kobolds and 2-4 dire weasels.

APPENDIX: MONSTER ENCOUNTER NOTES

20. A kuo-toa patrol includes a 3rd level whip. A kuo-toa squad includes 1-2 3rd level whips, 1-2 4th level monitors, and 1 8th level fighter.
21. This group is led by two 3rd level sergeants/lieutenants and a 3rd-6th level leader.
22. Ogre magi are 50% likely to be encountered with 2-4 ogres.
23. A sahuagin patrol includes a 3rd level lieutenant and 1-2 medium or large sharks.
24. Only one satyr in a group will have pipes.
25. A troglodyte squad is accompanied by 1-2 giant lizards.
26. A Snake Men troupe includes 2-13 purebloods, 2-5 halfbloods, and 2-4 abominations.
27. Aboleth slaver broods include 2-4 aboleth, 7-12 skum, and a 50% chance of 1-20 slaves of any humanoid race native to the area.
28. Centaur troops are led by one leader of 2nd to 5th level.
29. Elementals are only encountered near a sizable amount of their native element. To determine size, roll 1d100: 01-25 = small, 26-50 = medium, 51-70 = large, 71-85 = huge, 85-95 = greater, 96-00 = elder.
30. A troupe of ettercaps includes 1-2 of the beasts and 2-4 medium sized monstrous spiders.
31. A ghost pack has 2-4 ghosts and 7-12 ghouls.
32. Fire giant hunting/raiding parties include 6-9 giants, one adept or sorcerer of 3rd-5th level, 2-4 hell hounds, and 2-3 trolls or ettins.
33. Frost giant hunting/raiding parties include 6-9 giants, 1 adept or sorcerer of 3rd-5th level, 2-4 winter wolves, and 2-3 ogres.
34. Hill giant hunting/raiding parties include 6-9 giants and 2-4 dire wolves.
35. Stone giant hunting/raiding/trading parties include 6-9 giants and one elder.
36. A flind mob is composed of 10-20 gnolls led by 2-5 flinds.
37. Margoyles wings include 4-6 standard gargoyles and 1-2 margoyles.
38. Sand giant raiding parties consist of 6-9 giants led by one cleric or sorcerer of 6th-9th level.
39. A nereid troupe is composed of 2-4 nereids, each accompanied by one giant squid, giant octopus, or large-sized poisonous snake.
40. Ogrillon warbands include 10-24 orcs led by 3-8 ogrillons.
41. Tsathar scourge hunting parties include 1-2 killer monstrous frogs (ToH) for each scourge.
42. Wolfwere troops include 2-5 wolfweres and 2-8 wolves.

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