



# d30 Swamp Encounters

**Roll 1d30** [1-15=common; 16-25=uncommon; 26-29=rare; 30=very rare]

#W=no. appearing as wandering monsters #L=no. appearing in lair @L=chance-in-30 of encountering monster while in its lair

COMMON				UNCOMMON				RARE				VERY RARE							
Roll	Monster	#W	#L	@L	Roll	Monster	#W	#L	@L	Roll	Monster	#W	#L	@L	Roll	Monster	#W	#L	@L
1	beetles, giant bomb.	1-6	3-12	—	1	axebeaks	1-3	1-6	—	1	badgers, giant	1	1-3	—	1	bats, giant	1-3	3-18	15
2	beetles, giant boring	1-5	3-18	12	2	badgers	1-2	2-5	—	2	baluchitherium	1	1-3	—	2	beholding beast	1	1	24
3	beetles, giant fire	1-8	2-12	—	3	bandits (T/1)	2-5	3-30	6	3	beavers, giant	1-4	10-40	24	3	berserkers	1-6	3-30	3
4	beetles, giant stag	1-5	2-12	—	4	basilisks	1-2	1-4	12	4	dinosaurs	*	*	*	4	boars, giant	1-2	2-8	3
5	boars, wild	1-3	1-12	3	5	cockatrices	1-2	1-6	9	5	dragonflies, giant	1-6	4-24	—	5	catoblepases	1	1-3	—
6	buffalo, water	1-3	1-15	—	6	crocodiles, giant	1-3	2-12	—	6	falcons, giant	1	1-4	3	6	crayfish, giant	1	1-4	—
7	centipedes, giant	2-8	2-24	1	7	falcons, normal	1	1-2	4	7	frogmen	1-10	10-80	6	7	dopplegangers	1-4	3-12	6
8	crocodiles, normal	1-8	3-24	—	8	frogs, giant	1-4	5-40	—	8	fungi, violet	1	1-4	—	8	dragons, black	1	1-4	18
9	dogs, wild	1-4	4-16	5	9	ghouls	1-6	2-16	6	9	ghasts	1-2	1-6	6	9	dragons, gold	1	1-3	20
10	fungi*	1	1-3	—	10	gnolls	1-6	3-18	6	10	giants, hill	1-3	1-12	7	10	dragons, green	1	1-4	18
11	insect swarm	1	1-3	—	11	hobgoblins	1-6	4-24	7	11	goblins	2-8	6-60	12	11	elves, wood	1-4	2-24	6
12	lizards, giant	1-6	2-12	—	12	hornets, giant	1	1-3	3	12	harpies	1-6	2-12	7	12	flies, giant	1-3	1-10	—
13	mold*	1	1-3	—	13	hydras	1	1	6	13	jackals	1-3	1-6	—	13	gargoyles	1-4	1-8	6
14	nutrias	3-18	3-30	3	14	irish deer	1-2	1-8	—	14	lizard men	2-8	6-36	9	14	ghost	1	1	7
15	nutrias, giant	1-6	2-12	5	15	leeches, giant	1-4	4-16	—	15	lycans., werebears	1-2	1-4	3	15	gorgons	1	1-4	12
16	ogres	1-6	2-12	6	16	lizards, g. draco	1-4	1-8	9	16	lycans., wereboars	1-6	2-12	6	16	groaning spirit	1	1	3
17	orcs	2-8	2-60	10	17	lizards, g. gecko	1-6	1-10	6	17	medusae	1-3	1-4	15	17	haunt	1	1	—
18	mastodons	1-3	1-12	—	18	lizards, g. h. cham.	1-3	1-6	9	18	minotaurs	1-4	1-8	6	18	jackalweres	1-2	1-4	9
19	rats, normal	2-20	5-50	6	19	lizards, g. tuatara	1-2	1-4	9	19	owlbears	1-2	1-4	9	19	kobolds	4-16	6-60	12
20	rats, giant	3-18	3-30	3	20	lycans., wererats	1-8	2-16	9	20	shadows	1-4	2-20	12	20	lammasus	1-4	2-8	9
21	ravens, normal	1-8	4-32	9	21	neandethals	1-10	10-40	12	21	shambling mounds	1	1-3	9	21	manticores	1	1-4	6
22	ravens, giant	1-4	4-16	6	22	scorpions, giant	1	1-4	15	22	skeletons	3-12	3-30	3	22	mummy	1	1	—
23	rhinoceroses	1-3	1-6	—	23	snakes, g. constr.	1	1-2	—	23	skunks, giant	1	1-3	3	23	nagas, spirit	1	1-3	18
24	snakes, constrict.	1-3	1-8	—	24	snakes, g. poison.	1	1-3	—	24	spectres	1	1-6	3	24	shedus	1-4	2-8	7
25	snakes, poison.	1-3	1-6	—	25	stirges	1-6	3-30	18	25	spiders, phase	1	1-4	22	25	sphinx, andro-	1	1	18
26	spiders, large	1-3	2-20	18	26	toads, poisonous	1-4	1-8	—	26	trolls, giant	1-4	2-12	12	26	termites, giant water	1	1-3	—
27	toads, giant	1-3	1-12	—	27	trolls	1-4	1-8	12	27	vapor rats	1-4	2-16	9	27	ticks, giant	1-4	3-12	—
28	turtles, giant snap.	1	1-4	—	28	wasps, giant	1-6	5-30	—	28	warthogs	1-2	1-6	3	28	treants	1-4	1-20	3
29	vultures, normal	1-4	2-8	—	29	will-o-wisps	1	1-3	2	29	wolves, dire	1-4	3-12	3	29	water weirds	1	1-3	15
30	wolves	1-5	2-20	3	30	wyverns	1-2	1-6	9	30	zombies	2-8	4-24	—	30	wights	1-4	2-16	21

\* non-subterranean type at DM's discretion