

d30 Forest Encounters



NEW BIG DRAGON
GAMES UNLIMITED

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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	badgers	1-2	2-5	9	1	badgers, giant	1	1-3	3	1	ankhegs	1-2	1-6	4	1	aranea	1-3	1-6	15
2	bandits (T/1)	2-5	3-30	6	2	basilisks	1-2	1-4	12	2	bats, huge	1-2	1-8	9	2	bulette	1	1-2	—
3	bats, cave	1-6	1-100	24	3	bats, giant	1-3	3-18	15	3	berserkers	1-6	3-30	3	3	doppelgangers	1-4	3-12	6
4	bears, black	1-2	1-3	3	4	bears, brown	1-2	1-6	5	4	burglars (T/4)	1-4	2-20	6	4	ettins	1	1-4	6
5	beetles, giant bomb.	1-6	3-12	—	5	bears, cave	1	1-2	6	5	centaurs	1-6	4-24	2	5	dragons, gold	1	1-3	20
6	beetles, giant boring	1-5	3-18	12	6	beetles, giant rhino	1-2	1-6	—	6	cockatrices	1-2	1-6	9	6	dragons, red	1	1-4	18
7	beetles, giant fire	1-6	2-12	3	7	boars, giant	1-2	2-8	3	7	cutpurses (T/5)	1-4	2-16	6	7	elves, wood	1-4	2-24	6
8	beetles, giant stag	1-5	2-12	—	8	bugbears	2-8	5-20	7	8	elves	1-4	2-24	3	8	gargoyles	1-4	1-8	6
9	beetles, giant tiger	1-3	2-8	—	9	footpads (T/2)	2-5	2-24	6	9	ghasts	1-2	1-6	3	9	ghosts	1	1	7
10	boars, wild	1-3	1-12	3	10	ghouls	1-6	2-16	6	10	halflings	3-18	5-40	21	10	giants, fire/frost	1-4	1-8	9
11	centipedes, giant	2-8	2-24	1	11	gnolls	1-6	3-18	6	11	harpies	1-6	2-12	7	11	gorgons	1	1-4	12
12	dogs, wild	1-4	4-16	5	12	goblins	2-8	6-60	12	12	hippogriffs	1-4	2-16	3	12	groaning spirit	1	1	3
13	falcons, normal	1	1-2	4	13	griffon	1	2-16	7	13	jackalweres	1-2	1-4	9	13	haunts	1	1	—
14	hawks, normal	1	1-6	6	14	hobgoblins	1-6	4-24	7	14	lammasu	1-4	2-8	9	14	hydras	1	1	6
15	hunters (F/0)	1-6	2-12	3	15	killer bees, giant	1-6	5-30	15	15	lycan., werebear	1-2	1-4	3	15	lizards, g. draco	1-4	1-8	9
16	insect swarm	1	1-3	—	16	kobolds	4-16	6-60	12	16	lycan., wereboar	1-6	2-12	6	16	lizards, g. gecko	1-6	1-10	6
17	lycan., werewolf	1-6	2-12	7	17	manticore(s)	1	1-4	6	17	lycan., wererats	1-8	2-16	9	17	lizards, g. h. cham.	1-3	1-6	9
18	ogres	1-6	2-12	6	18	owls, giant	1-2	2-5	2	18	medusae	1-3	1-4	15	18	lizards, g. tuatara	1-2	1-4	9
19	orcs	2-8	2-60	10	19	porcupines, giant	1-2	1-6	6	19	minotaurs	1-4	1-8	6	19	neandrelthals	1-10	10-40	12
20	owls, normal	1-3	2-12	5	20	ravens, giant	1-4	4-16	6	20	panthers	1-2	1-6	5	20	nomads	1-10	20-200	2
21	patrol (humans)	2-5	2-12	2	21	robber flies	1-6	2-12	—	21	owlbears	1-2	1-4	9	21	pegasi	1-3	1-12	5
22	rats, normal	2-20	5-50	6	22	robbers (T/3)	2-5	2-20	6	22	rakshasa	1	1-4	7	22	pilferers (T/7)	1-3	2-12	6
23	rats, giant	3-18	3-30	3	23	scorpions, huge	1	1-3	18	23	shadows	1-4	2-12	12	23	poltergeist	1	1	—
24	ravens, normal	1-8	4-32	9	24	scorpions, giant	1	1-4	15	24	skeletons	3-12	3-30	3	24	sharpers (T/6)	1-3	2-8	6
25	skunks, giant	1	1-3	3	25	slug, giant	1	1-6	21	25	spiders, g. bl. widow	1	1-3	15	25	shedus	1-4	2-8	7
26	spiders, huge	1-2	1-12	15	26	snakes, constrict.	1-3	1-8	—	26	ticks, giant	1-4	3-12	—	26	sphinxes, crio-	1	1-4	21
27	spiders, large	1-3	2-20	18	27	snakes, poison.	1-3	1-6	—	27	trogghouls	1-6	1-10	12	27	spiders, g. tarantella	1	1-3	9
28	toads, giant	1-3	1-12	—	28	spiders, giant	1-3	1-8	—	28	wolves, dire	1-4	3-12	3	28	thieves (T/8)	1-2	1-6	6
29	weasels, normal	1-2	1-6	3	29	stirges	1-6	3-30	18	29	vampires	1-2	1-6	7	29	trolls	1-4	1-8	12
30	wolves	1-5	2-20	3	30	weasels, giant	1	1-3	5	30	zombies	2-8	4-24	—	30	wyverns	1-2	1-6	9