

The Last-Minute GM: 20-Sided Quickies

Chart II: Monsters, Events, and Places

D20 Roll	Monster	Modifier/ Event	Landform/ Water Feature	Generic Types	
				Creature	Habitation
1	Bear	Acid	Canyon	<i>avian</i>	<i>battlefield</i>
	Centipede	Bubbling	Brook		
2	Wolf	Dry	Wasteland	<i>enchanted</i>	<i>enchanted</i>
	Elephant	Erupting	Wetland		
3	Jaguar	Tangled	Jungle	<i>incorporeal</i>	<i>trade route</i>
	Trout	Thawing	Ice flows		
4	Frog	Fiery	Forest	<i>fiend</i>	<i>forbidden</i>
	Ostrich	Quaking	Falls		
5	Lizard	Volcanic	Valley	<i>undead</i>	<i>lost/</i>
	Vampire Bat	Venting	Lake		<i>legendary</i>
6	Snake	Slippery	Slope	<i>shapeless</i>	<i>subterranean</i>
	Shark	Sliding	Sea Coast		
7	Pig	Muddy	Mountain	<i>plant</i>	<i>patrolled</i>
	Piranha	Parting	Pond		
8	Horse	Hazy	Hedges	<i>hybrid</i>	<i>hellish</i>
	Hippo	Hailing	Kelp Fields		
9	Goat	Noxious	Glacier	<i>golem</i>	<i>nomad lands</i>
	Giraffe	Growing	Geyser		
0	Zebra	Rocky	Ridge	<i>reptilian</i>	<i>ruins</i>
	Rhinoceros	Rolling	Rapids		
11 – 12	Rat	Hot	Sand	<i>humanoid /</i>	<i>fortified</i>
	Yak	Scorching	Saltwater	<i>primate</i>	
13 – 14	Sheep	Stormy	Ditch	<i>vermin</i>	<i>sacred</i>
	Ape	Gusting	Spring		
15 – 17	Cattle	Icy	Plain	<i>herd animal</i>	<i>civilized</i>
	Deer	Flooding	Pool		
18 – 20	Canine	Dusty	Hill	<i>predator</i>	<i>farmland</i>
	Chicken	Crumbling	Well		