

Wandering Monster Tables - Wilderness (Mostly)

These tables were created due to the lack of included Wandering (or Random) Monster Tables in the 5th Edition Dungeons & Dragons books, as stated in the DMG, it's up to DMs to make their own. However, without the information supplied to DMs, ie creature rarity, that's a bit hard for new DMs to do.

I have used the Wandering Monster tables from 1st Edition AD&D as a guide and inspiration. All of the tables were made by referencing the notes in the new 5th Edition D&D Monster Manual and the 1st Edition AD&D Monster Manuals, which have handy information in them like Rarity, places located, etc.

Not all of the Monsters that are in the Monster Manual (5th Ed) appear in these tables. The following guidelines were used in the construction of the tables to make them more realistic and useful:

- No monsters with CR 13 or above were used. Creatures with a high CR should be purposely placed by the DM within his campaign and not just be a wandering monster.
- Any creature that had to be placed, constructed or magically summoned for a function or purpose was not included. (This includes a lot of the Undead, Demons, Devils, etc.)
- Truly unique and special races, were not included - they should be purposely placed by the DM.
- Monsters that have a Rarity (AD&D) beyond Very Rare were not included.
- Monsters that are of good nature or those animals unlikely to attack the party, were not included.
- Swarms of creatures were not included as due to the numbers of creatures appearing in these tables, there was no need.

Basically these are the Monsters that you could encounter randomly. The tables allow for a roll versus Location and also take into account the rarity of the Monsters (Common, Uncommon, Rare, Very Rare) and the Average Party Level.

Each of the Terrain tables is broken into four sections, seperated by black lines, starting from the top: Common, Uncommon, Rare, Very Rare.

The table below is used to determine what rarity of creature is encountered.

Average Party Level	d100 Chance			
	Common	Uncommon	Rare	Very Rare
1-6	00-49	50-79	80-94	95-99
7-12	00-39	40-69	70-89	90-99
13-20	00-29	30-59	60-79	80-99

Then simply refer to the appropriate Terrain type table and find the appropriate rarity section and roll on the table. The result shows the number of creatures that appear as well. If there are no creatures in that section, ie for an average party level of 1-3, with a Very Rare creature, on the Low Scrub table there are no creatures, then reroll on the above table again ignoring the same result.

The different types of Terrain that can be checked off are:

- Grasslands - Plains
- Low Scrub - Plains
- Farmlands
- Patrolled Wilderness - ie in proximity to (within 3 miles) of main roads and/or any settlement (village, town, city)
- Barren Rock
- Water - including land adjacent to water (rivers, lake shores, coast)
- Caves / Caverns - these are natural caves and not dungeons
- Desert
- Forest
- Jungle
- Marsh or Swamp
- Artic (Snow & Ice)
- Mountains - any area of very high elevation
- Urban - in or within sight of a settlement (village, town, city)

For any specific adventure/quest area, ie dungeon, etc, then specific Wandering Monster tables should be used for that adventure.

For example, a party of average party level 8, is in Low Scrub, and a wandering monster is needed. Rolling on the above table, a result of 52% is rolled. Thus on the table, it shows an Uncommon creature is encountered. Then go over to the Low Scrub table and go to the second section down (which is Uncommon) and then roll percentage. The roll comes up as 73%, which on the table for an average party level of 8 cross indexes as a Giant Boar, with 1d3 numbers encountered.

Note: if you are wish to vary the difficulty of the encounters, to make them easier or harder for your party, use one column LEFT on the Terrain type table (for Average Party Level) to make it easier or one column RIGHT on the Terrain type table (for Average Party Level) to make it harder.

Grasslands

[illegible]

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Patrolled Wilderness (Road/Settlement Hex)

[illegible]

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Water

[illegible]

^ Found on Land ONLY, near water, eg coastal / river edge / lake edge, etc

Found either in the water OR on Land, near water, eg coastal / river edge / lake edge, etc

* Found either in the water OR on UNDERGROUND Land, near water, underground river edge / underground lake edge, etc.

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Caves / Caverns (Natural)

Creature d%	Average Party Level*									
	1-3		4-6		7-9		10-12		13-15	
Scorpion	00-19	3d4+2								
Spider	20-39	3d4+2								
Lizard	40-59	3d4+2								
Troglodyte	60-79	1d3	00-24	5d3						
Orc	80-99	1d2	25-49	2d4	00-00	3d4+1	00-00	3d8		
Brown Bear			50-74	1d4	00-00	1d6+1	00-00	4d3		
Ogre			75-99	1	00-00	1d3	00-00	1d4+1	00-99	1d6+2
Bat	00-07	3d4+2								
Bandit	08-15	2d4								
Giant Rat	16-23	2d4								
Kobold	24-31	2d4								
Stirge	32-39	2d4								
Giant Frog	40-47	1d3	00-05	5d3						
Giant Lizard	48-55	1d3	06-11	5d3						
Goblin	56-63	1d3	12-19	5d3						
Grimlock	64-70	1d3	20-25	5d3						
Darkmantle	71-77	1d2	26-31	2d4	00-06	3d4+1	00-05	3d8		
Hobgoblin	78-85	1d2	32-39	2d4	07-13	3d4+1	06-13	3d8		
Piercer	86-92	1d2	40-45	2d4	14-20	3d4+1	14-19	3d8		
Rust Monster	93-99	1d2	46-51	2d4	21-27	3d4+1	20-25	3d8		
Bugbear			52-57	1d4	28-34	1d6+1	26-33	4d3		
Death Dog			58-63	1d4	35-41	1d6+1	34-39	4d3		
Giant Spider			64-69	1d4	42-50	1d6+1	40-47	4d3		
Carrian Crawler			70-75	1	51-57	1d3	48-53	1d4+1	00-11	1d6+2
Gelatinous Cube			76-81	1	58-64	1d3	54-61	1d4+1	12-23	1d6+2
Ochre Jelly			82-87	1	65-71	1d3	62-69	1d4+1	24-35	1d6+2
Orc Eye of Gruumsh			88-93	1	72-78	1d3	70-75	1d4+1	36-47	1d6+2
Orog			94-99	1	79-85	1d3	76-81	1d4+1	48-59	1d6+2
Basilisk					86-92	1	82-87	1d3	60-71	1d4+1
Giant Scorpion					93-99	1	88-93	1d3	72-85	1d4+1
Troll							94-99	1	86-99	1d2
Fomorian									50-74	1d3
									75-99	1
										00-49
										1d4+1
Bullywug	00-13	1d3	00-06	5d3						
Giant Bat	14-28	1d3	07-14	5d3						
Violet Fungus	29-42	1d3	15-22	5d3						
Gas Spore	43-56	1d2	23-30	2d4	00-07	3d4+1	00-05	3d8		
Grey Ooze	57-71	1d2	31-38	2d4	08-15	3d4+1	06-11	3d8		
Myconid Adult	72-85	1d2	39-46	2d4	16-23	3d4+1	12-16	3d8		
Shadow	86-99	1d2	47-54	2d4	24-31	3d4+1	17-21	3d8		
Half-Ogre			55-62	1d4	32-39	1d6+1	22-27	4d3		
Ankheg			63-70	1	40-47	1d3	28-32	1d4+1	00-06	1d6+2
Black Dragon Wyrmling			71-77	1	48-54	1d3	33-37	1d4+1	07-13	1d6+2
Grick			78-84	1	55-61	1d3	38-42	1d4+1	14-20	1d6+2
Quaggoth			85-91	1	62-68	1d3	43-47	1d4+1	21-27	1d6+2
Wererat			92-00	1	69-76	1d3	48-52	1d4+1	28-34	1d6+2
Grell					77-84	1	53-57	1d3	35-41	1d4+1
Hook Horror					85-91	1	58-62	1d3	42-49	1d4+1
Phase Spider					92-99	1	63-68	1d3	50-56	1d4+1
Black Pudding							69-74	1d2	57-64	1d3
Wereboar							75-79	1d2	65-71	1d3
Gorgon							80-84	1	72-78	1d2
Otyugh							85-89	1	79-85	1d2
Roper							90-94	1	86-92	1d2
Umber Hulk							95-99	1	93-99	1d2
Stone Giant										80-89
										1d3
										72-85
										1d4+1
										86-99
										1d2
Kuo-toa	00-49	1d3	00-29	5d3						
Magmin	50-99	1d2	30-59	2d4	00-49	3d4+1	00-19	3d8		
Azer			60-99	1	50-99	1d3	20-39	1d4+1	00-19	1d6+2
Ettin							40-59	1d2	20-39	1d4+1
									00-19	1d6+2
Earth Elemental							60-79	1	40-59	1d2
									20-39	1d3
Xorn							80-99	1	40-59	1d3
									25-49	1d4+1
Cyclops									80-99	1
									60-79	1d2
Cloaker										50-74
										1d2+1
									80-99	1
										75-99
										1d2

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Low Scrub

Creature d%	Average Party Level*													
	1-3		4-6		7-9		10-12		13-15		16-18		19-20	
COMMON														
Giant Fire Beetle	00-13	3d4+2												
Hyena	14-27	3d4+2												
Jackal	28-41	3d4+2												
Poisonous Snake	42-56	2d4												
Boar	57-70	1d3	00-14	5d3										
Constrictor Snake	71-86	1d3	15-29	5d3										
Orc	87-99	1d2	30-43	2d4	00-19	3d4+1	00-16	3d8						
Brown Bear			44-57	1d4	20-39	1d6+1	17-33	4d3						
Lion			58-71	1d4	40-59	1d6+1	34-50	4d3						
Tiger			72-85	1d4	60-79	1d6+1	51-66	4d3						
Rhinoceros			86-99	1	80-99	1d3	67-82	1d4+1	00-49	1d6+2				
Elephant							83-99	1d2	50-99	1d3	00-99	1d4+1	00-99	1d6+2
UNCOMMON														
Giant Rat	00-15	2d4												
Giant Weasel	16-31	2d4												
Giant Wolf Spider	32-49	1d3	00-13	5d3										
Cockatrice	50-65	1d2	14-27	2d4	00-15	3d4+1	00-13	3d8						
Giant Wasp	66-83	1d2	28-41	2d4	16-32	3d4+1	14-27	3d8						
Gnoll	84-00	1d2	42-56	2d4	33-49	3d4+1	28-43	3d8						
Giant Hyena			57-70	1d4	50-66	1d6+1	44-57	4d3						
Giant Boar			71-85	1	67-83	1d3	58-71	1d4+1	00-24	1d6+2				
Orc Eye of Gruumsh			86-99	1	84-99	1d3	72-85	1d4+1	25-49	1d6+2				
Troll							86-99	1	50-74	1d2	00-49	1d3	00-49	1d4+1
Wyvern									75-99	1	50-99	1d2	50-99	1d2+1
RARE														
Awakened Shrub	00-29	3d4+2												
Twig Blight	30-59	2d4												
Blink Dog	60-99	1d3	00-99	5d3										
Phase Spider					00-99	1	00-99	1d3	00-49	1d4+1	00-49	1d6+2		
Chimera									50-99	1	50-99	1d2	00-99	1d2+1
VERY RARE														
Bulette							00-99	1	00-99	1d2	00-99	1d3	00-99	1d4+1

Farmlands

Creature d%	Average Party Level*															
	1-3		4-6		7-9		10-12		13-15		16-18		19-20			
Vulture	00-29	3d4+2	COMMON													
Giant Fire Beetle	30-59	3d4+2														
Lizard	60-99	3d4+2														
Werewolf					00-99	1		00-99	1d3	00-99	1d4+1					
Bat	00-15	3d4+2	UNCOMMON													
Giant Rat	16-32	2d4														
Giant Owl	33-49	1d3	00-15	5d3												
Kenku	50-66	1d3	16-32	5d3												
Cockatrice	67-83	1d2	33-49	2d4	00-24	3d4+1	00-19	3d8								
Giant Wasp	84-99	1d2	50-66	2d4	25-49	3d4+1	20-39	3d8								
Giant Eagle			67-83	1d4	50-74	1d6+1	40-59	4d3								
Giant Vulture			84-99	1d4	75-99	1d6+1	60-79	4d3								
Troll							80-99	1	00-99	1d2	00-99	1d3	00-99	1d4+1		
Jackalwere	00-99	1d2	00-49	2d4	00-49	3d4+1	00-49	3d8								
Ankheg			50-99	1	50-99	1d3	50-99	1d4+1	00-99	1d6+2						
Roc													00-99	1		
Scarecrow			00-99	1d4	00-99	1d6+1	00-49	4d3								
Bulette							50-99	1	00-99	1d2	00-49	1d3	00-49	1d4+1		
Oni											50-99	1	50-99	1d2		

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Barren Rock

[illegible]

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Desert

[illegible]

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Forest

Creature	Average Party Level*													
d%	1-3		4-6		7-9		10-12		13-15		16-18		19-20	
Baboon	00-10	3d4+2	COMMON											
Poisonous Snake	11-21	2d4												
Boar	22-32	1d3	00-07	5d3										
Constrictor Snake	33-43	1d3	08-15	5d3										
Panther	44-54	1d3	16-23	5d3										
Wolf	55-65	1d3	24-31	5d3										
Ape	66-76	1d2	32-39	2d4	00-10	3d4+1	00-10	3d8						
Black Bear	77-87	1d2	40-47	2d4	11-21	3d4+1	11-21	3d8						
Orc	88-99	1d2	48-59	2d4	22-32	3d4+1	22-32	3d8						
Brown Bear			60-67	1d4	33-43	1d6+1	33-43	4d3						
Lion			68-75	1d4	44-54	1d6+1	44-54	4d3						
Tiger			76-83	1d4	55-65	1d6+1	55-65	4d3						
Ogre			84-91	1	66-77	1d3	66-77	1d4+1	00-29	1d6+2				
Rhinoceros			92-99	1	78-88	1d3	78-88	1d4+1	30-59	1d6+2				
Werewolf					89-99	1	89-99	1d3	60-99	1d4+1	00-99	1d6+2		
Bat	00-06	3d4+2	UNCOMMON											
Kobolds	07-13	2d4												
Stirge	14-21	2d4												
Tribal Warrior	22-28	2d4												
Giant Frog	29-35	1d3	00-05	5d3										
Giant Lizard	36-42	1d3	06-11	5d3										
Giant Poisonout Snake	43-49	1d3	12-17	5d3										
Giant Wolf Spider	50-56	1d3	18-23	5d3										
Goblins	57-63	1d3	24-31	5d3										
Cockatrice	64-71	1d2	32-37	2d4	00-08	3d4+1	00-07	3d8						
Giant Wasp	72-78	1d2	38-43	2d4	09-17	3d4+1	08-15	3d8						
Gnoll	79-85	1d2	44-49	2d4	18-27	3d4+1	16-25	3d8						
Hobgoblin	86-92	1d2	50-57	2d4	28-36	3d4+1	26-35	3d8						
Worg	93-99	1d2	58-63	2d4	37-45	3d4+1	36-43	3d8						
Dire Wolf			64-69	1d4	46-54	1d6+1	44-51	4d3						
Giant Spider			70-75	1d4	55-63	1d6+1	52-59	4d3						
Giant Boar			76-81	1	64-72	1d3	60-67	1d4+1	00-15	1d6+2				
Giant Constrictor Snake			82-87	1	73-81	1d3	68-75	1d4+1	16-33	1d6+2				
Orc Eye of Gruumsh			88-93	1	82-90	1d3	76-83	1d4+1	34-49	1d6+2				
Saber-toothed Tiger			94-99	1	91-99	1d3	84-91	1d4+1	50-65	1d6+2				
Troll							92-99	1	66-83	1d2	00-29	1d3	00-29	1d4+1
Wyvern									84-99	1	30-59	1d2	30-59	1d2+1
Giant Ape											60-99	1	60-99	1d2
Twig Blight	00-24	2d4	RARE											
Giant Bat	25-49	1d3	00-10	5d3										
Needle Blight	50-74	1d3	11-21	5d3										
Vine Blight	75-99	1d2	22-32	2d4	00-10	3d4+1	00-06	3d8						
Dryad			33-43	1d4	11-21	1d6+1	07-13	4d3						
Half-Ogre			44-54	1d4	22-32	1d6+1	14-20	4d3						
Ankheg			55-66	1	33-44	1d3	21-29	1d4+1	00-09	1d6+2				
Awakened Tree			67-77	1	45-55	1d3	30-36	1d4+1	10-18	1d6+2				
Centaur			78-88	1	56-66	1d3	37-43	1d4+1	19-27	1d6+2				
Ettercap			89-99	1	67-77	1d3	44-50	1d4+1	28-36	1d6+2				
Owlbear					78-88	1	51-57	1d3	37-45	1d4+1	00-13	1d6+2		
Phase Spider					89-99	1	58-64	1d3	46-54	1d4+1	14-29	1d6+2		
Wereboar							65-71	1d2	55-63	1d3	30-43	1d4+1	00-16	1d6+2
Weretiger							72-79	1d2	64-72	1d3	44-57	1d4+1	17-33	1d6+2
Gorgon							80-86	1	73-81	1d2	58-71	1d3	34-49	1d4+1
Otyugh							87-93	1	82-90	1d2	72-85	1d3	50-66	1d4+1
Werebear							94-99	1	91-99	1d2	86-99	1d3	67-83	1d4+1
Treant													84-99	1
Pseudodragon	00-99	1d3	00-49	5d3	VERY RARE									
Green Dragon Wyrmling			50-99	1	00-29	1d3	00-19	1d4+1	00-19	1d6+2				
Displacer Beast					30-59	1	20-39	1d3	20-39	1d4+1	00-19	1d6+2		
Green Hag					60-99	1	40-59	1d3	40-59	1d4+1	20-39	1d6+2		
Banshee							60-79	1d2	60-79	1d3	40-59	1d4+1	00-29	1d6+2
Bulette							80-99	1	80-99	1d2	60-79	1d3	30-59	1d4+1
Young Green Dragon											80-99	1	60-99	1d2

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Marsh (or Swamp)

[illegible]

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Artic (Snow)

Creature d%	Average Party Level*														
	1-3		4-6		7-9		10-12		13-15		16-18		19-20		
Giant Centiped	00-49	1d3	00-24	5d3	COMMON										
Wolf	50-99	1d3	25-49	5d3											
Brown Bear			50-74	1d4	00-29	1d6+1	00-29	4d3							
Polar Bear			75-99	1	30-59	1d3	30-59	1d4+1	00-49	1d6+2					
Winter Wolf					60-99	1	60-99	1d3	50-99	1d4+1	00-99	1d6+2			
Tribal Warrior	00-99	2d4	UNCOMMON												
Dire Wolf			00-99	1d4	00-99	1d6+1	00-99	4d3	RARE						
Hippogriff			00-49	1d4	00-49	1d6+1	00-29	4d3							
White Dragon Wyrmling			50-99	1	50-99	1d3	30-59	1d4+1	00-29	1d6+2					
Werebear							60-99	1	30-59	1d2	00-49	1d3	00-49	1d4+1	
Young White Dragon								VERY RARE		60-99	1	50-99	1d2	50-99	1d2+1
Ice Mephit	00-99	1d2	00-99	2d4	00-49	3d4+1	00-24	3d8							
Yeti					50-99	1	25-49	1d3	00-24	1d4+1	00-19	1d6+2			
Ettin							50-74	1d2	25-49	1d3	20-39	1d4+1	00-15	1d6+2	
Young Remorhaz							75-99	1	50-74	1d2	40-59	1d3	16-33	1d4+1	
Mammoth									75-99	1	60-79	1d2	34-49	1d2+1	
Frost Giant											80-99	1	50-65	1d2	
Abominable Yeti													66-83	1	
Remorhaz													84-99	1	

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Jungle

Creature d%	Average Party Level*													
	1-3		4-6		7-9		10-12		13-15		16-18		19-20	
COMMON														
Baboon	00-10	3d4+2												
Poisonous Snake	11-21	2d4												
Boar	22-32	1d3	00-09	5d3										
Constrictor Snake	33-43	1d3	10-19	5d3										
Giant Centiped	44-54	1d3	20-29	5d3										
Panther	55-65	1d3	30-39	5d3										
Ape	66-76	1d2	40-49	2d4	00-15	3d4+1	00-15	3d8						
Crocodile	77-87	1d2	50-59	2d4	16-32	3d4+1	16-32	3d8						
Orc	88-99	1d2	60-69	2d4	33-49	3d4+1	33-49	3d8						
Brown Bear			70-79	1d4	50-66	1d6+1	50-66	4d3						
Tiger			80-89	1d4	67-83	1d6+1	67-83	4d3						
Rhinoceros			90-99	1	84-99	1d3	84-99	1d4+1	00-99	1d6+2				
UNCOMMON														
Bat	00-13	3d4+2												
Giant Weasel	14-28	2d4												
Tribal Warrior	29-42	2d4												
Giant Frog	43-56	1d3	00-11	5d3										
Giant Lizard	57-70	1d3	12-23	5d3										
Giant Poisonous Snake	71-85	1d3	24-36	5d3										
Giant Wasp	86-99	1d2	37-49	2d4	00-15	3d4+1	00-13	3d8						
Giant Constrictor Snake			50-62	1	16-32	1d3	14-28	1d4+1	00-13	1d6+2				
Orc Eye of Gruumsh			63-75	1	33-49	1d3	29-42	1d4+1	14-28	1d6+2				
Saber-Toothed Tiger			76-87	1	50-66	1d3	43-56	1d4+1	29-42	1d6+2				
Will-o-wisp			88-99	1	67-83	1d3	57-70	1d4+1	43-56	1d6+2				
Basilisk					84-00	1	71-85	1d3	57-70	1d4+1	00-24	1d6+2		
Giant Crocodile							86-99	1	71-85	1d2	25-49	1d3	00-29	1d4+1
Wyvern									86-99	1	50-74	1d2	30-59	1d2+1
Giant Ape											75-99	1	60-99	1d2
RARE														
Awakened Shrub	00-15	3d4+2												
Flying Snake	16-32	2d4												
Bullywug	33-49	1d3	00-11	5d3										
Giant Bat	50-66	1d3	12-23	5d3										
Lizardfolk	67-83	1d2	24-36	2d4	00-13	3d4+1	00-09	3d8						
Vine Blight	84-99	1d2	37-49	2d4	14-28	3d4+1	10-19	3d8						
Ankheg			50-62	1	29-42	1d3	20-29	1d4+1	00-11	1d6+2				
Awakened Tree			63-75	1	43-56	1d3	30-39	1d4+1	12-23	1d6+2				
Black Dragon Wyrmling			76-87	1	57-70	1d3	40-49	1d4+1	24-36	1d6+2				
Lizardfolk Shaman			88-99	1	71-85	1d3	50-59	1d4+1	37-49	1d6+2				
Phase Spider					86-99	1	60-69	1d3	50-62	1d4+1	00-19	1d6+2		
Weretiger							70-79	1d2	63-75	1d3	20-39	1d4+1	00-24	1d6+2
Otyugh							80-89	1	76-87	1d2	40-59	1d3	25-49	1d4+1
Shambling Mound							90-99	1	88-99	1d2	60-79	1d3	50-74	1d4+1
Young Black Dragon											80-99	1	75-99	1d2
VERY RARE														
Mud Mephit	00-99	1d3	00-49	5d3										
Yuanti Pureblood			50-99	1d4	00-49	1d6+1	00-29	4d3						
Displacer Beast					50-99	1	30-59	1d3	00-49	1d4+1	00-49	1d6+2		
Bulette							60-99	1	50-99	1d2	50-99	1d3	00-99	1d4+1

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Urban (Within Settlement)

Creature d%	Average Party Level*															
	1-3		4-6		7-9		10-12		13-15		16-18		19-20			
Cat	00-15	3d4+2	COMMON													
Rat	16-33	3d4+2														
Raven	34-49	3d4+2														
Spider	50-65	3d4+2														
Mastif	66-83	2d4														
Constrictor Snake	84-99	1d3	00-99	5d3	UNCOMMON											
Bandit	00-19	2d4														
Cultist	20-39	2d4														
Giant Rat	40-59	2d4														
Acolyte	60-79	1d3	00-29	5d3												
Thug	80-99	1d2	30-59	2d4	00-49	3d4+1	00-49	3d8								
Cult Fanatic			60-99	1	50-99	1d3	50-99	1d4+1	00-99	1d6+2						
Kenku	00-49	1d3	00-29	5d3	RARE											
Jackalwere	50-99	1d2	30-59	2d4	00-29	3d4+1	00-29	3d8								
Wererat			60-99	1	30-59	1d3	30-59	1d4+1	00-49	1d6+2						
Werewolf					60-99	1	60-99	1d3	50-99	1d4+1	00-99	1d6+2				
Dust Merphit	00-99	1d2	00-99	2d4	00-99	3d4+1	00-49	3d8	VERY RARE							
Bulette							50-99	1	00-99	1d2	00-49	1d3	00-49	1d4+1		
Oni											50-99	1	50-99	1d2		

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.

Mountains (Elavation Based - Terrain Type Irrelevant)

Creature d%	Average Party Level*													
	1-3		4-6		7-9		10-12		13-15		16-18		19-20	
Baboons	00-15	3d4+2	COMMON											
Eagles	16-32	3d4+2												
Hawk	33-49	3d4+2												
Wolf	50-66	1d3	00-24	5d3										
Black Bear	67-83	1d2	25-49	2d4	00-29	3d4+1	00-29	3d8						
Orc	84-99	1d2	50-74	2d4	30-59	3d4+1	30-59	3d8						
Ogre			75-99	1	60-99	1d3	60-99	1d4+1	00-99	1d6+2				
Bat	00-13	3d4+2	UNCOMMON											
Blood Hawk	14-28	2d4												
Kobolds	29-42	2d4												
Giant Owl	43-56	1d3	00-10	5d3										
Goblins	57-70	1d3	11-21	5d3										
Gnoll	71-85	1d2	22-32	2d4	00-11	3d4+1	00-10	3d8						
Hobgoblin	86-99	1d2	33-43	2d4	12-23	3d4+1	11-21	3d8						
Bugbear			44-54	1d4	24-36	1d6+1	22-32	4d3						
Dire Wolf			55-65	1d4	37-49	1d6+1	33-43	4d3						
Giant Eagle			66-76	1d4	50-62	1d6+1	44-54	4d3						
Griffon			77-87	1	63-75	1d3	55-65	1d4+1	00-19	1d6+2				
Orc Eye of Gruumsh			88-99	1	76-87	1d3	66-76	1d4+1	20-39	1d6+2				
Manticore					88-99	1	77-87	1d3	40-59	1d4+1				
Troll							88-99	1	60-79	1d2	00-29	1d3	00-29	1d4+1
Wyvern									80-99	1	30-59	1d2	30-59	1d2+1
Fomorian											60-99	1	60-99	1d2
Aarakocra	00-49	1d3	00-19	5d3	RARE									
Winged Kobold	50-99	1d3	20-39	5d3										
Half-Ogre			40-59	1d4	00-24	1d6+1	00-13	4d3						
Hippogriff			60-79	1d4	25-49	1d6+1	14-28	4d3						
Peryton			80-99	1	50-74	1d3	29-42	1d4+1	00-15	1d6+2				
Owlbear					75-99	1	43-56	1d3	16-32	1d4+1				
Gorgon							57-70	1	33-49	1d2	00-15	1d3	00-11	1d4+1
Hill Giant							71-85	1	50-66	1d2	16-32	1d3	12-23	1d4+1
Werebear							86-99	1	67-83	1d2	33-49	1d3	24-36	1d4+1
Chimera									84-99	1	50-66	1d2	37-49	1d2+1
Stone Giant											67-83	1	50-62	1d2
Young Copper Dragon											84-99	1	63-75	1d2
Fire Giant													76-87	1
Roc													88-99	1
Smoke Mephite	00-99	1d3	00-49	5d3	VERY RARE									
Silver Dragon Wyrmling			50-99	1	00-49	1d3	00-15	1d4+1	00-11	1d6+2				
Displacer Beast					50-99	1	16-32	1d3	12-23	1d4+1				
Ettin							33-49	1d2	24-36	1d3	00-15	1d4+1	00-10	1d6+2
Red Dragon Wyrmling							50-66	1d2	37-49	1d3	16-32	1d4+1	11-21	1d6+2
Air Elemental							67-83	1	50-62	1d2	33-49	1d3	22-32	1d4+1
Red Dragon Veteran							84-99	1	63-75	1d2	50-66	1d3	33-43	1d4+1
Cyclops									76-87	1	67-83	1d2	44-54	1d2+1
Galeb Duhr									88-99	1	84-99	1d2	55-65	1d2+1
Cloud Giant													66-76	1
Young Silver Dragon													77-87	1
Yound Red Dragon													88-99	1

* Assume 4-6 Characters in party. If Less, then use left next column. If More, then use right next column.