



Dungeon Wandering Monster Level						
Dungeon Level	1	2	3	4	5	6
1	1-9	10-11	12	-	-	-
2	1-3	4-9	10-11	12	-	-
3	1	2-3	4-9	10-11	12	-
4	-	1	2-3	4-9	10-11	12
5	-	-	1	2-3	4-9	10-12
6	-	-	-	1	2-3	4-12

Random Monsters by Level						
Roll	Monster Level 1	Monster Level 2	Monster Level 3	Monster Level 4	Monster Level 5	Monster Level 6
1	Goblin (2d4)	Gnoll (1d6)	Bugbear (2d4)	Lycanthrope, Wereboar (1d4)	Ettin (1d2)	Cyclops (1)
2	Kobold (4d4)	Hobgoblin (1d6)	Lycanthrope, Werewolf (1d6)	Lycanthrope, Weretiger (1d4)	Giant, Hill (1d4)	Giant, Cloud (1d2)
3	Morlock (1d12)	Lizardman (2d4)	Ogre (1d6)	Minotaur (1d6)	Giant, Stone (1d2)	Purple Worm (1d2)
4	Orc (2d4)	Troglodyte (1d8)	Throghrin (1d6)	Boar, Giant (1d4)	Troll (1d8)	Demon Boar (1d4)
5	Beetle, Fire (1d8)	Bat, Giant (1d10)	Ant, Giant (2d4)	Owl Bear (1d4)	Ankheg (1d6)	Dragon (20 HD) (1)
6	Centipede, Giant (2d4)	Fly, Giant Carnivorous (1d8)	Lizard, Draco (1d3)	Phase Tiger (1d4)	Caecilian (1d3)	Hydra (12 HD) (1)
7	Ferret, Giant (1d8)	Locust, Cavern (1d10)	Scorpion, Giant (1d6)	Rhagodessa, Giant (1d4)	Basilisk (1d6)	Gorgon (1d2)
8	Rat, Giant (3d6)	Snake, Pit Viper (1d8)	Wolf, Dire (1d4)	Snake, Giant Python (1d3)	Hell Hound, Greater (2d4)	Lamia (1)
9	Men, Brigand (2d4)	Ghoul (1d6)	Carcass Scavenger (1d3)	Cockatrice (1d4)	Salamander, Flame (1d4+1)	Remorhaz (15 HD) (1)
10	Skeleton (3d4)	Men, Berserker (1d6)	Gargoyle (1d6)	Medusa (1d3)	Spectre (1d4)	Skittering Maw (1)
11	Stirge (1d10)	Zombie (2d4)	Wight (1d6)	Wraith (1d4)	Wyvern (1d2)	Vampire (9 HD) (1d4)
12	NPC Party (Lvl 1) (1d4+2)	NPC Party (Lvl 2) (1d4+2)	NPC Party (Lvl 4) (1d4+2)	NPC Party (Lvl 5) (1d4+2)	NPC Party (Lvl 8) (1d4+3)	NPC Party (Lvl 14) (1d4+3)

Start ENCOUNTER

Determine Encounter Distance
(2d6 x 10 feet)

Surprise	
Adjusted Die Roll	Result
2-	Surprised
3-6+	Ready

Determine Reaction (+/- CHA, (mo. level - dun. level)	
Monster Reaction	
Adjusted Die Roll	Result
2-	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12+	Friendly, helpful

