

## Outdoor Random Encounter Tables

These tables cover 6 main areas: cold wilderness (including arctic and subarctic), cold civilized regions, temperate wilderness, temperate civilized regions, tropical and subtropical wilderness, and tropical and subtropical civilized regions. Civilized regions include inhabited and patrolled areas. Each of the 6 main areas is subdivided into mountains,

hills and rough terrain, forest, swamp and marsh, plains and scrub, and desert. Encounters in each terrain are typical to it. Feel free to modify or replace these tables, using the suggestions in the section on creating tables.

### COLD WILDERNESS AREAS

**Die Creature**  
**Roll Encountered**

#### Mountains

- 2 Giant, Mountain
- 3 Hoar Fox
- 4 Galeb Duhr
- 5 Toad, Ice
- 6 Lycanthrope, Werebear
- 7 Dragon, White
- 8 Wolverine
- 9 Dwarf, Mountain
- 10 Rhinoceros, Woolly
- 11 Mammoth
- 12 Raven, Normal
- 13 Ogre
- 14 Lion, Mountain
- 15 Giant, Hill
- 16 Giant, Frost
- 17 Fortress
- 18 Taer
- 19 Yeti
- 20 Dragon, Red

#### Hills and Rough Terrain

- 2 Wolf, Winter
- 3 Owl, Giant
- 4 Badger
- 5 Character Party — see character subtable in DMG
- 6 Bear, Northern
- 7 Troll, Ice
- 8 Mammoth
- 9 Giant, Hill
- 10 Herd Animal
- 11 Wolf
- 12 Orc
- 13 Dwarf, Hill
- 14 Bear, Cave
- 15 Snake, Poisonous (white-furred)
- 16 Boar, Wild
- 17 Wolverine, Giant
- 18 Irish Deer
- 19 Remorhaz
- 20 Elf, Grugach

#### Forest

- 2 Giant, Frost
- 3 Forlarren
- 4 Treant
- 5 Pudding, White
- 6 Bear, Northern
- 7 Porcupine, Giant
- 8 Bugbear
- 9 Wolf
- 10 Ogre
- 11 Orc
- 12 Dog, Wild
- 13 Lycanthrope, Werewolf
- 14 Manticore
- 15 Dragon, White
- 16 Baluchitherium
- 17 Ogrillon
- 18 Grim
- 19 Korred
- 20 Lycanthrope, Foxwoman

#### Swamp and Marsh

- 2 Troll, Ice
- 3 Wolf, Winter
- 4 Wolf, Dire
- 5 Tiger or Spectre (Night)
- 6 Crystal Ooze
- 7 Pseudo-undead, Spectre
- 8 Hydra
- 9 Dog, Wild
- 10 Orc
- 11 Quaggoth or Deadly White Pudding
- 12 Ogre
- 13 Rat, Giant
- 14 Volt or Ghoul (Night)
- 15 Herd Animal
- 16 Irish Deer
- 17 Moon Dog
- 18 Dragon, White
- 19 Owl, Giant
- 20 Black Willow

### Plains and Scrub

- 2 Gorgon
- 3 Yeth Hound
- 4 Troll, Ice
- 5 Men, Dervishes
- 6 Giant, Hill
- 7 Snake, Poisonous (white-furred)
- 8 Men, Bandit
- 9 Mammoth
- 10 Mastodon
- 11 Herd Animal
- 12 Ogre
- 13 Camel, Bactrian
- 14 Men, Nomad
- 15 Dragon, White
- 16 Devil Dog
- 17 Wolf
- 18 Wolfwere
- 19 Lynx, Giant
- 20 Remorhaz

### Desert

- 2 Dragon, Gold
- 3 Hobbogoblin
- 4 Rock Reptile
- 5 Sandling
- 6 Hoar Fox
- 7 Men, Nomad
- 8 Scorpion, Huge
- 9 Dog, Wild
- 10 Camel, Bactrian
- 11 Herd Animal
- 12 Scorpion, Large
- 13 Raven, Normal
- 14 Tiger
- 15 Raven, Giant
- 16 Wolf
- 17 Devil Dog
- 18 Bugbear
- 19 Gambado
- 20 Succubus

### GOLD CIVILIZED REGIONS

**Die Creature**  
**Roll Encountered**

#### Mountains

- 2 Denzellian
- 3 Xorn
- 4 Aarakocra
- 5 Men, Berserker
- 6 Quaggoth
- 7 Goblin
- 8 Bugbear
- 9 Man, Bandit
- 10 Character Party
- 11 Man, Patrol
- 12 Dwarf, Mountain
- 13 Falcon, Small
- 14 Hobbogoblin
- 15 Pilgrim
- 16 Man, Merchant
- 17 Minotaur
- 18 Castle
- 19 Wolf, Dire
- 20 Vampire

#### Hills and Rough Terrain

- 2 Vampire
- 3 Toad, Ice
- 4 Snyad
- 5 Wolf, Dire
- 6 Man, Berserker
- 7 Pseudoundead, Vampire
- 8 Hobbogoblin
- 9 Man, Bandit
- 10 Man, Patrol
- 11 Character Party
- 12 Man, Merchant
- 13 Dwarf, Hill
- 14 Mammoth
- 15 Bat
- 16 Halfling
- 17 Goblin
- 18 Gnome
- 19 Bugbear
- 20 Xaren

### Forest

- 2 Shedu
- 3 Groaning Spirit
- 4 Castle
- 5 Lycanthrope, Werebear
- 6 Hobbogoblin
- 7 Bat
- 8 Bugbear
- 9 Man, Patrol
- 10 Boar, Wild
- 11 Wolf
- 12 Ogre
- 13 Man, Bandit
- 14 Elf, Wood
- 15 Character Party
- 16 Goblin
- 17 Shadow
- 18 Norker
- 19 Bookworm
- 20 Shadow Mastiff or Ghost (Night)

### Swamp and Marsh

- 2 Demon, Alu-
- 3 Poltergeist
- 4 Luck Eater
- 5 Man, Berserker
- 6 Crab, Giant
- 7 Hobbogoblin
- 8 Man, Patrol
- 9 Centipede, Giant or Huge
- 10 Rat or Giant Rat
- 11 Man, Bandit
- 12 Ogre
- 13 Character Party
- 14 Ghoul
- 15 Pseudo-undead, Ghoul
- 16 Ghast
- 17 Penanggalan
- 18 Coffin Corpse
- 19 Bugbear
- 20 Grue, Varrdig

### Plains and Scrub

- 2 Disenchanter
- 3 Hollyphant
- 4 Dragon, Earth
- 5 Wolf, Dire
- 6 Quaggoth
- 7 Osquip
- 8 Owl
- 9 Man, Bandit
- 10 Man, Patrol
- 11 Man, Merchant
- 12 Ogre
- 13 Wolf
- 14 Bugbear
- 15 Character Party
- 16 Lycanthrope, Werewolf
- 17 Goblin
- 18 Man, Dervish
- 19 Lycanthrope, Wererat
- 20 Tween

### Desert

- 2 Shedu, Greater
- 3 Vortex
- 4 Dragon, Gold
- 5 Falcon, Large
- 6 Wolf, Dire
- 7 Character Party
- 8 Pilgrim
- 9 Man, Merchant
- 10 Man, Bandit
- 11 Goblin or Jermalaine
- 12 Raven, Normal
- 13 Camel, Bactrian
- 14 Character Party
- 15 Wolf
- 16 Man, Dervish
- 17 Man, Berserker
- 18 Griffon
- 19 Crypt Thing
- 20 Deva, Movanic

### TEMPERATE WILDERNESS

**Die Creature**  
**Roll Encountered**

#### Mountains

- 2 Cave Fisher
- 3 Gorgimera
- 4 Dragon, Red
- 5 Lion, Spotted
- 6 Bat, Giant
- 7 Giant, Stone
- 8 Bloodhawk
- 9 Vulture, Normal
- 10 Spider, Large
- 11 Dwarf, Mountain
- 12 Bat
- 13 Orc
- 14 Lion, Mountain
- 15 Cockatrice
- 16 Bear, Black
- 17 Caveman
- 18 Chimera
- 19 Kharga
- 20 Galeb Duhr

#### Hills and Rough Terrain

- 2 Gorgon
- 3 Displacer Beasts
- 4 Ant Lion, Giant
- 5 Bee, Giant Bumble-
- 6 Harpy
- 7 Giant, Verbeeg
- 8 Scorpion, Large
- 9 Giant, Hill
- 10 Wolf
- 11 Orc
- 12 Ogre
- 13 Lycanthrope, Werewolf
- 14 Tiger
- 15 Spider, Huge
- 16 Mantis, Giant
- 17 Aspis
- 18 Hybsil
- 19 Vulture, Giant
- 20 Manticore

#### Forest

- 2 Death Watch Beetle
- 3 Elf, Grugach
- 4 Atomie
- 5 Bee, Giant Honey
- 6 Dragon, Green
- 7 Boar, Giant
- 8 Kobold
- 9 Boar, Warthog
- 10 Rhinoceros
- 11 Centipede, Giant or Huge
- 12 Bear, Black
- 13 Beetle, Giant Stag
- 14 Porcupine, Giant
- 15 Clubnek
- 16 Owlbear
- 17 Kech
- 18 Greenhag
- 19 Elfin Cat
- 20 Basilisk, Greater

#### Swamp and Marsh

- 2 Algid
- 3 Dragon, Mist
- 4 Troll, Giant
- 5 Shambling Mound
- 6 Phycomid
- 7 Toad, Poisonous
- 8 Lizard, Giant
- 9 Toad, Giant
- 10 Vulture, Normal
- 11 Spider, Large or Huge
- 12 Crocodile, Normal
- 13 Orc
- 14 Wyvern
- 15 Basilirond
- 16 Caterwaul
- 17 Eblis
- 18 Pseudo-undead, Wight
- 19 Crayfish, Giant
- 20 Beholder

### Plains and Scrub

- 2 Ascomoid
- 3 Giant, Firbolg or Verbeeg
- 4 Xvart
- 5 Troll
- 6 Tiger Fly
- 7 Kenku
- 8 Lion
- 9 Boar, Wild
- 10 Cattle, Wild
- 11 Wolf
- 12 Jackal
- 13 Scorpion, Huge
- 14 Shadow Mastiff
- 15 Titanotheres
- 16 Bee, Giant Bumble-
- 17 Blink Dog
- 18 Gnoll
- 19 Yeth Hound
- 20 Bullette

### Desert

- 2 Giant, Fire
- 3 Dune Stalker
- 4 Lammasu
- 5 Purple Worm
- 6 Fly, Giant Horse-
- 7 Scorpion, Giant or Huge
- 8 Dustdigger
- 9 Camel, Bactrian
- 10 Spider, Large or Huge
- 11 Jackal
- 12 Vulture, Normal
- 13 Scorpion, Large
- 14 Ogre
- 15 Snake, Giant Poisonous
- 16 Ant Lion, Giant
- 17 Man, Dervish
- 18 Thunderherder
- 19 Lamia
- 20 Wind Walker

### TEMPERATE CIVILIZED REGIONS

**Die Creature**  
**Roll Encountered**

#### Mountains

- 2 Dragonnel
- 3 Spider, Giant
- 4 Minotaur
- 5 Ghouls with Ghast
- 6 Dragon, Earth
- 7 Gnoll
- 8 Bugbear
- 9 Man, Bandit
- 10 Character Party
- 11 Dwarf, Mountain
- 12 Ogre
- 13 Spider, Large
- 14 Goblins
- 15 Man, Patrol
- 16 Norker
- 17 Spider, Phase
- 18 Vampire
- 19 Rakshasa
- 20 Ki-rin

# Die Creature Roll Encountered

## Hills and Rough Terrain

- 2 Hollyphant
- 3 Oblivax
- 4 Scarecrow
- 5 Snyad
- 6 Beetle, Giant Fire
- 7 Basilisk
- 8 Killmouli
- 9 Man, Bandit
- 10 Lycanthrope, Werewolf
- 11 Man, Merchant
- 12 Man, Patrol
- 13 Wolf
- 14 Gnoll
- 15 Hobgoblin
- 16 Jackal
- 17 Pedipalp, Large or Huge
- 18 Wolf, Dire
- 19 Jackalwere
- 20 Huecuva

## Forest

- 2 Vampire
- 3 Bullette
- 4 Centipede, Megalo-
- 5 Ankheg
- 6 Man, Berserker
- 7 Troll
- 8 Leprechaun
- 9 Beetle, Giant Stag
- 10 Bull
- 11 Man, Bandit
- 12 Spider, Large
- 13 Man, Patrol
- 14 Character Party
- 15 Man, Pilgrim
- 16 Thessalhydra
- 17 Spider, Giant
- 18 Demon, Bar-Lgura
- 19 Norker
- 20 Shed, Greater

## Swamp and Marsh

- 2 Kelpie
- 3 Grayfish, Giant
- 4 Goblin
- 5 Frog, Poison
- 6 Boar, Wild
- 7 Lycanthrope, Wererat
- 8 Man, Patrol
- 9 Man, Bandit
- 10 Rat, Normal or Giant
- 11 Centipede, Giant or Huge
- 12 Vulture, Normal
- 13 Spider, Giant or Huge
- 14 Vulture, Giant
- 15 Basilisk
- 16 Man, Berserker
- 17 Crane, Giant
- 18 Crab, Giant
- 19 Mud-man
- 20 Zygom

## Plains and Scrub

- 2 Lammasu, Greater
- 3 Ghost
- 4 Lycanthrope, Wererat
- 5 Castle
- 6 Ankheg
- 7 Owl
- 8 Man, Pilgrim
- 9 Man, Bandit
- 10 Cattle, Wild
- 11 Man, Merchant
- 12 Falcon, Small
- 13 Man, Patrol
- 14 Character Party
- 15 Bugbear
- 16 Halfling
- 17 Man, Dervish
- 18 Goblin
- 19 Oliphant
- 20 Quasi-elemental, Light

# Desert

- 2 Dragon, Copper
- 3 Hellhound
- 4 Bat
- 5 Goblins & Barghest
- 6 Man, Dervish
- 7 Lion
- 8 Character Party
- 9 Man, Bandit
- 10 Man, Merchant
- 11 Spider, Huge or Large
- 12 Camel, Bactrian
- 13 Jackal
- 14 Man, Pilgrim
- 15 Osquip
- 16 Falcon, Large
- 17 Pedipalp, Large or Huge
- 18 Vortex
- 19 Griffon
- 20 Demon, Type I

## TROPICAL AND SUBTROPICAL WILDERNESS

# Die Creature Roll Encountered

## Mountains

- 2 Aarakocra
- 3 Dragon, Black
- 4 Wind Walker
- 5 Dragon, Red
- 6 Caveman
- 7 Dragon, Copper
- 8 Bugbear
- 9 Spider, Large
- 10 Pteradactyl, Small
- 11 Dog, Wild
- 12 Bat
- 13 Ogre
- 14 Giant, Fire
- 15 Manticore
- 16 Firedrake
- 17 Giant, Storm
- 18 Pyrolisk
- 19 Ogre Magi
- 20 Grue, Elemental

## Hills and Rough Terrain

- 2 Zorbo
- 3 Hangman Tree
- 4 Firenewt
- 5 Bee, Giant Bumble-
- 6 Ant, Giant
- 7 Witherweed
- 8 Kenku
- 9 Cattle, Wild
- 10 Giant, Hill
- 11 Lycanthrope, Werewolf
- 12 Spider, Large
- 13 Wolf
- 14 Basilisk
- 15 Scorpion, Large
- 16 Hyena
- 17 Sphinx, Hieraco-
- 18 Assassin Bug
- 19 Axebeak
- 20 Vilstrak

# Forest

- 2 Dragon, Green
- 3 Bloodthorn
- 4 Gripli
- 5 Ettercap
- 6 Baluchitherium
- 7 Ophidian
- 8 Kobold
- 9 Baboon
- 10 Boar, Warthog
- 11 Flightless Bird
- 12 Elephant, African
- 13 Ogre
- 14 Beetle, Giant Rhino
- 15 Jaguar
- 16 Basilirond
- 17 Buckawn
- 18 Forester's Bane
- 19 Choke Creeper
- 20 Stego-centipede

## Swamp and Marsh

- 2 Basilisk, Greater
- 3 Grabman
- 4 Shambling Mound
- 5 Mongrelman
- 6 Muckdweller
- 7 Basilisk
- 8 Meazel
- 9 Centipede, Giant or Huge
- 10 Scorpion, Large
- 11 Spider, Huge
- 12 Toad, Giant
- 13 Rat, Normal or Giant
- 14 Sundew, Giant
- 15 Troll
- 16 Caterwaul
- 17 Cifal
- 18 Dragonfly, Giant
- 19 Naga, Guardian
- 20 Dragon, Black

## Plains and Scrub

- 2 Ascomoid
- 3 Cockatrice
- 4 Wyvern
- 5 Thri-kreen
- 6 Hybsil
- 7 Dakon
- 8 Owl
- 9 Baboon
- 10 Boar, Wild
- 11 Cattle, Wild
- 12 Ogre
- 13 Scorpion, Large
- 14 Man, Nomad
- 15 Ghoul
- 16 Gheetah
- 17 Axebeak
- 18 Giant, Hill
- 19 Dragon, Blue
- 20 Deva, Movanic

## Desert

- 2 Giant, Fire
- 3 Boalisk
- 4 Sphinx, Gyno-
- 5 Sandman
- 6 Pudding, Deadly (Dun)
- 7 Kenku
- 8 Flightless Bird
- 9 Camel
- 10 Hyena
- 11 Jackal
- 12 Scorpion, Giant
- 13 Spider, Large or Huge
- 14 Dustdigger
- 15 Scorpion, Large or Huge
- 16 Ant Lion, Giant
- 17 Moon Dog
- 18 Dune Stalker
- 19 Formain
- 20 Jann

# TROPICAL AND SUBTROPICAL CIVILIZED REGIONS

# Die Creature Roll Encountered

## Mountains

- 2 Xaren
- 3 Castle
- 4 Lammasu
- 5 Norker
- 6 Quaggoth
- 7 Character Party
- 8 Bugbear
- 9 Man, Bandit
- 10 Bat
- 11 Ogre
- 12 Vulture, Normal
- 13 Spider, Large
- 14 Man, Patrol
- 15 Man, Pilgrim
- 16 Dwarf, Hill
- 17 Dragon, Earth
- 18 Rothe
- 19 Lycanthrope, Wererat
- 20 Hell Hound

## Hills and Rough Terrain

- 2 Penanggalen
- 3 Lycanthrope, Wereboar
- 4 Beetle, Fire
- 5 Boar, Wild
- 6 Falcon, Large
- 7 Man, Pilgrim
- 8 Pseudoundead, Ghoul
- 9 Cattle, Wild
- 10 Dwarf, Hill
- 11 Lycanthrope, Werewolf
- 12 Man, Patrol
- 13 Man, Merchant
- 14 Character Party
- 15 Hobgoblin
- 16 Oliphant
- 17 Pedipalp, Huge and Large
- 18 Shed
- 19 Rakshasa
- 20 Lammasu, Greater

## Forest

- 2 Shadow Demon
- 3 Snake, Giant Amphisbaena
- 4 Goblin
- 5 Hobgoblin
- 6 Cattle, Wild
- 7 Man, Merchant
- 8 Sturge
- 9 Man, Bandit
- 10 Elephant
- 11 Herd Animal
- 12 Man, Patrol
- 13 Bull
- 14 Character Party
- 15 Elf, Wood
- 16 Shadow
- 17 Jackal
- 18 Halfling
- 19 Centipede, Megalo-
- 20 Revenant

# Swamp and Marsh

- 2 Haunt
- 3 Crayfish, Giant
- 4 Mud-man
- 5 Frog, Poisonous
- 6 Man, Patrol
- 7 Lion
- 8 Crane, Giant
- 9 Man, Bandit
- 10 Centipede, Giant or Huge
- 11 Rat, Normal or Giant
- 12 Spider, Huge or Large
- 13 Toad, Giant
- 14 Lycanthrope, Wererat
- 15 Ghoul
- 16 Vapor Rat
- 17 Zombie, Juju
- 18 Skeleton, Animal
- 19 Vampire
- 20 Shade

## Plains and Scrub

- 2 Tween
- 3 Zygom
- 4 Snake, Giant Amphisbaena
- 5 Jackalwere
- 6 Ankheg
- 7 Lion
- 8 Character Party
- 9 Man, Bandit
- 10 Man, Patrol
- 11 Man, Merchant
- 12 Herd Animal
- 13 Jackal
- 14 Pilgrims
- 15 Snake, Poisonous
- 16 Troll
- 17 Shed
- 18 Basilisk
- 19 Disenchanter
- 20 Dragon, Gold

## Desert

- 2 Thunderherd
- 3 Griffon
- 4 Vortex
- 5 Jeramlaine
- 6 Dervish
- 7 Snake, Constrictor
- 8 Character Party
- 9 Man, Bandit
- 10 Man, Merchant
- 11 Jackal
- 12 Camel
- 13 Vulture
- 14 Osquip
- 15 Snake, Poisonous
- 16 Man, Berserker
- 17 Snake, Giant Constrictor
- 18 Lycanthrope, Weretiger
- 19 Jann
- 20 Demon, Succubus