

## ENCOUNTER TABLES

Encounter chances (per day/per hour)

<b>Terrain/Climate</b>	<b>COLD</b>	<b>TEMPERATE</b>	<b>WARM</b>
Desert	5% / 1%	15% / 2%	5% / 1%
Forest	25% / 3%	50% / 5%	75% / 8%
Hills	15% / 2%	25% / 3%	50% / 5%
Mountains	5% / 1%	25% / 3%	15% / 2%
Plains	15% / 2%	25% / 3%	25% / 3%
Subterranean	25% / 3%	25% / 3%	50% / 5%
Swamp	15% / 2%	50% / 5%	75% / 8%
Water	5% / 1%	15% / 2%	25% / 3%

First number represents chances of encounter occurring during entire day/night.  
Second number represents chances of encounter occurring during one hour of exploring.

Monster used in tables below are mentioned in different books, marked with abbreviations as follows:

- MM** Monstrous Manual
- FR** Forgotten Realms Appendix
- FF** Fiend Folio Appendix
- MCA** Monstrous Compendium vol 1
- MCB** Monstrous Compendium vol 2
- MCC** Monstrous Compendium vol 3
- MCD** Monstrous Compendium vol 4

### **1d100**

- 01-70 Common monsters
- 71-85 Uncommon monsters
- 86-95 Rare monsters
- 96-00 Very rare monsters

### **2d10 Encounter table**

- 02 Very rare monster
- 03 Rare monster
- 04 Uncommon monster
- 05-17 Common monsters
- 18-19 Uncommon monsters
- 20 Rare monster

## Warm Deserts

**Table 1.1: Common monsters in warm deserts**

01-09	Camel (MCA)
10-17	Beetle, giant, boring (MM); night
18-26	Beetle, giant, fire (MM); night
27-34	Broken one, common (MM); night
35-42	Centipede, giant (MM)
43-50	Centipede, huge (MM)
51-59	Human, Peasant/Serf (MM)
60-67	Human, Slaver (MM)
68-75	Lycanthrope, Werewolf (MM); night
76-83	Ogre (MM)
84-92	Rat, Giant (MM); night
93-00	Jarbo (MCA)

**Table 1.2: Uncommon monsters in warm deserts**

01-04	Cockatrice (MM)
05-08	Goblin (MM); night
09-12	Hobgoblin (MM)
13-16	Lizard, Giant (MM); day
17-20	Snake, Heway (MM)
21-24	Thri-Kreen (MM)
25-28	Sand Cat (FR2); night
29-32	Fire, Falcon (FF); day
33-36	Addazahr (MCB); day
37-40	Beetle, Dragon (MCB)
41-44	Basilisk, lesser (MM); day
45-48	Gargoyle (MM)
49-52	Ghoul (MM); night
53-56	Human, Pilgrim (MM)
57-60	Human, Soldier (MM)
61-64	Kobold (MM); night
65-68	Lycanthrope, Wererat (MM); night
69-72	Manticore (MM)
73-76	Snake, Poison, Normal (MM)
77-80	Snake, Poison, Giant (MM)
81-84	Troll (MM); night
85-88	Wight (MM); night
89-92	Worm, Rot Grub (MM)
93-96	Wraith (MM); night
97-00	Ruve (FF)

**Table 1.3: Rare monsters in warm deserts**

01-02	Chimera (MM)
03-04	Pyrolisk (MM)
05-06	Brass dragon (MM)
07-08	Elemental, Earth Kin, Sandling (MM)
09-10	Giant, Fire (MM)
11-12	Hatori, Lesser (MM)
13-14	Lammasu, Lesser (MM); day
15-17	Mammal, Debbi (MM)
18-19	Tlincalli (FR2)
20-21	Deadly Pudding, Dun (MM)
22-23	Sphinx, Gynosphinx (MM); day
24-26	Troll, Desert (MM)

27-28	Firetail, Lesser (FR2)
29-30	Rhaumbusun (FR2); day
31-32	Pernicon (FF); night
33-34	Elemental, Sandman (MCA); night
35-36	Elemental, Wind Walker (MCA); day
37-38	Marrashi (MCA); day
39-40	Lycanthrope, Werecrocodile (MCC); day
41-43	Ghoul, Ghast (MM); night
44-46	Human, Barbarian/Nomad (MM)
47-49	Human, Berserker/Dervish (MM)
50-52	Human, Tribesman (MM)
53-54	Medusa (MM)
55-56	Medusa, Greater (MM)
57-58	Mongrelman (MM); night
59-61	Skeleton (MM)
62-63	Skeleton, Giant (MM)
64-66	Spider, Phase (MM)
67-68	Vampire (MM); night
69-71	Zombie, Common (MM); night
72-73	Gloomwing, Flying Serpent (FR1)
74-75	Claw, Crawling (FR2)
76-78	Sull (FR1)
79-80	Hellcat (FF)
81-82	Penanggalan (FF); night
83-84	Baneguard (MCA)
85-86	Helmed Horror (MCA)
87-88	Ghul-kin, Soultaker (MCB); night
89-90	Ghul-kin, Witherer (MCB); night
91-92	Banedeath (MCC)
93-94	Bat, Bonebat (MCB)
95-96	Burbur (MCC)
97-98	Chosen One (MCC)
99-00	Dread Warrior (MCC)

**Table 1.4: Very rare monsters in warm deserts**

01	Chimera, Gorgimera (MM)
02	Death dog (MM); night; night
03	Blue dragon (MM)
04	Brown dragon (MM)
05	Yellow dragon (MM)
06	Dragonne (MM)
07	Elemental, Composite, Skriaxit (MM)
08	Giant, Desert (MM); day
09	Hatori, Greater (MM)
10	Mefit, Fire (MM)
11	Mefit, Steam (MM)
12	Insect, Ant Lion, Giant (MM)
13-14	Lamia (MM)
15	Lamia, Noble (MM)
16	Lammasu, Greater (MM); day
17	Lizard, Fire (MM); day
18	Naga, Dark (MM)
19	Sphinx, Androsphinx (MM); day
20	Firetail, Tshala (FR1)
21	Dune Stalker (FF); day
22	Elemental, Earth Weird (MCA)
23	Elemental Vermin, Fire (Flameling) (MCA)
24	Automaton, Scaladar (MCB)

25 Dracosphinx (MCB); day  
 26 Banshee (MM); night  
 27 Basilisk, greater (MM); day  
 28 Dracolisk (MM); day  
 29 Broken one, greater (MM); night  
 30 Megalo-centipede (MM)  
 31 Crypt thing (MM)  
 32 Death knight (MM)  
 33 Gold dragon (MM)  
 34 Genie, Jann (MM); day  
 35 Ghost (MM); night  
 36 Gnome, Spriggan (MM)  
 37 Gremlin (MM); night  
 38 Gremlin, Fremlin (MM); day  
 39 Gremlin, Galltrit (MM); night  
 40 Hag, Annis (MM); night  
 41 Hag, Green (MM); night  
 42 Haunt (MM)  
 43 Hell Hound (MM)  
 44 Heucuva (MM)  
 45 Homonculous (MM)  
 46 Human, Adventurer (MM)  
 47-49 Human, Barbarian/Nomad (MM)  
 50 Human, Berserker/Dervish (MM)  
 51 Human, Knight (MM)  
 52 Human, Priest (MM)  
 53 Human, Wizard (MM)  
 54 Imp (MM)  
 55 Imp, Quasit (MM)  
 56 Lycanthrope, Werewolf (Foxwoman) (MM);  
 night  
 57 Medusa, Glyptar (MM)  
 58 Naga, Guardian (MM)  
 59 Phantom (MM)  
 60 Revenant (MM); night  
 61 Skeleton, Animal (MM)  
 62 Skeleton, Monster (MM)  
 63 Skeleton, Warrior (MM)  
 64 Zombie, Monster (MM); night  
 65 Zombie, Ju-ju (MM); night  
 66 Zombie, Lord (MM); night  
 67 Basilisk, Dracolisk (MM); day  
 68 Dimensional Warper (FR1)  
 69 Tempest (FR1)  
 70 Beholder-kin, Spectator (FR2); day  
 71 Berbalang (FR2); full moon night  
 72 Darkenbeast (FR2); night  
 73 Apparition (FF)  
 74 Blazing Bones (MCA)  
 75 Dragon-kin (MCA)  
 76 Elemental Kin, Earth, Crystals (MCA); day  
 77 Elemental Vermin, Air (Duster) (MCA)  
 78 Elemental Vermin, Earth (Crawler) (MCA)  
 79 Flameskull (MCA)  
 80 Greelox (MCA); night  
 81 Magebane (MCA)  
 82 Naga, Bone (MCA)  
 83 Nishruu (MCA)  
 84 Spectral Wizard (MCA)

85 Wolf, Dread (MCA)  
 86 Wolf, Stone (MCA)  
 87 Wolf, Vampiric (MCA); night  
 88 Wolf, Zombie (MCA)  
 89 Dragon, Half-Dragon (MCB)  
 90 Ghost, Casura (MCB)  
 91 Ghost, Ker (MCB); night  
 92 Hakeashar (MCB)  
 93 Banelich (MCB)  
 94 Coffin Corpse (MCC)  
 95 Disenchanter (MCC)  
 96 Gargoyle, Archer\Spouter\Stone  
 Lion\Grandfather Plaque (MCC)  
 97 Ibrandlin (MCC)  
 98 Snake, Messenger (MCC)  
 99 Shadowrath, Lesser\Greater (MCD)  
 00 Roll on **Table 1.5: Extremely rare monsters**  
 01-33 Iron Cobra (FF)  
 34-66 Elf, Winged (Avariel) (MCB)  
 67-00 Render (MCC)

### Temperate deserts

**Table 2.1: Common monsters in temperate deserts**

01-06 Bat, common (MCA); night  
 07-12 Camel (MCA)  
 13-19 Cattle (MM)  
 20-25 Sheep (MCA)  
 26-31 Beetle, giant, boring (MM); night  
 32-37 Beetle, giant, fire (MM); night  
 38-43 Broken one, common (MM); night  
 44-50 Centipede, giant (MM)  
 51-56 Centipede, huge (MM)  
 57-62 Wild dog (MM)  
 63-69 Human, Peasant/Serf (MM)  
 70-75 Human, Slaver (MM)  
 76-81 Lycanthrope, Werewolf (MM); night  
 82-87 Ogre (MM)  
 88-94 Rat, Giant (MM); night  
 95-00 Jarbo (MCA)

**Table 2.2: Uncommon monsters in temperate deserts**

01-03 Basilisk, lesser (MM); day  
 04-06 Bat, large (giant) (MCA); night  
 07-09 Bat, night hunter (MM); night  
 10-12 Bear, cave (MM); day  
 13-15 War dog (MM)  
 16-18 Gargoyle (MM)  
 19-21 Ghoul (MM); night  
 22-24 Human, Pilgrim (MM)  
 25-27 Human, Soldier (MM)  
 28-30 Kenku (MM)  
 31-34 Kobold (MM); night  
 35-37 Lycanthrope, Wererat (MM); night  
 38-40 Manticore (MM)

41-43	Orc, Orog (MM)
44-47	Snake, Poison, Normal (MM)
48-50	Snake, Poison, Giant (MM)
51-53	Troll (MM); night
54-56	Wight (MM); night
57-59	Worm, Rot Grub (MM)
60-62	Wraith (MM); night
63-65	Ruve (FF)
66-68	Aranea (MCC)
69-71	Cockatrice (MM)
72-75	Goblin (MM); night
76-79	Hobgoblin (MM)
80-82	Horse, Wild (MM); day
83-85	Thri-Kreen (MM)
86-88	Morin (FR1)
89-91	Sand Cat (FR2); night
92-94	Fire, Falcon (FF); day
95-97	Dog, Saluqi (MCA); night
98-00	Addazahr (MCB); day

**Table 2.3: Rare monsters in temperate deserts**

01-02	Bat, azmyth (MM)
03-04	Bat, huge (mobat) (MCA); night
05-06	Bat, sinister (MM)
07	Behir (MM); day
08-09	Ghoul, Ghast (MM); night
10-11	Human, Barbarian/Nomad (MM)
12-13	Human, Berserker/Dervish (MM)
14-15	Human, Tribesman (MM)
16-17	Lycanthrope, Wereboar (MM)
18-19	Medusa (MM)
20	Medusa, Greater (MM)
21-22	Mongrelman (MM); night
23-24	Ogre, Ogrillon (MM)
25-26	Plant, Dangerous, Thorn-Slinger (MM)
27-28	Skeleton (MM)
29-30	Skeleton, Giant (MM)
31-32	Spider, Phase (MM)
33	Troll, Giant (MM)
34	Vampire (MM); night
35-36	Zombie, Common (MM); night
37	Gloomwing, Flying Serpent (FR1)
38-39	Claw, Crawling (FR2)
40-41	Sull (FR1)
42-43	Hellcat (FF)
44-45	Penanggalan (FF); night
46-47	Baneguard (MCA)
48	Foulwing (MCA)
49-50	Helmed Horror (MCA)
51-52	Metalmaster (Sword Slug) (MCA)
53	Ghul-kin, Soultaker (MCB); night
54	Ghul-kin, Witherer (MCB); night
55-56	Wraith-Spider (MCB); night
57-58	Banedeat (MCC)
59-60	Bat, Bonebat (MCB)
61-62	Burbur (MCC)
63-64	Chosen One (MCC)
65-66	Dread Warrior (MCC)

67-68	Chimera (MM)
69-70	Pyrolisk (MM)
71-72	Elemental, Earth Kin, Sandling (MM)
73	Giant, Fire (MM)
74-75	Gorgon (MM); day
76-77	Jackalwere (MM)
78-79	Leucrotta (MM)
80-81	Beguiler (FR1); day
82-83	Firetail, Lesser (FR2)
84-85	Hendar (FR1); night
86-87	Manni (FR1)
88-89	Orpsu (FR1); night
90-91	Thunder Child (FF); night
92-93	Banelar (MCA)
94	Dragon, Electrum (MCA)
95-96	Lythlyx (MCA)
97	Tree, Death's Head (MCA)
98	Ghul, Great (MCB); night
99-00	Laerti (MCB); night

**Table 2.4: Very rare monsters in temperate deserts**

01	Banshee (MM); night
02	Basilisk, greater (MM); day
03	Dracolisk (MM); day
04	Broken one, greater (MM); night
05	Megalo-centipede (MM)
06	Crypt thing (MM)
07	Death knight (MM)
08	Doppelganger (MM)
09	Gold dragon (MM)
10	Genie, Jann (MM); day
11	Ghost (MM); night
12	Gnome, Spriggan (MM)
13	Gremlin (MM); night
14	Gremlin, Fremlin (MM); day
15	Gremlin, Galltrit (MM); night
16	Hag, Annis (MM); night
17	Hag, Green (MM); night
18	Haunt (MM)
19	Hell Hound (MM)
20	Heucuva (MM)
21	Homonculous (MM)
22	Human, Adventurer (MM)
23-25	Human, Barbarian/Nomad (MM)
26	Human, Berserker/Dervish (MM)
27	Human, Knight (MM)
28	Human, Priest (MM)
29	Human, Wizard (MM)
30	Imp (MM)
31	Imp, Quasit (MM)
32	Lycanthrope, Werefox (Foxwoman) (MM); night
33	Medusa, Glyptar (MM)
34	Naga, Guardian (MM)
35	Nymph (MM)
36	Ogre, Half-Ogre (MM)
37	Phantom (MM)

38 Plant, Dangerous, Snapper-saw (MM)  
 39 Revenant (MM); night  
 40 Skeleton, Animal (MM)  
 41 Skeleton, Monster (MM)  
 42 Skeleton, Warrior (MM)  
 43 Troll, Two-headed (MM)  
 44 Zombie, Monster (MM); night  
 45 Zombie, Ju-ju (MM); night  
 46 Zombie, Lord (MM); night  
 47 Basilisk, Dracolisk (MM); day  
 48 Dimensional Warper (FR1)  
 49 Carnivorous Plant, Black Willow (FR1)  
 50 Ring-worm (FR1)  
 51 Tempest (FR1)  
 52 Beholder-kin, Spectator (FR2); day  
 53 Berbalang (FR2); full moon night  
 54 Darkenbeast (FR2); night  
 55 Apparition (FF)  
 56 Bird, Talking (MCA)  
 57 Blazing Bones (MCA)  
 58 Winged Cat, Lesser (MCA)  
 59 Dragon-kin (MCA)  
 60 Elemental Kin, Earth, Crysmal (MCA); day  
 61 Elemental Vermin, Air (Duster) (MCA)  
 62 Elemental Vermin, Earth (Crawler) (MCA)  
 63 Flameskull (MCA)  
 64 Greelox (MCA); night  
 65 Magebane (MCA)  
 66 Naga, Bone (MCA)  
 67 Nishruu (MCA)  
 68 Spectral Wizard (MCA)  
 69 Wolf, Dread (MCA)  
 70 Wolf, Stone (MCA)  
 71 Wolf, Vampiric (MCA); night  
 72 Wolf, Zombie (MCA)  
 73 Doppelganger, Greater (MCB)  
 74 Dragon, Half-Dragon (MCB)  
 75 Ghost, Casura (MCB)  
 76 Ghost, Ker (MCB); night  
 77 Hakeashar (MCB)  
 78 Alhoon (Illithilich) (MCC)  
 79 Banelich (MCB)  
 80 Coffin Corpse (MCC)  
 81 Disenchanter (MCC)  
 82 Gargoyle, Archer\Spouter\Stone  
 Lion\Grandfather Plaque (MCC)  
 83 Ibrandlin (MCC)  
 84 Orc, Ondonti (MCC)  
 85 Snake, Messenger (MCC)  
 86 Nymph, Unseelie (MCD)  
 87 Shadowrath, Lesser\Greater (MCD)  
 88 Gorgimera (MM)  
 89 Blue dragon (MM)  
 90 Naga, Dark (MM)  
 91 Snake, Amphisbaena (MM)  
 92 Firetail, Tshala (FR1)  
 93 Baelnorn (MCA)  
 94 Dragon, Fang (Draco Dentus Terribilus)  
 (MCA)

95 Elemental, Earth Weird (MCA)  
 96 Ekimmu (MCB); night  
 97 Laerti, Stingtail (MCB); night  
 98 Leucrotta, Greater (MCB)  
 99 Manotaur (MCC); day  
 00 Roll on **Table 2.5: Extremely rare monsters**  
 01-33 Iron Cobra (FF)  
 34-66 Elf, Winged (Avariel) (MCB)  
 67-00 Render (MCC)

### Cold Deserts

No common monsters, ignore result

No uncommon monsters, ignore result

### Table 3.1: Rare monsters in cold deserts

01-04 Gargoyle (MM)  
 05-08 Ghoul (MM); night  
 09-12 Human, Barbarian/Nomad (MM)  
 13-16 Human, Berserker/Dervish (MM)  
 17-20 Wight (MM); night  
 21-24 Wraith (MM); night  
 25-28 Ghoul, Ghost (MM); night  
 29-32 Skeleton (MM)  
 33-36 Skeleton, Giant (MM)  
 37-40 Zombie, Common (MM); night  
 41-44 Helmed Horror (MCA)  
 45-48 Ghul-kin, Soultaker (MCB); night  
 49-52 Ghul-kin, Witherer (MCB); night  
 53-56 Wraith-Spider (MCB); night  
 57-60 Banedead (MCC)  
 61-64 Bat, Bonebat (MCB)  
 65-68 Dread Warrior (MCC)  
 69-72 Deadly Pudding, White (MM)  
 73-76 Troll, Ice (MM)  
 77-80 Haundar (FR1); day  
 81-84 Mara ("Great Walker") (FR1); night  
 85-88 Sha'az (FR1); day  
 89-92 Scathe (FF); night  
 93-96 Troll, Snow (MCA); night  
 97-00 Dwarf, Arctic - Inugaakalikurit (MCC)

### Table 3.2: Very rare monsters in cold deserts

01-03 Banshee (MM); night  
 04-06 Crypt thing (MM)  
 07-09 Death knight (MM)  
 10-12 Ghost (MM); night  
 13-15 Hag, Annis (MM); night  
 16-18 Hag, Green (MM); night  
 19-21 Haunt (MM)  
 22-24 Heucuva (MM)  
 25-27 Human, Adventurer (MM)  
 28-30 Phantom (MM)  
 31-33 Revenant (MM); night  
 34-36 Skeleton, Animal (MM)  
 37-39 Skeleton, Monster (MM)  
 40-42 Skeleton, Warrior (MM)

43-45	Zombie, Monster (MM); night
46-48	Zombie, Ju-ju (MM); night
49-50	Zombie, Lord (MM); night
51-53	Dimensional Warper (FR1)
54-55	Naga, Bone (MCA)
56-57	Nishruu (MCA)
58-60	Spectral Wizard (MCA)
61-63	Wolf, Zombie (MCA)
64-66	Ghost, Casura (MCB)
67-69	Ghost, Ker (MCB); night
70-71	Banelich (MCB)
72-73	Coffer Corpse (MCC)
74-76	Shadowrath, Lesser\Greater (MCD)
77-79	Giant, Frost (MM)
80-82	Hydra, Cryohydra (MM)
83-85	Mefit, Ice (MM)
86-88	Remorhaz (MM)
89-91	Wolf, Winter (MM)
92-94	Haun (FR1); night
95-97	Ice Lizard (FF); day
98-99	Scathe, Larvae (FF); night
00	Roll on <b>Table 1.15: Extremely rare monsters in cold deserts</b>
01-50	Iron Cobra (FF)
51-00	Render (MCC)

#### Warm Forests

**Table 4.1: Common monsters in warm forests**

01-04	Bat, common (MCA); night
05-08	Cattle (MCA)
09-12	Sheep (MCA)
13-15	Beetle, giant, boring (MM); night
16-18	Beetle, giant, fire (MM); night
21-23	Broken one, common (MM); night
24-26	Centipede, giant (MM)
27-29	Centipede, huge (MM)
30-33	Wild dog (MM)
34-37	Human, Peasant/Serf (MM)
38-41	Human, Slaver (MM)
42-45	Lycanthrope, Werewolf (MM); night
46-49	Orc (MM)
50-53	Ogre (MM)
54-57	Rat, Giant (MM); night
58-61	Beetle, giant, bombardier (MM); day
62-65	Beetle, giant, stag (MM)
66-69	Human, Bandit/Brigand (MM)
70-72	Mammal, Carnivorous Ape (MM)
73-75	Mammal, Banderlog (MM)
76-78	Mammal, Goat (MM)
79-81	Scorpion, Huge (MM)
82-84	Spider, Hairy (MM)
85-87	Spider, Large (MM)
88-90	Spider, Huge (MM)
91-93	Giant Toad (MM)
94-97	Snake, Giant Cobra (MCA); day
98-00	Herd Mammal, Bull (Wild Ox) (MCB)

**Table 4.2: Uncommon monsters in warm forests**

01	Basilisk, lesser (MM); day
02-03	Bat, large (giant) (MCA); night
04-05	Bat, night hunter (MM); night
06-07	Bear, cave (MM); day
08-09	War dog (MM)
10	Gargoyle (MM)
11-12	Ghoul (MM); night
13-14	Human, Pilgrim (MM)
15-16	Human, Soldier (MM)
17-18	Kenku (MM)
19-20	Kobold (MM); night
21	Lycanthrope, Wererat (MM); night
22-23	Manticore (MM)
24	Orc, Orog (MM)
25-26	Snake, Poison, Normal (MM)
27-28	Snake, Poison, Giant (MM)
29-30	Troll (MM); night
31	Wight (MM); night
32	Worm, Rot Grub (MM)
33	Wraith (MM); night
34	Ruve (FF)
35	Aranea (MCC)
36	Beetle, giant, rhinoceros (MM)
37-38	Jaguar (MM)
39-40	Leopard (MM)
41-42	Mountain lion (MM) (dawn or dusk)
43-44	Wild tiger (MM); night
45	Cockatrice (MM)
46-47	Elf (MM)
48	Giant, Jungle (MM); day
49	Gloomwing, Tenebrous Worm (MM)
50-51	Gnoll (MM); night
52-53	Goblin (MM); night
54-55	Hobgoblin (MM)
56-57	Horse, Wild (MM); day
58-59	Human, Police/Constabulary (MM)
60	Lizard, Giant (MM); day
61-62	Mammal, Wild Baboom (MM)
63-64	Mammal, Gorilla (MM)
65-66	Mammal, Porcupine (MM)
67-68	Plant, Intelligent, Giant Sundew (MM)
69-70	Scorpion, Large (MM)
71	Scorpion, Giant (MM)
72-73	Snake, Constrictor, Normal (MM)
74-75	Snake, Constrictor, Giant (MM)
76-77	Spider, Giant (MM)
78-79	Stirge (MM); night
80-81	Giant Toad, Poisonous (MM)
82-83	Cat, Wild (FR1)
84-85	Carnivorous Plant, Whipweed (FR1)
86-87	Carnivorous Plant, Witherweed (FR1)
88-89	Rohch, Wood (FR1)
90-91	Rohch, Killer (FR1)
92	Gorbel (FF); day
93	Zygraat (FF)
94	Gnasher (MCA); day
95	Lycanthrope, Werejaguar (MCA); night

96	Nightshade (MCA); night
97	Ophidian (MCA); day
98	Pteraman (MCA); day
99	Tuyewera (MCA)
00	Snake, Mahogany Constrictor (MCD)

**Table 4.3: Rare monsters in warm forests**

01-02	Bat, azmyth (MM)
03-04	Bat, huge (mobat) (MCA); night
05-06	Bat, sinister (MM)
07	Behir (MM); day
08	Ghoul, Ghast (MM); night
09-10	Human, Barbarian/Nomad (MM)
11-12	Human, Berserker/Dervish (MM)
13-14	Human, Tribesman (MM)
15	Lycanthrope, Wereboar (MM)
16	Medusa (MM)
17	Medusa, Greater (MM)
18	Mongrelman (MM); night
19-20	Ogre, Ogrillon (MM)
21-22	Plant, Dangerous, Thorn-Slinger (MM)
23	Skeleton (MM)
24	Skeleton, Giant (MM)
25	Spider, Phase (MM)
26	Troll, Giant (MM)
27	Vampire (MM); night
28-29	Zombie, Common (MM); night
30	Gloomwing, Flying Serpent (FR1)
31	Claw, Crawling (FR2)
32	Sull (FR1)
33	Hellcat (FF)
34	Penanggalan (FF); night
35	Baneguard (MCA)
36	Foulwing (MCA)
37	Helmed Horror (MCA)
38	Metalmaster (Sword Slug) (MCA)
39	Ghul-kin, Soultaker (MCB); night
40	Ghul-kin, Witherer (MCB); night
41	Wraith-Spider (MCB); night
42	Banedeath (MCC)
43	Bat, Bonebat (MCB)
44	Burbur (MCC)
45	Chosen One (MCC)
46	Dread Warrior (MCC)
47-48	Ankheg (MM)
49	Chimera (MM)
50	Pyrolisk (MM)
51	Black dragon (MM)
52	Ettercap (MM)
53	Giant, Fire (MM)
54-55	Gnoll, Flind (MM); night
56	Grippli (MM); day
57-58	Halfling, Tallfellow (MM); day
59	Lammasu, Lesser (MM); day
60	Lurker, Forrest Trapper (MM)
61-62	Plant, Dangerous, Retch Plant (MM)
63-64	Plant, Intelligent, Obliviast (MM)
65	Rakshasa (MM); night

66-67	Snake, Boalisk (MM)
68-69	Snake, Spitting (MM)
70	Sphinx, Criosphinx (MM); day
71	Sphinx, Gynosphinx (MM); day
72	Tabaxi (MM)
73-74	Tasloi (MM); night
75	Giant Toad, Fire (MM)
76	Treant (MM)
77	Wolf, Worg (MM)
78-79	Wolf, Dire (MM)
80	Wolfwere (MM)
81	Cantobele (FR1)
82	Cat, Luck Eater (FR1)
83	Firetail, Lesser (FR2)
84-85	Carnivorous Plant, Viper Vine (FR1)
86	Rohch, Dark (FR1); night
87	Spider, Monkey (FR1); day
88	Bhaergala (FR2); day
89	Thylacine (FR2)
90	Garbug, Black (FF); night
91	Banelar (MCA)
92	Gnasher, Winged (MCA); day
93	Marrashi (MCA); day
94	Tree, Dark (MCA); night
95	Cat, Great, Cath Shee (MCB)
96-97	Dwarf, Wild (MCB)
98	Flumph, Common (CM2); night
99	Serpent Snake, Herald (MCB)
00	Serpent snake, Teak (MCB)

**Table 4.4: Very rare monsters in warm forests**

**01-34 Table 4.4.a**

01-02	Banshee (MM); night
03-04	Basilisk, greater (MM); day
05-06	Dracolisk (MM); day
07-08	Broken one, greater (MM); night
09-10	Megalo-centipede (MM)
11-12	Crypt thing (MM)
13-14	Death knight (MM)
15-16	Doppelganger (MM)
17-18	Gold dragon (MM)
19-20	Genie, Jann (MM); day
21-22	Ghost (MM); night
23-25	Gnome, Spriggan (MM)
26-27	Gremlin (MM); night
28-29	Gremlin, Fremlin (MM); day
30-31	Gremlin, Galltrit (MM); night
32-33	Hag, Annis (MM); night
34-35	Hag, Green (MM); night
36-37	Haunt (MM)
38-39	Hell Hound (MM)
40-41	Heucuva (MM)
42-43	Homonculous (MM)
44-45	Human, Adventurer (MM)
46-47	Human, Knight (MM)
48-49	Human, Priest (MM)
50-51	Human, Wizard (MM)

52-53 Imp (MM)  
54-55 Imp, Quasit (MM)  
56-57 Lycanthrope, Werefox (Foxwoman) (MM);  
night  
58-59 Medusa, Glyptar (MM)  
60-61 Naga, Guardian (MM)  
62-63 Nymph (MM)  
64-65 Ogre, Half-Ogre (MM)  
66-67 Phantom (MM)  
68-70 Plant, Dangerous, Snapper-saw (MM)  
71-72 Revenant (MM); night  
73-74 Skeleton, Animal (MM)  
75-76 Skeleton, Monster (MM)  
77-78 Skeleton, Warrior (MM)  
79-80 Troll, Two-headed (MM)  
81-82 Zombie, Monster (MM); night  
83-84 Zombie, Ju-ju (MM); night  
85-86 Zombie, Lord (MM); night  
87-88 Basilisk, Dracolisk (MM); day  
89-90 Dimensional Warper (FR1)  
91-92 Carnivorous Plant, Black Willow (FR1)  
93-94 Ring-worm (FR1)  
95-96 Tempest (FR1)  
97-98 Beholder-kin, Spectator (FR2); day  
99-00 Berbalang (FR2); full moon night

**35-00 Table 4.4.b**

01 Darkenbeast (FR2); night  
02 Apparition (FF)  
03 Bird, Talking (MCA)  
04 Blazing Bones (MCA)  
05 Winged Cat, Lesser (MCA)  
06 Dragon-kin (MCA)  
07 Elemental Kin, Earth, Crysmal (MCA); day  
08 Elemental Vermin, Air (Duster) (MCA)  
09 Elemental Vermin, Earth (Crawler) (MCA)  
10 Flameskull (MCA)  
11 Greelox (MCA); night  
12 Magebane (MCA)  
13 Naga, Bone (MCA)  
14 Nishruu (MCA)  
15 Spectral Wizard (MCA)  
16 Wolf, Dread (MCA)  
17 Wolf, Stone (MCA)  
18 Wolf, Vampiric (MCA); night  
19 Wolf, Zombie (MCA)  
20 Doppelganger, Greater (MCB)  
21 Dragon, Half-Dragon (MCB)  
22 Ghost, Casura (MCB)  
23 Ghost, Ker (MCB); night  
24 Hakeashar (MCB)  
25 Alhoon (Illithilich) (MCC)  
26 Banelich (MCB)  
27 Coffin Corpse (MCC)  
28 Disenchanter (MCC)  
29 Gargoyle, Archer\Spouter\Stone  
Lion\Grandfather Plaque (MCC)  
30 Ibrandlin (MCC)

31 Orc, Ondonti (MCC)  
32 Snake, Messenger (MCC)  
33 Nymph, Unseelie (MCD)  
34 Shadowrath, Lesser\Greater (MCD)  
35 Green dragon (MM)  
36 Couatl (MM)  
37 Gorgimera (MM)  
38 Mist dragon (MM)  
39 Dragonet, Faerie Dragon (MM)  
40 Dragonet, Pseudodragon (MM)  
41 Elemental, Air Kin, Sylph (MM)  
42 Giant, Wood (Voadkyn) (MM); day  
43 Gnome, Forest (MM); day  
44 Mefit, Mist (MM)  
45 Insect, Ant, Giant (MM)  
46 Insect, Assassin Bug (MM)  
47 Insect, Bee, Worker (MM)  
48 Insect, Bee, Soldier (MM)  
49 Insect, Bumblebee (MM)  
50 Insect, Dragonfly, Giant (MM)  
51 Insect, Dragonfly, Larva (MM)  
52 Insect, Firefriend (MM)  
53 Insect, Firefly (MM)  
54 Insect, Hornet, Giant (MM)  
55 Insect, Praying Mantis (MM)  
56 Insect, Tick, Giant (MM)  
57 Insect, Wasp, Giant (MM)  
58 Insect Swarm, Velvet Ants (MM)  
59 Insect Swarm, Grasshoppers and Locusts  
(MM)  
60 Lammasu, Greater (MM); day  
61 Lizard, Fire (MM); day  
62 Lycanthrope, Weretiger (MM); night  
63 Mammal, Cooshee (MM)  
64 Mold Man (Vegepygmy) (MM)  
65 Naga, Dark (MM)  
66 Pegasus (MM); day  
67-68 Plant, Dangerous, Mantrap (MM); day  
69 Plant, Dangerous, Tri-flower Frond (MM); day  
70 Plant, Intelligent, Hangman Tree (MM)  
71 Plant, Intelligent, Thorny (MM)  
72 Rakshasa, Greater (MM); night  
73 Sphinx, Androsphinx (MM); day  
74 Spider, Sword (MM)  
75 Spider, Gargantuan (MM)  
76 Tabaxi, Lord (MM); night  
77 Troll, Spectral (MM); night  
78 Yuan-ti (MM)  
79 Yuan-ti, Histachii (MM)  
80 Firetail, Tshala (FR1)  
81 Hamadryad (FR1)  
82 Harrier (FR1); night  
83 Harrier, Larvae (FR1); night  
84 Lhiannan Shee (FR1); night  
85 Saurial, Finheads (FR1); day  
86 Saurial, Bladeblacks (FR1); day  
87 Saurial, Flyers (FR1); day  
88 Saurial, Homeheads (FR1); day  
89 Silver Dog (FR1); night



90	Tree, Singing (MCA); day	11	Gargoyle (MM)
91	Automaton, Scaladar (MCB)	12-13	Ghoul (MM); night
92	Elemental, Nature (MCB)	14-15	Human, Pilgrim (MM)
93	Flumph, Monastic (CM2); night	16-17	Human, Soldier (MM)
94	Kholiathra (MCB)	18-19	Kenku (MM)
95	Squealer (MCB); day	20-21	Kobold (MM); night
96	Webbird (MCB); day	22-23	Lycanthrope, Wererat (MM); night
97	Lycanthrope, Werespider (MCC)	24-25	Manticore (MM)
98	Unicorn, Black (MCC); night	26	Orc, Orog (MM)
99	Lycanthrope, Lythari (MCD); night	27-28	Snake, Poison, Normal (MM)
00	Roll on <b>Table 4.5: Extremely rare monsters</b>	29-30	Snake, Poison, Giant (MM)
	01-33 Iron Cobra (FF)	31-32	Troll (MM); night
	34-66 Elf, Winged (Avariel) (MCB)	33	Wight (MM); night
	67-00 Render (MCC)	34-35	Worm, Rot Grub (MM)

## Temperate Forests

**Table 5.1: Common monsters in temperate forests**

01-03	Bat, common (MCA); night
04-07	Cattle (MM)
08-10	Sheep (MCA)
11-13	Beetle, giant, boring (MM); night
14-16	Beetle, giant, fire (MM); night
17-19	Broken one, common (MM); night
20-22	Centipede, giant (MM)
23-25	Centipede, huge (MM)
26-28	Wild dog (MM)
29-32	Human, Peasant/Serf (MM)
33-35	Human, Slaver (MM)
36-38	Lycanthrope, Werewolf (MM); night
39-41	Ogre (MM)
42-45	Orc (MM)
46-49	Rat, Giant (MM); night
50-52	Bear, black (MM); day
53-55	Beetle, giant, bombardier (MM); day
56-58	Beetle, giant, stag (MM)
59-61	Human, Bandit/Brigand (MM)
62-64	Mammal, Badger (MM)
65-68	Mammal, Wild Boar (MM)
69-72	Mammal, Goat (MM)
73-75	Mammal, Sleek (MM)
76-78	Mammal, Wild Stag (MM)
79-81	Mammal, Weasel (MM)
82-84	Bird, Raven (Crow) (MM)
85-87	Spider, Hairy (MM)
88-90	Spider, Large (MM)
91-93	Spider, Huge (MM)
94-96	Giant Toad (MM)
97-00	Herd Mammal, Bull (Wild Ox) (MCB)

**Table 5.2: Uncommon monsters in temperate forests**

01-02	Basilisk, lesser (MM); day
03-04	Bat, large (giant) (MCA); night
05-06	Bat, night hunter (MM); night
07-08	Bear, cave (MM); day
09-10	War dog (MM)

41-42	Bear, brown (MM); day
43-44	Mountain lion (MM) (dawn or dusk)
45-46	Wild tiger (MM); night
47	Cockatrice (MM)
48-49	Elf (MM)
50	Gibberling (MM); night
51-52	Gloomwing, Tenebrous Worm (MM)
53-54	Gnoll (MM); night
55-56	Goblin (MM); night
57-58	Hobgoblin (MM)
59-60	Horse, Wild (MM); day
61-62	Human, Police/Constabulary (MM)
63	Leprechaun (MM)
64-65	Mammal, Porcupine (MM)
66-67	Mammal, Skunk (MM)
68-69	Bird, Owl (MM)
70-71	Plant, Intelligent, Giant Sundew (MM)
72-73	Satyr (MM)
74-75	Spider, Giant (MM)
76-77	Stirge (MM); night
78-79	Giant Toad, Poisonous (MM)
80-81	Wolf (MM)
82-83	Cat, Wild (FR1)
84-85	Carnivorous Plant, Whipweed (FR1)
86-87	Carnivorous Plant, Witherweed (FR1)
88-89	Rohch, Wood (FR1)
90-91	Rohch, Killer (FR1)
92-93	Firestar (FR2); night
94-95	Xvart (FF)
96-97	Zygraat (FF)
98-99	Gnasher (MCA); day
00	Nightshade (MCA); night

**Table 5.3: Rare monsters in temperate forests**

01	Bat, azmyth (MM)
02	Bat, huge (mobat) (MCA); night
03	Bat, sinister (MM)
04	Behir (MM); day
05	Ghoul, Ghast (MM); night
06-07	Human, Barbarian/Nomad (MM)
08	Human, Berserker/Dervish (MM)

09-10 Human, Tribesman (MM)  
 11 Lycanthrope, Wereboar (MM)  
 12 Medusa (MM)  
 13 Medusa, Greater (MM)  
 14 Mongrelman (MM); night  
 15 Ogre, Ogrillon (MM)  
 16-17 Plant, Dangerous, Thorn-Slinger (MM)  
 18 Skeleton (MM)  
 19 Skeleton, Giant (MM)  
 20 Spider, Phase (MM)  
 21 Troll, Giant (MM)  
 22 Vampire (MM); night  
 23 Zombie, Common (MM); night  
 24 Gloomwing, Flying Serpent (FR1)  
 25 Claw, Crawling (FR2)  
 26 Sull (FR1)  
 27 Hellcat (FF)  
 28 Penanggalan (FF); night  
 29 Baneguard (MCA)  
 30 Foulwing (MCA)  
 31 Helmed Horror (MCA)  
 32 Metalmaster (Sword Slug) (MCA)  
 33 Ghul-kin, Soultaker (MCB); night  
 34 Ghul-kin, Witherer (MCB); night  
 35 Wraith-Spider (MCB); night  
 36 Banedead (MCC)  
 37 Bat, Bonebat (MCB)  
 38 Burbur (MCC)  
 39 Chosen One (MCC)  
 40 Dread Warrior (MCC)  
 41 Cat, small, elven (FR1)  
 42-43 Centaur (MM); day  
 44 Chimera (MM)  
 45 Pyrolisk (MM)  
 46 Ettercap (MM)  
 47 Giant, Fire (MM)  
 48 Gnoll, Flind (MM); night  
 49-50 Halfling, Tallfellow (MM); day  
 51 Jackalwere (MM)  
 52 Lurker, Forrest Trapper (MM)  
 53 Lycanthrope, Werebear (MM); night  
 54 Owlbear (MM)  
 55-56 Plant, Dangerous, Choke Creeper (MM); day  
 57-58 Plant, Dangerous, Yellow Musk Creeper (MM)  
 59-60 Plant, Dangerous, Yellow Musk Zombie (MM)  
 61 Sprite (MM); day  
 62 Sprite, Atomie (MM); night  
 63 Giant Toad, Fire (MM)  
 64 Treant (MM)  
 65 Unicorn (MM); day  
 66-67 Wolf, Worg (MM)  
 68-69 Wolf, Dire (MM)  
 70 Wolfwere (MM)  
 71 Cantobebe (FR1)  
 72 Cat, Luck Eater (FR1)  
 73 Cat, Change Cat (FR1)  
 74 Firetail, Lesser (FR2)  
 75 Manni (FR1)  
 76 Orpsu (FR1); night

77 Belabra (Tangler) (FR2); day  
 78 Bhaergala (FR2); day  
 79 Thylacine (FR2)  
 80 Adherer (FF)  
 81 Dark Creeper (FF); night  
 82 Thunder Child (FF); night  
 83 Banelar (MCA)  
 84 Gnasher, Winged (MCA); day  
 85 Tree, Death's Head (MCA)  
 86 Cat, Great, Cath Shee (MCB)  
 87 Flumph, Common (CM2); night  
 88-89 Herd Mammal, Giant Stag (MCB)  
 90-91 Dangerous Plant, Bloodthorn (MCB); day  
 92-93 Dangerous Plant, Twilight Bloom (MCB); day  
 94-95 Dangerous Plant, Boring Grass (MCB)  
 96-97 Beetle, Slicer (MCB)  
 98-99 Beetle, Stink (MCB)  
 00 Hybsil (MCC); day

**Table 5.4: Very rare monsters in temperate forests**

**01-66 Table 5.4.a**

01 Banshee (MM); night  
 02 Basilisk, greater (MM); day  
 03 Dracolisk (MM); day  
 04 Broken one, greater (MM); night  
 05 Megalo-centipede (MM)  
 06 Crypt thing (MM)  
 07 Death knight (MM)  
 08 Doppelganger (MM)  
 09 Gold dragon (MM)  
 10 Genie, Jann (MM); day  
 11 Ghost (MM); night  
 12-13 Gnome, Spriggan (MM)  
 14 Gremlin (MM); night  
 15 Gremlin, Fremlin (MM); day  
 16 Gremlin, Galltrit (MM); night  
 17 Hag, Annis (MM); night  
 18 Hag, Green (MM); night  
 19 Haunt (MM)  
 20 Hell Hound (MM)  
 21 Heucuva (MM)  
 22 Homonculous (MM)  
 23 Human, Adventurer (MM)  
 24-25 Human, Barbarian/Nomad (MM)  
 26 Human, Berserker/Dervish (MM)  
 27 Human, Knight (MM)  
 28 Human, Priest (MM)  
 29 Human, Wizard (MM)  
 30 Imp (MM)  
 31 Imp, Quasit (MM)  
 32 Lycanthrope, Werefox (Foxwoman) (MM);  
 night  
 33 Medusa, Glyptar (MM)  
 34 Naga, Guardian (MM)  
 35 Nymph (MM)  
 36 Ogre, Half-Ogre (MM)

37	Phantom (MM)	96	Giant, Firbolg (MM)
38-39	Plant, Dangerous, Snapper-saw (MM)	97	Giant, Wood (Voadkyn) (MM); day
40	Revenant (MM); night	98-99	Gnome, Forest (MM); day
41	Skeleton, Animal (MM)	00	Roll on <b>Table 5.5: Extremely rare monsters</b>
42	Skeleton, Monster (MM)	01-33	Iron Cobra (FF)
43	Skeleton, Warrior (MM)	34-66	Elf, Winged (Avariel) (MCB)
44	Troll, Two-headed (MM)	67-00	Render (MCC)
45	Zombie, Monster (MM); night		
46	Zombie, Ju-ju (MM); night	<b>67-00 Table 5.4.b</b>	
47	Zombie, Lord (MM); night	01-03	Insect, Ant, Giant (MM)
48	Basilisk, Dracolisk (MM); day	04-05	Insect, Bee, Worker (MM)
49	Dimensional Warper (FR1)	06-07	Insect, Bee, Soldier (MM)
50	Carnivorous Plant, Black Willow (FR1)	08-09	Insect, Bumblebee (MM)
51	Ring-worm (FR1)	10-11	Insect, Firefriend (MM)
52	Tempest (FR1)	12-13	Insect, Firefly (MM)
53	Beholder-kin, Spectator (FR2); day	14-15	Insect, Hornet, Giant (MM)
54	Berbalang (FR2); full moon night	16-18	Insect, Tick, Giant (MM)
55	Darkenbeast (FR2); night	19-20	Insect, Wasp, Giant (MM)
56	Apparition (FF)	21-22	Insect Swarm, Velvet Ants (MM)
57	Bird, Talking (MCA)	23-24	Mammal, Cooshee (MM)
58	Blazing Bones (MCA)	25-26	Bird, Giant Owl (MM)
59	Winged Cat, Lesser (MCA)	27-28	Bird, Talking Owl (MM)
60	Dragon-kin (MCA)	29-30	Bird, Giant Raven (MM)
61	Elemental Kin, Earth, Crysmal (MCA); day	31-32	Naga, Dark (MM)
62	Elemental Vermin, Air (Duster) (MCA)	33-34	Pegasus (MM); day
63	Elemental Vermin, Earth (Crawler) (MCA)	35-37	Plant, Intelligent, Hangman Tree (MM)
64	Flameskull (MCA)	38-40	Plant, Intelligent, Quickwood (MM)
65	Greelox (MCA); night	41-42	Satyr, Korred (MM)
66	Magebane (MCA)	43-44	Snake, Amphisbaena (MM)
67	Naga, Bone (MCA)	45-46	Spider, Gargantuan (MM)
68	Nishruu (MCA)	47-48	Sprite, Pixie (MM); night
69	Spectral Wizard (MCA)	49-50	Sprite, Grig (MM); night
70	Wolf, Dread (MCA)	51-52	Troll, Spectral (MM); night
71	Wolf, Stone (MCA)	53-54	Firetail, Tshala (FR1)
72	Wolf, Vampiric (MCA); night	55-56	Hamadryad (FR1)
73	Wolf, Zombie (MCA)	57-58	Lhiannan Shee (FR1); night
74	Doppleganger, Greater (MCB)	59-60	Silver Dog (FR1); night
75	Dragon, Half-Dragon (MCB)	61-62	Al-mi'raj (FF); day
76	Ghost, Casura (MCB)	63-64	Faux Faerie (FF); day
77	Ghost, Ker (MCB); night	65-66	Umpleby (FF); day
78	Hakeashar (MCB)	67-68	Abyss Ant (MCA)
79	Alhoon (Illithilich) (MCC)	69-70	Baelnorn (MCA)
80	Banelich (MCB)	71-72	Winged Cat, Tressym (MCA)
81	Coffer Corpse (MCC)	73-74	Feystag (MCA)
82	Disenchanter (MCC)	75-76	Tree, Singing (MCA); day
83	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)	77-78	Brownie, Quickling (MCB); night
84	Ibrandlin (MCC)	79-80	Elemental, Nature (MCB)
85	Orc, Ondonti (MCC)	81-82	Flumph, Monastic (CM2); night
86	Snake, Messenger (MCC)	83-84	Kholiathra (MCB)
87	Nymph, Unseelie (MCD)	85-86	Squealer (MCB); day
88	Shadowrath, Lesser\Greater (MCD)	87-88	Webbird (MCB); day
89	Bulette (MM)	89-90	Beetle, Deathwatch (MCB)
90	Gorgimera (MM)	91-92	Lycanthrope, Werespider (MCC)
91	Green dragon (MM)	93-94	Needleman (MCC); day
92	Dragonet, Faerie Dragon (MM)	95-96	Owlbear, Winged (MCC)
93	Dragonet, Pseudodragon (MM)	97-98	Unicorn, Black (MCC); night
94	Dryad (MM)	99-00	Lycanthrope, Lythari (MCD); night
95	Elemental, Air Kin, Sylph (MM)		

## Cold Forests

**Table 6.1: Common monsters in cold forests**

01-05	Cattle (MCA)
06-10	Sheep (MCA)
11-15	Beetle, giant, boring (MM); night
16-20	Broken one, common (MM); night
21-25	Wild dog (MM)
26-30	Human, Peasant/Serf (MM)
31-35	Human, Slaver (MM)
36-40	Lycanthrope, Werewolf (MM); night
41-45	Ogre (MM)
46-50	Orc (MM)
51-55	Rat, Giant (MM); night
56-60	Beetle, giant, bombardier (MM); day
61-65	Beetle, giant, stag (MM)
66-70	Human, Bandit/Brigand (MM)
71-75	Mammal, Badger (MM)
76-80	Mammal, Wild Boar (MM)
81-85	Mammal, Goat (MM)
86-90	Mammal, Wild Stag (MM)
91-95	Mammal, Weasel (MM)
96-00	Herd Mammal, Bull (Wild Ox) (MCB)

**Table 6.2: Uncommon monsters in cold forests**

01-03	Basilisk, lesser (MM); day
04-06	Bat, large (giant) (MCA); night
07-09	Bear, cave (MM); day
10-12	War dog (MM)
13-15	Gargoyle (MM)
16-18	Ghoul (MM); night
19-21	Human, Pilgrim (MM)
22-24	Human, Soldier (MM)
25-27	Kenku (MM)
28-31	Kobold (MM); night
32-34	Lycanthrope, Wererat (MM); night
35-37	Manticore (MM)
38-40	Orc, Orog (MM)
41-43	Troll (MM); night
44-46	Wight (MM); night
47-49	Worm, Rot Grub (MM)
50-52	Wraith (MM); night
53-55	Ruve (FF)
56-58	Aranea (MCC)
59-61	Wild tiger (MM); night
62-64	Gloomwing, Tenebrous Worm (MM)
65-68	Horse, Wild (MM); day
69-71	Human, Police/Constabulary (MM)
72-75	Bird, Owl (MM)
76-78	Stirge (MM); night
79-82	Wolf (MM)
83-85	Rohch, Wood (FR1)
86-88	Rohch, Killer (FR1)
89-91	Xvart (FF)
92-94	Zygraat (FF)
95-97	Gnasher (MCA); day
98-00	Nightshade (MCA); night

**Table 6.3: Rare monsters in cold forests**

01-02	Behir (MM); day
03-04	Ghoul, Ghast (MM); night
05-06	Human, Barbarian/Nomad (MM)
07-08	Human, Berserker/Dervish (MM)
09-10	Human, Tribesman (MM)
11-12	Lycanthrope, Wereboar (MM)
13	Medusa (MM)
14	Medusa, Greater (MM)
15-16	Mongrelman (MM); night
17-18	Ogre, Ogrillon (MM)
19-20	Plant, Dangerous, Thorn-Slinger (MM)
21-22	Skeleton (MM)
23	Skeleton, Giant (MM)
24-25	Spider, Phase (MM)
26	Troll, Giant (MM)
27	Vampire (MM); night
28-29	Zombie, Common (MM); night
30-31	Gloomwing, Flying Serpent (FR1)
32-33	Claw, Crawling (FR2)
34-35	Sull (FR1)
36-37	Hellcat (FF)
38-39	Penanggalan (FF); night
40-41	Baneguard (MCA)
42-43	Foulwing (MCA)
44-45	Helmed Horror (MCA)
46-47	Ghul-kin, Soultaker (MCB); night
48-49	Ghul-kin, Witherer (MCB); night
50-51	Wraith-Spider (MCB); night
52-53	Banedeath (MCC)
54-55	Bat, Bonebat (MCB)
56-57	Buribur (MCC)
58-59	Chosen One (MCC)
60-61	Dread Warrior (MCC)
62-63	Bear, Polar (MM); day
64-65	Giant Lynx (MM); night
66-67	Ettercap (MM)
68-69	Halfling, Tallfellow (MM); day
70-71	Lurker, Forrest Trapper (MM)
72-73	Lycanthrope, Werebear (MM); night
74-75	Giant Toad, Ice (MM); day
76-77	Treant (MM)
78-79	Troll, Ice (MM)
80-81	Wolf, Worg (MM)
82-83	Wolf, Dire (MM)
84-85	Wolfwere (MM)
86-87	Cantobele (FR1)
88-89	Frost (FR1)
90	Mara ("Great Walker") (FR1); night
91-92	Thylacine (FR2)
93-94	Gnasher, Winged (MCA); day
95-96	Troll, Snow (MCA); night
97-98	Cat, Great, Cath Shee (MCB)
99-00	Flumph, Common (CM2); night

**Table 6.4: Very rare monsters in cold forests**

01	Banshee (MM); night
02	Basilisk, greater (MM); day
03	Dracolisk (MM); day
04	Broken one, greater (MM); night
05	Crypt thing (MM)
06	Death knight (MM)
07	Doppelganger (MM)
08	Gold dragon (MM)
09	Genie, Jann (MM); day
10	Ghost (MM); night
11-12	Gnome, Spriggan (MM)
13	Gremlin (MM); night
14	Gremlin, Fremlin (MM); day
15	Gremlin, Galltrit (MM); night
16	Hag, Annis (MM); night
17	Hag, Green (MM); night
18	Haunt (MM)
19	Hell Hound (MM)
20	Heucuva (MM)
21	Homonculous (MM)
22	Human, Adventurer (MM)
23	Human, Knight (MM)
24	Human, Priest (MM)
25	Human, Wizard (MM)
26	Imp (MM)
27	Imp, Quasit (MM)
28	Lycanthrope, Werefox (Foxwoman) (MM); night
29	Medusa, Glyptar (MM)
30	Naga, Guardian (MM)
31	Nymph (MM)
32	Ogre, Half-Ogre (MM)
33	Phantom (MM)
34	Revenant (MM); night
35	Skeleton, Animal (MM)
36	Skeleton, Monster (MM)
37	Skeleton, Warrior (MM)
38	Troll, Two-headed (MM)
39	Zombie, Monster (MM); night
40	Zombie, Ju-ju (MM); night
41	Zombie, Lord (MM); night
42	Basilisk, Dracolisk (MM); day
43	Dimensional Warper (FR1)
44	Carnivorous Plant, Black Willow (FR1)
45	Ring-worm (FR1)
46	Tempest (FR1)
47	Beholder-kin, Spectator (FR2); day
48	Berbalang (FR2); full moon night
49	Darkenbeast (FR2); night
50	Apparition (FF)
51	Blazing Bones (MCA)
52	Winged Cat, Lesser (MCA)
53	Dragon-kin (MCA)
54	Elemental Kin, Earth, Crysmal (MCA); day
55	Elemental Vermin, Air (Duster) (MCA)
56	Elemental Vermin, Earth (Crawler) (MCA)
57	Flameskull (MCA)

58	Greelox (MCA); night
59	Magebane (MCA)
60	Naga, Bone (MCA)
61	Nishruu (MCA)
62	Spectral Wizard (MCA)
63	Wolf, Dread (MCA)
64	Wolf, Stone (MCA)
65	Wolf, Vampiric (MCA); night
66	Wolf, Zombie (MCA)
67	Doppelganger, Greater (MCB)
68	Dragon, Half-Dragon (MCB)
69	Ghost, Casura (MCB)
70	Ghost, Ker (MCB); night
71	Hakeashar (MCB)
72	Alhoon (Illithilich) (MCC)
73	Banelich (MCB)
74	Coffer Corpse (MCC)
75	Disenchanter (MCC)
76	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)
77	Ibrandlin (MCC)
78	Orc, Ondonti (MCC)
79	Snake, Messenger (MCC)
80	Nymph, Unseelie (MCD)
81	Shadowrath, Lesser\Greater (MCD)
82	Giant, Frost (MM)
83-84	Gnome, Forest (MM); day
85	Hydra, Cryohydra (MM)
86	Mefit, Ice (MM)
87	Bird, Giant Owl (MM)
88	Troll, Spectral (MM); night
89-90	Wolf, Winter (MM)
91	Lhiannan Shee (FR1); night
92	Silver Dog (FR1); night
93-94	Ice Lizard (FF); day
95	Feystag (MCA)
96	Elemental, Nature (MCB)
97	Flumph, Monastic (CM2); night
98	Owlbear, Arctic (MCC)
99	Unicorn, Black (MCC); night
00	Roll on <b>Table 6.5: Extremely rare monsters</b>
01-33	Iron Cobra (FF)
34-66	Elf, Winged (Avariel) (MCB)
67-00	Render (MCC)

**Warm Hills****Table 7.1: Common monsters in warm hills**

01-03	Bat, common (MCA); night
04-07	Camel (MCA,)
08-11	Cattle (MCA)
12-15	Sheep (MCA)
16-18	Beetle, giant, boring (MM); night
19-21	Beetle, giant, fire (MM); night
22-24	Broken one, common (MM); night
25-27	Centipede, giant (MM)
28-30	Centipede, huge (MM)
31-34	Wild dog (MM)

35-38	Human, Peasant/Serf (MM)
39-41	Human, Slaver (MM)
42-44	Lycanthrope, Werewolf (MM); night
45-47	Ogre (MM)
48-51	Orc (MM)
52-55	Rat, Giant (MM); night
56-58	Dwarf, Hill (MM)
59-61	Human, Bandit/Brigand (MM)
62-65	Human, Farmer/Herder (MM)
66-68	Human, Gentry (MM)
69-71	Human, Merchant/Trader (MM)
72-75	Human, Middle Class (MM)
76-78	Human, Thief/Thug (MM)
79-82	Human, Tradesman/Craftsman (MM)
82-84	Scorpion, Huge (MM)
85-87	Spider, Hairy (MM)
88-90	Spider, Large (MM)
91-93	Spider, Huge (MM)
94-96	Snake, Giant Cobra (MCA); day
97-00	Herd Mammal, Llama (MCB)

**Table 7.2: Uncommon monsters in warm hills**

01-02	Basilisk, lesser (MM); day
03-04	Bat, large (giant) (MCA); night
05-06	Bat, night hunter (MM); night
07-08	Bear, cave (MM); day
09-10	War dog (MM)
11-12	Gargoyle (MM)
13-14	Ghoul (MM); night
15-16	Human, Pilgrim (MM)
17-18	Human, Soldier (MM)
19-20	Kenku (MM)
21-23	Kobold (MM); night
24-25	Lycanthrope, Wererat (MM); night
26-27	Manticore (MM)
28-29	Orc, Orog (MM)
30-31	Snake, Poison, Normal (MM)
32-33	Snake, Poison, Giant (MM)
34-35	Troll (MM); night
36-37	Wight (MM); night
38-39	Worm, Rot Grub (MM)
40-41	Wraith (MM); night
42-43	Ruve (FF)
44-45	Aranea (MCC)
46-47	Mountain lion (MM) (dawn or dusk)
48-49	Cockatrice (MM)
50-52	Gnoll (MM); night
53-55	Goblin (MM); night
56-57	Griffon (MM); day
58-60	Hobgoblin (MM)
61-63	Horse, Wild (MM); day
64-65	Human, Police/Constabulary (MM)
66-67	Lizard, Giant (MM); day
68-69	Mammal, Porcupine (MM)
70-71	Bird, Vulture (MM)
72-73	Scorpion, Large (MM)
74-75	Scorpion, Giant (MM)
76-77	Snake, Constrictor, Normal (MM)

78-79	Snake, Constrictor, Giant (MM)
80-81	Spider, Giant (MM)
82-83	Cat, Wild (FR1)
84-85	Carnivorous Plant, Witherweed (FR1)
86-87	Gorbel (FF); day
88-89	Gnasher (MCA); day
90-91	Nightshade (MCA); night
92-93	Tuyewera (MCA)
94-95	Whipsting (MCA)
96-97	Addazahr (MCB); day
98-00	Herd Mammal, Giant Ram (MCB)

**Table 7.3: Rare monsters in warm hills**

**01-50 Table 7.3.a**

01-03	Bat, azmyth (MM)
04-06	Bat, huge (mobat) (MCA); night
07-09	Bat, sinister (MM)
10-12	Behir (MM); day
13-15	Ghoul, Ghast (MM); night
16-18	Human, Barbarian/Nomad (MM)
19-21	Human, Berserker/Dervish (MM)
22-25	Human, Tribesman (MM)
26-28	Lycanthrope, Wereboar (MM)
29-31	Medusa (MM)
32-34	Medusa, Greater (MM)
35-37	Mongrelman (MM); night
38-40	Ogre, Ogrillon (MM)
41-43	Plant, Dangerous, Thorn-Slinger (MM)
44-46	Skeleton (MM)
47-49	Skeleton, Giant (MM)
50-52	Spider, Phase (MM)
53-55	Troll, Giant (MM)
56-58	Vampire (MM); night
59-61	Zombie, Common (MM); night
62-64	Gloomwing, Flying Serpent (FR1)
65-67	Claw, Crawling (FR2)
68-70	Sull (FR1)
71-73	Hellcat (FF)
74-76	Penanggalan (FF); night
77-79	Baneguard (MCA)
80-82	Foulwing (MCA)
83-85	Helmed Horror (MCA)
86-88	Metalmaster (Sword Slug) (MCA)
89-91	Ghul-kin, Soultaker (MCB); night
92-94	Ghul-kin, Witherer (MCB); night
95-97	Wraith-Spider (MCB); night
98-00	Banedeath (MCC)

**51-00 Table 7.3.b**

01-03	Bat, Bonebat (MCB)
04-06	Burbur (MCC)
07-09	Chosen One (MCC)
10-12	Dread Warrior (MCC)
13-15	Chimera (MM)
16-18	Pyrolisk (MM)
19-20	Copper Dragon (MM)

21-22	Deep Dragon (FR1)
23-25	Giant, Fire (MM)
26-28	Giant, Hill (MM)
29-31	Gnoll, Flind (MM); night
32-34	Gnome, Rock (MM)
35-37	Halfling, Tallfellow (MM); day
38-40	Halfling, Stout (MM); day
41-43	Harpy (MM); day
44-46	Hippogriff (MM); day
47-49	Human, Mercenary (MM)
50-52	Kobold, Urd (MM); night
53-55	Lammasu, Lesser (MM); day
56-58	Lizard, Minotaur; day
59-61	Plant, Dangerous, Retch Plant (MM)
62-64	Plant, Intelligent, Oblivix (MM)
65-67	Snake, Boalisk (MM)
68-70	Snake, Spitting (MM)
71-73	Sphinx, Gynosphinx (MM); day
74-76	Sphinx, Hieracosphinx (MM); day
77-79	Cat, Luck Eater (FR1)
80-82	Firetail, Lesser (FR2)
83-85	Rohch, Dark (FR1); night
86-88	Thylacine (FR2)
89-91	Banelar (MCA)
92-94	Gnasher, Winged (MCA); day
95-97	Spider, Brain (MCA)
98-00	Lycanthrope, Werepanther (MCB)

**Table 7.4: Very rare monsters in warm hills**

01	Banshee (MM); night
02	Basilisk, greater (MM); day
03	Dracolisk (MM); day
04	Broken one, greater (MM); night
05	Megalo-centipede (MM)
06	Crypt thing (MM)
07	Death knight (MM)
08	Doppelganger (MM)
09	Genie, Jann (MM); day
10	Ghost (MM); night
11-12	Gnome, Spriggan (MM)
13	Gremlin\Fremlin\Galltrit (MM); night
14	Hag, Annis (MM); night
15	Hag, Green (MM); night
16	Haunt (MM)
17	Hell Hound (MM)
18	Heucuva (MM)
19	Homonculous (MM)
20	Human, Adventurer (MM)
21	Human, Knight (MM)
22	Human, Priest (MM)
23	Human, Wizard (MM)
24	Imp (MM)
25	Imp, Quasit (MM)
26	Lycanthrope, Werefox (Foxwoman) (MM); night
27	Medusa, (MM)
28	Naga, Guardian (MM)
29	Nymph (MM)

30	Ogre, Half-Ogre (MM)
31	Phantom (MM)
32	Plant, Dangerous, Snapper-saw (MM)
33	Revenant (MM); night
34	Skeleton, Animal (MM)
35	Skeleton, Monster (MM)
36	Skeleton, Warrior (MM)
37	Troll, Two-headed (MM)
38	Zombie, Monster (MM); night
39	Zombie, Ju-ju (MM); night
40	Zombie, Lord (MM); night
41	Basilisk, Dracolisk (MM); day
42	Dimensional Warper (FR1)
43	Carnivorous Plant, Black Willow (FR1)
44	Ring-worm (FR1)
45	Tempest (FR1)
46	Beholder-kin, Spectator (FR2); day
47	Berbalang (FR2); full moon night
48	Darkenbeast (FR2); night
49	Apparition (FF)
50	Bird, Talking (MCA)
51	Blazing Bones (MCA)
52	Winged Cat, Lesser (MCA)
53	Dragon-kin (MCA)
54	Elemental Kin, Earth, Crysmal (MCA); day
55	Elemental Vermin, Air (Duster) (MCA)
56	Elemental Vermin, Earth (Crawler) (MCA)
57	Flameskull (MCA)
58	Greelox (MCA); night
59	Magebane (MCA)
60	Naga, Bone (MCA)
61	Nishruu (MCA)
62	Spectral Wizard (MCA)
63	Wolf, Dread (MCA)
64	Wolf, Stone (MCA)
65	Wolf, Vampiric (MCA); night
66	Wolf, Zombie (MCA)
67	Doppelganger, Greater (MCB)
68	Dragon, Half-Dragon (MCB)
69	Ghost, Casura (MCB)
70	Ghost, Ker (MCB); night
71	Hakeashar (MCB)
72	Alhoon (Illithilich) (MCC)
73	Banelich (MCB)
74	Coffer Corpse (MCC)
75	Disenchanter (MCC)
76	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)
77	Ibrandlin (MCC)
78	Orc, Ondonti (MCC)
79	Snake, Messenger (MCC)
80	Nymph, Unseelie (MCD)
81	Shadowrath, Lesser\Greater (MCD)
82	Gorgimera (MM)
83	Red Dragon (MM)
84	Dragonne (MM)
85	Mefit, Fire (MM)
86	Mefit, Steam (MM)
87	Insect Swarm, Velvet Ants (MM)

88	Insect Swarm, Grasshoppers and Locusts (MM)
89	Lammasu, Greater (MM); day
90	Lizard, Fire (MM); day
91	Bird, Giant Vulture (MM)
92	Naga, Dark (MM)
93-94	Plant, Dangerous, Mantrap (MM); day
95	Sphinx, Androsphinx (MM); day
96	Spider, Gargantuan (MM)
97	Firetail, Tshala (FR1)
98	Automaton, Scaladar (MCB)
99	Centaur-Kin, Gnoat (MCB); day
00	Roll on <b>Table 7.5: Extremely rare monsters</b>
01-25	Iron Cobra (FF)
26-50	Elf, Winged (Avariel) (MCB)
51-75	Gold dragon (MM)
76-00	Render (MCC)

## Temperate Hills

**Table 8.1: Common monsters in temperate hills**

01-03	Bat, common (MCA); night
04-07	Camel (MCA)
08-11	Cattle (MCA)
12-15	Sheep (MCA)
16-18	Beetle, giant, boring (MM); night
19-21	Beetle, giant, fire (MM); night
22-24	Broken one, common (MM); night
25-27	Centipede, giant (MM)
28-30	Centipede, huge (MM)
31-34	Wild dog (MM)
35-38	Human, Peasant/Serf (MM)
39-41	Human, Slaver (MM)
42-44	Lycanthrope, Werewolf (MM); night
45-47	Ogre (MM)
48-51	Orc (MM)
52-55	Rat, Giant (MM); night
56-59	Bear, black (MM); day
60-63	Dwarf, Hill (MM)
64-66	Human, Bandit/Brigand (MM)
67-70	Human, Farmer/Herder (MM)
71-73	Human, Gentry (MM)
74-76	Human, Merchant/Trader (MM)
77-79	Human, Middle Class (MM)
80-82	Human, Thief/Thug (MM)
83-85	Human, Tradesman/Craftsman (MM)
86-88	Bird, Falcon (MM)
89-91	Bird, Raven (Crow) (MM)
92-94	Spider, Hairy (MM)
95-97	Spider, Large (MM)
98-00	Spider, Huge (MM)

**Table 8.2: Uncommon monsters in temperate hills**

01-02	Basilisk, lesser (MM); day
03-04	Bat, large (giant) (MCA); night
04-06	Bat, night hunter (MM); night
07-08	Bear, cave (MM); day

09-10	War dog (MM)
11-12	Gargoyle (MM)
13-14	Ghoul (MM); night
15-16	Human, Pilgrim (MM)
17-18	Human, Soldier (MM)
19-20	Kenku (MM)
21-23	Kobold (MM); night
24-25	Lycanthrope, Wererat (MM); night
26-27	Manticore (MM)
28-29	Orc, Orog (MM)
30-31	Snake, Poison, Normal (MM)
32-33	Snake, Poison, Giant (MM)
34-35	Troll (MM); night
36-37	Wight (MM); night
38-39	Worm, Rot Grub (MM)
40-41	Wraith (MM); night
42-43	Ruve (FF)
44-45	Aranea (MCC)
46-47	Bear, brown (MM); day
48-49	Mountain lion (MM) (dawn or dusk)
50-51	Cockatrice (MM)
52-53	Giant, Verbeeg (MM)
54-56	Gnoll (MM); night
57-59	Goblin (MM); night
60-61	Griffon (MM); day
62-63	Halfling, Hairfoot (MM); day
64-65	Hobgoblin (MM)
66-68	Horse, Wild (MM); day
69-70	Human, Police/Constabulary (MM)
71-72	Mammal, Porcupine (MM)
73-74	Bird, Eagle (MM)
75-76	Spider, Giant (MM)
77-80	Wolf (MM)
81-82	Cat, Wild (FR1)
83-84	Carnivorous Plant, Witherweed (FR1)
85-86	Firestar (FR2); night
87-88	Xvart (FF)
89-90	Gnasher (MCA); day
91-92	Nightshade (MCA); night
93-94	Whipsting (MCA)
95-96	Addazahr (MCB); day
97-98	Herd Mammal, Giant Goat (MCB)
99-00	Herd Mammal, Giant Ram (MCB)

**Table 8.3: Rare monsters in temperate hills**

### 01-50 Table 8.3.a

01-03	Bat, azmyth (MM)
04-06	Bat, huge (mobat) (MCA); night
07-09	Bat, sinister (MM)
10-12	Behir (MM); day
13-15	Ghoul, Ghast (MM); night
16-18	Human, Barbarian/Nomad (MM)
19-21	Human, Berserker/Dervish (MM)
22-25	Human, Tribesman (MM)
26-28	Lycanthrope, Wereboar (MM)
29-31	Medusa (MM)
32-34	Medusa, Greater (MM)



35-37	Mongrelman (MM); night
38-40	Ogre, Ogrillon (MM)
41-43	Plant, Dangerous, Thorn-Slinger (MM)
44-46	Skeleton (MM)
47-49	Skeleton, Giant (MM)
50-52	Spider, Phase (MM)
53-55	Troll, Giant (MM)
56-58	Vampire (MM); night
59-61	Zombie, Common (MM); night
62-64	Gloomwing, Flying Serpent (FR1)
65-67	Claw, Crawling (FR2)
68-70	Sull (FR1)
71-73	Hellcat (FF)
74-76	Penanggalan (FF); night
77-79	Baneguard (MCA)
80-82	Foulwing (MCA)
83-85	Helmed Horror (MCA)
86-88	Metalmaster (Sword Slug) (MCA)
99-91	Ghul-kin, Soultaker (MCB); night
92-94	Ghul-kin, Witherer (MCB); night
95-97	Wraith-Spider (MCB); night
98-00	Banedeath (MCC)

#### 51-00 Table 8.3.b

01-03	Bat, Bonebat (MCB)
04-06	Buribur (MCC)
07-09	Chosen One (MCC)
10-12	Dread Warrior (MCC)
13-15	Chimera (MM)
16-18	Pyrolisk (MM)
19-21	Deep Dragon (FR1)
22-24	Dragonet, Firedrake (MM)
25-27	Giant, Cyclopskin (MM)
28-30	Giant, Fire (MM)
31-33	Giant, Hill (MM)
34-36	Gnoll, Flind (MM); night
37-40	Gnome, Rock (MM)
41-44	Halfling, Tallfellow (MM); day
45-48	Halfling, Stout (MM); day
49-51	Harpy (MM); day
52-54	Hippogriff (MM); day
55-58	Human, Mercenary (MM)
59-61	Jackalwere (MM)
62-64	Kobold, Urd (MM); night
65-67	Lycanthrope, Werebear (MM); night
68-70	Cat, Luck Eater (FR1)
71-73	Firetail, Lesser (FR2)
74-76	Orpsu (FR1); night
77-79	Thylacine (FR2)
80-82	Thunder Child (FF); night
83-85	Banelar (MCA)
86-88	Gnasher, Winged (MCA); day
89-91	Tree, Death's Head (MCA)
92-94	Dangerous Plant, Twilight Bloom (MCB); day
95-97	Dangerous Plant, Boring Grass (MCB)
98-00	Hybsil (MCC); day

#### Table 8.4: Very rare monsters in temperate hills

##### 01-50 Table 8.4.a

01	Banshee (MM); night
02-03	Basilisk, greater (MM); day
04-05	Dracolisk (MM); day
06-07	Broken one, greater (MM); night
08-09	Megalo-centipede (MM)
10-11	Crypt thing (MM)
12-13	Death knight (MM)
14-15	Doppelganger (MM)
18-19	Genie, Jann (MM); day
20-21	Ghost (MM); night
22-23	Gnome, Spriggan (MM)
24	Gremlin (MM); night
25	Gremlin, Fremlin (MM); day
26	Gremlin, Galltrit (MM); night
27-28	Hag, Annis (MM); night
29-30	Hag, Green (MM); night
31-32	Haunt (MM)
33-34	Hell Hound (MM)
35-36	Heucuva (MM)
37-38	Homonculous (MM)
39-40	Human, Adventurer (MM)
41-42	Human, Knight (MM)
43-44	Human, Priest (MM)
45-46	Human, Wizard (MM)
47-48	Imp (MM)
49-50	Imp, Quasit (MM)
51-52	Lycanthrope, Werefox (Foxwoman) (MM); night
53	Medusa, Glyptar (MM)
54-55	Naga, Guardian (MM)
56-57	Nymph (MM)
58-59	Ogre, Half-Ogre (MM)
60	Phantom (MM)
61-62	Plant, Dangerous, Snapper-saw (MM)
63-64	Revenant (MM); night
65-66	Skeleton, Animal (MM)
67-68	Skeleton, Monster (MM)
69-70	Skeleton, Warrior (MM)
71-72	Troll, Two-headed (MM)
73-74	Zombie, Monster (MM); night
75-76	Zombie, Ju-ju (MM); night
77-78	Zombie, Lord (MM); night
79-80	Basilisk, Dracolisk (MM); day
81-82	Dimensional Warper (FR1)
83-84	Carnivorous Plant, Black Willow (FR1)
85-86	Ring-worm (FR1)
87	Tempest (FR1)
88-89	Beholder-kin, Spectator (FR2); day
90-91	Berbalang (FR2); full moon night
92-93	Darkenbeast (FR2); night
94-95	Apparition (FF)
96-97	Bird, Talking (MCA)
98-99	Blazing Bones (MCA)
00	Winged Cat, Lesser (MCA)

**51-00 Table 8.4.b**

01-02	Dragon-kin (MCA)
03-04	Elemental Kin, Earth, Crysmal (MCA); day
05-06	Elemental Vermin, Air (Duster) (MCA)
07-08	Elemental Vermin, Earth (Crawler) (MCA)
09-10	Flameskull (MCA)
11-12	Greelox (MCA); night
13-14	Magebane (MCA)
15-16	Naga, Bone (MCA)
17	Nishruu (MCA)
18	Spectral Wizard (MCA)
19-20	Wolf, Dread (MCA)
21-22	Wolf, Stone (MCA)
23-24	Wolf, Vampiric (MCA); night
25-26	Wolf, Zombie (MCA)
27-28	Doppleganger, Greater (MCB)
29	Dragon, Half-Dragon (MCB)
30-31	Ghost, Casura (MCB)
32-33	Ghost, Ker (MCB); night
34-35	Hakeashar (MCB)
36	Alhoon (Illithilich) (MCC)
37-38	Banelich (MCB)
39-40	Coffer Corpse (MCC)
41-42	Disenchanter (MCC)
43-44	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)
45-46	Ibrandlin (MCC)
47-48	Orc, Ondonti (MCC)
49-50	Snake, Messenger (MCC)
51-52	Nymph, Unseelie (MCD)
53-54	Shadowrath, Lesser\Greater (MCD)
55-56	Aurumvorax (MM); day
57-58	Bulette (MM)
59-60	Gorgimera (MM)
61	Red dragon (MM)
62-63	Giant, Cyclops (MM)
64-65	Giant, Ettin (MM); night
66-67	Giant, Firbolg (MM)
68-69	Insect Swarm, Velvet Ants (MM)
70-71	Bird, Giant Eagle (MM)
72-73	Bird, Giant Raven (MM)
74-75	Naga, Dark (MM)
76-77	Snake, Amphisbaena (MM)
78-79	Spider, Gargantuan (MM)
80-81	Firetail, Tshala (FR1)
82-83	Al-mi'raj (FF); day
84-85	Abyss Ant (MCA)
86-87	Baelnorn (MCA)
88	Winged Cat, Greater (MCA); night
89	Winged Cat, Tressym (MCA)
91-92	Feystag (MCA)
93-94	Lycanthrope, Werebadger (MCA)
95-96	Bat, Sporebat (MCB); night
97	Centaur-Kin, Dorvesh (MCB); day
98	Centaur-Kin, Gnoat (MCB); day
99	Owlbear, Winged (MCC)
00	Roll on <b>Table 8.5: Extremely rare monsters</b>
01-25	Iron Cobra (FF)

26-50	Elf, Winged (Avariel) (MCB)
51-75	Gold dragon (MM)
76-00	Render (MCC)

**Cold Hills****Table 9.1: Common monsters in cold hills**

01-04	Camel (MCA,)
05-09	Cattle (MCA)
10-14	Sheep (MCA)
15-18	Beetle, giant, boring (MM); night
19-22	Beetle, giant, fire (MM); night
23-26	Broken one, common (MM); night
27-30	Wild dog (MM)
31-35	Human, Peasant/Serf (MM)
36-39	Human, Slaver (MM)
40-43	Lycanthrope, Werewolf (MM); night
44-47	Ogre (MM)
48-51	Orc (MM)
52-55	Rat, Giant (MM); night
56-59	Dwarf, Hill (MM)
60-63	Human, Bandit/Brigand (MM)
64-67	Human, Farmer/Herder (MM)
68-71	Human, Gentry (MM)
72-75	Human, Merchant/Trader (MM)
76-79	Human, Middle Class (MM)
80-83	Human, Bandit/Brigand (MM)
84-87	Human, Thief/Thug (MM)
88-91	Human, Tradesman/Craftsman (MM)
92-96	Mammal, Rothe (MM)
97-00	Herd Mammal, Caribou (MCB)

**Table 9.2: Uncommon monsters in cold hills**

01-04	Basilisk, lesser (MM); day
05-08	Bear, cave (MM); day
09-12	War dog (MM)
13-16	Gargoyle (MM)
17-20	Ghoul (MM); night
21-24	Human, Pilgrim (MM)
25-28	Human, Soldier (MM)
29-32	Kenku (MM)
33-36	Kobold (MM); night
37-40	Lycanthrope, Wererat (MM); night
41-44	Manticore (MM)
45-48	Orc, Orog (MM)
49-52	Troll (MM); night
53-56	Wight (MM); night
57-60	Wraith (MM); night
61-64	Ruve (FF)
65-68	Aranea (MCC)
69-72	Giant, Verbeeg (MM)
73-76	Horse, Wild (MM); day
77-80	Human, Police/Constabulary (MM)
81-84	Wolf (MM)
85-88	Xvart (FF)
89-92	Gnasher (MCA); day
93-96	Whipsting (MCA)

97-00 Herd Mammal, Giant Goat (MCB)

**Table 9.3: Rare monsters in cold hills**

01-02 Behir (MM); day  
03-04 Ghoul, Ghast (MM); night  
05-07 Human, Barbarian/Nomad (MM)  
08-10 Human, Berserker/Dervish (MM)  
11-13 Human, Tribesman (MM)  
14-15 Lycanthrope, Wereboar (MM)  
16-17 Medusa (MM)  
18-19 Medusa, Greater (MM)  
20-21 Mongrelman (MM); night  
22-24 Ogre, Ogrillon (MM)  
25-26 Skeleton (MM)  
27-28 Skeleton, Giant (MM)  
29-30 Spider, Phase (MM)  
31-32 Troll, Giant (MM)  
33-34 Vampire (MM); night  
35-36 Zombie, Common (MM); night  
37-38 Gloomwing, Flying Serpent (FR1)  
39-40 Claw, Crawling (FR2)  
41-42 Sull (FR1)  
43-44 Hellcat (FF)  
45-46 Penanggalan (FF); night  
47-48 Baneguard (MCA)  
49-50 Foulwing (MCA)  
51-52 Helmed Horror (MCA)  
53-54 Ghul-kin, Soultaker (MCB); night  
55-56 Ghul-kin, Witherer (MCB); night  
57-58 Wraith-Spider (MCB); night  
59-60 Banedead (MCC)  
61-62 Bat, Bonebat (MCB)  
63-64 Burbur (MCC)  
65-66 Chosen One (MCC)  
67-68 Dread Warrior (MCC)  
69-71 Bear, polar (MM); day  
72-73 White dragon (MM)  
74-75 Deep dragon (FR1)  
76-77 Giant, Hill (MM)  
78-80 Gnome, Rock (MM)  
81-83 Halfling, Tallfellow (MM); day  
84-86 Halfling, Stout (MM); day  
87-88 Human, Mercenary (MM)  
89-90 Lycanthrope, Werebear (MM); night  
91-92 Troll, Ice (MM)  
93-94 Mara ("Great Walker") (FR1); night  
95-96 Thylacine (FR2)  
97-98 Gnasher, Winged (MCA); day  
99-00 Troll, Snow (MCA); night

**Table 9.4: Very rare monsters in cold hills**

01 Banshee (MM); night  
02 Basilisk, greater (MM); day  
03 Dracolisk (MM); day  
04 Broken one, greater (MM); night  
05 Crypt thing (MM)  
06 Death knight (MM)

07 Doppelganger (MM)  
08 Gold dragon (MM)  
09 Genie, Jann (MM); day  
10 Ghost (MM); night  
11-12 Gnome, Spriggan (MM)  
13 Gremlin (MM); night  
14 Gremlin, Fremlin (MM); day  
15 Gremlin, Galltrit (MM); night  
16 Hag, Annis (MM); night  
17 Hag, Green (MM); night  
18 Haunt (MM)  
19 Hell Hound (MM)  
20 Heucuva (MM)  
21 Homonculous (MM)  
22 Human, Adventurer (MM)  
23 Human, Knight (MM)  
24 Human, Priest (MM)  
25 Human, Wizard (MM)  
26 Imp (MM)  
27 Imp, Quasit (MM)  
28 Lycanthrope, Werefox (Foxwoman) (MM);  
night  
29 Medusa, Glyptar (MM)  
30 Naga, Guardian (MM)  
31 Nymph (MM)  
32-33 Ogre, Half-Ogre (MM)  
34 Phantom (MM)  
35 Plant, Dangerous, Snapper-saw (MM)  
36 Revenant (MM); night  
37 Skeleton, Animal (MM)  
38 Skeleton, Monster (MM)  
39 Skeleton, Warrior (MM)  
40 Troll, Two-headed (MM)  
41 Zombie, Monster (MM); night  
42 Zombie, Ju-ju (MM); night  
43 Zombie, Lord (MM); night  
44 Basilisk, Dracolisk (MM); day  
45 Dimensional Warper (FR1)  
46 Carnivorous Plant, Black Willow (FR1)  
47 Ring-worm (FR1)  
48 Tempest (FR1)  
49 Beholder-kin, Spectator (FR2); day  
50 Berbalang (FR2); full moon night  
51 Darkenbeast (FR2); night  
52 Apparition (FF)  
53 Bird, Talking (MCA)  
54 Blazing Bones (MCA)  
55 Winged Cat, Lesser (MCA)  
56 Dragon-kin (MCA)  
57 Elemental Kin, Earth, Crysmal (MCA); day  
58 Elemental Vermin, Air (Duster) (MCA)  
59 Elemental Vermin, Earth (Crawler) (MCA)  
60 Flameskull (MCA)  
61 Greelox (MCA); night  
62 Magebane (MCA)  
63 Naga, Bone (MCA)  
64 Nishruu (MCA)  
65 Spectral Wizard (MCA)  
66-67 Wolf, Dread (MCA)

68	Wolf, Stone (MCA)
69	Wolf, Vampiric (MCA); night
70	Wolf, Zombie (MCA)
71	Doppleganger, Greater (MCB)
72	Dragon, Half-Dragon (MCB)
73	Ghost, Casura (MCB)
74	Ghost, Ker (MCB); night
75	Hakeashar (MCB)
76	Alhoon (Illithilich) (MCC)
77	Banelich (MCB)
78	Coffer Corpse (MCC)
79	Disenchanter (MCC)
80	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)
81	Ibrandlin (MCC)
82	Orc, Ondonti (MCC)
83	Snake, Messenger (MCC)
84	Nymph, Unseelie (MCD)
85	Shadowrath, Lesser\Greater (MCD)
86	Giant, Ettin (MM); night
87	Giant, Frost (MM)
88	Hydra, Cryohydra (MM)
89	Mefit, Ice (MM)
90-92	Wolf, Winter (MM)
93-94	Yeti (MM); day
95-96	Ice Lizard (FF); day
97	Feystag (MCA)
98-99	Owlbear, Arctic (MCC)
00	Roll on <b>Table 9.5: Extremely rare monsters</b>
01-33	Iron Cobra (FF)
34-66	Elf, Winged (Avariel) (MCB)
67-00	Render (MCC)

## Warm Mountains

**Table 10.1: Common monsters in warm mountains**

01-04	Bat, common (MCA); night
05-08	Camel (MCA,)
09-12	Cattle (MCA)
13-16	Sheep (MCA)
17-20	Beetle, giant, boring (MM); night
21-24	Beetle, giant, fire (MM); night
25-27	Broken one, common (MM); night
28-30	Centipede, giant (MM)
31-34	Centipede, huge (MM)
35-38	Wild dog (MM)
39-42	Human, Peasant/Serf (MM)
43-46	Human, Slaver (MM)
49-51	Lycanthrope, Werewolf (MM); night
52-55	Ogre (MM)
56-59	Orc (MM)
60-63	Rat, Giant (MM); night
64-67	Dwarf, Mountain (MM)
68-71	Human, Bandit/Brigand (MM)
69-72	Human, Farmer/Herder (MM)
73-76	Scorpion, Huge (MM)
77-80	Spider, Hairy (MM)

81-84	Spider, Large (MM)
85-88	Spider, Huge (MM)
89-92	Troglodyte (MM)
93-96	Snake, Giant Cobra (MCA); day
97-00	Herd Mammal, Llama (MCB)

**Table 10.2: Uncommon monsters in warm mountains**

01-02	Basilisk, lesser (MM); day
03-05	Bat, large (giant) (MCA); night
06-08	Bat, night hunter (MM); night
09-11	Bear, cave (MM); day
12-13	War dog (MM)
14-15	Gargoyle (MM)
16-17	Ghoul (MM); night
18-19	Human, Pilgrim (MM)
20-21	Human, Soldier (MM)
22-23	Kenku (MM)
24-26	Kobold (MM); night
27-28	Lycanthrope, Wererat (MM); night
29-31	Manticore (MM)
32-33	Orc, Orog (MM)
34-36	Snake, Poison, Normal (MM)
37-38	Snake, Poison, Giant (MM)
39-40	Troll (MM); night
41-42	Wight (MM); night
43-44	Worm, Rot Grub (MM)
45-46	Wraith (MM); night
47-48	Ruve (FF)
49-50	Aranea (MCC)
51-53	Mountain lion (MM) (dawn or dusk)
54-55	Cockatrice (MM)
56-57	Giant, Fomorian (MM)
58-61	Gnoll (MM); night
62-64	Goblin (MM); night
65-66	Griffon (MM); day
67-68	Grimlock (MM); night
69-71	Hobgoblin (MM)
72-73	Lizard, Giant (MM); day
74-75	Bird, Condor (MM)
76-77	Scorpion, Large (MM)
78-79	Scorpion, Giant (MM)
80-81	Snake, Constrictor, Normal (MM)
82-83	Snake, Constrictor, Giant (MM)
84-85	Spider, Giant (MM)
86-87	Cat, Wild (FR1)
88-90	Carnivorous Plant, Witherweed (FR1)
91-92	Fire, Falcon (FF); day
93-94	Gorbel (FF); day
95-96	Nightshade (MCA); night
97-98	Tuyewera (MCA)
99-00	Whipsting (MCA)

**Table 10.3: Rare monsters in warm mountains**

### 01-50 Table 10.3.a

01-03	Bat, azmyth (MM)
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04-06 Bat, huge (mobat) (MCA); night  
 07-09 Bat, sinister (MM)  
 10-12 Behir (MM); day  
 13-15 Ghoul, Ghast (MM); night  
 16-18 Human, Barbarian/Nomad (MM)  
 19-21 Human, Berserker/Dervish (MM)  
 22-24 Human, Tribesman (MM)  
 25-27 Lycanthrope, Wereboar (MM)  
 28-30 Medusa (MM)  
 31-33 Medusa, Greater (MM)  
 34-36 Mongrelman (MM); night  
 37-39 Ogre, Ogrillon (MM)  
 40-42 Plant, Dangerous, Thorn-Slinger (MM)  
 43-45 Skeleton (MM)  
 46-48 Skeleton, Giant (MM)  
 49-51 Spider, Phase (MM)  
 52-54 Troll, Giant (MM)  
 55-56 Vampire (MM); night  
 57-59 Zombie, Common (MM); night  
 60-61 Gloomwing, Flying Serpent (FR1)  
 62-64 Claw, Crawling (FR2)  
 65-67 Sull (FR1)  
 68-70 Hellcat (FF)  
 71-73 Penanggalan (FF); night  
 74-76 Baneguard (MCA)  
 77-79 Foulwing (MCA)  
 80-82 Helmed Horror (MCA)  
 83-85 Metalmaster (Sword Slug) (MCA)  
 86-88 Ghul-kin, Soultaker (MCB); night  
 89-91 Ghul-kin, Witherer (MCB); night  
 92-94 Wraith-Spider (MCB); night  
 95-97 Banedead (MCC)  
 98-00 Bat, Bonebat (MCB)

#### 51-00 Table 10.3.b

01-03 Burbur (MCC)  
 04-06 Chosen One (MCC)  
 07-09 Dread Warrior (MCC)  
 10-12 Chimera (MM)  
 13-15 Pyrolisk (MM)  
 16-17 Copper dragon (MM)  
 18-19 Deep dragon (FR1)  
 20-22 Giant, Fire (MM)  
 23-25 Giant, Hill (MM)  
 26-28 Giant, Stone (MM)  
 29-31 Gnoll, Flind (MM); night  
 32-34 Gnome, Tinker (MM)  
 35-37 Grippli (MM); day  
 38-40 Halfling, Stout (MM); day  
 41-43 Harpy (MM); day  
 44-46 Hippogriff (MM); day  
 47-49 Human, Aborigine/Caveman (MM)  
 50-52 Lammasu, Lesser (MM); day  
 53-55 Lizard, Minotaur; day  
 56-58 Peryton (MM); day  
 59-61 Roc (MM); day  
 62-64 Snake, Boalisk (MM)  
 65-67 Snake, Spitting (MM)

68-70 Sphinx, Gynosphinx (MM); day  
 71-73 Cat, Luck Eater (FR1)  
 74-76 Firetail, Lesser (FR2)  
 77-79 Rohch, Dark (FR1); night  
 80-82 Asperii (FR1); day  
 83-85 Firenewt (FR2)  
 86-88 Strider, Giant (FR2)  
 89-91 Banelar (MCA)  
 92-93 Dragon, Electrum (MCA)  
 94-95 Elemental, Wind Walker (MCA); day  
 96-97 Ghul, Great (MCB); night  
 98-00 Lycanthrope, Werepanther (MCB)

#### Table 10.4: Very rare monsters in warm mountains

##### 01-50 Table 10.4.a

01-02 Banshee (MM); night  
 03-04 Basilisk, greater (MM); day  
 05-06 Dracolisk (MM); day  
 07-08 Broken one, greater (MM); night  
 09-10 Megalo-centipede (MM)  
 11-12 Crypt thing (MM)  
 13-14 Death knight (MM)  
 15-16 Doppelganger (MM)  
 17 Gold dragon (MM)  
 18-19 Genie, Jann (MM); day  
 20-21 Ghost (MM); night  
 22-23 Gnome, Spriggan (MM)  
 24 Gremlin (MM); night  
 25 Gremlin, Fremlin (MM); day  
 26 Gremlin, Galltrit (MM); night  
 27 Hag, Annis (MM); night  
 28 Hag, Green (MM); night  
 29-30 Haunt (MM)  
 31-32 Hell Hound (MM)  
 33-34 Heucuva (MM)  
 35-36 Homonculous (MM)  
 37-38 Human, Adventurer (MM)  
 39-40 Human, Knight (MM)  
 41-42 Human, Priest (MM)  
 43-44 Human, Wizard (MM)  
 45-46 Imp (MM)  
 47-48 Imp, Quasit (MM)  
 49-50 Lycanthrope, Werefox (Foxwoman) (MM); night  
 51-52 Medusa, Glyptar (MM)  
 53-54 Naga, Guardian (MM)  
 55-56 Nymph (MM)  
 57-58 Ogre, Half-Ogre (MM)  
 59 Phantom (MM)  
 60-61 Plant, Dangerous, Snapper-saw (MM)  
 62-63 Revenant (MM); night  
 64-65 Skeleton, Animal (MM)  
 66-67 Skeleton, Monster (MM)  
 68-69 Skeleton, Warrior (MM)  
 70 Troll, Two-headed (MM)  
 71-72 Zombie, Monster (MM); night

73-74 Zombie, Ju-ju (MM); night  
 75-76 Zombie, Lord (MM); night  
 77-78 Basilisk, Dracolisk (MM); day  
 79 Dimensional Warper (FR1)  
 80-81 Carnivorous Plant, Black Willow (FR1)  
 82-83 Ring-worm (FR1)  
 84-85 Tempest (FR1)  
 86-87 Beholder-kin, Spectator (FR2); day  
 88-89 Berbalang (FR2); full moon night  
 90-91 Darkenbeast (FR2); night  
 92-93 Apparition (FF)  
 94-95 Bird, Talking (MCA)  
 96-97 Blazing Bones (MCA)  
 98-99 Winged Cat, Lesser (MCA)  
 00 Dragon-kin (MCA)

#### 51-00 Table 10.4.b

01-02 Elemental Kin, Earth, Crysmal (MCA); day  
 03-04 Elemental Vermin, Air (Duster) (MCA)  
 05-06 Elemental Vermin, Earth (Crawler) (MCA)  
 07-08 Flameskull (MCA)  
 09-10 Greelox (MCA); night  
 11-12 Magebane (MCA)  
 13-14 Naga, Bone (MCA)  
 15 Nishruu (MCA)  
 16-17 Spectral Wizard (MCA)  
 18-19 Wolf, Dread (MCA)  
 20-21 Wolf, Stone (MCA)  
 22-23 Wolf, Vampiric (MCA); night  
 24-25 Wolf, Zombie (MCA)  
 26-27 Doppleganger, Greater (MCB)  
 28-29 Dragon, Half-Dragon (MCB)  
 30-31 Ghost, Casura (MCB)  
 32-33 Ghost, Ker (MCB); night  
 34-35 Hakeashar (MCB)  
 36-37 Alhoon (Illithilich) (MCC)  
 38-39 Banelich (MCB)  
 40-41 Coffin Corpse (MCC)  
 42-43 Disenchanter (MCC)  
 44-45 Gargoyle, Archer\Spouter\Stone  
 Lion\Grandfather Plaque (MCC)  
 46-47 Ibrandlin (MCC)  
 48-49 Orc, Ondonti (MCC)  
 50-51 Snake, Messenger (MCC)  
 52-53 Nymph, Unseelie (MCD)  
 54-55 Shadowrath, Lesser\Greater (MCD)  
 56-57 Aarakocra (MM); day  
 58-59 Gorgimera (MM)  
 60 Red Dragon (MM)  
 61 Emerald Dragon (MM)  
 62 Silver Dragon (MM)  
 63 Cloud Dragon (MM)  
 64 Mercury Dragon (MM)  
 65 Galeb Duhr (MM)  
 66-67 Giant, Cloud (MM)  
 68-69 Giant, Mountain (FR1)  
 70-71 Giant, Storm (MM)  
 72 Mefit, Fire (MM)

73 Mefit, Lava (MM)  
 74 Mefit, Mist (MM)  
 75 Mefit, Smoke (MM)  
 76 Mefit, Steam (MM)  
 77-78 Lammasu, Greater (MM); day  
 79-80 Lizard, Fire (MM); day  
 81-82 Bird, Giant Vulture (MM)  
 83-84 Naga, Dark (MM)  
 85-86 Sphinx, Androsphinx (MM); day  
 87-88 Spider, Gargantuan (MM)  
 89 Swanmay, Bird Maiden (MM); day  
 90-91 Firetail, Tshala (FR1)  
 92-93 Saurial, Flyers (FR1); day  
 94 Dragon, Fang (Draco Dentus Terribilus)  
 (MCA)  
 95-96 Elemental Kin, Fire, Azer (MCA)  
 97 Automaton, Scaladar (MCB)  
 98-99 Centaur-Kin, Gnoat (MCB); day  
 00 Roll on **Table 10.5: Extremely rare  
 monsters**  
 01-33 Iron Cobra (FF)  
 34-66 Elf, Winged (Avariel) (MCB)  
 67-00 Render (MCC)

#### Temperate Mountains

#### Table 11.1: Common monsters in temperate mountains

01-04 Bat, common (MCA); night  
 05-08 Camel (MCA)  
 09-12 Cattle (MCA)  
 13-16 Sheep (MCA)  
 17-20 Beetle, giant, boring (MM); night  
 21-24 Beetle, giant, fire (MM); night  
 25-28 Broken one, common (MM); night  
 29-32 Centipede, giant (MM)  
 33-36 Centipede, huge (MM)  
 37-40 Orc (MM)  
 41-44 Wild dog (MM)  
 45-48 Human, Peasant/Serf (MM)  
 49-52 Human, Slaver (MM)  
 53-56 Lycanthrope, Werewolf (MM); night  
 57-60 Ogre (MM)  
 61-64 Rat, Giant (MM); night  
 65-68 Bear, black (MM); day  
 69-72 Dwarf, Mountain (MM)  
 73-76 Human, Bandit/Brigand (MM)  
 77-80 Human, Farmer/Herder (MM)  
 81-84 Bird, Falcon (MM)  
 85-88 Spider, Hairy (MM)  
 89-92 Spider, Large (MM)  
 93-96 Spider, Huge (MM)  
 97-00 Troglodyte (MM)

#### Table 11.2: Uncommon monsters in temperate mountains

01-02 Basilisk, lesser (MM); day

03-04	Bat, large (giant) (MCA); night
05-06	Bat, night hunter (MM); night
07-09	Bear, cave (MM); day
10-11	War dog (MM)
12-13	Gargoyle (MM)
14-15	Ghoul (MM); night
16-17	Human, Pilgrim (MM)
18-19	Human, Soldier (MM)
20-21	Kenku (MM)
22-24	Kobold (MM); night
25-26	Lycanthrope, Wererat (MM); night
27-29	Manticore (MM)
30-31	Orc, Orog (MM)
32-34	Snake, Poison, Normal (MM)
35-36	Snake, Poison, Giant (MM)
37-38	Troll (MM); night
39-40	Wight (MM); night
41-42	Worm, Rot Grub (MM)
43-44	Wraith (MM); night
45-46	Ruve (FF)
47-48	Aranea (MCC)
49-51	Bear, brown (MM); day
52-54	Mountain lion (MM) (dawn or dusk)
55-56	Cockatrice (MM)
57-58	Giant, Fomorian (MM)
59-61	Gnoll (MM); night
62-64	Goblin (MM); night
65-67	Griffon (MM); day
68-69	Grimlock (MM); night
70-72	Hobgoblin (MM)
73-75	Bird, Eagle (MM)
76-77	Spider, Giant (MM)
78-80	Wolf (MM)
81-82	Wyvern (MM)
83-85	Cat, Wild (FR1)
86-87	Carnivorous Plant, Witherweed (FR1)
88-89	Fire, Falcon (FF); day
90-92	Xvart (FF)
93-94	Whipsting (MCA)
95-97	Herd Mammal, Giant Ram (MCB)
98-00	Cat, Great, Snow Tiger (MCC); day

**Table 11.3: Rare monsters in temperate mountains**

**01-50 Table 11.3.a**

01-03	Bat, azmyth (MM)
04-06	Bat, huge (mobat) (MCA); night
07-09	Bat, sinister (MM)
10-12	Behir (MM); day
13-15	Ghoul, Ghast (MM); night
16-19	Human, Barbarian/Nomad (MM)
20-22	Human, Berserker/Dervish (MM)
23-25	Human, Tribesman (MM)
26-28	Lycanthrope, Wereboar (MM)
29-31	Medusa (MM)
32-34	Medusa, Greater (MM)
35-37	Mongrelman (MM); night

38-40	Ogre, Ogrillon (MM)
41-43	Plant, Dangerous, Thorn-Slinger (MM)
44-46	Skeleton (MM)
47-49	Skeleton, Giant (MM)
50-52	Spider, Phase (MM)
53-55	Troll, Giant (MM)
56-58	Vampire (MM); night
59-61	Zombie, Common (MM); night
62-64	Gloomwing, Flying Serpent (FR1)
65-67	Claw, Crawling (FR2)
68-70	Sull (FR1)
71-73	Hellcat (FF)
74-76	Penanggalan (FF); night
77-79	Baneguard (MCA)
80-82	Foulwing (MCA)
83-85	Helmed Horror (MCA)
86-88	Metalmaster (Sword Slug) (MCA)
89-91	Ghul-kin, Soultaker (MCB); night
92-94	Ghul-kin, Witherer (MCB); night
95-97	Wraith-Spider (MCB); night
98-00	Banedead (MCC)

**51-00 Table 11.3.b**

01-03	Bat, Bonebat (MCB)
04-06	Burbur (MCC)
07-09	Chosen One (MCC)
10-12	Dread Warrior (MCC)
13-15	Chimera (MM)
16-18	Pyrolisk (MM)
19-20	Deep dragon (FR1)
21-23	Dragonet, Firedrake (MM)
24-26	Giant, Cyclopskin (MM)
27-29	Giant, Fire (MM)
30-32	Giant, Hill (MM)
33-35	Giant, Stone (MM)
36-38	Gnoll, Flind (MM); night
39-41	Gnome, Tinker (MM)
42-44	Halfling, Stout (MM); day
45-47	Harpy (MM); day
48-50	Hippogriff (MM); day
51-53	Human, Aborigine/Caveman (MM)
54-56	Jackalwere (MM)
57-59	Lycanthrope, Werebear (MM); night
60-62	Peryton (MM); day
63-65	Cat, Luck Eater (FR1)
66-68	Firetail, Lesser (FR2)
69-71	Orpsu (FR1); night
72-74	Asperii (FR1); day
75-77	Caterwaul (FF); night
78-80	Dark Creeper (FF); night
81-83	Thunder Child (FF); night
84-86	Banelar (MCA)
87-88	Dragon, Electrum (MCA)
89-91	Tree, Death's Head (MCA)
92-94	Ghul, Great (MCB); night
95-97	Dangerous Plant, Twilight Bloom (MCB); day
98-00	Dangerous Plant, Boring Grass (MCB)

**Table 11.4: Very rare monsters in temperate mountains**

**01-50 Table 11.4.a**

01-02	Banshee (MM); night
03-04	Basilisk, greater (MM); day
05-06	Dracolisk (MM); day
07-08	Broken one, greater (MM); night
09-10	Megalo-centipede (MM)
11-12	Crypt thing (MM)
13	Death knight (MM)
14-15	Doppelganger (MM)
16	Gold dragon (MM)
17	Genie, Jann (MM); day
18-19	Ghost (MM); night
20-21	Gnome, Spriggan (MM)
22	Gremlin (MM); night
23	Gremlin, Fremlin (MM); day
24	Gremlin, Galltrit (MM); night
25-26	Hag, Annis (MM); night
27-28	Hag, Green (MM); night
29-30	Haunt (MM)
31-32	Hell Hound (MM)
33-34	Heucuva (MM)
35-36	Homonculous (MM)
37-38	Human, Adventurer (MM)
39-40	Human, Knight (MM)
41-42	Human, Priest (MM)
43-44	Human, Wizard (MM)
45-46	Imp (MM)
47-48	Imp, Quasit (MM)
49-50	Lycanthrope, Werefox (Foxwoman) (MM); night
51-52	Medusa, Glyptar (MM)
53	Naga, Guardian (MM)
54-55	Nymph (MM)
56-57	Ogre, Half-Ogre (MM)
58-59	Phantom (MM)
60-61	Plant, Dangerous, Snapper-saw (MM)
62	Revenant (MM); night
63-64	Skeleton, Animal (MM)
65-66	Skeleton, Monster (MM)
67-68	Skeleton, Warrior (MM)
69	Troll, Two-headed (MM)
70-71	Zombie, Monster (MM); night
72-73	Zombie, Ju-ju (MM); night
74-75	Zombie, Lord (MM); night
76-77	Basilisk, Dracolisk (MM); day
78-79	Dimensional Warper (FR1)
80-81	Carnivorous Plant, Black Willow (FR1)
82	Ring-worm (FR1)
83	Tempest (FR1)
84-85	Beholder-kin, Spectator (FR2); day
86-87	Berbalang (FR2); full moon night
88-89	Darkenbeast (FR2); night
90-91	Apparition (FF)
92-93	Bird, Talking (MCA)
94-95	Blazing Bones (MCA)

96	Winged Cat, Lesser (MCA)
97	Dragon-kin (MCA)
98	Elemental Kin, Earth, Crysmal (MCA); day
99	Elemental Vermin, Air (Duster) (MCA)
00	Elemental Vermin, Earth (Crawler) (MCA)

**51-00 Table 11.4.b**

01-02	Flameskull (MCA)
03-04	Greelox (MCA); night
05-06	Magebane (MCA)
07-08	Naga, Bone (MCA)
09-10	Nishruu (MCA)
11-12	Spectral Wizard (MCA)
13-14	Wolf, Dread (MCA)
15-16	Wolf, Stone (MCA)
17-18	Wolf, Vampiric (MCA); night
19-20	Wolf, Zombie (MCA)
21-22	Doppleganger, Greater (MCB)
23	Dragon, Half-Dragon (MCB)
24-25	Ghost, Casura (MCB)
26-27	Ghost, Ker (MCB); night
28-29	Hakeashar (MCB)
30	Alhoon (Illithilich) (MCC)
31	Banelich (MCB)
32-33	Coffer Corpse (MCC)
34-35	Disenchanter (MCC)
36-37	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)
38-39	Ibrandlin (MCC)
40-41	Orc, Ondonti (MCC)
42-43	Snake, Messenger (MCC)
44-45	Nymph, Unseelie (MCD)
46-47	Shadowrath, Lesser\Greater (MCD)
48-49	Aarakocra (MM); day
50-51	Bulette (MM)
52-53	Gorgimera (MM)
54-55	Displacer beast (MM)
56	Red dragon (MM)
57	Amethyst dragon (MM)
58	Crystal dragon (MM)
59	Silver dragon (MM)
60	Cloud dragon (MM)
61	Mercury dragon (MM)
62	Galeb Duhr (MM); day
63	Giant, Cloud (MM)
64-65	Giant, Cyclops (MM)
66-67	Giant, Ettin (MM); night
68-69	Giant, Mountain (FR1)
70	Giant, Storm (MM)
71	Mefit, Lava (MM)
72	Mefit, Smoke (MM)
73-74	Bird, Giant Eagle (MM)
75-76	Naga, Dark (MM)
77-78	Snake, Amphisbaena (MM)
79-80	Spider, Gargantuan (MM)
81-82	Alaghi (FR1)
83-84	Firetail, Tshala (FR1)
85-86	Baelnorn (MCA)



87-88	Winged Cat, Tressym (MCA)
89	Dragon, Fang (Draco Dentus Terribilus) (MCA)
90-91	Gorynych (MCA)
92-93	Centaur-Kin, Dorvesh (MCB); day
94-95	Centaur-Kin, Gnoat (MCB); day
96-97	Owlbear, Winged (MCC)
98-99	Pegataur (MCC); day
00	Roll on <b>Table 11.5: Extremely rare monsters in temperate mountains</b>
01-33	Iron Cobra (FF)
34-66	Elf, Winged (Avariel) (MCB)
67-00	Render (MCC)

## Cold Mountains

**Table 12.1: Common monsters in cold mountains**

01-08	Cattle (MCA)
09-16	Sheep (MCA)
17-23	Beetle, giant, boring (MM); night
24-30	Beetle, giant, fire (MM); night
31-37	Broken one, common (MM); night
38-44	Orc (MM)
45-51	Wild dog (MM)
52-58	Human, Peasant/Serf (MM)
59-65	Human, Slaver (MM)
66-72	Lycanthrope, Werewolf (MM); night
73-79	Ogre (MM)
80-86	Rat, Giant (MM); night
87-93	Dwarf, Mountain (MM)
94-00	Human, Bandit/Brigand (MM)

**Table 12.2: Uncommon monsters in cold mountains**

01-04	Basilisk, lesser (MM); day
05-09	Bear, cave (MM); day
10-13	War dog (MM)
14-17	Gargoyle (MM)
18-21	Ghoul (MM); night
22-25	Human, Pilgrim (MM)
26-29	Human, Soldier (MM)
30-33	Kenku (MM)
34-38	Kobold (MM); night
39-42	Lycanthrope, Wererat (MM); night
43-47	Manticore (MM)
48-51	Orc, Orog (MM)
52-55	Troll (MM); night
56-59	Wight (MM); night
60-63	Wraith (MM); night
64-67	Ruve (FF)
68-71	Giant, Fomorian (MM)
72-76	Grimlock (MM); night
77-81	Mammal, Wolverine (MM)
82-86	Wolf (MM)
87-91	Xvart (FF)
92-95	Whipsting (MCA)
96-00	Cat, Great, Snow Tiger (MCC); day

**Table 12.3: Rare monsters in cold mountains**

01-02	Behir (MM); day
03-04	Ghoul, Ghast (MM); night
05-07	Human, Barbarian/Nomad (MM)
08-10	Human, Berserker/Dervish (MM)
11-13	Human, Tribesman (MM)
14-15	Lycanthrope, Wereboar (MM)
16-17	Mongrelman (MM); night
18-20	Ogre, Ogrillon (MM)
21-22	Skeleton (MM)
23-24	Skeleton, Giant (MM)
25-26	Spider, Phase (MM)
27-28	Troll, Giant (MM)
29-30	Vampire (MM); night
31-32	Zombie, Common (MM); night
33-34	Gloomwing, Flying Serpent (FR1)
35-36	Claw, Crawling (FR2)
37-38	Sull (FR1)
39-40	Hellcat (FF)
41-42	Penanggalan (FF); night
43-44	Baneguard (MCA)
45-46	Foulwing (MCA)
47-48	Helmed Horror (MCA)
49-50	Ghul-kin, Soultaker (MCB); night
51-52	Ghul-kin, Witherer (MCB); night
53-54	Wraith-Spider (MCB); night
55-56	Banedeath (MCC)
57-58	Bat, Bonebat (MCB)
59-60	Burbur (MCC)
61-62	Chosen One (MCC)
63-64	Dread Warrior (MCC)
65-67	Bear, polar (MM); day
68-69	White dragon (MM)
70-71	Deep dragon (FR1)
72-73	Giant, Hill (MM)
74-76	Gnome, Tinker (MM)
77-79	Halfling, Stout (MM); day
80-82	Human, Aborigine/Caveman (MM)
83-84	Lycanthrope, Werebear (MM); night
85-86	Peryton (MM); day
87-89	Troll, Ice (MM)
90-91	Mara ("Great Walker") (FR1); night
92-93	Asperii (FR1); day
94-95	Dragon, Electrum (MCA)
96-98	Troll, Snow (MCA); night
99-00	Ghul, Great (MCB); night

**Table 12.4: Very rare monsters in cold mountains**

01	Banshee (MM); night
02	Basilisk, greater (MM); day
03	Dracolisk (MM); day
04	Broken one, greater (MM); night
05	Crypt thing (MM)
06	Death knight (MM)
07	Doppelganger (MM)
08	Gold dragon (MM)

09 Genie, Jann (MM); day  
 10 Ghost (MM); night  
 11 Gnome, Spriggan (MM)  
 12 Gremlin (MM); night  
 13 Gremlin, Fremlin (MM); day  
 14 Gremlin, Galltrit (MM); night  
 15 Hag, Annis (MM); night  
 16 Hag, Green (MM); night  
 17 Haunt (MM)  
 18 Hell Hound (MM)  
 19 Heucuva (MM)  
 20 Homonculous (MM)  
 21 Human, Adventurer (MM)  
 22 Human, Knight (MM)  
 23 Human, Priest (MM)  
 24 Human, Wizard (MM)  
 25 Imp (MM)  
 26 Imp, Quasit (MM)  
 27 Lycanthrope, Werefox (Foxwoman) (MM);  
 night  
 28 Medusa, Glyptar (MM)  
 29 Naga, Guardian (MM)  
 30 Nymph (MM)  
 31-32 Ogre, Half-Ogre (MM)  
 33 Phantom (MM)  
 34 Revenant (MM); night  
 35 Skeleton, Animal (MM)  
 36 Skeleton, Monster (MM)  
 37 Skeleton, Warrior (MM)  
 38 Troll, Two-headed (MM)  
 39 Zombie, Monster (MM); night  
 40 Zombie, Ju-ju (MM); night  
 41 Zombie, Lord (MM); night  
 42 Basilisk, Dracolisk (MM); day  
 43 Dimensional Warper (FR1)  
 44 Ring-worm (FR1)  
 45 Tempest (FR1)  
 46 Beholder-kin, Spectator (FR2); day  
 47 Berbalang (FR2); full moon night  
 48 Darkenbeast (FR2); night  
 49 Apparition (FF)  
 50 Blazing Bones (MCA)  
 51 Dragon-kin (MCA)  
 52 Elemental Kin, Earth, Crysmal (MCA); day  
 53 Elemental Vermin, Earth (Crawler) (MCA)  
 54 Flameskull (MCA)  
 55 Greelox (MCA); night  
 56 Magebane (MCA)  
 57 Naga, Bone (MCA)  
 58 Nishruu (MCA)  
 59 Spectral Wizard (MCA)  
 60-61 Wolf, Dread (MCA)  
 62 Wolf, Stone (MCA)  
 63 Wolf, Vampiric (MCA); night  
 64 Wolf, Zombie (MCA)  
 65 Doppleganger, Greater (MCB)  
 66 Dragon, Half-Dragon (MCB)  
 67 Ghost, Casura (MCB)  
 68 Ghost, Ker (MCB); night

69 Hakeashar (MCB)  
 70 Alhoon (Illithilich) (MCC)  
 71 Banelich (MCB)  
 72 Coffe Corpse (MCC)  
 73 Disenchanter (MCC)  
 74 Gargoyle, Archer\Spouter\Stone  
 Lion\Grandfather Plaque (MCC)  
 75 Ibrandlin (MCC)  
 76 Orc, Ondonti (MCC)  
 77 Shadowrath, Lesser\Greater (MCD)  
 78 Amethyst dragon (MM)  
 79 Crystal dragon (MM)  
 80 Galeb Duhr (MM)  
 81 Giant, Cloud (MM)  
 82-83 Giant, Ettin (MM); night  
 84 Giant, Frost (MM)  
 85 Giant, Mountain (FR1)  
 86 Hydra, Cryohydra (MM)  
 87 Mefit, Ice (MM)  
 88 Mefit, Lava (MM)  
 89 Mefit, Smoke (MM)  
 90-91 Wolf, Winter (MM)  
 92-93 Yeti (MM); day  
 94-95 Ice Lizard (FF); day  
 96 Dragon, Fang (Draco Dentus Terribilus)  
 (MCA)  
 97-98 Owlbear, Arctic (MCC)  
 99 Scalamagdrion (MCC)  
 00 Roll on **Table 12.5: Extremely rare  
 monsters**  
 01-33 Iron Cobra (FF)  
 34-66 Elf, Winged (Avariel) (MCB)  
 67-00 Render (MCC)

## Warm Plains

**Table 13.1: Common monsters in warm plains**

01-03 Bat, common (MCA); night  
 04-06 Camel (MCA)  
 07-10 Cattle (MCA)  
 11-14 Sheep (MCA)  
 15-17 Beetle, giant, boring (MM); night  
 18-20 Beetle, giant, fire (MM); night  
 21-23 Broken one, common (MM); night  
 24-26 Centipede, giant (MM)  
 27-29 Centipede, huge (MM)  
 30-32 Orc (MM)  
 33-35 Wild dog (MM)  
 36-39 Human, Peasant/Serf (MM)  
 40-42 Human, Slaver (MM)  
 43-45 Lycanthrope, Werewolf (MM); night  
 46-48 Ogre (MM)  
 49-51 Rat, Giant (MM); night  
 52-54 Antelope (MCA)  
 55-57 Elephant (MM)  
 58-61 Human, Farmer/Herder (MM)  
 62-64 Human, Gentry (MM)  
 65-67 Human, Merchant/Trader (MM)

68-70	Human, Middle Class (MM)
71-73	Human, Thief/Thug (MM)
74-76	Human, Tradesman/Craftsman (MM)
77-79	Mammal, Goat (MM)
80-82	Mammal, Hyena (MM)
83-85	Mammal, Jackal (MM)
86-88	Scorpion, Huge (MM)
89-91	Spider, Hairy (MM)
92-94	Spider, Large (MM)
95-97	Spider, Huge (MM)
98-00	Giant Toad (MM)

**Table 13.2: Uncommon monsters in warm plains**

01-02	Basilisk, lesser (MM); day
03-04	Bat, large (giant) (MCA); night
05-06	Bat, night hunter (MM); night
07-08	Bear, cave (MM); day
09-10	War dog (MM)
11-12	Gargoyle (MM)
13-14	Ghoul (MM); night
15-16	Human, Pilgrim (MM)
17-18	Human, Soldier (MM)
19-20	Kenku (MM)
21-22	Kobold (MM); night
23-24	Lycanthrope, Wererat (MM); night
25-26	Manticore (MM)
27-28	Orc, Orog (MM)
29-30	Snake, Poison, Normal (MM)
31-32	Snake, Poison, Giant (MM)
33-34	Troll (MM); night
35	Wight (MM); night
36-37	Worm, Rot Grub (MM)
38	Wraith (MM); night
39-40	Ruve (FF)
41-42	Aranea (MCC)
43-44	Buffalo (MCA)
45-46	Cheetah (MM); day
47-48	Common lion (MM); day
49-50	Mountain lion (MM) (dawn or dusk)
51-52	Cockatrice (MM)
53-54	Gnoll (MM); night
55-56	Goblin (MM); night
57-58	Hobgoblin (MM)
59-60	Horse, Wild (MM); day
61-62	Human, Police/Constabulary (MM)
63-64	Lizard, Giant (MM); day
65-66	Mammal, Warthog (MM)
67-68	Bird, Flightless (MM)
69-70	Bird, Vulture (MM)
71-72	Scorpion, Large (MM)
73-74	Scorpion, Giant (MM)
75-76	Snake, Constrictor, Normal (MM)
77-78	Snake, Constrictor, Giant (MM)
79-80	Spider, Giant (MM)
81-82	Thri-Kreen (MM)
83-84	Giant Toad, Poisonous (MM)
85-86	Cat, Wild (FR1)
87-88	Morin (FR1)

89-90	Carnivorous Plant, Witherweed (FR1)
91-92	Fire, Falcon (FF); day
93-94	Gorbel (FF); day
95-96	Tuyewera (MCA)
97-98	Addazahr (MCB); day
99-00	Herd Mammal, 1-Horn/2-Horn Rhino (MCB)

**Table 13.3: Rare monsters in warm plains**

**01-50 Table 13.3.a**

01-03	Bat, azmyth (MM)
04-06	Bat, huge (mobat) (MCA); night
07-09	Bat, sinister (MM)
10-12	Behir (MM); day
13-15	Ghoul, Ghast (MM); night
16-19	Human, Barbarian/Nomad (MM)
20-23	Human, Berserker/Dervish (MM)
24-27	Human, Tribesman (MM)
28-30	Lycanthrope, Wereboar (MM)
31-33	Medusa (MM)
34-36	Medusa, Greater (MM)
37-39	Mongrelman (MM); night
40-42	Ogre, Ogrillon (MM)
43-46	Plant, Dangerous, Thorn-Slinger (MM)
47-49	Skeleton (MM)
50-52	Skeleton, Giant (MM)
53-55	Spider, Phase (MM)
56-58	Troll, Giant (MM)
59-61	Vampire (MM); night
62-64	Zombie, Common (MM); night
65-67	Gloomwing, Flying Serpent (FR1)
68-70	Claw, Crawling (FR2)
71-73	Sull (FR2)
74-76	Hellcat (FF)
77-79	Penanggalan (FF); night
80-82	Baneguard (MCA)
83-85	Foulwing (MCA)
86-88	Helmed Horror (MCA)
89-91	Metalmaster (Sword Slug) (MCA)
92-94	Ghul-kin, Soultaker (MCB); night
95-97	Ghul-kin, Witherer (MCB); night
98-00	Wraith-Spider (MCB); night

**51-00 Table 13.3.b**

01-03	Banedeath (MCB)
04-06	Bat, Bonebat (MCB)
07-09	Buribur (MCC)
10-12	Chosen One (MCC)
13-15	Dread Warrior (MCC)
16-19	Spotted lion (MM); day
20-22	Chimera (MM)
23-25	Pyrolisk (MM)
26-28	Giant, Fire (MM)
29-32	Gnoll, Flind (MM); night
33-35	Human, Mercenary (MM)
36-38	Lammasu, Lesser (MM); day
39-42	Mammal, Debbi (MM)

43-46	Bird, Blood Hawk (MM)	66-67	Skeleton, Animal (MM)
47-50	Bird, Boobrie (MM)	68-69	Skeleton, Monster (MM)
51-54	Plant, Dangerous, Retch Plant (MM)	70-71	Skeleton, Warrior (MM)
55-58	Plant, Intelligent, Oblivix (MM)	72-73	Troll, Two-headed (MM)
59-61	Snake, Boalisk (MM)	74-75	Zombie, Monster (MM); night
62-64	Snake, Spitting (MM)	76-77	Zombie, Ju-ju (MM); night
65-67	Sphinx, Gynosphinx (MM); day	78-79	Zombie, Lord (MM); night
68-70	Giant Toad, Fire (MM)	80-81	Basilisk, Dracolisk (MM); day
71-73	Urchin, Land (MM); day	82-83	Dimensional Warper (FR1)
74-76	Beguiler (FR1); day	84-85	Carnivorous Plant, Black Willow (FR1)
77-79	Cat, Luck Eater (FR1)	86-87	Ring-worm (FR1)
80-82	Firetail, Lesser (FR1)	88	Tempest (FR1)
83-85	Rohch, Dark (FR1); night	89-90	Beholder-kin, Spectator (FR2); day
86-88	Rhaumbusun (FR2); day	91-92	Berbalang (FR2); full moon night
89-91	Gambado (FF); day	93-94	Darkenbeast (FR2); night
92-94	Banelar (MCA)	95-96	Apparition (FF)
95-97	Elemental, Wind Walker (MCA); day	97-98	Bird, Talking (MCA)
98-00	Gambado (MCA); day	99-00	Blazing Bones (MCA)

**Table 13.4: Very rare monsters in warm plains**

**01-50 Table 13.4.a**

01-02	Banshee (MM); night
03-04	Basilisk, greater (MM); day
05	Dracolisk (MM); day
06-07	Broken one, greater (MM); night
08-09	Megalo-centipede (MM)
10-11	Crypt thing (MM)
12-13	Death knight (MM)
14-15	Doppelganger (MM)
16	Gold dragon (MM)
17-18	Genie, Jann (MM); day
19-20	Ghost (MM); night
21-22	Gnome, Spriggan (MM)
23	Gremlin (MM); night
24	Gremlin, Fremlin (MM); day
25	Gremlin, Galltrit (MM); night
26-27	Hag, Annis (MM); night
28-29	Hag, Green (MM); night
30-31	Haunt (MM)
32-33	Hell Hound (MM)
34-35	Heucuva (MM)
36-37	Homonculous (MM)
38-39	Human, Adventurer (MM)
40-41	Human, Knight (MM)
42-43	Human, Priest (MM)
44-45	Human, Wizard (MM)
46-47	Imp (MM)
48-49	Imp, Quasit (MM)
50-51	Lycanthrope, Werefox (Foxwoman) (MM); night
52-53	Medusa, Glyptar (MM)
54-55	Naga, Guardian (MM)
56-57	Nymph (MM)
58-59	Ogre, Half-Ogre (MM)
60-61	Phantom (MM)
62-63	Plant, Dangerous, Snapper-saw (MM)
64-65	Revenant (MM); night

**51-00 Table 13.4.b**

01-02	Winged Cat, Lesser (MCA)
03-04	Dragon-kin (MCA)
05	Elemental Kin, Earth, Crysmal (MCA); day
06	Elemental Vermin, Air (Duster) (MCA)
07	Elemental Vermin, Earth (Crawler) (MCA)
08-09	Flameskull (MCA)
10-11	Greelox (MCA); night
12-13	Magebane (MCA)
14-15	Naga, Bone (MCA)
16	Nishruu (MCA)
17-18	Spectral Wizard (MCA)
19-20	Wolf, Dread (MCA)
21-22	Wolf, Stone (MCA)
23-24	Wolf, Vampiric (MCA); night
25-26	Wolf, Zombie (MCA)
27-28	Doppleganger, Greater (MCB)
29-30	Dragon, Half-Dragon (MCB)
31-32	Ghost, Casura (MCB)
33-34	Ghost, Ker (MCB); night
35-36	Hakeashar (MCB)
37-38	Alhoon (Illithilich) (MCC)
39-40	Banelich (MCB)
41-42	Coffer Corpse (MCC)
43-44	Disenchanter (MCC)
45-46	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)
47-48	Ibrandlin (MCC)
49-50	Orc, Ondonti (MCC)
51-52	Snake, Messenger (MCC)
53-54	Nymph, Unseelie (MCD)
55-56	Shadowrath, Lesser\Greater (MCD)
57-58	Gorgimera (MM)
59-60	Insect, Bee, Worker (MM)
61-62	Insect, Bee, Soldier (MM)
63-64	Insect, Bumblebee (MM)
65-66	Insect, Hornet, Giant (MM)
67-68	Insect, Cave Cricket (MM)
69-70	Insect, Pernicon (MM)

71-72	Insect, Termite, Giant Harvester, (MM)
73-74	Insect Swarm, Velvet Ants (MM)
75-76	Insect Swarm, Grasshoppers and Locusts (MM)
77-78	Lammasu, Greater (MM); day
79-80	Lizard, Fire (MM); day
81-82	Bird, Giant Vulture (MM)
83-84	Naga, Dark (MM)
85-86	Sphinx, Androsphinx (MM); day
87-88	Spider, Gargantuan (MM)
89-90	Firetail, Tshala (FR1)
91-92	Loxo (MCA); day
93-94	Sympathetic (FR1)
95-96	Automaton, Scaladar (MCB)
97-98	Centaur-Kin, Zebranaur (MCB); day
99	Unicorn, Black (MCC); night
00	Roll on <b>Table 13.5: Extremely rare monsters</b>
01-33	Iron Cobra (FF)
34-66	Elf, Winged (Avariel) (MCB)
67-00	Render (MCC)

## Temperate Plains

**Table 14.1: Common monsters in temperate plains**

01-03	Bat, common (MCA); night
04-06	Camel (MCA)
07-09	Cattle (MCA)
10-12	Sheep (MCA)
13-15	Beetle, giant, boring (MM); night
16-18	Beetle, giant, fire (MM); night
19-20	Broken one, common (MM); night
21-22	Centipede, giant (MM)
23-25	Centipede, huge (MM)
26-28	Orc (MM)
29-31	Wild dog (MM)
32-34	Human, Peasant/Serf (MM)
35-37	Human, Slaver (MM)
38-39	Lycanthrope, Werewolf (MM); night
40-41	Ogre (MM)
42-44	Rat, Giant (MM); night
45-47	Antelope (MCA)
48-50	Bear, black (MM); day
51-53	Human, Farmer/Herder (MM)
54-56	Human, Gentry (MM)
57-59	Human, Merchant/Trader (MM)
60-62	Human, Middle Class (MM)
63-65	Human, Thief/Thug (MM)
66-68	Human, Tradesman/Craftsman (MM)
69-71	Mammal, Wild Boar (MM)
72-74	Mammal, Goat (MM)
75-77	Mammal, Jackal (MM)
78-80	Mammal, Weasel (MM)
81-83	Bird, Falcon (MM)
84-86	Bird, Hawk (MM)
87-89	Bird, Raven (Crow) (MM)
90-91	Spider, Hairy (MM)

92-93	Spider, Large (MM)
94-95	Spider, Huge (MM)
96-97	Giant Toad (MM)
98-00	Herd Mammal, Bull (Wild Ox) (MCB)

**Table 14.2: Uncommon monsters in temperate plains**

01-02	Basilisk, lesser (MM); day
03-05	Bat, large (giant) (MCA); night
06-08	Bat, night hunter (MM); night
09-11	Bear, cave (MM); day
12-14	War dog (MM)
15-16	Gargoyle (MM)
17-18	Ghoul (MM); night
19-20	Human, Pilgrim (MM)
21-22	Human, Soldier (MM)
23-24	Kenku (MM)
25-27	Kobold (MM); night
28-29	Lycanthrope, Wererat (MM); night
30-31	Manticore (MM)
32-33	Orc, Orog (MM)
34-36	Snake, Poison, Normal (MM)
37-39	Snake, Poison, Giant (MM)
40-41	Troll (MM); night
42-43	Wight (MM); night
44-45	Worm, Rot Grub (MM)
46-47	Wraith (MM); night
48-49	Ruue (FF)
50-51	Aranea (MCC)
52-54	Bear, brown (MM); day
55-57	Mountain lion (MM) (dawn or dusk)
58-59	Cockatrice (MM)
60-62	Gnoll (MM); night
63-65	Goblin (MM); night
66-68	Halfling, Hairfoot (MM); day
69-71	Hobgoblin (MM)
72-74	Horse, Wild (MM); day
75-76	Human, Police/Constabulary (MM)
77-78	Leprechaun (MM)
79-81	Spider, Giant (MM)
82-83	Giant Toad, Poisonous (MM)
84-86	Wolf (MM)
87-89	Cat, Wild (FR1)
90-91	Morin (FR1)
92-94	Carnivorous Plant, Witherweed (FR1)
95-96	Fire, Falcon (FF); day
97-98	Xvart (FF)
99-00	Addazahr (MCB); day

**Table 14.3: Rare monsters in temperate plains**

01-03	Bat, azmyth (MM)
04-06	Bat, huge (mobat) (MCA); night
07-09	Bat, sinister (MM)
10-12	Behir (MM); day
13-15	Ghoul, Ghast (MM); night
16-19	Human, Barbarian/Nomad (MM)
20-23	Human, Berserker/Dervish (MM)

24-27	Human, Tribesman (MM)
28-30	Lycanthrope, Wereboar (MM)
31-33	Medusa (MM)
34-36	Medusa, Greater (MM)
37-39	Mongrelman (MM); night
40-42	Ogre, Ogrillon (MM)
43-46	Plant, Dangerous, Thorn-Slinger (MM)
47-49	Skeleton (MM)
50-52	Skeleton, Giant (MM)
53-55	Spider, Phase (MM)
56-58	Troll, Giant (MM)
59-61	Vampire (MM); night
62-64	Zombie, Common (MM); night
65-67	Gloomwing, Flying Serpent (FR1)
68-70	Claw, Crawling (FR2)
71-73	Sull (FR2)
74-76	Hellcat (FF)
77-79	Penanggalan (FF); night
80-82	Baneguard (MCA)
83-85	Foulwing (MCA)
86-88	Helmed Horror (MCA)
89-91	Metalmaster (Sword Slug) (MCA)
92-94	Ghul-kin, Soultaker (MCB); night
95-97	Ghul-kin, Witherer (MCB); night
98-00	Wraith-Spider (MCB); night
01-03	Banedeath (MCB)
04-06	Bat, Bonebat (MCB)
07-09	Burbur (MCC)
10-12	Chosen One (MCC)
13-15	Dread Warrior (MCC)
16-18	Chimera (MM)
19-21	Pyrolisk (MM)
22-24	Blink dog (MM)
25-27	Giant, Fire (MM)
28-31	Gnoll, Flind (MM); night
32-35	Human, Mercenary (MM)
36-38	Jackalwere (MM)
39-41	Lycanthrope, Werebear (MM); night
42-45	Bird, Blood Hawk (MM)
46-48	Sprite (MM); day
49-51	Giant Toad, Fire (MM)
52-54	Urchin, Land (MM); day
55-58	Wemic (MM); day
59-61	Cat, Luck Eater (FR1)
62-64	Firetail, Lesser (FR1)
65-67	Hendar (FR1); night
68-70	Manni (FR1)
71-74	Orpsu (FR1); night
75-77	Gambado (FF); day
78-80	Thunder Child (FF); night
81-83	Banelar (MCA)
84-86	Gambado (MCA); day
87-89	Tree, Death's Head (MCA)
90-93	Dangerous Plant, Twilight Bloom (MCB); day
94-97	Dangerous Plant, Boring Grass (MCB)
98-00	Hybsil (MCC); day

**Table 14.4: Very rare monsters in temperate plains**

01	Banshee (MM); night
02	Basilisk, greater (MM); day
03	Dracolisk (MM); day
04	Broken one, greater (MM); night
05	Megalo-centipede (MM)
06	Crypt thing (MM)
07	Death knight (MM)
08	Doppelganger (MM)
09	Genie, Jann (MM); day
10	Ghost (MM); night
11	Gnome, Spriggan (MM)
12	Gremlin (MM); night
13	Gremlin, Fremlin\Galltrit (MM); day
14	Hag, Annis (MM); night
15	Hag, Green (MM); night
16	Haunt (MM)
17	Hell Hound (MM)
18	Heucuva (MM)
19	Homonculous (MM)
20	Human, Adventurer (MM)
21	Human, Knight (MM)
22	Human, Priest (MM)
23	Human, Wizard (MM)
24	Imp \ Quasit (MM)
25	Lycanthrope, Werefox (Foxwoman) (MM); night
26	Medusa, Glyptar (MM)
27	Naga, Guardian (MM)
28	Nymph (MM)
29	Ogre, Half-Ogre (MM)
30	Phantom (MM)
31	Plant, Dangerous, Snapper-saw (MM)
32	Revenant (MM); night
33	Skeleton, Animal (MM)
34	Skeleton, Monster (MM)
35	Skeleton, Warrior (MM)
36	Troll, Two-headed (MM)
37	Zombie, Monster (MM); night
38	Zombie, Ju-ju (MM); night
39	Zombie, Lord (MM); night
40	Basilisk, Dracolisk (MM); day
41	Dimensional Warper (FR1)
42	Carnivorous Plant, Black Willow (FR1)
43	Ring-worm (FR1)
44	Tempest (FR1)
45	Beholder-kin, Spectator (FR2); day
46	Berbalang (FR2); full moon night
47	Darkenbeast (FR2); night
48	Apparition (FF)
49	Bird, Talking (MCA)
50	Blazing Bones (MCA)
51	Winged Cat, Lesser (MCA)
52	Dragon-kin (MCA)
53	Elemental Kin, Earth, Crysmal (MCA); day
54	Elemental Vermin, Air (Duster) (MCA)
55	Elemental Vermin, Earth (Crawler) (MCA)

56	Flameskull (MCA)
57	Greelox (MCA); night
58	Magebane (MCA)
59	Naga, Bone (MCA)
60	Nishruu (MCA)
61	Spectral Wizard (MCA)
62	Wolf, Dread (MCA)
63	Wolf, Stone (MCA)
64	Wolf, Vampiric (MCA); night
65	Wolf, Zombie (MCA)
66	Doppleganger, Greater (MCB)
67	Dragon, Half-Dragon (MCB)
68	Ghost, Casura (MCB)
69	Ghost, Ker (MCB); night
70	Hakeashar (MCB)
71	Alhoon (Illithilich) (MCC)
72	Banelich (MCB)
73	Coffer Corpse (MCC)
74	Disenchanter (MCC)
75	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)
76	Ibrandlin (MCC)
77	Orc, Ondonti (MCC)
78	Snake, Messenger (MCC)
79	Nymph, Unseelie (MCD)
80	Shadowrath, Lesser\Greater (MCD)
81	Bulette (MM)
82	Gorgimera (MM)
83	Insect, Bumblebee (MM)
84	Insect, Cave Cricket (MM)
85	Insect Swarm, Velvet Ants (MM)
86	Bird, Giant Raven (MM)
87	Naga, Dark (MM)
88	Snake, Amphisbaena (MM)
89	Spider, Gargantuan (MM)
90	Wemic (MM); day
91	Firetail, Tshala (FR1)
92	Loxo (MCA); day
93	Sympathetic (FR1)
94	Al-mi'raj (FF); day
95	Abyss Ant (MCA)
96	Baelnorn (MCA)
97	Bat, Sporebat (MCB); night
98	Owlbear, Winged (MCC)
99	Unicorn, Black (MCC); night
00	Roll on <b>Table 14.5: Extremely rare monsters</b>
	01-25 Gold dragon (MM)
	26-50 Iron Cobra (FF)
	51-75 Elf, Winged (Avariel) (MCB)
	76-00 Render (MCC)

## Cold Plains

**Table 15.1: Common monsters in cold plains**

01-04	Bat, common (MCA); night
05-08	Camel (MCA,)
09-12	Cattle (MCA)

13-16	Sheep (MCA)
17-20	Beetle, giant, boring (MM); night
21-23	Broken one, common (MM); night
24-26	Centipede, giant (MM)
27-29	Centipede, huge (MM)
30-33	Orc (MM)
34-37	Wild dog (MM)
38-41	Human, Peasant/Serf (MM)
42-44	Human, Slaver (MM)
45-47	Lycanthrope, Werewolf (MM); night
48-50	Ogre (MM)
51-53	Rat, Giant (MM); night
54-57	Human, Bandit/Brigand (MM)
58-61	Human, Farmer/Herder (MM)
62-64	Human, Gentry (MM)
65-68	Human, Merchant/Trader (MM)
69-72	Human, Middle Class (MM)
73-76	Human, Thief/Thug (MM)
77-80	Human, Tradesman/Craftsman (MM)
81-84	Mammal, Wild Boar (MM)
85-88	Mammal, Goat (MM)
89-92	Mammal, Rothe (MM)
93-96	Herd Mammal, Bull (Wild Ox) (MCB)
97-00	Herd Mammal, Caribou (MCB)

**Table 15.2: Uncommon monsters in cold plains**

01-04	Basilisk, lesser (MM); day
05-08	Bat, large (giant) (MCA); night
09-12	Bat, night hunter (MM); night
13-16	Bear, cave (MM); day
17-20	War dog (MM)
21-23	Gargoyle (MM)
24-27	Ghoul (MM); night
28-31	Human, Pilgrim (MM)
32-35	Human, Soldier (MM)
36-38	Kenku (MM)
39-42	Kobold (MM); night
43-45	Lycanthrope, Wererat (MM); night
46-49	Manticore (MM)
50-52	Orc, Orog (MM)
53-56	Snake, Poison, Normal (MM)
57-60	Snake, Poison, Giant (MM)
61-64	Troll (MM); night
65-67	Wight (MM); night
68-70	Worm, Rot Grub (MM)
71-73	Wraith (MM); night
74-77	Ruve (FF)
78-80	Aranea (MCC)
81-84	Horse, Wild (MM); day
85-88	Human, Police/Constabulary (MM)
89-92	Wolf (MM)
93-96	Xvart (FF)
97-00	Cat, Great, Snow Tiger (MCC); day

**Table 15.3: Rare monsters in cold plains**

01-02	Bat, azmyth (MM)
03-04	Bat, huge (mobat) (MCA); night

05-06	Bat, sinister (MM)	13	Gold dragon (MM)
07-08	Behir (MM); day	14	Gremlin (MM); night
09-10	Ghoul, Ghast (MM); night	15	Gremlin, Fremlin (MM); day
11-13	Human, Barbarian/Nomad (MM)	16	Gremlin, Galltrit (MM); night
14-16	Human, Berserker/Dervish (MM)	17	Hag, Annis (MM); night
17-19	Human, Tribesman (MM)	18	Hag, Green (MM); night
20-21	Lycanthrope, Wereboar (MM)	19	Haunt (MM)
22-23	Medusa (MM)	20	Hell Hound (MM)
24-25	Medusa, Greater (MM)	21	Heucuva (MM)
26-27	Mongrelman (MM); night	22	Homonculous (MM)
28-29	Ogre, Ogrillon (MM)	23	Human, Adventurer (MM)
30-32	Plant, Dangerous, Thorn-Slinger (MM)	24	Human, Knight (MM)
33-34	Skeleton (MM)	25	Human, Priest (MM)
35-36	Skeleton, Giant (MM)	26	Human, Wizard (MM)
37-38	Spider, Phase (MM)	27	Imp (MM)
39-40	Troll, Giant (MM)	28	Imp, Quasit (MM)
41-42	Vampire (MM); night	29	Lycanthrope, Werefox (Foxwoman) (MM); night
43-44	Zombie, Common (MM); night	30	Medusa, Glyptar (MM)
45-46	Gloomwing, Flying Serpent (FR1)	31	Naga, Guardian (MM)
47-48	Claw, Crawling (FR2)	32	Nymph (MM)
49-50	Sull (FR2)	33	Ogre, Half-Ogre (MM)
51-52	Hellcat (FF)	34	Phantom (MM)
53-54	Penanggalan (FF); night	35-36	Plant, Dangerous, Snapper-saw (MM)
55-56	Baneguard (MCA)	37	Revenant (MM); night
57-58	Foulwing (MCA)	38	Skeleton, Animal (MM)
59-60	Helmed Horror (MCA)	39	Skeleton, Monster (MM)
61-62	Metalmaster (Sword Slug) (MCA)	40	Skeleton, Warrior (MM)
63-64	Ghul-kin, Soultaker (MCB); night	41	Troll, Two-headed (MM)
65-66	Ghul-kin, Witherer (MCB); night	42	Zombie, Monster (MM); night
67-68	Wraith-Spider (MCB); night	43	Zombie, Ju-ju (MM); night
69-70	Banedeath (MCB)	44	Zombie, Lord (MM); night
71-72	Bat, Bonebat (MCB)	45	Basilisk, Dracolisk (MM); day
73-74	Burbur (MCC)	46	Dimensional Warper (FR1)
75-76	Chosen One (MCC)	47-48	Carnivorous Plant, Black Willow (FR1)
77-78	Dread Warrior (MCC)	49	Ring-worm (FR1)
79-81	Bear, polar (MM); day	50	Tempest (FR1)
82-83	White dragon (MM)	51	Beholder-kin, Spectator (FR2); day
84-85	Human, Mercenary (MM)	52	Berbalang (FR2); full moon night
86-87	Lycanthrope, Werebear (MM); night	53	Darkenbeast (FR2); night
88-89	Deadly Pudding, White (MM)	54	Apparition (FF)
90-91	Giant Toad, Ice (MM); day	55	Bird, Talking (MCA)
92-93	Troll, Ice (MM)	56	Blazing Bones (MCA)
94-96	Haundar (FR1); day	57	Winged Cat, Lesser (MCA)
97-98	Mara ("Great Walker") (FR1); night	58	Dragon-kin (MCA)
99-00	Troll, Snow (MCA); night	59	Elemental Kin, Earth, Crysmal (MCA); day

#### **Troll 15.4: Very rare monsters in cold plains**

01	Banshee (MM); night	62	Flameskull (MCA)
02	Basilisk, greater (MM); day	63-64	Greelox (MCA); night
03	Dracolisk (MM); day	65	Magebane (MCA)
04	Broken one, greater (MM); night	66	Naga, Bone (MCA)
05	Megalo-centipede (MM)	67	Nishruu (MCA)
06	Crypt thing (MM)	68	Spectral Wizard (MCA)
07	Death knight (MM)	69-70	Wolf, Dread (MCA)
08	Doppelganger (MM)	71	Wolf, Stone (MCA)
09	Genie, Jann (MM); day	72	Wolf, Vampiric (MCA); night
10	Ghost (MM); night	73	Wolf, Zombie (MCA)
11-12	Gnome, Spriggan (MM)	74	Doppelganger, Greater (MCB)



75	Dragon, Half-Dragon (MCB)
76	Ghost, Casura (MCB)
77	Ghost, Ker (MCB); night
78	Hakeashar (MCB)
79	Alhoon (Illithilich) (MCC)
80	Banelich (MCB)
81	Coffer Corpse (MCC)
82	Disenchanter (MCC)
83	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)
84	Ibrandlin (MCC)
85	Orc, Ondonti (MCC)
86	Snake, Messenger (MCC)
87	Nymph, Unseelie (MCD)
88	Shadowrath, Lesser\Greater (MCD)
89	Giant, Frost (MM)
90	Hydra, Cryohydra (MM)
91	Mefit, Ice (MM)
92	Remorhaz (MM)
93-94	Wolf, Winter (MM)
95	Haun (FR1); night
96	Ice Lizard (FF); day
97-98	Owlbear, Arctic (MCC)
99	Unicorn, Black (MCC); night
00	Roll on <b>Table 15.5: Extremely rare monsters in cold plains</b>
	01-33 Iron Cobra (FF)
	34-66 Elf, Winged (Avariel) (MCB)
	67-00 Render (MCC)

### Warm Subterranean

**Table 16.1: Common monsters in warm subterranean**

01-05	Bat, common (MCA); night
06-10	Beetle, giant, boring (MM); night
11-15	Beetle, giant, fire (MM); night
16-20	Broken one, common (MM); night
21-24	Centipede, giant (MM)
25-28	Centipede, huge (MM)
29-33	Orc (MM)
34-37	Lycanthrope, Werewolf (MM); night
38-42	Ogre (MM)
43-47	Rat, Giant (MM); night
48-51	Fungus, Shrieker (MM)
52-56	Scorpion, Huge (MM)
57-60	Giant Toad (MM)
61-65	Troglodyte (MM)
66-85	Roll on <b>Table 16.2: Uncommon monsters in warm subterranean</b>
86-95	Roll on <b>Table 16.3: Rare monsters in warm subterranean</b>
96-00	Roll on <b>Table 16.4: Very rare monsters in warm subterranean</b>

**Table 16.2: Uncommon monsters in warm subterranean**

01-02	Basilisk, lesser (MM); day
03-04	Bat, large (giant) (MCA); night
05-06	Bat, night hunter (MM); night
07-08	Gargoyle (MM)
09-10	Ghoul (MM); night
11-12	Kobold (MM); night
13-14	Lycanthrope, Wererat (MM); night
15-16	Manticore (MM)
17-18	Orc, Orog (MM)
19-20	Snake, Poison, Normal (MM)
21-22	Snake, Poison, Giant (MM)
23-24	Troll (MM); night
25-26	Wight (MM); night
27-28	Worm, Rot Grub (MM)
29-30	Wraith (MM); night
31-32	Ruve (FF)
33-34	Aranea (MCC)
35-36	Bugbear (MM)
37-38	Carrion crawler (MM)
39-40	Giant, Fomorian (MM)
41-42	Gnoll (MM); night
43-44	Goblin (MM); night
45-46	Gremlin, Snyad (MM)
47-48	Gremlin, Jermlaine (MM)
49-50	Lizard, Subterranean; day
51-52	Lurker (MM)
53-54	Mold, Yellow (MM)
55-56	Jelly, Ochre (MM)
57-58	Gelatine Cube (MM)
59-60	Otyugh (MM)
61	Piercer (MM)
62	Deadly Pudding, Black (MM)
63-64	Rat, Osquip (MM); night
65-66	Scorpion, Large (MM)
67-68	Scorpion, Giant (MM)
69-70	Slug, Giant (MM)
71-72	Stirge (MM); night
73-74	Giant Toad, Poisonous (MM)
75-76	Aballin (FF)
77-78	Ophidian (MCA); day
79-80	Whipsting (MCA)
81-82	Beetle, Dragon (MCB)
83-84	Subterranean Fish, Lemon Fish (MCB)
85-86	Kalin (MCB)
87-88	Mold, Deep (MCB)
89-90	Subterranean Pudding, Gray (MCB)
91-92	Wall-Walker (MCB)
93-94	Meazel (MCC); night
95-96	Mold, Chromatic (MCD)
97-98	Snake, Mahogany Constrictor (MCD)
99-00	Varkha (MCD)

**Table 16.3: Rare monsters in warm subterranean**

01	Bat, azmyth (MM)
02	Bat, huge (mobat) (MCA); night

03 Bat, sinister (MM)  
04 Behir (MM); day  
05 Ghoul, Ghast (MM); night  
06 Lycanthrope, Wereboar (MM)  
07 Medusa (MM)  
08 Medusa, Greater (MM)  
09 Mongrelman (MM); night  
10 Ogre, Ogrillon (MM)  
11 Skeleton (MM)  
12 Skeleton, Giant (MM)  
13 Spider, Phase (MM)  
14 Troll, Giant (MM)  
15 Vampire (MM); night  
16 Zombie, Common (MM); night  
17 Gloomwing, Flying Serpent (FR1)  
18 Claw, Crawling (FR2)  
19 Sull (FR2)  
20 Hellcat (FF)  
21 Penanggalan (FF); night  
22 Baneguard (MCA)  
23 Foulwing (MCA)  
24 Helmed Horror (MCA)  
25 Ghul-kin, Soultaker (MCB); night  
26 Ghul-kin, Witherer (MCB); night  
27 Wraith-Spider (MCB); night  
28 Banedead (MCB)  
29 Bat, Bonebat (MCB)  
30 Burbur (MCC)  
31 Chosen One (MCC)  
32 Dread Warrior (MCC)  
33 Cave fisher (MM); night  
34 Centipede, tunnel (MM)  
35 Black dragon (MM)  
36 Deep dragon (FR1)  
37 Elemental, Earth Kin, Pech (MM)  
38 Elemental, Earth Kin, Sandling (MM)  
39 Fungus, Violet (MM)  
40 Fungus, Phycomid (MM)  
41 Fungus, Gas Spore (MM)  
42 Giant, Fire (MM)  
43 Gnoll, Flind (MM); night  
44 Gorgon (MM); day  
45 Grell, Worker (MM)  
46 Gremlin, Mite (MM)  
47 Hook Horror (MM)  
48 Human, Aborigine/Caveman (MM)  
49 Hydra, Pyrohydra (MM)  
50 Intellect Devourer, Larva (MM)  
51 Lurker, Trapper (MM)  
52 Mimic, Common (MM)  
53 Mimic, Killer (MM)  
54 Mind Flayer (Illithid) (MM)  
55 Minotaur (MM)  
56 Mist, Vampiric (MM)  
57 Mummy (MM)  
58 Myconid (Fungus Man)  
59 Naga, Spirit (MM)  
60 Slime Creature, Olive (MM)  
61 Jelly, Mustard (MM); night

62 Jelly, Stun (MM); night  
63 Ooze, Gray (MM)  
64 Ooze, Crystal (MM)  
65 Slime, Green (MM)  
66 Slithering Tracker (MM)  
67 Otyugh, Neo-otyugh (MM)  
68 Poltergeist (MM); night  
69 Quaggoth (MM)  
70 Roper (MM)  
71 Rust Monster (MM); night  
72 Shadow (MM)  
73 Spectre (MM); night  
74 Giant Toad, Fire (MM)  
75 Umber Hulk (MM)  
76 Worm, Purple (MM)  
77 Worm, Giant Bloodworm (MM)  
78 Chitine (FR1)  
79 Firetail, Lesser (FR1)  
80 Gaund (FR1)  
81 Tren (FR1)  
82 Beholder-kin, Gauth (Nighteyes) (FR2); night  
83 Thessalmonster,  
Thessalhydra\Thessalmera\Thessalgorgon\Thessaltr  
ice (FR2); night  
84 Gambado (FF); day  
85 Garbug, Violet (FF)  
86 Urdunnir (FF)  
87 Magebane (MCA)  
88 Snake, Stone (MCA)  
89 Curst (MCB); night  
90 Subterranean Fish, Wattley (MCB)  
91 Flumph, Common (CM2); night  
92 Shadow Lurker (MCB); night  
93 Mold, Gray (MCB)  
94 Ooze, Ghaunadan (MCB)  
95 Subterranean Pudding, Stone (MCB)  
96 Subterranean Pudding, Dense (MCB)  
97 Dwarf, Urdunnir (MCC)  
98 Bainligor (MCD); night  
99 Bulette, Gohlbrorn (MCD)  
00 Dragon-Kin, Albino Wyrms (MCD)

**Table 16.4: Very rare monsters in warm subterranean**

01-75 **Table 16.4.a**

01 Banshee (MM); night  
02 Basilisk, greater (MM); day  
03 Dracolisk (MM); day  
04 Broken one, greater (MM); night  
05-06 Megalo-centipede (MM)  
07 Crypt thing (MM)  
08 Death knight (MM)  
09 Doppelganger (MM)  
10 Gold dragon (MM)  
11 Genie, Jann (MM); day  
12 Ghost (MM); night  
13 Gnome, Spriggan (MM)

14	Gremlin (MM); night	73	Gargoyle, Archer\Spouter\Stone
15	Gremlin, Fremlin (MM); day	Lion\Grandfather Plaque (MCC)	
16	Gremlin, Galltrit (MM); night	74	Ibrandlin (MCC)
17	Hag, Annis (MM); night	75	Orc, Ondonti (MCC)
18	Hag, Green (MM); night	76	Snake, Messenger (MCC)
19	Haunt (MM)	77	Shadowrath, Lesser\Greater (MCD)
20	Hell Hound (MM)	78	Aboleth (MM); night
21	Heucuva (MM)	79	Death dog (MM); night
22	Homonculous (MM)	80	Green dragon (MM)
23	Human, Adventurer (MM)	81	Sapphire dragon (MM)
24	Human, Wizard (MM)	82	Bronze dragon (MM)
25	Imp (MM)	83	Shadow dragon (MM); night
26	Imp, Quasit (MM)	84-85	Dwarf, Derro (MM)
27	Lycanthrope, Werefox (Foxwoman) (MM); night	86-87	Dwarf, Duergar (MM)
28	Medusa, Glyptar (MM)	88-89	Elf, Drow (MM)
29	Naga, Guardian (MM)	90-91	Elf, Drider (MM)
30	Nymph (MM)	92	Fungus, Ascomoid (MM)
31-32	Ogre, Half-Ogre (MM)	93-94	Gnome, Svirfneblin (MM)
33	Phantom (MM)	95	Grell, Philosopher (MM)
34	Revenant (MM); night	96	Grell, Patriarch (MM)
35	Skeleton, Animal (MM)	97-98	Hydra, Lernean (MM)
36	Skeleton, Monster (MM)	99-00	Hydra, Cryohydra (MM)
37	Skeleton, Warrior (MM)		
38	Troll, Two-headed (MM)	76-00	<b>Table 16.4.b</b>
39	Zombie, Monster (MM); night	01-03	Insect, Aspis (MM)
40	Zombie, Ju-ju (MM); night	04-05	Intellect Devourer, Adult (MM)
41	Zombie, Lord (MM); night	06-08	Kuo-Toa (MM); night
42	Basilisk, Dracolisk (MM); day	09-10	Mold, Brown (MM)
43	Dimensional Warper (FR1)	11-12	Mold, Russet (MM)
44	Ring-worm (FR1)	13-14	Mummy, Greater (MM)
45	Tempest (FR1)	15-16	Slime, Olive (MM)
46	Beholder-kin, Spectator (FR2); day	17-18	Xorn (MM)
47	Darkenbeast (FR2); night	19-20	Xorn, Xaren (MM)
48	Apparition (FF)	21-22	Cildabrin (FR1)
49	Blazing Bones (MCA)	23-24	Firetail, Tshala (FR1)
50	Dragon-kin (MCA)	25-27	Cloaker (FR2); night
51	Elemental Kin, Earth, Crysmal (MCA); day	28-29	Medusa, Maedar (FR2)
52	Elemental Vermin, Air (Duster) (MCA)	30-31	Achaierai (FF)
53	Elemental Vermin, Earth (Crawler) (MCA)	32-33	Denzelian (FF)
54	Flameskull (MCA)	34-35	Mantari (FF); night
55	Greelox (MCA); night	36-37	Symbiotic Jelly (FF)
56	Magebane (MCA)	38-40	Elemental Kin, Fire, Azer (MCA)
57	Naga, Bone (MCA)	41-42	Gibbering Mouter (MCA); day
58	Nishruu (MCA)	43-44	Greelox (MCA)
59	Spectral Wizard (MCA)	45-46	Living Steel (MCA)
60	Wolf, Dread (MCA)	47-48	Noran (MCA)
61	Wolf, Stone (MCA)	49-50	Skum (MCA); night
62	Wolf, Vampiric (MCA); night	51-52	Suwyze (MCA)
63	Wolf, Zombie (MCA)	53-54	Ulitharid (Noble Illithid)
64	Doppleganger, Greater (MCB)	55-56	Undead Dwarf (MCA)
65	Dragon, Half-Dragon (MCB)	57-58	Aboleth, Savant (MCB)
66	Ghost, Casura (MCB)	59-60	Automaton, Scaladar (MCB)
67	Ghost, Ker (MCB); night	61-62	Triobrand's Automaton, Ferragam/Silversann/Thanatar
68	Hakeashar (MCB)	63-64	Boggle (MCB); night
69	Alhoon (Illithilich) (MCC)	65-67	Subterranean Fish, Irridescent Plecoe (MCB)
70	Banelich (MCB)	68-69	Flareater (MCB)
71	Coffer Corpse (MCC)	70-71	Flumph, Monastic (CM2); night
72	Disenchanter (MCC)		

72-73	Gulguthhydra (MCB)
74-75	Meenlock (MCB); night
76-77	Mold, Death (MCB)
78-79	Cildabrin (MCC)
80-81	Elf, Rockseer (MCC)
82-83	Ibrandlin (MCC)
84-85	Ixitxachitl, Ixzan (MCC)
86-87	Sharn (MCC)
88-89	Tomb Tapper, Thaalud (MCC)
90-91	Web, Living (MCC)
92-93	Web, Memory (MCC)
94-95	Carapace (MCD)
96-97	Inquisitor (MCD); night
98-99	Worm, Lukhorn (MCD)
00	Roll on <b>Table 16.5: Extremely rare monsters</b>
01-50	Iron Cobra (FF)
51-00	Render (MCC)

Temperate subterranean

**Table 17.1: Common monsters in temperate subterranean**

01-05	Bat, common (MCA); night
06-10	Beetle, giant, boring (MM); night
11-15	Beetle, giant, fire (MM); night
16-20	Broken one, common (MM); night
21-25	Centipede, giant (MM)
26-30	Centipede, huge (MM)
31-35	Orc (MM)
36-40	Lycanthrope, Werewolf (MM); night
41-45	Ogre (MM)
46-50	Rat, Giant (MM); night
51-55	Fungus, Shrieker (MM)
56-60	Giant Toad (MM)
61-65	Troglodyte (MM)
66-85	Roll on <b>Table 16.2: Uncommon monsters in subterranean temperate subterranean</b>

**Table 16.2: Uncommon monsters in subterranean temperate subterranean**

86-95 Roll on **Table 16.3: Rare monsters in temperate subterranean**

96-00 Roll on **Table 16.4: Very rare monsters in temperate subterranean**

**Table 17.2: Uncommon monsters in temperate subterranean**

01-02	Basilisk, lesser (MM); day
03-04	Bat, large (giant) (MCA); night
05-06	Bat, night hunter (MM); night
07-08	Bear, cave (MM); day
09-10	Gargoyle (MM)
11-12	Ghoul (MM); night
13-15	Kobold (MM); night
16-17	Lycanthrope, Wererat (MM); night
18-19	Manticore (MM)
20-21	Orc, Orog (MM)
22-23	Snake, Poison, Normal (MM)
24-25	Snake, Poison, Giant (MM)

26-27	Troll (MM); night
28-29	Wight (MM); night
30-31	Worm, Rot Grub (MM)
32-33	Wraith (MM); night
34-35	Ruve (FF)
36-37	Aranea (MCC)
38-40	Bugbear (MM)
41-42	Carrion crawler (MM)
43-44	Giant, Fomorian (MM)
45-46	Gibberling (MM); night
47-49	Gnoll (MM); night
50-52	Goblin (MM); night
53-54	Gremlin, Snyad (MM)
55-56	Gremlin, Jermlaine (MM)
57-58	Lizard, Subterranean; day
59-60	Lurker (MM)
61-62	Mold, Yellow (MM)
63-64	Jelly, Ochre (MM)
65-66	Gelatine Cube (MM)
67-68	Otyugh (MM)
69-70	Piercer (MM)
71-72	Deadly Pudding, Black (MM)
73-74	Rat, Osquip (MM); night
75-76	Slug, Giant (MM)
77-78	Stirge (MM); night
79-80	Giant Toad, Poisonous (MM)
81-82	Whipsting (MCA)
83-85	Subterranean Fish, Lemon Fish (MCB)
86-87	Kalin (MCB)
88-89	Mold, Deep (MCB)
90-91	Subterranean Pudding, Gray (MCB)
92-93	Wall-Walker (MCB)
94-96	Meazel (MCC); night
97-98	Mold, Chromatic (MCD)
99-00	Varkha (MCD)

**Table 17.3: Rare monsters in temperate subterranean**

01	Bat, azmyth (MM)
02	Bat, huge (mobat) (MCA); night
03	Bat, sinister (MM)
04	Behir (MM); day
05	Ghoul, Ghast (MM); night
06	Lycanthrope, Wereboar (MM)
07	Medusa (MM)
08	Medusa, Greater (MM)
09	Mongrelman (MM); night
10	Ogre, Ogrillon (MM)
11	Skeleton (MM)
12	Skeleton, Giant (MM)
13	Spider, Phase (MM)
14	Troll, Giant (MM)
15	Vampire (MM); night
16	Zombie, Common (MM); night
17	Gloomwing, Flying Serpent (FR1)
18	Claw, Crawling (FR2)
19	Sull (FR2)
20	Hellcat (FF)

21 Penanggalan (FF); night  
 22 Baneguard (MCA)  
 23 Foulwing (MCA)  
 24 Helmed Horror (MCA)  
 25 Ghul-kin, Soultaker (MCB); night  
 26 Ghul-kin, Witherer (MCB); night  
 27 Wraith-Spider (MCB); night  
 28 Banedead (MCB)  
 29 Bat, Bonebat (MCB)  
 30 Burbur (MCC)  
 31 Chosen One (MCC)  
 32 Dread Warrior (MCC)  
 33 Cave fisher (MM); night  
 34 Centipede, tunnel (MM)  
 35 Black dragon (MM)  
 36 Deep dragon (FR1)  
 37 Elemental, Earth Kin, Pech (MM)  
 38 Elemental, Earth Kin, Sandling (MM)  
 39 Fungus, Violet (MM)  
 40 Fungus, Phycomid (MM)  
 41 Fungus, Gas Spore (MM)  
 42 Giant, Fire (MM)  
 43 Gnoll, Flind (MM); night  
 44 Gorgon (MM); day  
 45 Grell, Worker (MM)  
 46 Gremlin, Mite (MM)  
 47 Hook Horror (MM)  
 48 Human, Aborigine/Caveman (MM)  
 49 Hydra, Pyrohydra (MM)  
 50 Intellect Devourer, Larva (MM)  
 51 Lurker, Trapper (MM)  
 52 Mimic, Common (MM)  
 53 Mimic, Killer (MM)  
 54 Mind Flayer (Illithid) (MM)  
 55 Minotaur (MM)  
 56 Mist, Vampiric (MM)  
 57 Myconid (Fungus Man)  
 58 Naga, Spirit (MM)  
 59 Slime Creature, Olive (MM)  
 60 Jelly, Mustard (MM); night  
 61 Jelly, Stun (MM); night  
 62 Ooze, Gray (MM)  
 63 Ooze, Crystal (MM)  
 64 Slime, Green (MM)  
 65 Slithering Tracker (MM)  
 66 Otyugh, Neo-otyugh (MM)  
 67 Plant, Dangerous, Yellow Musk Creeper (MM)  
 68 Plant, Dangerous, Yellow Musk Zombie (MM)  
 69 Poltergeist (MM); night  
 70 Quaggoth (MM)  
 71 Roper (MM)  
 72 Rust Monster (MM); night  
 73 Shadow (MM)  
 74 Spectre (MM); night  
 75 Giant Toad, Fire (MM)  
 76 Umber Hulk (MM)  
 77 Worm, Purple (MM)  
 78 Worm, Giant Bloodworm (MM)  
 79 Chitine (FR1)

80 Firetail, Lesser (FR1)  
 81 Orpsu (FR1); night  
 82 Beholder-kin, Gauth (Nighteyes) (FR2); night  
 83 Dark Creeper (FF); night  
 84 Urdunnir (FF)  
 85 Gambado (MCA); day  
 86 Magebane (MCA)  
 87 Snake, Stone (MCA)  
 88 Curst (MCB); night  
 89 Subterranean Fish, Wattley (MCB)  
 90 Flumph, Common (CM2); night  
 91 Shadow Lurker (MCB); night  
 92 Mold, Gray (MCB)  
 93 Ooze, Ghaunadan (MCB)  
 94 Subterranean Pudding, Stone (MCB)  
 95 Subterranean Pudding, Dense (MCB)  
 96 Dwarf, Urdunnir (MCC)  
 97 Bainligor (MCD); night  
 98 Bulette, Gohlbrorn (MCD)  
 99 Dragon-Kin, Albino Wyrms (MCD)  
 00 Snake, Sewerm (MCD)

**Table 17.4: Very rare monsters in temperate subterranean**

01-75 **Table 17.4.a**

01 Banshee (MM); night  
 02 Basilisk, greater (MM); day  
 03 Dracolisk (MM); day  
 04 Broken one, greater (MM); night  
 05 Megalo-centipede (MM)  
 06 Crypt thing (MM)  
 07 Death knight (MM)  
 08 Doppelganger (MM)  
 09 Gold dragon (MM)  
 10 Genie, Jann (MM); day  
 11 Ghost (MM); night  
 12-13 Gnome, Spriggan (MM)  
 14 Gremlin (MM); night  
 15 Gremlin, Fremlin (MM); day  
 16 Gremlin, Galltrit (MM); night  
 17 Hag, Annis (MM); night  
 18 Hag, Green (MM); night  
 19 Haunt (MM)  
 20 Hell Hound (MM)  
 21 Heucuva (MM)  
 22 Homonculous (MM)  
 23 Human, Adventurer (MM)  
 24 Human, Wizard (MM)  
 25 Imp (MM)  
 26 Imp, Quasit (MM)  
 27 Lycanthrope, Werefox (Foxwoman) (MM);  
 night  
 28 Medusa, Glyptar (MM)  
 29 Naga, Guardian (MM)  
 30-31 Ogre, Half-Ogre (MM)  
 32 Phantom (MM)  
 33 Revenant (MM); night

34	Skeleton, Animal (MM)	98-00	Gnome, Svirfneblin (MM)
35	Skeleton, Monster (MM)		
36	Skeleton, Warrior (MM)	76-00	<b>Table 17.4.b</b>
37	Troll, Two-headed (MM)		
38	Zombie, Monster (MM); night	01-02	Grell, Philosopher (MM)
39	Zombie, Ju-ju (MM); night	03-04	Grell, Patriarch (MM)
40	Zombie, Lord (MM); night	05-06	Hydra, Lernean (MM)
41	Basilisk, Dracolisk (MM); day	07-08	Hydra, Cryohydra (MM)
42	Dimensional Warper (FR1)	09-10	Intellect Devourer, Adult (MM)
43	Carnivorous Plant, Black Willow (FR1)	11-12	Kuo-Toa (MM); night
44	Ring-worm (FR1)	13-14	Mold, Brown (MM)
45	Tempest (FR1)	15-16	Mold, Russet (MM)
46	Beholder-kin, Spectator (FR2); day	17-18	Slime, Olive (MM)
47	Berbalang (FR2); full moon night	19-20	Xorn (MM)
48	Darkenbeast (FR2); night	21-22	Xorn, Xaren (MM)
49	Apparition (FF)	23-24	Firetail, Tshala (FR1)
50	Bird, Talking (MCA)	25-27	Cloaker (FR2); night
51	Blazing Bones (MCA)	28-29	Medusa, Maedar (FR2)
52	Dragon-kin (MCA)	30-32	Dark Stalker (FF); night
53	Elemental Kin, Earth, Crysmal (MCA); day	33-34	Denzelian (FF)
54	Elemental Vermin, Air (Duster) (MCA)	35-36	Mantari (FF); night
55	Elemental Vermin, Earth (Crawler) (MCA)	37-38	Symbiotic Jelly (FF)
56	Flameskull (MCA)	39-40	Gibbering Moulder (MCA); day
57	Greelox (MCA); night	41-42	Gorynych (MCA)
58	Magebane (MCA)	43-44	Greelox (MCA)
59	Naga, Bone (MCA)	45-46	Living Steel (MCA)
60	Nishruu (MCA)	47-48	Lycanthrope, Werebadger (MCA)
61	Spectral Wizard (MCA)	49-50	Noran (MCA)
62	Wolf, Dread (MCA)	51-53	Skum (MCA); night
63	Wolf, Stone (MCA)	54-55	Suwyze (MCA)
64	Wolf, Vampiric (MCA); night	56-57	Ulitharid (Noble Illithid)
65	Wolf, Zombie (MCA)	58-59	Undead Dwarf (MCA)
66	Doppelganger, Greater (MCB)	60-61	Aboleth, Savant (MCB)
67	Dragon, Half-Dragon (MCB)	62-63	Triobrand's Automaton, Ferragam/Silversann/Thanatar
68	Ghost, Casura (MCB)	64-66	Boggle (MCB); night
69	Ghost, Ker (MCB); night	67-68	Subterranean Fish, Iridescent Plecoe (MCB)
70	Hakeashar (MCB)	69-70	Flareater (MCB)
71	Alhoon (Illithilich) (MCC)	71-72	Flumph, Monastic (CM2); night
72	Banelich (MCB)	73-74	Gulguthydra (MCB)
73	Coffer Corpse (MCC)	75-76	Meenlock (MCB); night
74	Disenchanter (MCC)	77-78	Mold, Death (MCB)
75	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)	79-81	Elf, Rockseer (MCC)
76	Ibrandlin (MCC)	82-83	Ibrandlin (MCC)
77	Orc, Ondonti (MCC)	84-85	Ixitxachitl, Ixzan (MCC)
78	Snake, Messenger (MCC)	86-87	Sharn (MCC)
79	Nymph, Unseelie (MCD)	88-89	Tomb Tapper, Thaalud (MCC)
80	Shadowrath, Lesser\Greater (MCD)	90-91	Web, Living (MCC)
81	Aboleth (MM); night	92-93	Web, Memory (MCC)
82	Bulette (MM)	94-95	Carapace (MCD)
83	Green dragon (MM)	96-97	Inquisitor (MCD); night
84	Sapphire dragon (MM)	98-99	Worm, Lukhorn (MCD)
85	Bronze dragon (MM)	00	Roll on <b>Table 17.5: Extremely rare monsters in temperate subterranean</b>
86	Shadow dragon (MM); night		Iron Cobra (FF)
87-89	Dwarf, Derro (MM)		Render (MCC)
90-92	Dwarf, Duergar (MM)		
93-94	Elf, Drow (MM)		
95-96	Elf, Drider (MM)		
97	Fungus, Ascomoid (MM)		

## Cold subterranean

**Table 18.1: Common monsters in cold subterranean**

01-06	Bat, common (MCA); night
07-12	Beetle, giant, boring (MM); night
13-18	Beetle, giant, fire (MM); night
19-24	Broken one, common (MM); night
25-30	Centipede, giant (MM)
31-36	Centipede, huge (MM)
37-42	Orc (MM)
43-48	Lycanthrope, Werewolf (MM); night
49-54	Ogre (MM)
55-60	Rat, Giant (MM); night
61-65	Fungus, Shrieker (MM)
66-85	Roll on <b>Table 17.2: Uncommon monsters in cold subterranean</b>
86-95	Roll on <b>Table 17.3: Rare monsters in cold subterranean</b>
96-00	Roll on <b>Table 17.4: Very rare monsters in cold subterranean</b>

**Table 18.2: Uncommon monsters in cold subterranean**

01-02	Basilisk, lesser (MM); day
03-05	Bat, large (giant) (MCA); night
06-08	Bat, night hunter (MM); night
09-11	Bear, cave (MM); day
12-13	Gargoyle (MM)
14-16	Ghoul (MM); night
17-19	Kobold (MM); night
20-22	Lycanthrope, Wererat (MM); night
23-25	Manticore (MM)
26-28	Orc, Orog (MM)
29-31	Snake, Poison, Normal (MM)
32-34	Snake, Poison, Giant (MM)
35-37	Troll (MM); night
38-39	Wight (MM); night
40-41	Worm, Rot Grub (MM)
42-43	Wraith (MM); night
44-45	Ruve (FF)
46-48	Aranea (MCC)
49-51	Bugbear (MM)
52-54	Carrion crawler (MM)
55-56	Giant, Fomorian (MM)
57-58	Gremlin, Snyad (MM)
59-60	Gremlin, Jermlaine (MM)
61-63	Lizard, Subterranean; day
64-66	Lurker (MM)
67-68	Mold, Yellow (MM)
69-70	Jelly, Ochre (MM)
71-72	Gelatine Cube (MM)
73-75	Otyugh (MM)
76-77	Piercer (MM)
78-79	Deadly Pudding, Black (MM)
80-82	Rat, Osquip (MM); night
83-84	Stirge (MM); night

85-86	Whipsting (MCA)
87-88	Subterranean Fish, Lemon Fish (MCB)
89-90	Kalin (MCB)
91-92	Subterranean Pudding, Gray (MCB)
93-94	Wall-Walker (MCB)
95-97	Meazel (MCC); night
98-00	Varkha (MCD)

**Table 18.3: Rare monsters in cold subterranean**

01-02	Bat, azmyth (MM)
03-04	Bat, huge (mobat) (MCA); night
05-06	Bat, sinister (MM)
07	Behir (MM); day
08	Ghoul, Ghast (MM); night
09	Lycanthrope, Wereboar (MM)
10	Medusa (MM)
11	Medusa, Greater (MM)
12	Mongrelman (MM); night
13-14	Ogre, Ogrillon (MM)
15	Skeleton (MM)
16	Skeleton, Giant (MM)
17	Spider, Phase (MM)
18	Troll, Giant (MM)
19	Vampire (MM); night
20	Zombie, Common (MM); night
21	Gloomwing, Flying Serpent (FR1)
22	Claw, Crawling (FR2)
23	Sull (FR2)
24	Hellcat (FF)
25	Penanggalan (FF); night
26	Baneguard (MCA)
27	Foulwing (MCA)
28	Helmed Horror (MCA)
29	Metalmaster (Sword Slug) (MCA)
30	Ghul-kin, Soultaker (MCB); night
31	Ghul-kin, Witherer (MCB); night
32	Wraith-Spider (MCB); night
33	Banedeath (MCB)
34	Bat, Bonebat (MCB)
35	Burbur (MCC)
36	Chosen One (MCC)
37	Dread Warrior (MCC)
38-39	Cave fisher (MM); night
40-41	Centipede, tunnel (MM)
42	Black dragon (MM)
43	White dragon (MM)
44	Deep dragon (FR1)
45	Elemental, Earth Kin, Pech (MM)
46	Fungus, Violet (MM)
47	Fungus, Phycomid (MM)
48	Fungus, Gas Spore (MM)
49	Grell, Worker (MM)
50	Gremlin, Mite (MM)
51-52	Hook Horror (MM)
53	Human, Aborigine/Caveman (MM)
54	Hydra, Pyrohydra (MM)
55	Intellect Devourer, Larva (MM)
56-57	Lurker, Trapper (MM)

58	Mimic, Common (MM)	Hag, Annis (MM); night
59	Mimic, Killer (MM)	Hag, Green (MM); night
60	Mind Flayer (Illithid) (MM)	Haunt (MM)
61	Myconid (Fungus Man)	Hell Hound (MM)
62	Naga, Spirit (MM)	Heucuva (MM)
63	Slime Creature, Olive (MM)	Homonculous (MM)
64	Jelly, Mustard (MM); night	Human, Adventurer (MM)
65	Jelly, Stun (MM); night	Human, Wizard (MM)
66	Ooze, Gray (MM)	Imp (MM)
67	Ooze, Crystal (MM)	Imp, Quasit (MM)
68	Slime, Green (MM)	Lycanthrope, Werefox (Foxwoman) (MM); night
69	Slithering Tracker (MM)	Medusa, Glyptar (MM)
70	Otyugh, Neo-otyugh (MM)	Naga, Guardian (MM)
71	Poltergeist (MM); night	Nymph (MM)
72-73	Quaggoth (MM)	Ogre, Half-Ogre (MM)
74	Roper (MM)	Phantom (MM)
75	Rust Monster (MM); night	Revenant (MM); night
76	Shadow (MM)	Skeleton, Animal (MM)
77	Spectre (MM); night	Skeleton, Monster (MM)
78-79	Giant Toad, Ice (MM); day	Skeleton, Warrior (MM)
80-81	Umber Hulk (MM)	Troll, Two-headed (MM)
82	Worm, Purple (MM)	Zombie, Monster (MM); night
83	Worm, Giant Bloodworm (MM)	Zombie, Ju-ju (MM); night
84-85	Chitine (FR1)	Zombie, Lord (MM); night
86	Beholder-kin, Gauth (Nighteyes) (FR2); night	Basilisk, Dracolisk (MM); day
87	Urduunnir (FF)	Dimensional Warper (FR1)
88	Magebane (MCA)	Carnivorous Plant, Black Willow (FR1)
89	Snake, Stone (MCA)	Ring-worm (FR1)
90	Curst (MCB); night	Tempest (FR1)
91	Subterranean Fish, Wattley (MCB)	Beholder-kin, Spectator (FR2); day
92	Flumph, Common (CM2); night	Berbalang (FR2); full moon night
93	Shadow Lurker (MCB); night	Darkenbeast (FR2); night
94	Ooze, Ghaunadan (MCB)	Apparition (FF)
95	Subterranean Pudding, Stone (MCB)	Bird, Talking (MCA)
96	Subterranean Pudding, Dense (MCB)	Blazing Bones (MCA)
97-98	Dwarf, Urduunnir (MCC)	Winged Cat, Lesser (MCA)
99	Bulette, Gohlbrorn (MCD)	Dragon-kin (MCA)
00	Dragon-Kin, Albino Wyrms (MCD)	Elemental Kin, Earth, Crysmal (MCA); day
		Elemental Vermin, Air (Duster) (MCA)
		Elemental Vermin, Earth (Crawler) (MCA)
		Flameskull (MCA)
		Greelox (MCA); night
		Magebane (MCA)
		Naga, Bone (MCA)
		Nishruu (MCA)
		Spectral Wizard (MCA)
		Wolf, Dread (MCA)
		Wolf, Stone (MCA)
		Wolf, Vampiric (MCA); night
		Wolf, Zombie (MCA)
		Doppelganger, Greater (MCB)
		Dragon, Half-Dragon (MCB)
		Ghost, Casura (MCB)
		Ghost, Ker (MCB); night
		Hakeashar (MCB)
		Alhoon (Illithilich) (MCC)
		Banelich (MCB)
		Coffer Corpse (MCC)
		Disenchanter (MCC)

**Table 18.4: Very rare monsters in cold subterranean**

**01-80 Table 18.4.a**

Banshee (MM); night  
 Basilisk, greater (MM); day  
 Dracolisk (MM); day  
 Broken one, greater (MM); night  
 Megalo-centipede (MM)  
 Crypt thing (MM)  
 Death knight (MM)  
 Doppelganger (MM)  
 Gold dragon (MM)  
 Genie, Jann (MM); day  
 Ghost (MM); night  
 Gnome, Spriggan (MM)  
 Gremlin (MM); night  
 Gremlin, Fremlin (MM); day  
 Gremlin, Galltrit (MM); night



Gargoyle, Archer\Spouter\Stone Lion\Grandfather  
 Plaque (MCC)  
 Ibrandlin (MCC)  
 Orc, Ondonti (MCC)  
 Snake, Messenger (MCC)  
 Nymph, Unseelie (MCD)  
 Shadowrath, Lesser\Greater (MCD)  
 Sapphire dragon (MM)  
 Dwarf, Derro (MM)  
 Dwarf, Duergar (MM)  
 Elf, Drow (MM)  
 Elf, Drider (MM)  
 Fungus, Ascomoid (MM)  
 Giant, Frost (MM)  
 Gnome, Svirfneblin (MM)  
 Grell, Philosopher (MM)  
 Grell, Patriarch (MM)  
 Hydra, Lernean (MM)  
 Hydra, Cryohydra (MM)  
 Intellect Devourer, Adult (MM)  
 Kuo-Toa (MM); night  
 Mold, Brown (MM)  
 Mold, Russet (MM)  
 Slime, Olive (MM)  
 Xorn (MM)  
 Xorn, Xaren (MM)  
 Cloaker (FR2); night

81-00 **Table 18.4.b**

01-04 Medusa, Maedar (FR2)  
 05-08 Denzelian (FF)  
 09-12 Symbiotic Jelly (FF)  
 13-16 Gibbering Mouther (MCA); day  
 17-20 Greelox (MCA)  
 21-24 Living Steel (MCA)  
 25-28 Noran (MCA)  
 29-32 Suwyze (MCA)  
 33-36 Ulitharid (Noble Illithid)  
 37-40 Undead Dwarf (MCA)  
 41-44 Aboleth, Savant (MCB)  
 45-48 Triobrand's Automaton,  
 Ferragam/Silversann/Thanatar  
 49-53 Boggle (MCB); night  
 54-58 Subterranean Fish, Iridescent Plecoe (MCB)  
 59-62 Flareater (MCB)  
 63-66 Flumph, Monastic (CM2); night  
 67-70 Gulguthhydra (MCB)  
 71-74 Meenlock (MCB); night  
 75-78 Elf, Rockseer (MCC)  
 79-82 Sharn (MCC)  
 83-86 Tomb Tapper, Thaalud (MCC)  
 87-90 Carapace (MCD)  
 91-94 Inquisitor (MCD); night  
 95-98 Worm, Lukhorn (MCD)  
 99-00 Roll on **Table 18.5: Extremely rare  
 monsters**  
     01-50 Iron Cobra (FF)  
     51-00 Render (MCC)

Warm Swamps

**Table 19.1: Common monsters in warm swamps**

01-05 Bat, common (MCA); night  
 06-10 Beetle, giant, boring (MM); night  
 11-15 Beetle, giant, fire (MM); night  
 16-20 Broken one, common (MM); night  
 21-25 Centipede, giant (MM)  
 26-30 Centipede, huge (MM)  
 31-35 Orc (MM)  
 36-40 Human, Peasant/Serf (MM)  
 41-45 Human, Slaver (MM)  
 46-49 Lycanthrope, Werewolf (MM); night  
 50-54 Ogre (MM)  
 55-59 Rat, Giant (MM); night  
 60-64 Crocodile (MM)  
 65-69 Giant Toad (MM)  
 70-73 Snake, Giant Cobra (MCA); day  
 74-88 Roll on **Table 17.2: Uncommon monsters in  
 warm swamps**  
 89-97 Roll on **Table 17.3: Rare monsters in warm  
 swamps**  
 98-00 Roll on **Table 17.4: Very rare monsters in  
 warm swamps**

**Table 19.2: Uncommon monsters in warm  
 swamps**

01-03 Basilisk, lesser (MM); day  
 04-06 Bat, large (giant) (MCA); night  
 07-09 Bat, night hunter (MM); night  
 10-12 Gargoyle (MM)  
 13-15 Ghoul (MM); night  
 16-18 Human, Pilgrim (MM)  
 19-21 Kenku (MM)  
 22-24 Kobold (MM); night  
 25-27 Lycanthrope, Wererat (MM); night  
 28-30 Manticore (MM)  
 31-33 Orc, Orog (MM)  
 34-36 Snake, Poison, Normal (MM)  
 37-39 Snake, Poison, Giant (MM)  
 40-42 Troll (MM); night  
 43-45 Wight (MM); night  
 46-48 Worm, Rot Grub (MM)  
 49-51 Wraith (MM); night  
 52-54 Ruve (FF)  
 55-57 Aranea (MCC)  
 58-60 Cockatrice (MM)  
 61-63 Frog, Giant (MM)  
 64-66 Gnoll (MM); night  
 67-69 Goblin (MM); night  
 70-72 Hobgoblin (MM)  
 73-75 Hydra (MM)  
 76-78 Lizard, Giant (MM); day  
 79-80 Deadly Pudding, Brown (MM)  
 81-83 Snake, Constrictor, Normal (MM)  
 84-86 Snake, Constrictor, Giant (MM)

87-89 Giant Toad, Poisonous (MM)  
 90-91 Will o'wisp (MM); night  
 92-94 Meazel (FR2); night  
 95-97 Tuyewera (MCA)  
 98-00 Snake, Mahogany Constrictor (MCD)

**Table 19.3: Rare monsters in warm swamps**

01-50 **Table 19.3.a**

01-03 Bat, azmyth (MM)  
 03-06 Bat, huge (mobat) (MCA); night  
 07-09 Bat, sinister (MM)  
 10-12 Behir (MM); day  
 13-15 Ghoul, Ghast (MM); night  
 16-18 Human, Tribesman (MM)  
 19-21 Lycanthrope, Wereboar (MM)  
 22-24 Medusa (MM)  
 25-27 Medusa, Greater (MM)  
 28-30 Mongrelman (MM); night  
 31-33 Ogre, Ogrillon (MM)  
 34-36 Plant, Dangerous, Thorn-Slinger (MM)  
 37-39 Skeleton (MM)  
 40-42 Skeleton, Giant (MM)  
 43-45 Spider, Phase (MM)  
 46-48 Troll, Giant (MM)  
 49-51 Vampire (MM); night  
 52-54 Zombie, Common (MM); night  
 55-56 Gloomwing, Flying Serpent (FR1)  
 57-58 Claw, Crawling (FR2)  
 59-61 Sull (FR2)  
 62-64 Hellcat (FF)  
 65-67 Penanggalan (FF); night  
 68-69 Baneguard (MCA)  
 70-72 Foulwing (MCA)  
 73-75 Helmed Horror (MCA)  
 76-77 Metalmaster (Sword Slug) (MCA)  
 78-79 Ghul-kin, Soultaker (MCB); night  
 80-81 Ghul-kin, Witherer (MCB); night  
 82-84 Wraith-Spider (MCB); night  
 85-86 Banedead (MCB)  
 87-89 Bat, Bonebat (MCB)  
 90-92 Burbur (MCC)  
 93-95 Chosen One (MCC)  
 96-97 Dread Warrior (MCC)  
 98-00 Bullywug (MM)

51-00 **Table 19.3.b**

01-03 Chimera (MM)  
 04-06 Pyrolisk (MM)  
 07-09 Black dragon (MM)  
 10-12 Fish, Land Lamprey (MM)  
 13-15 Frog, Poisonous (MM)  
 16-17 Giant, Fire (MM)  
 18-20 Gnoll, Flind (MM); night  
 21-23 Hydra, Pyrohydra (MM)  
 24-26 Lizard Man (MM)  
 27-29 Bird, Boobrie (MM)

30-31 Mist, Vampiric (MM)  
 32-34 Muckdweller (MM); day  
 35-37 Plant, Dangerous, Retch Plant (MM)  
 38-40 Plant, Intelligent, Obliviatrix (MM)  
 41-43 Plant, Intelligent, Shambling Mound (MM)  
 44-45 Rakshasa (MM); night  
 46-48 Snake, Boalisk (MM)  
 49-51 Snake, Spitting (MM)  
 52-54 Giant Toad, Fire (MM)  
 55-57 Alguduir (FR1); day  
 58-60 Cantobele (FR1)  
 61-63 Firetail, Lesser (FR1)  
 64-66 Rohch, Swamp (FR1)  
 67-69 Rohch, Dark (FR1); night  
 70-72 Bichir (Lungfish, Giant) (FR2); day  
 73-75 Darter (FF); day  
 76-78 Garbug, Black (FF); night  
 79-81 Garbug, Violet (FF)  
 82-84 Banelar (MCA)  
 85-87 Xantravar (Stinging Horror) (MCA)  
 88-90 Flumph, Common (CM2); night  
 91-93 Marl (MCB); day  
 94-96 Dangerous Plant, Twilight Bloom (MCB); day  
 91-98 Lycanthrope, Werecocodile (MCC); day  
 99-00 Mist, Scarlet Dancer (MCC)

**Table 19.4: Very rare monsters in warm swamps**

01-50 **Table 19.4.a**

01-02 Banshee (MM); night  
 03-04 Basilisk, greater (MM); day  
 05-06 Dracolisk (MM); day  
 07-08 Broken one, greater (MM); night  
 09-10 Megalo-centipede (MM)  
 11-12 Crypt thing (MM)  
 13-14 Death knight (MM)  
 15-16 Doppelganger (MM)  
 17 Genie, Jann (MM); day  
 18-19 Ghost (MM); night  
 20-21 Gnome, Spriggan (MM)  
 22 Gremlin (MM); night  
 23 Gremlin, Fremlin (MM); day  
 24 Gremlin, Galltrit (MM); night  
 25-26 Hag, Annis (MM); night  
 27-28 Hag, Green (MM); night  
 29-30 Haunt (MM)  
 31-32 Hell Hound (MM)  
 33-34 Heucuva (MM)  
 35-36 Homonculous (MM)  
 37-38 Human, Adventurer (MM)  
 39-40 Human, Knight (MM)  
 41-42 Human, Priest (MM)  
 43-44 Human, Wizard (MM)  
 45 Imp (MM)  
 46 Imp, Quasit (MM)  
 47 Lycanthrope, Werefox (Foxwoman) (MM);  
 night  
 48-49 Medusa, Glyptar (MM)

50-51 Naga, Guardian (MM)  
 52-53 Nymph (MM)  
 54-55 Ogre, Half-Ogre (MM)  
 56-57 Phantom (MM)  
 58-59 Plant, Dangerous, Snapper-saw (MM)  
 60-61 Revenant (MM); night  
 62-63 Skeleton, Animal (MM)  
 64-65 Skeleton, Monster (MM)  
 66-67 Skeleton, Warrior (MM)  
 68 Troll, Two-headed (MM)  
 69-70 Zombie, Monster (MM); night  
 71-72 Zombie, Ju-ju (MM); night  
 73-74 Zombie, Lord (MM); night  
 75-76 Basilisk, Dracolisk (MM); day  
 77-78 Dimensional Warper (FR1)  
 79-80 Carnivorous Plant, Black Willow (FR1)  
 81 Ring-worm (FR1)  
 82 Tempest (FR1)  
 83-84 Beholder-kin, Spectator (FR2); day  
 85-86 Berbalang (FR2); full moon night  
 87-88 Darkenbeast (FR2); night  
 89-90 Apparition (FF)  
 91-92 Bird, Talking (MCA)  
 93 Blazing Bones (MCA)  
 94 Winged Cat, Lesser (MCA)  
 95-96 Dragon-kin (MCA)  
 97-98 Elemental Kin, Earth, Crysmal (MCA); day  
 99-00 Elemental Vermin, Air (Duster) (MCA)

51-00 **Table 19.4.b**

01-02 Elemental Vermin, Earth (Crawler) (MCA)  
 03 Flameskull (MCA)  
 04-05 Greelox (MCA); night  
 06-07 Magebane (MCA)  
 08-09 Naga, Bone (MCA)  
 10-11 Nishruu (MCA)  
 12-13 Spectral Wizard (MCA)  
 14-15 Wolf, Dread (MCA)  
 16-17 Wolf, Stone (MCA)  
 18-19 Wolf, Vampiric (MCA); night  
 20-21 Wolf, Zombie (MCA)  
 22-23 Doppelganger, Greater (MCB)  
 24-25 Dragon, Half-Dragon (MCB)  
 26 Ghost, Casura (MCB)  
 27 Ghost, Ker (MCB); night  
 28 Hakeashar (MCB)  
 29 Alhoon (Illithilich) (MCC)  
 30-31 Banelich (MCB)  
 32-33 Coffin Corpse (MCC)  
 34-35 Disenchanter (MCC)  
 36-37 Gargoyle, Archer\Spouter\Stone  
 Lion\Grandfather Plaque (MCC)  
 38-39 Ibrandlin (MCC)  
 40 Orc, Ondonti (MCC)  
 41-42 Snake, Messenger (MCC)  
 43 Nymph, Unseelie (MCD)  
 44-45 Shadowrath, Lesser\Greater (MCD)  
 46-47 Catoblepas (MM); day

48 Gorgimera (MM)  
 49-50 Giant crocodile (MM)  
 51-52 Frog, Killer (MM)  
 53-54 Hydra, Lernean (MM)  
 55 Mefit, Mist (MM)  
 56 Mefit, Steam (MM)  
 57-58 Insect, Dragonfly, Giant (MM)  
 59-60 Insect, Dragonfly, Larva (MM)  
 61-62 Insect, Fly, Bluebottle (MM)  
 63-64 Insect, Fly, Horsefly (MM)  
 65-66 Insect, Horax (MM)  
 67-68 Insect, Pernicon (MM)  
 69-70 Lizard, Fire (MM); day  
 71-72 Lizard Man, Lizard King (MM)  
 73 Bird, Eblis (MM)  
 74-75 Mudman (MM)  
 76-77 Naga, Dark (MM)  
 78 Rakshasa, Greater (MM); night  
 79-80 Fachan (FR1)  
 81-82 Firetail, Tshala (FR1)  
 83 Crimson Death (FR2); night  
 84-85 Gibbering Mouter (MCA); day  
 86-87 Laraken (MCA)  
 88-89 Ormyrr (MCA)  
 90-91 Darktentacles (MCB)  
 92-93 Dog, Bog Hound (MCB); night  
 94-95 Flumph, Monastic (CM2); night  
 96-97 Froghemoth (MCB)  
 98-99 Gulguthhydra (MCB)  
 00 Roll on **Table 19.5: Extremely rare monsters in warm swamps**  
 01-33 Iron Cobra (FF)  
 34-66 Elf, Winged (Avariel) (MCB)  
 67-00 Render (MCC)

Temperate swamps

**Table 20.1: Common monsters in temperate swamps**

Bat, common (MCA); night  
 Beetle, giant, boring (MM); night  
 Beetle, giant, fire (MM); night  
 Broken one, common (MM); night  
 Centipede, giant (MM)  
 Centipede, huge (MM)  
 Orc (MM)  
 Human, Peasant/Serf (MM)  
 Human, Slaver (MM)  
 Lycanthrope, Werewolf (MM); night  
 Ogre (MM)  
 Rat, Giant (MM); night  
 Leech, Throat (MM)  
 Giant Toad (MM)  
 74-88 Roll on **Table 18.2: Uncommon monsters in temperate swamps**  
 89-97 Roll on **Table 18.3: Rare monsters in temperate swamps**  
 98-00 Roll on **Table 18.4: Very rare monsters in**

## temperate swamps

**Table 20.2: Uncommon monsters in temperate swamps**

01-03	Basilisk, lesser (MM); day
04-06	Bat, large (giant) (MCA); night
07-09	Bat, night hunter (MM); night
10-12	Bear, cave (MM); day
13-15	War dog (MM)
16-18	Gargoyle (MM)
19-21	Ghoul (MM); night
22-24	Human, Pilgrim (MM)
25-27	Kenku (MM)
28-30	Kobold (MM); night
31-33	Lycanthrope, Wererat (MM); night
34-36	Manticore (MM)
37-39	Orc, Orog (MM)
40-42	Snake, Poison, Normal (MM)
43-45	Snake, Poison, Giant (MM)
46-48	Troll (MM); night
49-51	Wight (MM); night
52-54	Worm, Rot Grub (MM)
55-57	Wraith (MM); night
58-60	Ruve (FF)
61-63	Aranea (MCC)
64-66	Cockatrice (MM)
67-69	Frog, Giant (MM)
70-72	Gnoll (MM); night
73-76	Goblin (MM); night
77-79	Hobgoblin (MM)
80-82	Hydra (MM)
83-85	Leech, Giant (MM)
86-88	Leech, Swarm (MM)
89-91	Deadly Pudding, Brown (MM)
92-94	Giant Toad, Poisonous (MM)
95-97	Will o'wisp (MM); night
98-00	Meazel (MCC); night

**Table 20.3: Rare monsters in temperate swamps**

### 01-50 Table 20.3.a

01-03	Bat, azmyth (MM)
04-06	Bat, huge (mobat) (MCA); night
07-09	Bat, sinister (MM)
10-12	Behir (MM); day
13-15	Ghoul, Ghast (MM); night
16-18	Human, Tribesman (MM)
19-21	Lycanthrope, Wereboar (MM)
22-24	Medusa (MM)
25-27	Medusa, Greater (MM)
28-30	Mongrelman (MM); night
31-33	Ogre, Ogrillon (MM)
34-37	Plant, Dangerous, Thorn-Slinger (MM)
38-40	Skeleton (MM)
41-43	Skeleton, Giant (MM)
44-46	Spider, Phase (MM)
47-49	Troll, Giant (MM)

50-52	Vampire (MM); night
53-55	Zombie, Common (MM); night
56-58	Gloomwing, Flying Serpent (FR1)
59-61	Claw, Crawling (FR2)
62-64	Sull (FR2)
65-67	Hellcat (FF)
68-70	Penanggalan (FF); night
71-73	Baneguard (MCA)
74-76	Foulwing (MCA)
77-79	Helmed Horror (MCA)
80-82	Metalmaster (Sword Slug) (MCA)
83-85	Ghul-kin, Soultaker (MCB); night
86-88	Ghul-kin, Witherer (MCB); night
89-91	Wraith-Spider (MCB); night
92-94	Banedeath (MCB)
95-97	Bat, Bonebat (MCB)
98-00	Burbur (MCC)

### 51-00 Table 20.3.b

01-03	Chosen One (MCC)
04-06	Dread Warrior (MCC)
07-09	Bullywug (MM)
10-12	Chimera (MM)
13-15	Pyrolisk (MM)
16-18	Black dragon (MM)
19-21	Fish, Land Lamprey (MM)
22-24	Frog, Poisonous (MM)
25-26	Giant, Fire (MM)
27-29	Gnoll, Flind (MM); night
30-32	Hydra, Pyrohydra (MM)
33-35	Jackalwere (MM)
36-38	Lizard Man (MM)
39-41	Bird, Boobrie (MM)
42-44	Mist, Vampiric (MM)
45-47	Muckdweller (MM); day
48-50	Plant, Intelligent, Shambling Mound (MM)
51-53	Giant Toad, Fire (MM)
54-56	Alguduir (FR1); day
57-59	Cantobele (FR1)
60-62	Firetail, Lesser (FR1)
63-65	Rohch, Swamp (FR1)
66-68	Bichir (Lungfish, Giant) (FR2); day
69-71	Darter (FF); day
72-74	Thunder Child (FF); night
75-77	Banelar (MCA)
78-80	Elemental Vermin, Water (Spitter) (MCA)
81-83	Tree, Death's Head (MCA)
84-86	Xantravar (Stinging Horror) (MCA)
87-89	Flumph, Common (CM2); night
90-92	Marl (MCB); day
93-95	Dangerous Plant, Twilight Bloom (MCB); day
96-97	Mist, Scarlet Dancer (MCC)
98-00	Snake, Sewerm (MCD)

**Table 20.4: Very rare monsters in temperate swamps****01-50 Table 20.4.a**

01-02	Banshee (MM); night
03-04	Basilisk, greater (MM); day
05-06	Dracolisk (MM); day
07-08	Broken one, greater (MM); night
09-10	Megalo-centipede (MM)
11-12	Crypt thing (MM)
13-14	Death knight (MM)
15-16	Doppelganger (MM)
17	Genie, Jann (MM); day
18-19	Ghost (MM); night
20-21	Gnome, Spriggan (MM)
22	Gremlin (MM); night
23	Gremlin, Fremlin (MM); day
24	Gremlin, Galltrit (MM); night
25-26	Hag, Annis (MM); night
27-28	Hag, Green (MM); night
29-30	Haunt (MM)
31-32	Hell Hound (MM)
33-34	Heucuva (MM)
35-36	Homonculous (MM)
37-38	Human, Adventurer (MM)
39-40	Human, Knight (MM)
41-42	Human, Priest (MM)
43-44	Human, Wizard (MM)
45	Imp (MM)
46	Imp, Quasit (MM)
47-48	Lycanthrope, Werefox (Foxwoman) (MM); night
49-50	Medusa, Glyptar (MM)
51-52	Naga, Guardian (MM)
53-54	Nymph (MM)
55-56	Ogre, Half-Ogre (MM)
57-58	Phantom (MM)
59-60	Plant, Dangerous, Snapper-saw (MM)
61-62	Revenant (MM); night
63-64	Skeleton, Animal (MM)
65-66	Skeleton, Monster (MM)
67-68	Skeleton, Warrior (MM)
69-70	Troll, Two-headed (MM)
71-72	Zombie, Monster (MM); night
73-74	Zombie, Ju-ju (MM); night
75-76	Zombie, Lord (MM); night
77-78	Basilisk, Dracolisk (MM); day
79	Dimensional Warper (FR1)
80-81	Carnivorous Plant, Black Willow (FR1)
82	Ring-worm (FR1)
83-84	Tempest (FR1)
85-86	Beholder-kin, Spectator (FR2); day
87-88	Berbalang (FR2); full moon night
89-90	Darkenbeast (FR2); night
91-92	Apparition (FF)
93-94	Bird, Talking (MCA)
95-96	Blazing Bones (MCA)
97	Winged Cat, Lesser (MCA)

98-99	Dragon-kin (MCA)
00	Elemental Kin, Earth, Crysmal (MCA); day

**51-00 Table 20.4.b**

01	Elemental Vermin, Air (Duster) (MCA)
02	Elemental Vermin, Earth (Crawler) (MCA)
03-04	Flameskull (MCA)
05-06	Greelox (MCA); night
07-08	Magebane (MCA)
09-10	Naga, Bone (MCA)
11-12	Nishruu (MCA)
13	Spectral Wizard (MCA)
14-15	Wolf, Dread (MCA)
16-17	Wolf, Stone (MCA)
18-19	Wolf, Vampiric (MCA); night
20-21	Wolf, Zombie (MCA)
22-23	Doppleganger, Greater (MCB)
24-25	Dragon, Half-Dragon (MCB)
26	Ghost, Casura (MCB)
27	Ghost, Ker (MCB); night
28-29	Hakeashar (MCB)
30	Alhoon (Illithilich) (MCC)
31-32	Banelich (MCB)
33-34	Coffer Corpse (MCC)
35	Disenchanter (MCC)
36-37	Gargoyle, Archer\Spouter\Stone Lion\Grandfather Plaque (MCC)
38-39	Ibrandlin (MCC)
40-41	Orc, Ondonti (MCC)
42	Snake, Messenger (MCC)
43-44	Nymph, Unseelie (MCD)
45-46	Shadowrath, Lesser\Greater (MCD)
47-48	Catoblepas (MM); day
49-50	Gorgimera (MM)
51-52	Frog, Killer (MM)
53	Giant, Fog (MM)
54-55	Hydra, Lernean (MM)
56	Mefit, Mist (MM)
57-58	Insect, Dragonfly, Giant (MM)
59-60	Insect, Dragonfly, Larva (MM)
61-62	Insect, Fly, Bluebottle (MM)
63-64	Insect, Fly, Horsefly (MM)
65-66	Insect, Horax (MM)
67-68	Lizard Man, Lizard King (MM)
69-70	Mudman (MM)
71-72	Naga, Dark (MM)
73-74	Snake, Amphisbaena (MM)
75-76	Fachan (FR1)
77-78	Firetail, Tshala (FR1)
79	Crimson Death (FR2); night
80-81	Algoid (FF)
82-83	Baelnorn (MCA)
84-85	Gibbering Mouther (MCA); day
86-87	Laraken (MCA)
88-89	Ormyrr (MCA)
90-91	Darktentacles (MCB)
92-93	Dog, Bog Hound (MCB); night
94-95	Flumph, Monastic (CM2); night

96-97 Froghe moth (MCB)  
98-99 Gulguthhydra (MCB)  
00 Roll on **Table 20.5: Extremely rare monsters**

01-33 Iron Cobra (FF)  
34-66 Elf, Winged (Avariel) (MCB)  
67-00 Render (MCC)

## Cold swamps

**Table 21.1: Common monsters in cold swamps**

01-06 Bat, common (MCA); night  
07-12 Beetle, giant, boring (MM); night  
13-18 Beetle, giant, fire (MM); night  
19-24 Broken one, common (MM); night  
25-30 Centipede, giant (MM)  
31-36 Centipede, huge (MM)  
37-42 Orc (MM)  
43-48 Human, Peasant/Serf (MM)  
49-54 Human, Slaver (MM)  
55-60 Lycanthrope, Werewolf (MM); night  
61-66 Ogre (MM)  
67-73 Rat, Giant (MM); night  
74-88 Roll on **Table 21.2: Uncommon monsters in cold swamps**

89-97 Roll on **Table 21.3: Rare monsters in cold swamps**

98-00 Roll on **Table 21.4: Very rare monsters in cold swamps**

**Table 21.2: Uncommon monsters in cold swamps**

01-04 Basilisk, lesser (MM); day  
05-08 Bat, large (giant) (MCA); night  
09-12 Bat, night hunter (MM); night  
13-15 Bear, cave (MM); day  
16-18 War dog (MM)  
19-22 Gargoyle (MM)  
23-26 Ghoul (MM); night  
27-30 Human, Pilgrim (MM)  
31-33 Human, Soldier (MM)  
34-36 Kenku (MM)  
37-40 Kobold (MM); night  
41-44 Lycanthrope, Wererat (MM); night  
45-48 Manticore (MM)  
49-52 Orc, Orog (MM)  
53-55 Snake, Poison, Normal (MM)  
56-58 Snake, Poison, Giant (MM)  
59-62 Troll (MM); night  
63-66 Wight (MM); night  
67-70 Worm, Rot Grub (MM)  
71-74 Wraith (MM); night  
75-78 Ruve (FF)  
79-81 Aranea (MCC)  
82-84 Frog, Giant (MM)  
85-88 Hydra (MM)  
89-92 Deadly Pudding, Brown (MM)  
93-96 Will o'wisp (MM); night

97-00 Meazel (FR2); night

**Table 21.3: Rare monsters in cold swamps**

01-02 Bat, azmyth (MM)  
03-04 Bat, huge (mobat) (MCA); night  
05-06 Bat, sinister (MM)  
07-08 Behir (MM); day  
09-10 Ghoul, Ghast (MM); night  
11 Human, Barbarian/Nomad (MM)  
12-13 Human, Tribesman (MM)  
14-15 Lycanthrope, Wereboar (MM)  
16-17 Medusa (MM)  
18-19 Medusa, Greater (MM)  
20-21 Mongrelman (MM); night  
22-23 Ogre, Ogrillon (MM)  
24-25 Plant, Dangerous, Thorn-Slinger (MM)  
26-27 Skeleton (MM)  
28-29 Skeleton, Giant (MM)  
30-31 Spider, Phase (MM)  
32-33 Troll, Giant (MM)  
34-35 Vampire (MM); night  
36-37 Zombie, Common (MM); night  
38-39 Gloomwing, Flying Serpent (FR1)  
40-41 Claw, Crawling (FR2)  
42-43 Sull (FR2)  
44-45 Hellcat (FF)  
46-47 Penanggalan (FF); night  
48-49 Baneguard (MCA)  
50-51 Foulwing (MCA)  
52-53 Helmed Horror (MCA)  
54-55 Ghul-kin, Soultaker (MCB); night  
56-57 Ghul-kin, Witherer (MCB); night  
58-59 Wraith-Spider (MCB); night  
60-61 Banedead (MCB)  
62-63 Bat, Bonebat (MCB)  
64-65 Burbur (MCC)  
66-67 Chosen One (MCC)  
68-69 Dread Warrior (MCC)  
70-71 Black dragon (MM)  
72-73 Frog, Poisonous (MM)  
74-75 Hydra, Pyrohydra (MM)  
76-77 Plant, Intelligent, Shambling Mound (MM)  
78-79 Giant Toad, Ice (MM); day  
80-81 Troll, Ice (MM)  
82-83 Alguduir (FR1); day  
84-85 Cantobele (FR1)  
86-87 Fachan (FR1)  
88-89 Rohch, Swamp (FR1)  
90-91 Bichir (Lungfish, Giant) (FR2); day  
92-93 Elemental Vermin, Water (Spitter) (MCA)  
94-95 Troll, Snow (MCA); night  
96-97 Xantravar (Stinging Horror) (MCA)  
98-99 Flumph, Common (CM2); night  
00 Mist, Scarlet Dancer (MCC)

**Table 21.4: Very rare monsters in cold swamps**

01 Banshee (MM); night

02 Basilisk, greater (MM); day  
03 Dracolisk (MM); day  
04 Broken one, greater (MM); night  
05 Megalo-centipede (MM)  
06 Crypt thing (MM)  
07 Death knight (MM)  
08 Doppelganger (MM)  
09 Genie, Jann (MM); day  
10 Ghost (MM); night  
11 Gnome, Spriggan (MM)  
12 Gremlin (MM); night  
13 Gremlin, Fremlin (MM); day  
14 Gremlin, Galltrit (MM); night  
15 Hag, Annis (MM); night  
16 Hag, Green (MM); night  
17 Haunt (MM)  
18 Hell Hound (MM)  
19 Heucuva (MM)  
20 Homonculous (MM)  
21 Human, Adventurer (MM)  
22 Human, Knight (MM)  
23 Human, Priest (MM)  
24 Human, Wizard (MM)  
25 Imp (MM)  
26 Imp, Quasit (MM)  
27 Lycanthrope, Werefox (Foxwoman) (MM);  
night  
28 Medusa, Glyptar (MM)  
29 Naga, Guardian (MM)  
30 Nymph (MM)  
31 Ogre, Half-Ogre (MM)  
32 Phantom (MM)  
33 Plant, Dangerous, Snapper-saw (MM)  
34 Revenant (MM); night  
35 Skeleton, Animal (MM)  
36 Skeleton, Monster (MM)  
37 Skeleton, Warrior (MM)  
38 Troll, Two-headed (MM)  
39 Zombie, Monster (MM); night  
40 Zombie, Ju-ju (MM); night  
41 Zombie, Lord (MM); night  
42 Basilisk, Dracolisk (MM); day  
43 Dimensional Warper (FR1)  
44 Carnivorous Plant, Black Willow (FR1)  
45 Ring-worm (FR1)  
46 Tempest (FR1)  
47 Beholder-kin, Spectator (FR2); day  
48 Berbalang (FR2); full moon night  
49 Darkenbeast (FR2); night  
50 Apparition (FF)  
51 Bird, Talking (MCA)  
52 Blazing Bones (MCA)  
53 Winged Cat, Lesser (MCA)  
54 Dragon-kin (MCA)  
55 Elemental Kin, Earth, Crysmal (MCA); day  
56 Elemental Vermin, Air (Duster) (MCA)  
57 Elemental Vermin, Earth (Crawler) (MCA)  
58 Flameskull (MCA)  
59 Greelox (MCA); night

60 Magebane (MCA)  
61 Naga, Bone (MCA)  
62 Nishruu (MCA)  
63 Spectral Wizard (MCA)  
64 Wolf, Dread (MCA)  
65 Wolf, Stone (MCA)  
66 Wolf, Vampiric (MCA); night  
67 Wolf, Zombie (MCA)  
68 Doppelganger, Greater (MCB)  
69 Dragon, Half-Dragon (MCB)  
70 Ghost, Casura (MCB)  
71 Ghost, Ker (MCB); night  
72 Hakeashar (MCB)  
73 Alhoon (Illithilich) (MCC)  
74 Banelich (MCB)  
75 Coffin Corpse (MCC)  
76 Disenchanter (MCC)  
77 Gargoyle, Archer\Spouter\Stone  
Lion\Grandfather Plaque (MCC)  
78 Ibrandlin (MCC)  
79 Orc, Ondonti (MCC)  
80 Snake, Messenger (MCC)  
81 Nymph, Unseelie (MCD)  
82 Shadowrath, Lesser\Greater (MCD)  
83 Catoblepas (MM); day  
84 Frog, Killer (MM)  
85 Giant, Frost (MM)  
86 Hydra, Lernean (MM)  
87 Hydra, Cryohydra (MM)  
88 Mefit, Ice (MM)  
89 Mefit, Mist (MM)  
90 Mudman (MM)  
91 Fachan (FR1)  
92 Crimson Death (FR2); night  
93-94 Ice Lizard (FF); day  
95 Gibbering Mouther (MCA); day  
96 Laraken (MCA)  
97 Darktentacles (MCB)  
98 Dog, Bog Hound (MCB); night  
99 Flumph, Monastic (CM2); night  
00 Roll on **Table 21.5: Extremely rare**

#### monsters

Iron Cobra (FF)  
Elf, Winged (Avariel) (MCB)  
Render (MCC)

#### Warm sweet waters

#### Table 22.1: Common monsters in warm sweet waters

01-10 Beetle, giant, water (MM)  
11-20 Crocodile (MM)  
21-30 Human, Merchant Sailor/Fisherman (MM)  
31-40 Human, Sailor (MM)  
41-50 Bird, Swan (MM)  
51-60 Giant Toad (MM)  
61-70 Herd Mammal, Hippopotamus (MCB)  
71-85 Roll on **Table 22.2: Uncommon monsters in**

**warm sweet waters**86-95 Roll on **Table 22.3: Rare monsters in warm sweet waters**96-00 Roll on **Table 22.4: Very rare monsters in warm sweet waters****Table 22.2: Uncommon monsters in warm sweet waters**

01-13 Frog, Giant (MM)  
 14-25 Naga, Water (MM)  
 26-38 Ogre, Merrow (MM)  
 39-50 Snake, Sea, Giant (MM)  
 51-62 Giant Toad, Poisonous (MM)  
 63-75 Fish, Hetfish (MCB)  
 76-88 Snake, Poison, Normal (MM)  
 89-00 Snake, Poison, Giant (MM)

**Table 22.3: Rare monsters in warm sweet waters**

01-09 Fish, Electric Eel (MM)  
 10-18 Fish, Lamprey (MM)  
 19-27 Fish, Piranha (MM)  
 28-35 Frog, Poisonous (MM)  
 36-43 Hag, Sea (MM); night  
 44-52 Hippocampus (MM)  
 53-60 Giant Toad, Fire (MM)  
 61-68 Troll, Freshwater (MM); day  
 69-76 Umber Hulk, Vodyanoi (MM)  
 77-84 Banelar (MCA)  
 85-92 Lythlyx (MCA)  
 93-00 Marl (MCB); day

**Table 22.4: Very rare monsters in warm sweet waters**

01-06 Giant crocodile (MM)  
 07-11 Bronze dragon (MM)  
 12-16 Mist dragon (MM)  
 17-22 Dragon Turtle (MM)  
 23-28 Elemental, Water Kin, Nereid (MM)  
 29-34 Elemental, Water Kin, Water weird (MM)  
 35-40 Fish, Giant Eel (MM)  
 41-46 Fish, Giant Gar (MM)  
 47-52 Fish, Giant Piranha (MM)  
 53-58 Frog, Killer (MM)  
 59-64 Ghoul, Lacedon (MM); night  
 65-70 Giant, Storm (MM)  
 71-76 Insect, Dragonfly, Giant (MM)  
 77-82 Sirine (MM)  
 83-88 Skuz (FR1)  
 89-94 Undead Lake Monster (MCA)  
 95-00 Fish, Verme (MCB)

## Temperate sweet waters

**Table 23.1: Common monsters in temperate sweet waters**

01-17 Beetle, giant, water (MM)  
 18-35 Human, Merchant Sailor/Fisherman (MM)  
 36-53 Human, Sailor (MM)  
 54-70 Giant Toad (MM)  
 71-85 Roll on **Table 23.2: Uncommon monsters in temperate sweet waters**  
 86-95 Roll on **Table 23.3: Rare monsters in temperate sweet waters**  
 96-00 Roll on **Table 23.4: Very rare monsters in temperate sweet waters**

**Table 23.2: Uncommon monsters in temperate sweet waters**

01-13 Giant crayfish (MM)  
 14-25 Frog, Giant (MM)  
 26-37 Naga, Water (MM)  
 38-49 Ogre, Merrow (MM)  
 50-61 Giant Toad, Poisonous (MM)  
 62-74 Fish, Hetfish (MCB)  
 76-88 Snake, Poison, Normal (MM)  
 89-00 Snake, Poison, Giant (MM)

**Table 23.3: Rare monsters in temperate sweet waters**

01-09 Fish, Quipper (MM)  
 10-17 Frog, Poisonous (MM)  
 18-25 Hag, Sea (MM); night  
 26-34 Hippocampus (MM)  
 35-42 Sprite, Nixie (MM); day  
 43-50 Giant Toad, Fire (MM)  
 51-58 Troll, Freshwater (MM); day  
 59-66 Umber Hulk, Vodyanoi (MM)  
 67-74 Bunyip (FR2)  
 75-82 Banelar (MCA)  
 83-91 Elemental Vermin, Water (Spitter) (MCA)  
 92-00 Lythlyx (MCA)

**Table 23.4: Very rare monsters in temperate sweet waters**

01-06 Dragon Turtle (MM)  
 07-12 Elemental, Water Kin, Nereid (MM)  
 13-18 Elemental, Water Kin, Water weird (MM)  
 19-24 Fish, Giant Carp (MM)  
 25-30 Fish, Giant Catfish (MM)  
 31-36 Fish, Giant Eel (MM)  
 37-42 Fish, Weed Eel (MM)  
 43-48 Fish, Giant Gar (MM)  
 49-54 Fish, Giant Pike (MM)  
 55-60 Frog, Killer (MM)  
 61-66 Ghoul, Lacedon (MM); night  
 67-71 Giant, Storm (MM)  
 72-77 Sirine (MM)  
 78-83 Swanmay (MM)  
 84-89 Skuz (FR1)  
 90-94 Undead Lake Monster (MCA)  
 95-00 Fish, Verme (MCB)



## Cold sweet waters

### Table 24.1: Common monsters in cold sweet waters

01-23	Beetle, giant, water (MM)
24-47	Human, Merchant Sailor/Fisherman (MM)
48-70	Human, Sailor (MM)
71-85	Roll on <b>Table 24.2: Uncommon monsters in cold sweet waters</b>
86-95	Roll on <b>Table 24.3: Rare monsters in cold sweet waters</b>
96-00	Roll on <b>Table 24.4: Very rare monsters in cold sweet waters</b>

### Table 24.2: Uncommon monsters in cold sweet waters

01-25	Frog, Giant (MM)
26-50	Naga, Water (MM)
51-75	Ogre, Merrow (MM)
76-00	Fish, Hetfish (MCB)

### Table 24.3: Rare monsters in cold sweet waters

01-10	Fish, Quipper (MM)
11-20	Frog, Poisonous (MM)
21-30	Hag, Sea (MM); night
31-40	Hippocampus (MM)
41-50	Giant Toad, Ice (MM); day
51-60	Troll, Freshwater (MM); day
61-70	Umber Hulk, Vodyanoi (MM)
71-80	Elemental Vermin, Water (Spitter) (MCA)
81-90	Lythlyx (MCA)
91-00	Marl (MCB); day

### Table 24.4: Very rare monsters in cold sweet waters

01-13	Elemental, Water Kin, Water weird (MM)
14-25	Fish, Giant Catfish (MM)
26-37	Fish, Giant Pike (MM)
38-50	Frog, Killer (MM)
51-62	Ghoul, Lacedon (MM); night
63-75	Skuz (FR1)
76-88	Undead Lake Monster (MCA)
89-00	Fish, Verme (MCB)

## Warm salt waters

### Table 25.1: Common monsters in warm salt waters

01-10	Fish, Barracuda (MM)
11-20	Human, Merchant Sailor/Fisherman (MM)
21-30	Human, Pirate/Buccaneer (MM)
31-40	Human, Sailor (MM)

41-50	Plant, Intelligent, Strangle-weed (MM)
51-60	Whale, Common (MM)
61-70	Whale, Killer (Orca) (MM)
71-85	Roll on <b>Table 25.2: Uncommon monsters in warm salt waters</b>
86-95	Roll on <b>Table 25.3: Rare monsters in warm salt waters</b>
96-00	Roll on <b>Table 25.4: Very rare monsters in warm salt waters</b>

### Table 25.2: Uncommon monsters in warm salt waters

01-07	Dolphin (MM)
08-13	Sea Lion (MM); day
14-19	Troll, Saltwater (MM); night
20-25	Urchin, Black (MM)
26-32	Fish, Hetfish (MCB)
33-39	Fish, Masher (MCB); night
40-45	Jellyfish, Giant (MCB)
46-52	Fish, Deep Ocean, Angler Fish (MCD)
53-59	Fish, Deep Ocean, Gulper (MCD)
60-66	Fish, Deep Ocean, Viperfish (MCD)
67-73	Fish, Tropical, Giant Grouper (MCD)
74-80	Fish, Tropical, Morena (MCD)
81-87	Fish, Tropical, Porcupine Fish (MCD)
88-94	Fish, Tropical, Electric Ray (MCD)
95-00	Octopus, Octo-Jelly (MCD)

### Table 25.3: Rare monsters in warm salt waters

01-03	Crabman (MM)
04-06	Giant crab (MM)
07-10	Fish, Dragonfish (MM)
11-14	Fish, Lamprey (MM);rare
15-18	Fish, Manta Ray (MM)
19-22	Fish, Shark (MM)
23-25	Gargoyle, Margoyle (MM)
26-28	Hag, Sea (MM); night
29-31	Hippocampus (MM)
32-34	Locathah (MM)
35-37	Octopus, Giant (MM)
38-40	Sirine (MM)
41-43	Sprite, Sea (MM); day
44-46	Squid, Giant (MM)
47-49	Tako, Male (MM)
50-52	Triton (MM); day
53-55	Urchin, Green (MM)
56-58	Urchin, Red (MM)
59-61	Whale, Narwhal (MM)
62-64	Zombie, Sea (MM); night
65-67	Ascallion, Adult Female (Mother) (FR2)
68-70	Ascallion, Young (Biter) (FR2)
71-73	Ascallion, Adult Male (Shadow) (FR2)
74-76	Flawder (FF)
77-79	Lythlyx (MCA)
80-82	Xantravar (Stinging Horror) (MCA)
83-85	Dragon-kin, Sea Wyrm (MCB)
86-88	Fish, Floating Eye (MCB)

- 89-91 Eel, Giant Moray (MCC)
- 92-94 Anemone, Giant Sea (MCD)
- 95-97 Clam, Giant (Oyster) (MCD)
- 98-00 Octopus, Octo-Hide (MCD)

**Table 25.4: Very rare monsters in warm salt waters**

- 01-03 Bronze dragon (MM)
- 04-06 Mist dragon (MM)
- 07-09 Dragon Turtle (MM)
- 10-12 Elemental, Water Kin, Nereid (MM)
- 13-15 Elemental, Water Kin, Water weird (MM)
- 16-18 Fish, Pungi Ray (MM)
- 19-21 Fish, Giant Seahorse (MM)
- 22-25 Fish, Giant Shark (MM)
- 26-28 Fish, Sting Ray (MM)
- 29-31 Ghoul, Lacedon (MM); night
- 32-34 Giant, Reef (MM); day
- 35-37 Giant, Storm (MM)
- 38-40 Ixixachitl (MM); day
- 41-43 Lycanthrope, Seawolf, Lesser (MM)
- 44-46 Lycanthrope, Seawolf, Greater (MM)
- 47-49 Morkoth (MM); night
- 50-52 Plant, Intelligent, Kelpie (MM)
- 53-55 Squid, Kraken (MM)
- 56-58 Tako, Female (MM)
- 59-61 Urchin, Silver (MM)
- 62-64 Urchin, Yellow (MM)
- 65-67 Whale, Giant (MM)
- 68-70 Whale, Leviathan (MM)
- 71-73 Vurgens (FR2)
- 74-76 Dragon, Neutral, Pearl (MCA)
- 77-79 Nautilus, Giant (MCA)
- 80-82 Amiq Rasol (MCB)
- 83-85 Dragon, Brine (MCB)
- 86-88 Lycanthrope, Wereshark (MCB)
- 89-91 Amonite, Golden (MCD)
- 92-94 Clam, Carnivorous Scallop (MCD)
- 95-97 Fish, Deep Ocean, Death Minnow (MCD)
- 98-00 Fish, Vurgens (Giant Gulper Eel) (MCD)

Temperate salt waters

**Table 26.1: Common monsters in temperate salt waters**

- 01-14 Human, Merchant Sailor/Fisherman (MM)
- 15-28 Human, Pirate/Buccaneer (MM)
- 29-42 Human, Sailor (MM)
- 43-56 Whale, Common (MM)
- 57-70 Whale, Killer (Orca) (MM)
- 71-85 Roll on **Uncommon monsters in temperate salt waters**
- 86-95 Roll on **Rare monsters in temperate salt waters**
- 96-00 Roll on **Very rare monsters in temperate salt waters**

**Table 26.2: Uncommon monsters in temperate salt waters**

- 01-13 Dolphin (MM)
- 14-25 Merman (MM)
- 26-37 Sahuagin (MM); night
- 38-49 Troll, Saltwater (MM); night
- 50-62 Fish, Hetfish (MCB)
- 63-75 Fish, Deep Ocean, Angler Fish (MCD)
- 76-88 Fish, Deep Ocean, Gulper (MCD)
- 89-00 Fish, Deep Ocean, Viperfish (MCD)

**Table 26.3: Rare monsters in temperate salt waters**

- 01-05 Crabman (MM)
- 06-10 Giant crab (MM)
- 11-15 Fish, Shark (MM)
- 16-19 Gargoyle, Margoye (MM)
- 20-23 Hag, Sea (MM); night
- 24-28 Hippocampus (MM)
- 29-32 Octopus, Giant (MM)
- 33-36 Sirine (MM)
- 37-40 Squid, Giant (MM)
- 41-45 Tako, Male (MM)
- 46-50 Triton (MM); day
- 51-55 Whale, Narwhal (MM)
- 56-60 Zombie, Sea (MM); night
- 61-64 Ascallion, Adult Female (Mother) (FR2)
- 65-68 Ascallion, Young (Biter) (FR2)
- 69-72 Ascallion, Adult Male (Shadow) (FR2)
- 73-77 Flawder (FF)
- 78-81 Elemental Vermin, Water (Spitter) (MCA)
- 82-86 Lythlyx (MCA)
- 87-90 Xantravar (Stinging Horror) (MCA)
- 91-95 Fish, Floating Eye (MCB)
- 96-00 Eel, Giant Moray (MCC)

**Table 26.4: Very rare monsters in temperate salt waters**

- 01-03 Topaz dragon (MM)
- 04-06 Dragon Turtle (MM)
- 07-09 Elemental, Water Kin, Nereid (MM)
- 10-12 Elemental, Water Kin, Water weird (MM)
- 13-16 Elf, Aquatic (FR1)
- 17-20 Fish, Giant Eel (MM)
- 21-24 Fish, Marine Eel (MM)
- 25-28 Fish, Weed Eel (MM)
- 29-32 Fish, Giant Seahorse (MM)
- 33-36 Fish, Giant Shark (MM)
- 37-39 Ghoul, Lacedon (MM); night
- 40-42 Giant, Storm (MM)
- 43-45 Lycanthrope, Seawolf, Lesser (MM)
- 46-48 Lycanthrope, Seawolf, Greater (MM)
- 49-51 Morkoth (MM); night
- 52-55 Plant, Intelligent, Kelpie (MM)
- 56-58 Squid, Kraken (MM)
- 59-62 Tako, Female (MM)

63-66 Whale, Giant (MM)  
 67-70 Whale, Leviathan (MM)  
 71-74 Vurgens (FR2)  
 75-77 Dragon, Neutral, Pearl (MCA)  
 78-80 Nautilus, Giant (MCA)  
 81-83 Amiq Rasol (MCB)  
 84-86 Dragon, Brine (MCB)  
 87-89 Lycanthrope, Wereshark (MCB)  
 90-92 Amonite, Golden (MCD)  
 93-96 Fish, Deep Ocean, Death Minnow (MCD)  
 97-00 Fish, Vurgens (Giant Gulper Eel) (MCD)

#### Cold salt waters

#### **Table 27.1: Common monsters in cold salt waters**

01-18 Human, Merchant Sailor/Fisherman (MM)  
 19-36 Human, Sailor (MM)  
 37-53 Whale, Common (MM)  
 54-70 Whale, Killer (Orca) (MM)  
 71-85 Roll on **Table 27.2: Uncommon monsters in cold salt waters**  
 86-95 Roll on **Table 27.3: Rare monsters in cold salt waters**  
 96-00 Roll on **Table 27.4: Very rare monsters in cold salt waters**

#### **Table 27.2: Uncommon monsters in cold salt waters**

01-30 Dolphin (MM)  
 31-60 Troll, Saltwater (MM); night  
 61-90 Fish, Hetfish (MCB)  
 91-97 Roll on **Table 27.3: Rare monsters in cold salt waters**  
 98-00 Roll on **Table 27.4: Very rare monsters in cold salt waters**

#### **Table 27.3: Rare monsters in cold salt waters**

01-06 Giant crab (MM)  
 01-12 Gargoyle, Margoyle (MM)  
 13-18 Hag, Sea (MM); night  
 19-25 Hippocampus (MM)  
 26-32 Octopus, Giant (MM)  
 33-38 Squid, Giant (MM)  
 39-44 Triton (MM); day  
 45-51 Whale, Narwhal (MM)  
 52-57 Zombie, Sea (MM); night  
 58-63 Ascallion, Adult Female (Mother) (FR2)  
 64-69 Ascallion, Young (Biter) (FR2)  
 70-75 Ascallion, Adult Male (Shadow) (FR2)  
 76-81 Elemental Vermin, Water (Spitter) (MCA)  
 82-87 Lythlyx (MCA)  
 88-93 Xantravar (Stinging Horror) (MCA)  
 94-00 Fish, Floating Eye (MCB)

#### **Table 27.4: Very rare monsters in cold salt waters**

01-05 Topaz dragon (MM)  
 06-11 Elemental, Water Kin, Water weird (MM)  
 12-17 Fish, Shark (MM)  
 18-23 Fish, Giant Shark (MM)  
 24-29 Ghoul, Lacedon (MM); night  
 30-35 Lycanthrope, Seawolf, Lesser (MM)  
 36-41 Lycanthrope, Seawolf, Greater (MM)  
 42-47 Morkoth (MM); night  
 48-53 Selkie (MM)  
 54-59 Squid, Kraken (MM)  
 60-65 Whale, Giant (MM)  
 66-71 Whale, Leviathan (MM)  
 72-77 Vurgens (FR2)  
 78-83 Nautilus, Giant (MCA)  
 84-89 Amiq Rasol (MCB)  
 90-94 Dragon, Brine (MCB)  
 95-00 Lycanthrope, Wereshark (MCB)