

WANDERING MONSTERS



**Monster encounters by environment rolled at random or
based on challenge rating for your 5th Edition games.**

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INSTRUCTIONS

Add variety to your game sessions with the addition of random encounters; roll a d10 and a d6 to select a table, then roll the appropriate die (as determined by the left-hand column). Alternatively, pick the most appropriate CR encounter using the middle column.

Be warned: rolling randomly may result in very hard, or just plain deadly, encounters. However, remember that not every encounter must be a fight to the death; some monsters might retreat to warn others, the creatures may be distracted by something (leading to a tense stealth mission), or the dragon might just be interested in talking today...

This table can be used on the fly to create random encounters during gameplay, or used while you're building out your own adventures. All of the challenge ratings have been calculated for you, and the tables are specifically designed to inspire your creativity with their themes, flavor text, and interesting combinations of monsters. We hope you'll find yourself using a much more diverse collection of creatures than you might normally, and that your players will be more entertained than ever!



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DRY BONES

From the darkness, faint points of light emerge, with the creaking and clattering of dry bones shambling towards you...

D6	CR	CREATURE(S)
1-2	1/2-4	2d8 skeletons (p.272)
3-4	5-8	12 skeletons (p.272), 1d2 minotaur skeletons (p.273)
5-6	9+	2d8 + 10 skeletons (p.272), 1d2 minotaur skeletons (p.273), 1 flameskull (p.134)

WALKING DEAD

The stench of rotting flesh assails you as, heaving themselves forward on decaying limbs, the undead lurch forward...

D6	CR	CREATURE(S)
1-2	1/2-2	2d8 zombies (p.316)
3-4	5-8	12 zombies (p.316), 1d2 ogre zombies (p.316)
5-6	9+	2d8 + 6 zombies (p.316), 1d2 ogre zombies (p.316), 1 oculoid zombie (p.316)

UNDEAD HUNGER

A horrific smell fills your nostrils: old blood and decayed meat, exhaled through rotting teeth...

D6	CR	CREATURE(S)
1-2	1-6	1d6 ghouls (p.148)
3-4	7-12	1d6 + 4 ghouls (p.148), 1 ghast (p.148)
5-6	13+	1d6 + 6 ghouls (p.148), 1d4 + 2 ghouls (p.148)

RESTLESS SPIRITS

A deathly chill creeps into the area: the cold breath of the restless dead...

D6	CR	CREATURE(S)
1-2	1-4	1d4 specters (p.279)
3-4	5-8	1d4 specters (p.279), 1 ghost (p.147)
5-6	9+	1d6 specters (p.279), 2 ghosts (p.147)

SHADOWS IN THE DARK

Your hair prickles as a vague, but almost tangible, malice flows through the area like a wisp of fog...

D6	CR	CREATURE(S)
1-2	1/2-5	1d10 shadows (p.269)
3-4	5-10	1d10 shadows (p.269), 1 wraith (p.302)
5-6	11+	1d10 shadows (p.269), 1d4 + 1 wraiths (p.302)

TORMENTED SOULS

Echoing around you, the low, gasping breath of a distant soul in torment builds to a crescendo, as your own breath fogs the air...

D6	CR	CREATURE(S)
1-2	4	1 banshee (p.23)
3-4	10	2 revenants (p.259)
5-6	17	1 death knight (p.47)

SERPENTINE FIEND

The whispering of scales slides across the floor, and a faint hissing grows louder...

D6	CR	CREATURE(S)
1-2	4	1 bone naga (p.233)
3-4	8	1 spirit naga (p.234)
5-6	12	1 swarm of poisonous snakes (p.338), 1 guardian naga (p.234)

ANGELIC PRESENCE

An enormous, pristine, and utterly beautiful feather, illuminated by golden light, floats gracefully to stop an inch above the ground...

D6	CR	CREATURE(S)
1-2	10	1 deva (p.16)
3-4	16	1 planetar (p.17)
5-6	21	1 solar (p.18)

METALLIC MONSTER

The hollow clattering of metal against metal rings, as armored feet stamp forward...

D6	CR	CREATURE(S)
1-2	1-6	1d6 animated armors (p.19)
3-4	7-14	1d2 shield guardians (p.271)
5-6	16+	1d6 - 1 animated armors (p.19), 1 iron golem (p.170)

GOBLIN SCOUTS

Whispering back and forth in their harsh tongue, they lope towards you, their pointed faces scowling...

D6	CR	CREATURE(S)
1-2	1-4	4d4 goblins (p.166)
3-4	5-8	16 goblins (p.166), 1d4 goblin bosses (p.166)
5-6	10+	4d4 goblins (p.166), 1d4 goblin bosses (p.166), 1 fomorian (p.136)

FLAMING REPTILES

The hissing of snakes is joined by the spitting and cracking of flames, as a flickering light creeps into the area...

D6	CR	CREATURE(S)
1-2	3-5	1d4 + 2 fire snakes (p.265)
3-4	7-12	1d6 + 1 fire snakes (p.265), 1 salamander (p.266)
5-6	13+	3d4 fire snakes (p.265), 2 salamanders (p.266)

MANY MOUTHS

Many mouths, each packed with razor-sharp teeth, gnash and snap, hungry for fresh meat...

D6	CR	CREATURE(S)
1-2	2	1 gibbering moulder (p.157)
3-4	6	1 chimera (p.39)
5-6	8	1 hydra (p.190)

PROBING INTELLIGENCE

Faintly, at the back of your mind, is a sense of some great intellect pressing in at the fringes of your own...

D6	CR	CREATURE(S)
1-2	2	1 intellect devourer (p.191)
3-4	3	1 grell (p.172)
5-6	7	1 mind splitter (p.222)

SIREN SONG

There is something undoubtedly alluring about the figures ahead; you find it difficult to look away...

D6	CR	CREATURE(S)
1-2	1-4	1d4 harpies (p.181)
3-4	5-8	1d4 harpies (p.181), 1 succubus/incubus (p.285)
5-6	9+	1d6 harpies (p.181), 1d4 + 1 succubi/incubi (p.285)

OPHIDIOPHOBIA

A multitude of twisting, writhing serpents entwine as their forked tongues taste the air...

D6	CR	CREATURE(S)
1-2	2-8	1d4 swarms of poisonous snakes (p.338)
3-4	4-16	1d4 swarms of poisonous snakes (p.338), 1d4 giant constrictor snakes (p.324)
5-6	18+	1d4 + 2 swarms of poisonous snakes (p.338), 1d4 + 2 giant constrictor snakes (p.324), 1 medusa (p.214)

LISTLESS TROLL

Hailed by a waft of stagnant air, the warty-hided giant shuffles forward on gnarled feet, scratching itself with dagger-like claws...

D6	CR	CREATURE(S)
1-2	5	1 troll (p.291)
3-4	10	2 trolls (p.291)
5-6	15	3 trolls (p.291)

BOTHERSOME SWARM

The creatures swarm forwards, probing eagerly for some weak spot they can exploit to wreak havoc...

D6	CR	CREATURE(S)
1-2	1/4-2	2d8 stirges (p.284)
3-4	3-6	1d6 + 6 rust monsters (p.262)
5-6	7+	2d12 + 12 magmins (p.212)

KOBOLD INTERLOPERS

Tiny claws clatter against the floor as the twitchy creatures skitter forward, hissing with fear and anger...

D6	CR	CREATURE(S)
1-2	1-4	4d8 kobolds (p.195)
3-4	5-10	3d8 + 24 kobolds (p.195), 1 dragon wyrmling*
5-6	11+	3d8 + 24 kobolds (p.195), 2d4 + 6 winged kobolds (p.195), 1 young dragon*

*Roll a d6 to determine the color: 1: Black (p.88), 2: Blue (p.91), 3: Green (p.95), 4: Red (p.98), 5: White (p.102), 6: reroll

ANIMATED OBJECTS

Suddenly, an object you thought mundane comes to life before your eyes, catching you off guard...

D6	CR	CREATURE(S)
1-2	1/2-2	2d4 flying swords (p.20)
3-4	1	1 animated armor (p.19)
5-6	2	1 rug of smothering (p.20)

FIERY FREAKS

A fiery monster makes its way toward you, spitting flames as it approaches and scorching the cobbles...

D6	CR	CREATURE(S)
1-2	1/4-1	1d4 magma mephits (p.216)
3-4	1/4-1	1d4 magmins (p.212)
5-6	1-4	1d4 fire snakes (p.265)

BLACK DRAGON

An acrid tang emanates from foul-looking pools, which ripple as something huge approaches...

D8	CR	CREATURE(S)
1-2	2	1 black dragon wyrmling (p.88)
3-4	7	1 young black dragon (p.88)
5-6	14	1 adult black dragon (p.88)
7-8	21	1 ancient black dragon (p.87)

BLUE DRAGON

The air crackles with ozone and static, setting your hair on end along with a low, reverberating growl...

D8	CR	CREATURE(S)
1-2	3	1 blue dragon wyrmling (p.91)
3-4	9	1 young blue dragon (p.91)
5-6	16	1 adult blue dragon (p.91)
7-8	23	1 ancient blue dragon (p.90)

GREEN DRAGON

Through a thin, green mist of choking fumes, the rasping breath of an enormous reptile purrs...

D8	CR	CREATURE(S)
1-2	2	1 green dragon wyrmling (p.95)
3-4	8	1 young green dragon (p.94)
5-6	15	1 adult green dragon (p.94)
7-8	22	1 ancient green dragon (p.93)

RED DRAGON

The air becomes dry and uncomfortably hot. Somewhere, enormous claws grate against stone...

D8	CR	CREATURE(S)
1-2	4	1 red dragon wyrmling (p.98)
3-4	10	1 young red dragon (p.98)
5-6	17	1 adult red dragon (p.98)
7-8	24	1 ancient red dragon (p.97)

WHITE DRAGON

A thin coat of rime frosts the area and flakes from the ceiling, dislodged by a deep, rumbling growl...

D8	CR	CREATURE(S)
1-2	2	1 white dragon wyrmling (p.102)
3-4	6	1 young white dragon (p.101)
5-6	13	1 adult white dragon (p.101)
7-8	20	1 ancient white dragon (p.101)

DRACONIC COUSIN

A draconic connection is clear as the beast surveys you coldly, almost haughtily, with a reptilian eye...

D8	CR	CREATURE(S)
1-2	1/4-1	1d4 pseudodragons (p.254)
3-4	5	1 half-dragon veteran (p.180)
5-6	13	1 young red shadow dragon (p.85)
7-8	17	1 adult blue dracolich (p.84)

STORM OF ELEMENTS

An unnatural breeze picks up, throwing up dust and debris to whip against you as it builds...

D8	CR	CREATURE(S)
1-2	5	1 air elemental (p.124)
3-4	10	2 air elementals (p.124)
5-6	15	3 air elementals (p.124)
7-8	20	4 air elementals (p.124)

QUAKE OF ELEMENTS

The ground ripples and quakes, like a great beast slowly stirring to wakefulness...

D8	CR	CREATURE(S)
1-2	5	1 earth elemental (p.124)
3-4	10	2 earth elementals (p.124)
5-6	15	3 earth elementals (p.124)
7-8	20	4 earth elementals (p.124)

INFERNO OF ELEMENTS

Embers and smoke swirl in the air as each breath becomes more painfully hot...

D8	CR	CREATURE(S)
1-2	5	1 fire elemental (p.125)
3-4	10	2 fire elementals (p.125)
5-6	15	3 fire elementals (p.125)
7-8	20	4 fire elementals (p.125)

FLOOD OF ELEMENTS

Covering the floor, a film of water drips, pools, and shifts as if of its own accord...

D8	CR	CREATURE(S)
1-2	5	1 water elemental (p.125)
3-4	10	2 water elementals (p.125)
5-6	15	3 water elementals (p.125)
7-8	20	4 water elementals (p.125)

UNBOUND PROTECTOR

The figure creaks and judders forward, the unnatural movement of a creature which has not moved for a very long time...

D8	CR	CREATURE(S)
1-2	5	1 flesh golem (p.169)
3-4	9	1 clay golem (p.168)
5-6	10	1 stone golem (p.170)
7-8	16	1 iron golem (p.170)

WISH COME TRUE

A breath of wind caresses you and, with it, the slightest hint of exotic spice...

D8	CR	CREATURE(S)
1-2	11	1 dao (p.143)
3-4	11	1 djinni (p.144)
5-6	11	1 efreeti (p.145)
7-8	11	1 marid (p.146)

OUT OF THE CRYPT

A wave of stale, dry air assaults the senses, followed by a low, hollow moan...

D8	CR	CREATURE(S)
1-2	3	1 mummy (p.228)
3-4	6-9	1d2 + 1 mummies (p.228)
5-6	15	1 mummy lord (p.229)
7-8	18+	1d4 mummies (p.228), 1 mummy lord (p.229)

WHISPERS FROM THE DEPTHS

A smell hangs heavy in the air - a rotten stink vomited up from some dark abyss...

D8	CR	CREATURE(S)
1-2	1/4-1	1 dretch (p.57)
3-4	5	1 barlgura (p.56)
5-6	8	1 hezrou (p.60)
7-8	16	1 marilith (p.61)

ABYSSAL DENIZENS

Almost imperceptibly, the area distorts, twisting as if in protest against some unnatural force...

D8	CR	CREATURE(S)
1-2	1-4	1d4 quasits (p.63)
3-4	6	1 chasme (p.57)
5-6	9	1 glabrezu (p.58)
7-8	16	1 nalfeshnee (p.62)

FICKLE FIEND

The form ahead, a mixture of human, beast, and fiend, eyes you with undeniable intelligence, and what appears to be disdain...

D8	CR	CREATURE(S)
1-2	5	1 mezzoloth (p.313)
3-4	9	1 nycaloth (p.314)
5-6	12	1 arcanaloth (p.313)
7-8	13	1 ultroloth (p.314)

OOZING MENACE

A dripping, oozy slurping echoes faintly over the unnervingly clean floors...

D8	CR	CREATURE(S)
1-2	1/2-2	2d4 gray oozes (p.243)
3-4	2-4	1d2 ochre jellies (p.243)
5-6	4-6	1d2 + 1 gelatinous cubes (p.242)
7-8	8-12	1d2 + 1 black puddings (p.241)

ORC RAIDERS

Brandishing their weapons and howling a battlecry through cracked, yellow tusks, the fur-clad brutes surge forward...

D8	CR	CREATURE(S)
1-2	1-4	1d6 + 2 orcs (p.246)
3-4	5-8	1d6 + 2 orcs (p.246), 1 orc war chief (p.246)
5-6	9-12	1d6 + 6 orcs (p.246), 1 orc war chief (p.246), 1 orc one-eye (p.247)
7-8	13+	1d10 + 2 orcs (p.246), 2 orc war chiefs (p.246), 1 orc one-eye (p.247), 1 orog (p.248)

PETRIFYING MONSTROSITY

A creature capable of turning you to stone scuttles around the corner, casting its gaze upon you...

D8	CR	CREATURE(S)
1-2	1/2	1 cockatrice (p.42)
3-4	3	1 basilisk (p.24)
5-6	5	1 gorgon (p.171)
7-8	6	1 medusa (p.214)

DISGUISED DREAD

Without warning, a piece of the dungeon seems to come to life before you as eyes appear on its surface...

D8	CR	CREATURE(S)
1-2	1/2	1 piercer (p.252)
3-4	1/2	1 darkmantle (p.46)
5-6	5	1 roper (p.261)
7-8	8	1 cloaker (p.41)

BLOODSUCKERS

A creeping fog clings to the ground, twisting upwards as if of its own volition, as shadowy figures bleed into your periphery...

D10	CR	CREATURE(S)
1-2	5	1 vampire spawn (p.298)
3-4	10	2 vampire spawn (p.298)
5-6	13	1 vampire (p.297)
7-8	18	1 vampire spawn (p.298), 1 vampire (p.297)
9-10	23	2 vampire spawn (p.298), 1 vampire (p.297)

LORD OF UNDEATH

An emotion lies thick in the air, as tangible as fog: a burning, murderous hatred for the living...

D10	CR	CREATURE(S)
1-2	4	1 wight (p.300)
3-4	10	2 revenants (p.259)
5-6	14	1 wight (p.300), 2 revenants (p.259)
7-8	18	1 demilich (p.48)
9-10	21	1 lich (p.202)

AMBUSER

Silently, something watches, biding its time for the perfect opportunity to strike...

D10	CR	CREATURE(S)
1-2	2	1 mimic (p.220)
3-4	3	1 hell hound (p.182)
5-6	4	1 helmed horror (p.183)
7-8	6	1 invisible stalker (p.192)
9-10	9	3 phase spiders (p.334)

TENTACLED TERROR

A quiet, slimy, slithering noise builds to a whisper and, with it, the faint smell of decay...

D10	CR	CREATURE(S)
1-2	2-4	1d2 gricks (p.173)
3-4	4-8	1d2 carrion creepers (p.37), 1d2 gricks (p.173)
5-6	8-12	1d2 + 1 carrion creepers (p.37), 1d2 + 1 gricks (p.173)
7-8	13-19	1d4 + 2 grick alphas (p.173)
9-10	20+	1d4 + 2 gricks (p.173), 1d2 + 1 grick alphas (p.173)

WATCHER IN THE DARK

The sense that you are being watched creeps into your mind and refuses to leave...

D10	CR	CREATURE(S)
1-2	3	1 spectator (p.30)
3-4	6	2 spectators (p.30)
5-6	9	3 spectators (p.30)
7-8	13	1 oculoid (p.28)
9-10	14	1 death tyrant (p.29)

DARK ELF EXPEDITION

The dark-clad elves fix their opalescent eyes on yours, sneering with contempt...

D10	CR	CREATURE(S)
1-2	1/2-4	2d8 dark elves (p.128)
3-4	5-8	1d12 dark elves (p.128), 1 dark elf elite warrior (p.128)
5-6	9-12	4d4 dark elves (p.128), 1 dark elf priestess (p.129)
7-8	13-16	4d4 dark elves (p.128), 1 dark elf elite warrior (p.128), 1 dark elf mage (p.129)
9-10	17+	2d8 dark elves (p.128), 1d4 + 1 dark elf elite warriors (p.128), 1 dark elf mage (p.129)

TAKING FLIGHT

A faint rustling can be heard overhead, as great wings are flexed, ready to take off...

D10	CR	CREATURE(S)
1-2	2	1 gargoyle (p.140)
3-4	4	1 couatl (p.43)
5-6	6	1 chimera (p.39)
7-8	8	1 cloaker (p.41)
9-10	10	2 cambions (p.36)

ABYSSAL INVADER

The lights dim, rebelling against the foul thing that stirs in the shadows...

D10	CR	CREATURE(S)
1-2	1/8-1	1d8 manes (p.60)
3-4	4	1 shadow demon (p.64)
5-6	6	1 vroock (p.64)
7-8	10	1 yochlol (p.65)
9-10	17	1 goristro (p.59)

FROM HELL

The faint whiff of brimstone wafts through the air, an exhalation from a lower plane...

D10	CR	CREATURE(S)
1-2	1	1 imp (p.76)
3-4	3	1 bearded devil (p.73)
5-6	8	1 chained devil (p.72)
7-8	11	1 horned devil (p.74)
9-10	14	1 ice devil (p.75)

INFERNAL EMISSARY

Whispers on the edge of hearing claw at the back of your mind, promising power, pleasure, and pain...

D10	CR	CREATURE(S)
1-2	2	1 spined devil (p.78)
3-4	5	1 barbed devil (p.70)
5-6	9	1 bone devil (p.71)
7-8	12	1 erinyes (p.73)
9-10	20	1 pit fiend (p.77)

FLAME AND FURY

An uncomfortable heat weighs heavy in the air, along with lazily drifting ash and glowing embers...

D10	CR	CREATURE(S)
1-2	2	1 azer (p.22)
3-4	5	1 fire elemental (p.125)
5-6	10	1 young red dragon (p.98)
7-8	15	3 fire elementals (p.125)
9-10	19	1 balor (p.55)

CHIMERIC HORROR

Something bizarre shambles forward: an amalgam of disparate parts creating a new, horrific whole...

D10	CR	CREATURE(S)
1-2	2	1 nothic (p.236)
3-4	3	1 manticores (p.213)
5-6	5	1 otyugh (p.248)
7-8	10	2 xorn (p.304)
9-10	15	3 shambling mounds (p.270)

DRAGON CULT

Heads bowed in mute reverence to the object of their devotion, the cultists draw their shining, curved knives...

D10	CR	CREATURE(S)
1-2	2-4	1d8 acolytes (p.342), 1 priest (p.348)
3-4	6-8	1d8 + 8 acolytes (p.342), 1 priest (p.348), 1 dragon wyrmling*
5-6	10-14	1d8 + 8 acolytes (p.342), 1 priest (p.348), 1 young dragon*
7-8	17-23	1d8 + 8 acolytes (p.342), 1d2 priests (p.348), 1 adult dragon*
9-10	24+	1d8 + 8 acolytes (p.342), 1d4 + 1 priests (p.348), 1 ancient dragon*

*Roll a d6 to determine the color: 1: Black (p.88), 2: Blue (p.91), 3: Green (p.95), 4: Red (p.98), 5: White (p.102), 6: reroll

DEMON WORSHIPERS

Eyes wide with a creeping madness, the robed fanatics move forward, shadowed by their demonic charge...

D10	CR	CREATURE(S)
1-2	1-5	1d8 cultists (p.345), 1d4 puasits (p.63)
3-4	6-8	1d8 + 8 cultists (p.345), 1d2 cult fanatics (p.345), 1 shadow demon (p.64)
5-6	11-14	1d8 + 8 cultists (p.345), 1d2 cult fanatics (p.345), 1 hezrou (p.60)
7-8	15-18	1d8 + 8 cultists (p.345), 1d2 + 1 cult fanatics (p.345), 1 yochlol (p.65)
9-10	21+	1d8 + 8 cultists (p.345), 1d4 cult fanatics (p.345), 1 goristro (p.59)

INHUMAN FANATICS

The low, rhythmic chanting is joined by a croaking, inhuman voice...

D10	CR	CREATURE(S)
1-2	2-3	1d8 cultists (p.345), 1 cult fanatic (p.345)
3-4	5-8	1d8 + 8 cultists (p.345), 1d2 + 1 cult fanatics (p.345)
5-6	10-13	1d8 + 8 cultists (p.345), 1d2 + 1 cult fanatics (p.345), 1 night hag (p.178)
7-8	15-18	1d8 + 8 cultists (p.345), 1d2 + 1 cult fanatics (p.345), 2 night hags (p.178)
9-10	21+	1d8 + 8 cultists (p.345), 1d2 + 1 cult fanatics (p.345), 3 night hags (p.178)

CULT OF THE MAGI

The hooded figures turn, as through momentarily annoyed by your interruption; their eyes glow with magic and murderous intent...

D10	CR	CREATURE(S)
1-2	1/2-2	2d8 cultists (p.345)
3-4	3-4	1d8 + 8 cultists (p.345), 1 cult fanatic (p.345)
5-6	5-7	2d8 + 8 cultists (p.345), 2 cult fanatics (p.345)
7-8	9-16	1d8 + 8 cultists (p.345), 1d4 cult fanatics (p.345), 1 mage (p.347)
9-10	17+	1d8 + 8 cultists (p.345), 1d4 + 1 cult fanatics (p.345), 1 archmage (p.342)

BURROWING BEAST

Emerging from the stone wall next to you, in a burst of rocky debris, is a burrowing creature which turns to attack...

D10	CR	CREATURE(S)
1-2	2	1 ankheg (p.21)
3-4	5	1 bulette (p.34)
5-6	5	1 gazer beast (p.292)
7-8	5	1 xorn (p.304)
9-10	15	1 purple worm (p.255)

MOURNFUL DEAD

A sorrowful moaning fills your ears as an incorporeal undead appears before you, wailing with despair...

D10	CR	CREATURE(S)
1-2	1	1 specter (p.279)
3-4	2	1 poltergeist (p.279)
5-6	4	1 banshee (p.23)
7-8	4	1 ghost (p.147)
9-10	5	1 wraith (p.302)

SERPENTFOLK SLAVERS

A criminal gang of serpentine humanoids, seeking victims to capture as slaves, races toward you...

D10	CR	CREATURE(S)
1-2	2-8	2d4 serpentfolk purebloods (p.310)
3-4	7-10	1d4 serpentfolk purebloods (p.310), 2 serpentfolk malisons (p.309)
5-6	9-27	2d4 + 1 serpentfolk malisons (p.309)
7-8	9-36	2d4 serpentfolk malisons (p.309), 3d4 serpentfolk purebloods (p.310)
9-10	13+	2d6 serpentfolk malisons (p.309), 1 serpentfolk abomination (p.308)

CORRUPTED KNIGHTS

Armor-clad knights are collected together, a fine sight! Though, when they turn, you see no valor in their leering faces...

D10	CR	CREATURE(S)
1-2	3-12	1d4 veterans (p.350)
3-4	6-15	1d4 veterans (p.350), 1 knight (p.347)
5-6	17	1 death knight (p.47)
7-8	20-29	1 death knight (p.47), 1d4 knights (p.347)
9-10	23+	1 death knight (p.47), 2d4 knights (p.347)



Underground

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SWARM OF STIRGES

The sound of fluttering wings multiplies into a hum, a buzz, a swarm...

D6	CR	CREATURE(S)
1-2	1	8 stirges (p.284)
3-4	2	16 stirges (p.284)
5-6	3	24 stirges (p.284)

DIGGER

Dust, dirt, and debris rain from the ceiling, as something huge rips its way through the earth...

D6	CR	CREATURE(S)
1-2	5	1 gazer beast (p.292)
3-4	11	1 remorhaz (p.258)
5-6	15	1 purple worm (p.255)

BURROWING BUG

Carving through rock, the chitinous claws emerge in a shower of dust...

D6	CR	CREATURE(S)
1-2	2-4	1d2 ankhegs (p.21)
3-4	4-8	2d2 ankhegs (p.21)
5-6	6-12	3d2 ankhegs (p.21)

MITES GO UP

A lone, bright eye awakens in the stalagmite, staring expectantly, and burbling happily...

D6	CR	CREATURE(S)
1-2	5	1 roper (p.261)
3-4	10	2 ropers (p.261)
5-6	15	3 ropers (p.261)

CHILDREN OF FLAME

The childlike figures dancing and playing would be endearing if they weren't on fire...

D6	CR	CREATURE(S)
1-2	1-2	2d2 magmins (p.212)
3-4	3-4	2d2 + 4 magmins (p.212)
5-6	5-6	2d2 + 8 magmins (p.212)

MISSHAPEN HUMANOID

Sharp and sudden, the sound of feet flapping indelicately against the stone resounds in your ears...

D6	CR	CREATURE(S)
1-2	2	1 nothic (p.236)
3-4	4	4 half-ogres (p.238)
5-6	7	1 oni (p.239)

FIRES OF THE FORGE

A figure emerges through the cloud of smoke, living metal, spouting flames...

D6	CR	CREATURE(S)
1-2	2-4	1d2 azers (p.22)
3-4	4-8	2d2 azers (p.22)
5-6	6-12	3d2 azers (p.22)

DANCING ON THE CEILING

The ceiling is clustered with stalactites. There is a wet noise, as something slimy flutters to the floor...

D6	CR	CREATURE(S)
1-2	1-2	2d2 piercers (p.252)
3-4	3-4	4d2 darkmantles (p.46)
5-6	5-9	2d2 darkmantles (p.46), 2d2 piercers (p.252), 1 roper (p.261)

TWISTED GIANT

Smelling of sweat and old leather, the lumpy creature lumbers closer...

D6	CR	CREATURE(S)
1-2	2	1 ogre (p.237)
3-4	5	1 troll (p.291)
5-6	8	1 fomorian (p.136)

ANIMATED EARTH

Chips of rock flake from its joints as it shifts with the sound of grating stone...

D6	CR	CREATURE(S)
1-2	2	1 gargoyle (p.140)
3-4	6	1 galeb duhr (p.139)
5-6	10	2 earth elementals (p.124)

DARK DWARVES

The figures are squat, but their flickering shadows on the cavern wall stretch up like giants...

D6	CR	CREATURE(S)
1-2	1-4	1d4 duergar (p.122)
3-4	3-6	1d4 + 2 duergar (p.122)
5-6	5-8	1d4 + 4 duergar (p.122)

FUN GUYS

Ropes of fungus twisted into human form; the figures click at each other as they fan out...

D6	CR	CREATURE(S)
1-2	1-4	1d8 myconid sprouts (p.230), 1d4 quaggoth spore servants (p.230)
3-4	3-6	2d4 myconid adults (p.232), 1 myconid sovereign (p.232)
5-6	5-8	2d4 myconid adults (p.232), 2 quaggoth spore servants (p.230), 1 myconid sovereign (p.232)

STINKING REPTILES

The reptiles swig from a skin containing a noxious fluid. Compared to them, it smells heavenly...

D6	CR	CREATURE(S)
1-2	1-2	1d4 + 4 troglodytes (p.290)
3-4	3-4	1d4 + 12 troglodytes (p.290)
5-6	5-6	1d4 + 20 troglodytes (p.290)

MANIACAL MEAT

Your sense rebels at the incongruous pile of writhing flesh, just as your ears rebel at the constant gibbering from its gnashing mouths...

D6	CR	CREATURE(S)
1-2	2-4	1d2 gibbering mouthers (p.157)
3-4	4-6	1d2 + 1 gibbering mouthers (p.157)
5-6	6-8	1d2 + 2 gibbering mouthers (p.157)

OOZE

The stone is smooth here, polished and stripped of dust and pebbles...

D6	CR	CREATURE(S)
1-2	1	2 gray oozes (p.243)
3-4	2	1 ochre jelly (p.243)
5-6	4	1 black pudding (p.241)

DARK ELF SCOUTS

The elves prepare their ambush, poised in wait like spiders in a web...

D6	CR	CREATURE(S)
1-2	1-2	1d4 + 4 dark elves (p.128)
3-4	3-4	1d4 + 12 dark elves (p.128)
5-6	5-6	1d4 dark elves (p.128), 1 dark elf elite warrior (p.128)

LOST MINERS

Apart from their disheveled state, the miners are unremarkable; they could be anyone...

D6	CR	CREATURE(S)
1-2	3-6	1d2 doppelgangers (p.82)
3-4	6-9	1d2 + 1 doppelgangers (p.82)
5-6	9-12	1d2 + 2 doppelgangers (p.82)

ENSLAVED CULTISTS

Some great intellect lurks here: tendrils of intelligence probe into your mind...

D6	CR	CREATURE(S)
1-2	1-2	1d8 + 8 cultists (p.345)
3-4	3-6	1d8 + 8 cultists (p.345), 1d2 cult fanatics (p.345)
5-6	3-6	1d8 + 8 cultists (p.345), 1d2 cult fanatics (p.345)

UNDERGROUND GANG

A gang of street toughs, dressed in dark clothes, moves through the tunnels toward you with sinister intent...

D6	CR	CREATURE(S)
1-2	1/4	2 bandits (p.343)
3-4	1/4-1	2d4 bandits (p.343)
5-6	2-3	2d4 bandits (p.343), 1 bandit captain

MADDENED MINERS

Something has driven these miners to insanity; now they cannot help but throw themselves wildly at you...

D6	CR	CREATURE(S)
1-2	0	1d4 + 1 commoners (p.345)
3-4	1-2	1d4 + 1 thugs (p.350)
5-6	3-4	1d4 + 1 thugs (p.350), 1 gibbering moulder (p.157)

AMBUSER

Something eyes you from the twilight, watching, waiting...

D8	CR	CREATURE(S)
1-2	1	4 piercers (p.252)
3-4	2	1 grick (p.173)
5-6	5	1 roper (p.261)
7-8	7	1 grick alpha (p.173)

SEGMENTED STALKER

The heat grows more and more uncomfortable, as the tapping of uncountable feet grows to a whispering chorus...

D8	CR	CREATURE(S)
1-2	5	1 young remorhaz (p.258)
3-4	10	2 young remorhazes (p.258)
5-6	16	1 young remorhaz (p.258), 1 remorhaz (p.258)
7-8	21	2 young remorhazes (p.258), 1 remorhaz (p.258)

REPTILIAN HUNTER

The scales of the creature slice smoothly through the rock, as easy as swimming...

D8	CR	CREATURE(S)
1-2	3	1 basilisk (p.24)
3-4	5	1 bulette (p.34)
5-6	8	1 young green dragon (p.94)
7-8	11	1 behir (p.25)

ARACHNID

Venom hisses and spits through clattering mandibles over the creaking of many segmented limbs...

D8	CR	CREATURE(S)
1-2	1-4	1d4 giant spiders (p.328)
3-4	4-8	2d2 ettercaps (p.131)
5-6	6-12	2d2 phase spiders (p.334)
7-8	10+	1d6 + 3 giant spiders (p.328), 1 drider (p.120)

DISRUPTIVE GAZE

It is confusing to look at, but its great, burrowing claws are hard to ignore...

D8	CR	CREATURE(S)
1-2	5	1 gazer beast (p.292)
3-4	10	2 gazer beasts (p.292)
5-6	15	3 gazer beasts (p.292)
7-8	20	4 gazer beasts (p.292)

SLAVERS FROM THE DEEP

Their eyes are blank, their spirits broken. Some ancient evil presses in at the corners of their minds...

D8	CR	CREATURE(S)
1-2	1-2	2d2 deep gnomes (p.164)
3-4	2-3	2d2 deep gnomes (p.164), 1 duergar (p.122)
5-6	4-6	1d4 + 2 deep gnomes (p.164), 2 duergar (p.122)
7-8	7+	1d6 + 6 deep gnomes (p.164), 4 duergar (p.122)

DEATH FROM ABOVE

Something rustles overhead, like a cloak loosed in a strong wind...

D8	CR	CREATURE(S)
1-2	5	1 roper (p.261)
3-4	8	1 cloaker (p.41)
5-6	10	2 ropers (p.261)
7-8	16	2 cloakers (p.41)

CRAB PEOPLE

The creature extends from its rough, chipped and soil-covered carapace, snapping its enormous claws...

D8	CR	CREATURE(S)
1-2	4	1 chuul (p.40)
3-4	8	2 chuuls (p.40)
5-6	12	3 chuuls (p.40)
7-8	16	4 chuuls (p.40)

SCAVENGER

A creature, dripping with something foul, stirs with a waft of carrion-stink...

D8	CR	CREATURE(S)
1-2	3	1 basilisk (p.24)
3-4	4	1 chuul (p.40)
5-6	5	1 otyugh (p.248)
7-8	5	1 xorn (p.304)

MANY-LEGGED MONSTROSITY

Claws clack against the stone, a constant drum-roll tap...

D8	CR	CREATURE(S)
1-2	2	1 carrion creeper (p.37)
3-4	5	1 young remorhaz (p.258)
5-6	8	4 carrion creepers (p.37)
7-8	11	1 remorhaz (p.258)

STALKING OWLBEAR

A predator paces the tunnels with deep growls and piercing hisses...

D8	CR	CREATURE(S)
1-2	3	1 owlbear (p.249)
3-4	6	2 owlbears (p.249)
5-6	9	3 owlbears (p.249)
7-8	12	4 owlbears (p.249)

DARK ELF PATROL

The elves are one with the darkness, save for the glint of their opalescent eyes...

D8	CR	CREATURE(S)
1-2	1-4	4d4 dark elves (p.128)
3-4	5-8	3d4 dark elves (p.128), 1 dark elf elite warrior (p.128)
5-6	9-12	2d4 + 8 dark elves (p.128), 1 dark elf mage (p.129)
7-8	13+	4d4 dark elves (p.128), 1d2 dark elf elite warriors (p.128), 1 dark elf mage (p.129)

HELLISH INTERLOPERS

The darkness seems deeper here, thick with malice...

D8	CR	CREATURE(S)
1-2	1	4 dretches (p.57)
3-4	3	1 bearded devil (p.70)
5-6	8	1 chained devil (p.72)
7-8	11	1 horned devil (p.74)

SCREECHING FIEND

The creature lets forth a horrible sound: a grating roar from another world...

D8	CR	CREATURE(S)
1-2	1	1 quasit (p.63)
3-4	5	1 barbed devil (p.70)
5-6	9	1 glabrezu (p.58)
7-8	12	1 erinyes (p.73)

CHITINOUS CREATURE

Bristling hairs and antennae grope blindly for prey...

D8	CR	CREATURE(S)
1-2	2-8	1d4 ankhegs (p.21)
3-4	3-12	1d4 giant scorpions (p.327)
5-6	4-16	1d4 chuuls (p.40)
7-8	5-20	1d4 gazer beasts (p.292)

CAVE GOBLIN HUNTERS

The figures, dwarfed by their brutish companions, smile through jagged teeth and give a command in a harsh tongue...

D8	CR	CREATURE(S)
1-2	1	4 goblins (p.166)
3-4	2	4 goblins (p.166), 1 goblin boss (p.166)
5-6	3	4 goblins (p.166), 1 goblin boss (p.166), 1 bugbear (p.33)
7-8	4	4 goblins (p.166), 1 bugbear chief (p.33)

KOBOLD CULTISTS

The small, scaly figures shadow their master with the reverence owed to the most holy of holies...

D8	CR	CREATURE(S)
1-2	1-2	2d4 kobolds (p.195), 2d2 winged kobolds (p.195)
3-4	3-5	8 kobolds (p.195), 1 dragon wyrmling*
5-6	8-12	16 kobolds (p.195), 1 young dragon*
7-8	15+	8 kobolds (p.195), 4 winged kobolds (p.195), 1 adult dragon*

LUMPEN FIGURE

The figure appears vaguely humanoid, as if sculpted by someone with a poor memory...

D8	CR	CREATURE(S)
1-2	2	1 quaggoth (p.256)
3-4	3	1 yeti (p.305)
5-6	5	1 hill giant (p.155)
7-8	7	1 stone giant (p.156)

MECHANICAL MINERS

A group of gray dwarves oversees the working of a mining machine which whirrs and hammers incessantly...

D8	CR	CREATURE(S)
1-2	3-6	1d4 + 1 duergar (p.122), 1 animated armor (p.19)
3-4	11-14	1d4 + 1 duergar (p.122), 1 clay golem (p.168)
5-6	12-15	1d4 + 1 duergar (p.122), 1 stone golem (p.170)
7-8	18+	1d4 + 1 duergar (p.122), 1 iron golem (p.170)

ALIEN BRAIN

Lurking in the tunnels is an aberrant intellect waiting to devour you or turn you into its thrall...

D8	CR	CREATURE(S)
1-2	2	1 intellect devourer (p.191)
3-4	2	1 nothic (p.172)
5-6	3	1 grell (p.172)
7-8	7	1 mind splitter (p.222)

BLACK DRAGON NEST

A head snakes from the darkness, framed by horns, skeletal like a horse's grinning skull, fangs dripping with greenish slaver...

D10	CR	CREATURE(S)
1-2	2-4	1d2 black dragon wyrmlings (p.88)
3-4	6-8	1d2 + 2 black dragon wyrmlings (p.88)
5-6	10-12	1d2 + 4 black dragon wyrmlings (p.88)
7-8	14-16	1d2 + 6 black dragon wyrmlings (p.88)
9-10	18-20	1d2 + 8 black dragon wyrmlings (p.88)

BLUE DRAGON NEST

The stale air crackles with static around the craggy, reptilian head, crowned with a great stalagmite of a horn...

D10	CR	CREATURE(S)
1-2	3-6	1d2 blue dragon wyrmlings (p.91)
3-4	6-9	1d2 + 1 blue dragon wyrmlings (p.91)
5-6	9-12	1d2 + 2 blue dragon wyrmlings (p.91)
7-8	12-15	1d2 + 3 blue dragon wyrmlings (p.91)
9-10	15-18	1d2 + 4 blue dragon wyrmlings (p.91)

GREEN DRAGON NEST

The creature gazes at you; its reptilian expression is impossible to read, but its emerald eyes hold promises of power...

D10	CR	CREATURE(S)
1-2	2-4	1d2 green dragon wyrmlings (p.95)
3-4	6-8	1d2 + 2 green dragon wyrmlings (p.95)
5-6	10-12	1d2 + 4 green dragon wyrmlings (p.95)
7-8	14-16	1d2 + 6 green dragon wyrmlings (p.95)
9-10	18-20	1d2 + 8 green dragon wyrmlings (p.95)

RED DRAGON NEST

Scorched stone crumbles under crimson claws as the beast bares its teeth, lit with a furnace-glow from within...

D10	CR	CREATURE(S)
1-2	4	1 red dragon wyrmling (p.98)
3-4	8	2 red dragon wyrmlings (p.98)
5-6	12	3 red dragon wyrmlings (p.98)
7-8	16	4 red dragon wyrmlings (p.98)
9-10	20	5 red dragon wyrmlings (p.98)

WHITE DRAGON NEST

Scales frosted with rime, the beast stalks the gloom, unfazed by the sudden plunge in temperature...

D10	CR	CREATURE(S)
1-2	2-4	1d2 white dragon wyrmlings (p.102)
3-4	6-8	1d2 + 2 white dragon wyrmlings (p.102)
5-6	10-12	1d2 + 4 white dragon wyrmlings (p.102)
7-8	14-16	1d2 + 6 white dragon wyrmlings (p.102)
9-10	18-20	1d2 + 8 white dragon wyrmlings (p.102)

BRASS DRAGON NEST

Broad lines criss-cross where the creature's spiked frills have traced the sand...

D10	CR	CREATURE(S)
1-2	1-4	1d4 brass dragon wyrmlings (p.106)
3-4	5-8	1d4 + 4 brass dragon wyrmlings (p.106)
5-6	9-12	1d4 + 8 brass dragon wyrmlings (p.106)
7-8	13-16	1d4 + 12 brass dragon wyrmlings (p.106)
9-10	17-20	1d4 + 16 brass dragon wyrmlings (p.106)

BRONZE DRAGON NEST

A salty smell, like a fresh sea breeze, accompanies tingling static...

D10	CR	CREATURE(S)
1-2	2-4	1d2 bronze dragon wyrmlings (p.109)
3-4	6-8	1d2 + 2 bronze dragon wyrmlings (p.109)
5-6	10-12	1d2 + 4 bronze dragon wyrmlings (p.109)
7-8	14-16	1d2 + 6 bronze dragon wyrmlings (p.109)
9-10	18-20	1d2 + 8 bronze dragon wyrmlings (p.109)

COPPER DRAGON NEST

The cave seems somehow homely, the striations of stone resemble grinning draconic faces...

D10	CR	CREATURE(S)
1-2	1-4	1d4 copper dragon wyrmlings (p.112)
3-4	5-8	1d4 + 4 copper dragon wyrmlings (p.112)
5-6	9-12	1d4 + 8 copper dragon wyrmlings (p.112)
7-8	13-16	1d4 + 12 copper dragon wyrmlings (p.112)
9-10	17-20	1d4 + 16 copper dragon wyrmlings (p.112)

GOLD DRAGON NEST

Piled gold gleams with brilliance as if glowing itself, shifting as though alive...

D10	CR	CREATURE(S)
1-2	3-6	1d2 gold dragon wyrmlings (p.115)
3-4	6-9	1d2 + 1 gold dragon wyrmlings (p.115)
5-6	9-12	1d2 + 2 gold dragon wyrmlings (p.115)
7-8	12-15	1d2 + 3 gold dragon wyrmlings (p.115)
9-10	15-18	1d2 + 4 gold dragon wyrmlings (p.115)

SILVER DRAGON NEST

The air grows cold, frosting your breath into silvery mist...

D10	CR	CREATURE(S)
1-2	2-4	1d2 silver dragon wyrmlings (p.118)
3-4	6-8	1d2 + 2 silver dragon wyrmlings (p.118)
5-6	10-12	1d2 + 4 silver dragon wyrmlings (p.118)
7-8	14-16	1d2 + 6 silver dragon wyrmlings (p.118)
9-10	18-20	1d2 + 8 silver dragon wyrmlings (p.118)

IT HAD TO BE

They twist and coil in a boiling ball of writhing scales...

D10	CR	CREATURE(S)
1-2	2	1 swarm of poisonous snakes (p.338)
3-4	4	1 bone naga (p.233)
5-6	6	3 giant constrictor snakes (p.324)
7-8	8	1 spirit naga (p.234)
9-10	10	1 guardian naga (p.234)

DARK ELF RAIDERS

Spider-like, the elves stalk through the pitch blackness...

D10	CR	CREATURE(S)
1-2	1-3	2d4 + 4 dark elves (p.128)
3-4	5-7	2d4 dark elves (p.128), 1 dark elf elite warrior (p.128)
5-6	9-11	2d4 + 4 dark elves (p.128), 1 dark elf priestess (p.129)
7-8	13-15	2d4 + 4 dark elves (p.128), 1 dark elf elite warrior (p.128), 1 dark elf mage (p.129)
9-10	17+	2d4 + 4 dark elves (p.128), 2d2 dark elf elite warriors (p.128), 1 drider (p.120)

BUGBEAR HORDE

The hairy creatures stalk the shadows, waiting for the perfect opportunity to strike...

D10	CR	CREATURE(S)
1-2	1-4	1d4 bugbears (p.33)
3-4	5-8	2d4 + 8 goblins (p.166), 1d2 + 2 bugbears (p.33)
5-6	9-12	1d4 + 2 bugbears (p.33), 2 bugbear chiefs (p.33)
7-8	13-16	2d4 + 12 goblins (p.166), 1 goblin boss (p.166), 1d2 + 2 bugbears (p.33), 2 bugbear chiefs (p.33)
9-10	17+	2d4 + 6 bugbears (p.33), 3 bugbear chiefs (p.33)

GNOLL RAVAGERS

A sinister chatter of laughter echoes, building to whoops and cries of bloodlust...

D10	CR	CREATURE(S)
1-2	1-3	2d2 + 2 gnolls (p.163)
3-4	4-6	2d2 + 2 gnolls (p.163), 1 gnoll pack lord (p.163)
5-6	7-9	2d2 + 2 gnolls (p.163), 1 gnoll pack lord (p.163), 1 gnoll fang of the demon lord (p.163)
7-8	10-12	2d2 + 4 gnolls (p.163), 2 gnoll pack lords (p.163), 1 gnoll fang of the demon lord (p.163)
9-10	13+	2d2 + 6 gnolls (p.163), 3d2 gnoll pack lords (p.163), 1 gnoll fang of the demon lord (p.163)

FLOATING SPHERE

Silently, almost elegantly, the orb glides through the gloom...

D10	CR	CREATURE(S)
1-2	4	1 flameskull (p.134)
3-4	8	2 flameskulls (p.134)
5-6	13	1 oculoid (p.28)
7-8	18	1 flameskull (p.143), 1 death tyrant (p.29)
9-10	22	2 flameskulls (p.143), 1 death tyrant (p.29)

INFERNAL DARKNESS

To this creature from a far deeper, darker pit, these caves seem pleasantly sunlit...

D10	CR	CREATURE(S)
1-2	1	1 imp (p.76)
3-4	6	1 chasme (p.57)
5-6	9	1 bone devil (p.71)
7-8	14	1 ice devil (p.75)
9-10	20	1 pit fiend (p.77)

MIND SPLITTER HIVE

Aberrant beings from other planes levitate before you in the tunnels up ahead...

D10	CR	CREATURE(S)
1-2	7-21	1d3 mind splitters (p.222)
3-4	9-29	1d3 mind splitters (p.222), 1d4 intellect devourers (p.191)
5-6	15-28	1d3 mind splitters (p.222), 1 mind splitter arcanist (p.222)
7-8	11-31	1d3 mind splitters (p.222), 1d4 + 1 quaggoths (p.256)
9-10	19+	1d3 mind splitters (p.222), 1d4 + 1 quaggoths (p.256), 1 mind splitter arcanist (p.222)

MOUNTED ORCS

Flying toward you through the caverns comes a pack of orcs, mounted on terrifying, flying beasts...

D10	CR	CREATURE(S)
1-2	1-3	1d4 orcs (p.246), as many giant bats (p.323)
3-4	4-7	1d4 orcs (p.246), 1 orc war chief (p.246), as many giant bats (p.323)
5-6	6-26	1d4 orcs (p.246), as many wyverns (p.303)
7-8	10-36	1d4 orcs (p.246), 1 orc war chief (p.246), as many wyverns (p.303)
9-10	18+	1d4 orcs (p.246), 1 orc war chief (p.246), as many young black dragons (p.88)

RAMPANT DEMONS

Flooding forth from a collapsing portal to the abyssal planes is a chaotic warband of demonic creatures...

D10	CR	CREATURE(S)
1-2	1-2	2d4 + 2 dretches (p.57)
3-4	6-18	1d3 chasmes (p.57)
5-6	6-18	1d3 vrocks (p.64)
7-8	9	1 glabrezu (p.58)
9-10	16	1 marilith (p.61)

STONE GIANT GATHERING

Working upon a henge of immense size, within a cathedral-like cavern, is a group of stone giants...

D10	CR	CREATURE(S)
1-2	7-14	1d2 stone giants (p.156)
3-4	10-26	1d2 stone giants (p.156), 1d4 basilisks (p.24)
5-6	12-29	1d2 stone giants (p.156), 1d3 ropers (p.261)
7-8	21-42	1d4 + 2 stone giants (p.156)
9-10	22+	1d4 + 1 stone giants (p.156), 1 purple worm (p.255)



Urban

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STREET TOUGHS

Around the corner come a pack of brutes, clubs in hand, looking to start trouble...

D6	CR	CREATURE(S)
1-2	1	1d2 + 1 thugs (p.350)
3-4	4-6	1d4 + 1 thugs (p.350), 1 veteran (p.350)
5-6	8+	2d4 + 2 thugs (p.350), 2 veterans (p.350), 1d4 mastiffs (p.332)

ROGUE DUELIST

Mistaking you for a criminal wretch, a rather pompous individual challenges you to a duel...

D6	CR	CREATURE(S)
1-2	1/8	1 noble (p.348)
3-4	3	1 knight (p.347)
5-6	6	1 mage (p.347)

MISTAKEN IDENTITY

Some of the city guards mistake you for someone they are after, and try to apprehend you...

D6	CR	CREATURE(S)
1-2	1/2	4 guards (p.347)
3-4	1	8 guards (p.347)
5-6	3	4 guards (p.347), 1 veteran (p.350)

THIEF

A lone cutpurse tries to snatch something from your belt before fleeing into the crowded streets...

D6	CR	CREATURE(S)
1-2	1/8	1 bandit (p.343)
3-4	1	1 spy (p.349)
5-6	2	1 bandit captain (p.344)

BURIED BEETLE

Erupting up from beneath the cobbles comes an insectoid creature which sprays acid from its maw...

D6	CR	CREATURE(S)
1-2	2	1 ankheg (p.21)
3-4	4	2 ankhegs (p.21)
5-6	6	3 ankhegs (p.21)

BLACKSMITH'S BANE

As a smith finishes work on a beautifully crafted sword, their wares suddenly begin shaking on the shelves...

D6	CR	CREATURE(S)
1-2	1/4	1 flying sword (p.20)
3-4	1/2	2 flying swords (p.20)
5-6	1+	1d4 + 4 flying swords (p.20)

BAT CULT

The moon is blotted out by the shadowed forms of bats wheeling above, while their fanatical devotees swoop the streets below...

D6	CR	CREATURE(S)
1-2	1/2	1 swarm of bats (p.337), 2 cultists (p.345)
3-4	3	2 swarms of bats (p.337), 4 cultists (p.345), 1 cult fanatic (p.345)
5-6	5	4 giant bats (p.#), 4 cultists (p.345), 1 cult fanatic (p.345)

ANGERED VEGETATION

The plants from a city park begin to move of their own accord, creaking toward you with menace...

D6	CR	CREATURE(S)
1-2	1/4-1	2d4 twig blights (p.32)
3-4	1/2-2	2d4 needle blights (p.32)
5-6	1+	2d4 vine blights (p.32)

BUGBEAR AMBUSHERS

A group of gangly bugbears leaps around a street corner, trying to steal whatever they can before making off...

D6	CR	CREATURE(S)
1-2	2	2 bugbears (p.33)
3-4	4	4 bugbears (p.33)
5-6	7	4 bugbears (p.33), 1 bugbear chief (p.33)

TUNNELING TERROR

A huge mound of earth erupts from the paved street as a burrowing creature emerges from the earth...

D6	CR	CREATURE(S)
1-2	2	1 ankheg (p.21)
3-4	5	1 bulette (p.34)
5-6	5	1 gazer beast (p.292)

FIENDISH MANIPULATORS

Using their fiendish charm to manipulate those around them, these denizens of the lower plane try not to be spotted...

D6	CR	CREATURE(S)
1-2	4	1 succubus/incubus (p.285)
3-4	8	2 succubi/incubi (p.285)
5-6	13	2 succubi/incubi (p.285), 1 cambion (p.36)

CORPSE CRAWLER

Emerging from an unbarred sewer grate is an enormous, maggot-like creature, tentacles dripping with poison...

D6	CR	CREATURE(S)
1-2	2	1 carrion creeper (p.37)
3-4	2-4	1d2 carrion creepers (p.37)
5-6	2+	1d4 carrion creepers (p.37)

DISTURBED GRAVE

As you walk through the graveyard, you notice that one of the graves has been unearthed...

D6	CR	CREATURE(S)
1-2	0	1 crawling claw (p.44)
3-4	1/4	1 skeleton (p.272)
5-6	1/4	1 zombie (p.316)

STOLEN IDENTITY

A group of your allies walks toward you, beaming; they get all too close before you notice the knives...

D6	CR	CREATURE(S)
1-2	3	1 doppelganger (p.82)
3-4	6	2 doppelgangers (p.82)
5-6	6+	1d4 + 1 doppelgangers (p.82)

MARAUDING GIANT

Clattering into the settlement comes a huge humanoid, swinging an almighty club...

D6	CR	CREATURE(S)
1-2	2	1 ogre (p.237)
3-4	4	1 ettin (p.132)
5-6	5	1 hill giant (p.155)

TEMPLE DEFENDERS

Flying down from the rooftop of an ancient temple comes a stone-skinned monster of gruesome visage...

D6	CR	CREATURE(S)
1-2	2	1 gargoyle (p.140)
3-4	4	2 gargoyles (p.140)
5-6	6+	1d4 + 2 gargoyles (p.140)

GHOST TOWN

This part of the settlement seems strangely abandoned. Then, suddenly, something materializes before you...

D6	CR	CREATURE(S)
1-2	4-10	2d4 + 2 specters (p.279)
3-4	8-20	1d4 + 1 ghosts (p.147)
5-6	10+	1d4 + 1 wraiths (p.302)

GRAVEYARD LURKERS

Loping through the graveyard are several gray-skinned humanoids with lolling tongues...

D6	CR	CREATURE(S)
1-2	2-5	1d4 + 1 ghouls (p.148)
3-4	4-6	1d2 + 1 ghaunts (p.148)
5-6	6+	1d4 + 1 ghouls (p.148), 2 ghaunts (p.148)

DISGUISED DANGER

As you sit down on the stool, you have the painful realization that it has fangs...

D6	CR	CREATURE(S)
1-2	2	1 mimic (p.220)
3-4	4-6	1d2 + 1 mimics (p.220)
5-6	6+	1d4 + 2 mimics (p.220)

AWFUL OXIDIZERS

Scuttling around the darkened warehouse are a pack of rust-colored insects...

D6	CR	CREATURE(S)
1-2	1	2 rust monsters (p.262)
3-4	1-4	2d4 rust monsters (p.262)
5-6	2+	2d4 + 2 rust monsters (p.262)

STRAY GNOLLS

Somehow, gnoll raiders have overpowered the guards at the gates and made their way into town...

D8	CR	CREATURE(S)
1-2	1-4	1d6 + 2 gnolls (p.163), twice their number of hyenas (p.331)
3-4	2-6	1d4 + 2 gnolls (p.163), half their number of giant hyenas (p.326)
5-6	2-6	1d6 + 2 gnolls (p.163), twice their number of hyenas (p.331), 1 gnoll pack lord (p.163)
7-8	4+	1d4 + 2 gnolls (p.163), half their number of giant hyenas (p.326), 1 gnoll pack lord (p.163)

MOURNFUL SPIRIT

From somewhere nearby, the harrowing wailing of some desperate individual can be heard...

D8	CR	CREATURE(S)
1-2	1	1 specter (p.279)
3-4	2	1 poltergeist (p.279)
5-6	4	1 banshee (p.23)
7-8	4	1 ghost (p.147)

GOBLINOID GANG

Coming up from the undercity is a group of violent goblinoids, looking to raid or enslave...

D8	CR	CREATURE(S)
1-2	1-3	2d4 goblins (p.166), 1 goblin boss (p.166)
3-4	4-7	1d4 bugbears (p.33), 1 bugbear chief (p.33)
5-6	5-8	2d4 + 2 hobgoblins (p.186), 1 hobgoblin captain (p.186)
7-8	6+	2d4 + 2 goblins (p.166), 1d4 bugbears (p.33), 1d4 + 1 hobgoblins (p.186), 1 hobgoblin captain (p.186)

HAYWIRE GOLEM

Some artificer's construction has gone haywire and is wreaking havoc up ahead...

D8	CR	CREATURE(S)
1-2	5	1 flesh golem (p.169)
3-4	9	1 clay golem (p.168)
5-6	10	1 stone golem (p.170)
7-8	16	1 iron golem (p.170)

SPYING FAMILIAR

You catch sight of something spying on you from the rafters...

D8	CR	CREATURE(S)
1-2	0	1 homunculus (p.188)
3-4	1/4	1 pseudodragon (p.254)
5-6	1	1 quasit (p.63)
7-8	1	1 imp (p.76)

SEWER BEAST

Some awful monstrosity emerges from a slimy sewer pipe not far from your location, sending locals fleeing in terror...

D8	CR	CREATURE(S)
1-2	3	1 hook horror (p.189)
3-4	5	1 troll (p.291)
5-6	5	1 otyugh (p.248)
7-8	8	1 hydra (p.190)

BRAIN STEALERS

Scurrying through the darkened alleyways are brains on legs. Their creators must be closeby...

D8	CR	CREATURE(S)
1-2	2	1 intellect devourer (p.191)
3-4	2-8	1d4 intellect devourers (p.191)
5-6	9-29	1d4 intellect devourers (p.191), 1d3 mind splitters (p.222)
7-8	17+	1d4 intellect devourers (p.191), 1d3 mind splitters (p.222), 1 mind splitter arcanist (p.222)

IT'S ELEMENTARY

A wizard's spellcraft goes wrong, causing an elemental being to come into existence...

D8	CR	CREATURE(S)
1-2	3	1 water weird (p.299)
3-4	5	1 air elemental (p.125)
5-6	5	1 earth elemental (p.124)
7-8	6	1 invisible stalker (p.192)

KOBOLD KREW

Scuttling out of a nearby basement, laden with stolen goods, comes a gaggle of lizard-like beings...

D8	CR	CREATURE(S)
1-2	1/4-1/2	1d4 + 1 kobolds (p.195)
3-4	1/2-1	2d4 + 2 kobolds (p.195)
5-6	1	1d4 + 1 kobolds (p.195), 1d2 + 1 winged kobolds (p.195)
7-8	1	1d4 + 1 kobolds (p.195), half their number of giant centipedes (p.323)

MIMICKING TRICKSTERS

Diminutive, avian humanoids hang back in the shadows of an alleyway, making the sounds of distressed children...

D8	CR	CREATURE(S)
1-2	1/4	1 crowfolk (p.194)
3-4	1/2-1	1d4 + 1 crowfolk (p.194)
5-6	1	5 crowfolk (p.194), 5 ravens (p.335)
7-8	2	4 crowfolk (p.194), 4 swarms of ravens (p.339)

EVIL SPELLCASTER

Bent on acts of evil, a spellcaster comes down the street to a chorus of screams and magical bursts...

D8	CR	CREATURE(S)
1-2	2	1 cult fanatic (p.345)
3-4	6	1 mage (p.347)
5-6	12	1 archmage (p.342)
7-8	21	1 lich (p.202)

GOLD DECEPTION

An individual with flaxen hair and golden eyes approaches you in the crowded streets...

D8	CR	CREATURE(S)
1-2	3	1 gold dragon wyrmling (p.115)
3-4	10	1 young gold dragon (p.115)
5-6	17	1 adult gold dragon (p.114)
7-8	24	1 ancient gold dragon (p.113)

UNFLUSHED

Coming up from the sewers are a congregation of reptilian monsters and their masters...

D8	CR	CREATURE(S)
1-2	3-4	2d2 + 2 lizardfolk (p.204), half their number of crocodiles (p.320)
3-4	5-6	2d2 + 2 lizardfolk (p.204), equal number of crocodiles (p.320), 1 lizardfolk shaman (p.205)
5-6	9-10	2d2 + 2 lizardfolk (p.204), 1 lizardfolk Shaman (p.205), 1 giant crocodile (p.324)
7-8	11+	2d2 + 2 lizardfolk (p.204), 1 lizard king/queen (p.205), 1 giant crocodile (p.324)

MADDENED SPELLCASTERS

Something is seriously wrong with these mages...

D8	CR	CREATURE(S)
1-2	4	2 nothics (p.236)
3-4	6-12	1d4 + 2 nothics (p.236)
5-6	10	2 nothics (p.236), 1 mage (p.347)
7-8	16	2 nothics (p.236), 1 archmage (p.342)

OOZE THERE?

Slurping up from the gutter comes a gelatinous pool of animated slime and sludge...

D8	CR	CREATURE(S)
1-2	1/2	1 gray ooze (p.243)
3-4	2	1 ochre jelly (p.243)
5-6	2	1 gelatinous cube (p.242)
7-8	4	1 black pudding (p.241)

HARROWING SHADES

The shadows of the darkened square begin to move and twist, contorting into tortured, humanoid forms...

D8	CR	CREATURE(S)
1-2	1	2 shadows (p.269)
3-4	1-4	2d4 shadows (p.269)
5-6	11	2 shadows (p.269), 2 wraiths (p.302)
7-8	11+	1d4 + 1 shadows (p.269), 1d4 + 1 wraiths (p.302)

CREEPING CROWS

Shambling toward the settlement from the fields come a host of straw-stuffed figures with dull, sickle claws...

D8	CR	CREATURE(S)
1-2	2	2 scarecrows (p.268)
3-4	2-5	1d4 + 1 scarecrows (p.268)
5-6	4-10	2d4 + 2 scarecrows (p.268)
7-8	5+	2d4 + 2 scarecrows (p.268), 4 swarms of ravens (p.339)

BLOODSUCKING SWARM

Fluttering from the belltower come a flock of bloodsucking creatures, keen on exsanguination...

D8	CR	CREATURE(S)
1-2	1/4	1 swarm of bats (p.337)
3-4	1/2-1	1d4 + 1 swarms of bats (p.337)
5-6	1	8 stirges (p.284)
7-8	2	16 stirges (p.284)

STRAY DOGS

A pack of wild canines stalks the alleyways, searching for their next victim...

D8	CR	CREATURE(S)
1-2	1/4-2	1d4 + 1 mastiffs (p.332)
3-4	1/2-1	1d4 + 1 blink dogs (p.318)
5-6	2-5	1d4 + 1 death dogs (p.321)
7-8	2-5	1d4 + 1 dire wolves (p.321)

ROWDY MOB

Filling the street up ahead is a mob of common folk, protesting angrily. Some have resorted to looting and violence...

D8	CR	CREATURE(S)
1-2	0	2d4 + 2 commoners (p.345)
3-4	1/2-1	2d4 commoners (p.345), 1d2 thugs (p.350)
5-6	2-5	2d4 + 2 thugs (p.350)
7-8	7-10	2d4 thugs (p.350), 2 veterans (p.350)

SKELETAL HORDE

Shambling throughout the streets is an army of animated bones, clattering as they come...

D10	CR	CREATURE(S)
1-2	1-2	2d4 + 2 skeletons (p.272)
3-4	2-4	2d4 + 2 skeletons (p.272), half their number of warhorse skeletons (p.273)
5-6	3-6	2d4 + 2 skeletons (p.272), 1d2 minotaur skeletons (p.273)
7-8	4	16 skeletons (p.272)
9-10	22	20 skeletons (p.272), 1 death knight (p.47), 1 warhorse skeleton (p.273)

SLAADI INFESTATION

Out of nowhere, one of the folk standing near you explodes in a shower of gore, revealing a frog-like creature inside them...

D10	CR	CREATURE(S)
1-2	5	1 red slaad (p.276)
3-4	7	1 blue slaad (p.276)
5-6	8	1 green slaad (p.277)
7-8	9	1 gray slaad (p.277)
9-10	10	1 death slaad (p.278)

CHILDREN OF THE NIGHT

Flooding the streets clad in high-collared cloaks come the children of the night, the secret elite of the settlement...

D10	CR	CREATURE(S)
1-2	5	1d4 nobles (p.348), 1 vampire spawn (p.298)
3-4	5-20	1d4 nobles (p.348), 1d4 vampire spawn (p.298)
5-6	18-33	1d4 nobles (p.348), 1d4 vampire spawn (p.298), 1 vampire (p.297)
7-8	18-35	1d4 nobles (p.348), 1d4 vampire spawn (p.298), 1 vampire (p.297), 2d4 swarms of bats (p.337)
9-10	19+	1d4 nobles (p.348), 1d4 vampire spawn (p.298), 1 vampire (p.297), 3d6 wolves (p.341)

THE SERPENT CALLS

The alarm bell sounds as a sect of serpentfolk skulk into the settlement. They are here to capture sacrifices for their temples...

D10	CR	CREATURE(S)
1-2	2-8	2d4 serpentfolk purebloods (p.310)
3-4	7-10	1d4 serpentfolk purebloods (p.310), 2 serpentfolk malisons (p.309)
5-6	9-27	2d4 + 1 serpentfolk malisons (p.309)
7-8	9-36	2d4 serpentfolk malisons (p.309), 3d4 serpentfolk purebloods (p.310)
9-10	13+	2d6 serpentfolk malisons (p.309), 1 serpentfolk abomination (p.308)

ELDRITCH CULT

Wearing robes embroidered with strange arcane symbols, these white-eyed enchanters are performing a dark rite...

D10	CR	CREATURE(S)
1-2	2-3	1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
3-4	2-3	1d4 + 1 slaad tadpoles (p.276), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
5-6	4-7	1d2 gibbering mouther (p.157), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
7-8	7-8	1 otyugh (p.248), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
9-10	10+	1 cloaker (p.41), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)

THE WALKING DEAD

Some foul plague is spreading through the locals, causing them to die and then reanimate...

D10	CR	CREATURE(S)
1-2	1/2-1	1d4 + 1 zombies (p.316)
3-4	1-2	2d4 + 2 zombies (p.316)
5-6	2-5	4d4 + 4 zombies (p.316)
7-8	4-7	4d4 + 4 zombies (p.316), 1 ogre zombie (p.316)
9-10	6+	4d4 + 4 zombies (p.316), 2 ogre zombies (p.316)

LYCANTHROPE MENACE

Before your eyes, one of the locals begins to transform into a bestial, hybrid form. As you gaze up at them, you notice the full moon rising...

D10	CR	CREATURE(S)
1-2	4	1 weretiger (p.210)
3-4	5	1 werebear (p.208)
5-6	8	2 wereboars (p.209)
7-8	10-18	1d4 + 5 wererats (p.209)
9-10	12+	2d6 + 2 werewolves (p.211)

CIRCUS ANIMAL

A wild beast has escaped from the traveling circus in town. Gods above know how dangerous it might be...

D10	CR	CREATURE(S)
1-2	1/2	1 ape (p.317)
3-4	1	1 brown bear (p.319)
5-6	1	1 lion (p.331)
7-8	1	1 tiger (p.339)
9-10	4	1 elephant (p.322)

INFERNAL CULT

Chanting an infernal hymn, this gathering of corrupt individuals seems to be conducting a ritual...

D10	CR	CREATURE(S)
1-2	2-3	1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
3-4	2-3	1d4 + 1 lemures (p.76), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
5-6	7-13	1d2 barbed devils (p.57), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
7-8	10-11	1 chain devil (p.72), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
9-10	13+	1 horned devil (p.74), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)

THEY SCUTTLE AMONG US

Pouring forth from a basement comes a disgusting collection of rancid rodents...

D10	CR	CREATURE(S)
1-2	0	2d4 + 2 rats (p.335)
3-4	1/4-1/2	1d4 + 1 giant rats (p.327)
5-6	1/2-1	2d4 + 2 giant rats (p.327)
7-8	1/2-1	1d4 + 1 swarms of rats (p.339)
9-10	1+	1d4 + 1 swarms of rats (p.339), 4 giant rats (p.327)

CR-EYE-ME BOSS

A floating eyeball, with numerous eyestalks emerging from it, rises up from the sewers...

D10	CR	CREATURE(S)
1-2	13	1 oculoid (p.23)
3-4	13	1 oculoid (p.23), 1d4 + 1 bandits (p.343)
5-6	17-23	1 oculoid (p.23), 1d4 + 1 bandit captains (p.344)
7-8	19	1 oculoid (p.23), 1 mage (p.347), 1d4 + 1 bandits (p.343)
9-10	23+	1 oculoid (p.23), 1 mage (p.347), 1d4 + 1 bandit captains (p.344)

DEMONIC CULT

Their faces painted black and their limbs bleeding with magical wounds, these cultists are summoning a foul demon...

D10	CR	CREATURE(S)
1-2	2-3	1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
3-4	2-4	1d4 + 1 dretches (p.57), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
5-6	8-15	1d2 chasme (p.57), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
7-8	10-11	1 hezrou (p.60), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)
9-10	18+	1 marilith (p.61), 1d4 + 1 cultists (p.345), 1 cult fanatic (p.345)

CRIMINAL GANG

A gang of criminals, dressed in ostentatious garb, floods the street as the townsfolk seem to dissolve into the side alleys and buildings...

D10	CR	CREATURE(S)
1-2	1/8-1/2	1d4 + 1 bandits (p.343)
3-4	2	1d4 + 1 bandits (p.343), 1 bandit captain (p.344)
5-6	2-3	2d4 + 2 bandits (p.343), 1 bandit captain (p.344)
7-8	12-18	1d4 + 1 bandit captains (p.344), 1 assassin (p.343)
9-10	16+	2d4 + 2 bandit captains (p.344), 1 assassin (p.344)

KNIGHTS ERRANT

A band of knights, clad in black armor, are roughing up the locals, taking anything they have to hand...

D10	CR	CREATURE(S)
1-2	3-12	1d4 veterans (p.350)
3-4	6-15	1d4 veterans (p.350), 1 knight (p.347)
5-6	17	1 death knight (p.47)
7-8	20-29	1 death knight (p.47), 1d4 knights (p.347)
9-10	23+	1 death knight (p.47), 2d4 knights (p.347)

EVIL CLERGY

A group of devotees to a dark god are causing trouble in the city streets, demanding offerings and sacrifices...

D10	CR	CREATURE(S)
1-2	1/2-1	1d4 + 1 acolytes (p.342)
3-4	1-2	2d4 + 2 acolytes (p.342)
5-6	4-5	1d4 + 1 acolytes (p.342), 2 priests (p.348)
7-8	5-6	2d4 + 2 acolytes (p.342), 2 priests (p.348)
9-10	6+	1d4 + 2 priests (p.348)

MOST WANTED

You spot one of the settlement's most-wanted criminals down a side alley, about to commit a crime...

D10	CR	CREATURE(S)
1-2	1/8	1 bandit (p.343)
3-4	2	1 bandit captain (p.344)
5-6	3	1 veteran (p.350)
7-8	5	1 gladiator (p.346)
9-10	8	1 assassin (p.343)

DARK ELF RAIDERS

Clad in spidersilk robes, a group of dark elves bursts forth into the market square with crossbows drawn...

D10	CR	CREATURE(S)
1-2	1/2-4	2d8 dark elves (p.128)
3-4	5-8	1d12 dark elves (p.128), 1 dark elf elite warrior (p.128)
5-6	9-12	4d4 dark elves (p.128), 1 dark elf priestess (p.129)
7-8	13-16	4d4 dark elves (p.128), 1 dark elf elite warrior (p.128), 1 dark elf mage (p.129)
9-10	17+	2d8 dark elves (p.128), 1d4 + 1 dark elf elite warriors (p.128), 1 dark elf mage (p.129)

WILDFOLK

A band of folk from the wilderlands have come to town to trade but, as you spot them, an argument breaks out, and they draw their weapons...

D10	CR	CREATURE(S)
1-2	1/4-1/2	1d4 + 1 tribal warriors (p.350)
3-4	2-4	1d4 + 1 tribal warriors (p.350), 2 berserkers (p.344)
5-6	4-10	1d4 + 1 berserkers (p.344)
7-8	10-25	1d4 + 1 gladiators (p.346)
9-10	14+	1d4 + 1 berserkers (p.344), 2 gladiators (p.346)

ADVENTUROUS ANTAGONISTS

A party of rival adventurers, pursuing the same goal as you, appears on the scene. They do not look happy to see you...

D10	CR	CREATURE(S)
1-2	1	1 acolyte (p.342), 1 bandit (p.343), 1 guard (p.347), 1 tribal warrior (p.350)
3-4	2	1 acolyte (p.342), 1 scout (p.349), 1 guard (p.347), 1 thug (p.350)
5-6	6	1 priest (p.348), 1 scout (p.349), 1 knight (p.347), 1 thug (p.350)
7-8	10	1 priest (p.348), 1 bandit captain (p.344), 1 knight (p.347), 1 veteran (p.350)
9-10	21	1 priest (p.348), 1 assassin (p.343), 1 gladiator (p.346), 1 mage (p.347)

ORC WARBAND

Devoted to a blood-thirsty god, the orcs before you have come here for one reason only: to slaughter...

D10	CR	CREATURE(S)
1-2	1-4	2d4 orcs (p.246)
3-4	5-8	2d4 + 2 orcs (p.246), 1 berserker (p.344)
5-6	9-12	2d4 + 2 orcs (p.246), 1 berserker (p.344), 1 orc chief (p.246)
7-8	13-16	2d4 + 4 orcs (p.246), 2 berserkers (p.344), 1 orc chief (p.246)
9-10	17+	2d4 + 6 orcs (p.246), 1d2 + 2 berserkers (p.344), 1 orc chief (p.246)



Waterways

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LIZARDS ON A BOAT

Paddling stealthily with strokes of their muscular tails, the rough-scaled figures propel their craft forward...

D6	CR	CREATURE(S)
1-2	1-3	1d4 + 2 lizardfolk (p.204)
3-4	4-6	1d4 + 4 lizardfolk (p.204), 1 lizardfolk shaman (p.205)
5-6	7+	2d6 lizardfolk (p.204), 1 lizardfolk shaman (p.205), 1 lizardfolk king/queen (p.205)

SHAPE IN THE MIST

The ghostly figure beckons to you across the mirror-still surface, growing clearer and fading away like sea foam...

D6	CR	CREATURE(S)
1-2	1	1 specter (p.279)
3-4	4	1 banshee (p.23)
5-6	8+	1d4 + 2 specters (p.279), 1 wraith (p.302)

IN A WHILE

A sudden splash, and the great, scaled beast is gone, disappearing into the murk...

D6	CR	CREATURE(S)
1-2	1-4	2d4 crocodiles (p.320)
3-4	5-9	1d8 crocodiles (p.230), 1 giant crocodile (p.324)
5-6	10+	1d10 crocodiles (p.230), 1d2 + 1 giant crocodiles (p.324)

WATER GUARDIAN

The eddies and ripples seem to act of their own accord, and grow in intensity...

D6	CR	CREATURE(S)
1-2	3-6	1d2 water weirds (p.299)
3-4	6-12	2d2 water weirds (p.299)
5-6	12+	1d4 + 3 water weirds (p.299)

EMBATTLED MERFOLK

Singing a hauntingly beautiful battle-hymn, the merfolk surge from the depths...

D6	CR	CREATURE(S)
1-2	3	8 merfolk (p.218), 1 merrow (p.219)
3-4	6	16 merfolk (p.218), 2 merrow (p.219)
5-6	9	24 merfolk (p.218), 3 merrow (p.219)

STORMY SEAS

A gale picks up, whipping up the water into great whirling spouts...

D6	CR	CREATURE(S)
1-2	5	1 air elemental (p.124)
3-4	10	2 air elementals (p.124)
5-6	15	3 air elementals (p.124)

SEA WITCH'S PETS

The crone, clad in rotting kelp, eyes you as her pet twists round and entwines her gnarled fingers...

D6	CR	CREATURE(S)
1-2	2-3	1d4 constrictor snakes (p.320), 1 sea hag (p.179)
3-4	4-5	1d4 constrictor snakes (p.320), 1 giant constrictor snake (p.324), 1 sea hag (p.179)
5-6	6+	1d8 constrictor snakes (p.320), 1d4 giant constrictor snakes (p.324), 1d2 sea hags (p.179)

FISHFOLK

Gnashing their needle teeth, the creatures stare hungrily with their blank, saucer eyes...

D6	CR	CREATURE(S)
1-2	1-2	2d2 sahuagin (p.263)
3-4	3-5	1d4 + 2 sahuagin (p.263), 1 sahuagin priestess (p.264)
5-6	8+	2d4 sahuagin (p.263), 1 sahuagin priestess (p.264), 1 sahuagin baron (p.264)

MANY-HEADED MENACE

A nest of serpentine necks breaks the surface of the fetid water, many heads gnashing their needle teeth...

D6	CR	CREATURE(S)
1-2	8	1 hydra (p.190)
3-4	16	2 hydras (p.190)
5-6	24	3 hydras (p.190)

POND SCUM

A thick, black slick of shifting tar mars the surface...

D6	CR	CREATURE(S)
1-2	4	1 black pudding (p.241)
3-4	8	2 black puddings (p.241)
5-6	12	3 black puddings (p.241)

FLOTSAM

Tendrils of weed clump together, rearing from the water in a hulking mass...

D6	CR	CREATURE(S)
1-2	5	1 shambling mound (p.270)
3-4	10	2 shambling mounds (p.270)
5-6	15	3 shambling mounds (p.270)

FEEDING FRENZY

A knife-sharp fin cuts through the surface at alarming speed...

D6	CR	CREATURE(S)
1-2	2-8	1d4 hunter sharks (p.330)
3-4	3-12	1d4 killer whales (p.331)
5-6	5-20	1d4 giant sharks (p.328)

GODMAKERS

Gulping water through its wide maw, the creature slowly fans its spiny fins, and readies its weapon in its webbed hand...

D6	CR	CREATURE(S)
1-2	1-2	1d4 + 4 kuo-toa (p.199)
3-4	3-5	1d4 + 8 kuo-toa (p.199), 1d2 kuo-toa whip (p.200)
5-6	9+	1d4 + 8 kuo-toa (p.199), 1d4 kuo-toa whip (p.200), 1d2 kuo-toa archpriest (p.200)

DROWNED SPIRIT

Fog lies over the surface, cold and mournful, ever-shifting, watching...

D6	CR	CREATURE(S)
1-2	2	2 specters (p.279)
3-4	4	1 ghost (p.147)
5-6	6+	1d6 specters (p.279), 1 wraith (p.302)

SHANTY

A host of drunken voices carries over the waves: a charming ditty of who will be thrown overboard next...

D6	CR	CREATURE(S)
1-2	1	8 bandits (p.343)
3-4	3	8 bandits (p.343), 1 bandit captain (p.344)
5-6	5	8 bandits (p.343), 2 bandit captains (p.344)

UNSEEN HAZARDS

The whisper of a breeze does not stir the water, but pierces you like a knife...

D6	CR	CREATURE(S)
1-2	6	1 invisible stalker (p.192)
3-4	12	2 invisible stalkers (p.192)
5-6	18	3 invisible stalkers (p.192)

BLOOD IN THE WATER

Squatting in her tiny, ragged craft, the old woman cackles as the water roils in response to the scraps of fouled meat she tosses overboard...

D6	CR	CREATURE(S)
1-2	3	1 swarm of quippers (p.338), 1 sea hag (p.179)
3-4	4	2 swarms of quippers (p.338), 1 sea hag (p.179)
5-6	5	3 swarms of quippers (p.338), 1 sea hag (p.179)

CREW OF THE DAMNED

The crew's eyes are hollow with terror; at the sight of their dread captain, you understand why...

D6	CR	CREATURE(S)
1-2	6	8 bandits (p.343), 1 revenant (p.259)
3-4	12	16 bandits (p.343), 2 revenants (p.259)
5-6	18	24 bandits (p.343), 3 revenants (p.259)

LURING SONG

Carrying on the breeze is the delightful song of some wondrous singer, luring you closer...

D6	CR	CREATURE(S)
1-2	1	1 harpy (p.181)
3-4	1-4	1d4 harpies (p.181)
5-6	4-10	2d4 + 2 harpies (p.181)

COASTAL KOBOLDS

A pack of winged kobolds winds its way toward you over the waves...

D6	CR	CREATURE(S)
1-2	1/4-1	1d4 winged kobolds (p.195)
3-4	1/2-2	2d4 winged kobolds (p.195)
5-6	4-5	2d4 + 2 winged kobolds (p.195), 1 blue dragon wyrmling (p.91)

BLACK DRAGON

Acrid foulness bubbles and foams, stirred up by something huge...

D8	CR	CREATURE(S)
1-2	2	1 black dragon wyrmling (p.88)
3-4	7	1 young black dragon (p.88)
5-6	14	1 adult black dragon (p.88)
7-8	21	1 ancient black dragon (p.87)

BLUE DRAGON

Sparks dance over the water, heralding a storm to come...

D8	CR	CREATURE(S)
1-2	3	1 blue dragon wyrmling (p.91)
3-4	9	1 young blue dragon (p.91)
5-6	16	1 adult blue dragon (p.91)
7-8	23	1 ancient blue dragon (p.90)

GREEN DRAGON

A noxious fume hangs low over the water, an exhalation from the depths...

D8	CR	CREATURE(S)
1-2	2	1 green dragon wyrmling (p.95)
3-4	8	1 young green dragon (p.94)
5-6	15	1 adult green dragon (p.94)
7-8	22	1 ancient green dragon (p.93)

RED DRAGON

A huge shape moves through the gouts of steam thrown up by impossibly hot flame...

D8	CR	CREATURE(S)
1-2	4	1 red dragon wyrmling (p.98)
3-4	10	1 young red dragon (p.98)
5-6	17	1 adult red dragon (p.98)
7-8	24	1 ancient red dragon (p.97)

WHITE DRAGON

A thin crust of ice coats the water, splintering with ripples as something stirs below...

D8	CR	CREATURE(S)
1-2	2	1 white dragon wyrmling (p.102)
3-4	6	1 young white dragon (p.101)
5-6	13	1 adult white dragon (p.101)
7-8	20	1 ancient white dragon (p.101)

BRASS DRAGON

The reflection is huge, made more so by the great, flapping frills surrounding the creature in flight...

D8	CR	CREATURE(S)
1-2	1	1 brass dragon wyrmling (p.106)
3-4	6	1 young brass dragon (p.105)
5-6	13	1 adult brass dragon (p.105)
7-8	20	1 ancient brass dragon (p.104)

BRONZE DRAGON

Flitting in and out of the water, the huge beast flies with agility and grace...

D8	CR	CREATURE(S)
1-2	2	1 bronze dragon wyrmling (p.109)
3-4	8	1 young bronze dragon (p.108)
5-6	15	1 adult bronze dragon (p.108)
7-8	22	1 ancient bronze dragon (p.107)

COPPER DRAGON

The greenish tips of its great wings brush the water as the creature looks about with lazy curiosity...

D8	CR	CREATURE(S)
1-2	1	1 copper dragon wyrmling (p.112)
3-4	7	1 young copper dragon (p.111)
5-6	14	1 adult copper dragon (p.111)
7-8	21	1 ancient copper dragon (p.110)

GOLD DRAGON

An enormous, shining shape swims through the air like a ribbon of gold...

D8	CR	CREATURE(S)
1-2	3	1 gold dragon wyrmling (p.115)
3-4	10	1 young gold dragon (p.115)
5-6	17	1 adult gold dragon (p.114)
7-8	24	1 ancient gold dragon (p.113)

SILVER DRAGON

The silvery sheen resembles a shoal of fish, one flitting above the water...

D8	CR	CREATURE(S)
1-2	2	1 silver dragon wyrmling (p.118)
3-4	9	1 young silver dragon (p.118)
5-6	16	1 adult silver dragon (p.117)
7-8	23	1 ancient silver dragon (p.116)

AQUATIC BULLY

A face leers at you with beady eyes of opalescent blue but, with a stream of bubbles, it is gone...

D8	CR	CREATURE(S)
1-2	2	1 merrow (p.219)
3-4	4	2 merrow (p.219)
5-6	6	3 merrow (p.219)
7-8	8	4 merrow (p.219)

LONGSHIP

The narrow ship glides over the water like an arrow, propelled by the practiced oars of brutish rowers...

D8	CR	CREATURE(S)
1-2	4	8 tribal warriors (p.250), 1 veteran (p.350)
3-4	8	16 tribal warriors (p.250), 2 veterans (p.350)
5-6	12	24 tribal warriors (p.250), 3 veterans (p.350)
7-8	17	16 tribal warriors (p.250), 5 veterans (p.350)

SHIPWRECK AND SHADOW

The ship lists slightly, floating aimless and abandoned. One sail snaps in the breeze...

D8	CR	CREATURE(S)
1-2	1-2	1d4 + 4 shadows (p.269)
3-4	2-3	1d4 + 8 shadows (p.269)
5-6	3-4	1d4 + 12 shadows (p.269)
7-8	4-5	1d4 + 16 shadows (p.269)

TELL NO TALES

Moldering oars squeal in rusted oarlocks; the bones of the damned row tirelessly...

D8	CR	CREATURE(S)
1-2	7	8 skeletons (p.272), 1 revenant (p.259)
3-4	8	12 skeletons (p.272), 1 revenant (p.259)
5-6	9	16 skeletons (p.272), 1 revenant (p.259)
7-8	10	20 skeletons (p.272), 1 revenant (p.259)

WINGED SHADOW

A shadow darkens the water's surface as a huge shape soars overhead...

D8	CR	CREATURE(S)
1-2	6	1 wyvern (p.303)
3-4	12	2 wyverns (p.303)
5-6	18	3 wyverns (p.303)
7-8	24	4 wyverns (p.303)

SEA BREEZE

A gale picks up, whipping up the water into great, whirling spouts...

D8	CR	CREATURE(S)
1-2	9	1 water weird (p.299), 1 invisible stalker (p.192)
3-4	12	2 water weirds (p.299), 1 invisible stalker (p.192)
5-6	18	2 water weirds (p.299), 2 invisible stalkers (p.192)
7-8	21	3 water weirds (p.299), 2 invisible stalkers (p.192)

GLOBSTER

A glob of putrid flesh bobs in the water, surrounded by bubbles streaming from unseen mouths...

D8	CR	CREATURE(S)
1-2	2-4	1d2 gibbering mouter (p.243)
3-4	6-8	1d2 + 2 gibbering mouterers (p.243)
5-6	10-12	1d2 + 4 gibbering mouterers (p.243)
7-8	14-16	1d2 + 6 gibbering mouterers (p.243)

GOBLIN CRAFT

The figures row clumsily and haphazardly, making up for their incompetence with blind enthusiasm...

D8	CR	CREATURE(S)
1-2	1-2	1d4 + 4 goblins (p.166)
3-4	3-4	1d4 + 8 goblins (p.166), 1 goblin boss (p.166)
5-6	5-6	1d4 + 12 goblins (p.166), 2 goblin bosses (p.166)
7-8	7-8	1d4 + 16 goblins (p.166), 3 goblin bosses (p.166)

DROWNED SAILORS

Floating up from the deep come the bloated corpses of drowned sailors, looking for revenge...

D8	CR	CREATURE(S)
1-2	1/2-2	2d4 zombies (p.316)
3-4	2-8	2d4 ghouls (p.148)
5-6	4-16	2d4 ghosts (p.148)
7-8	10+	1d4 + 1 revenants (p.259)

STOOPING PREDATOR

A winged beast flies straight toward you at high speed, snarling as it gets closer...

D8	CR	CREATURE(S)
1-2	1	1 giant vulture (p.329)
3-4	3	1 mantichore (p.213)
5-6	6	1 chimera (p.39)
7-8	16	1 adult blue dragon (p.91)

GIANT OF THE DEEP

Waves build, foaming and crashing with animal fury...

D10	CR	CREATURE(S)
1-2	5	1 water elemental (p.125)
3-4	8	1 hydra (p.190)
5-6	10	1 aboleth (p.13)
7-8	17	1 turtle dragon (p.119)
9-10	23	1 kraken (p.197)

CHAOTIC TIDES

The figure emerges slowly, the warty skin covering its corpulent form, glossy with slime...

D10	CR	CREATURE(S)
1-2	5	1 red slaad (p.276)
3-4	7	1 blue slaad (p.276)
5-6	8	1 green slaad (p.277)
7-8	9	1 gray slaad (p.277)
9-10	10	1 death slaad (p.278)

FLESH RIPPERS

The water churns with the boiling swarm of snapping creatures below the surface

D10	CR	CREATURE(S)
1-2	1-4	1d4 swarms of quippers (p.338)
3-4	5-8	1d4 + 4 swarms of quippers (p.338)
5-6	9-12	1d4 + 8 swarms of quippers (p.338)
7-8	13-16	1d4 + 12 swarms of quippers (p.338)
9-10	17-20	1d4 + 16 swarms of quippers (p.338)

CASTAWAYS

The haggard and ragged figures drift in their lifeboat, wishing they were anyone else...

D10	CR	CREATURE(S)
1-2	3	1 doppelganger (p.82)
3-4	6	2 doppelgangers (p.82)
5-6	9	3 doppelgangers (p.82)
7-8	12	4 doppelgangers (p.82)
9-10	15	5 doppelgangers (p.82)

BOOTY

Some buccaneer secreted a chest of gold here. Treasure indeed...

D10	CR	CREATURE(S)
1-2	2	1 mimic (p.220)
3-4	4	2 mimics (p.220)
5-6	6	3 mimics (p.220)
7-8	8	4 mimics (p.220)
9-10	10	5 mimics (p.220)

HOT SPRING

Hot water bubbles up from the depths to steam at the roiling surface...

D10	CR	CREATURE(S)
1-2	1	4 steam mephits (p.217)
3-4	2	8 steam mephits (p.217)
5-6	3	12 steam mephits (p.217)
7-8	4	16 steam mephits (p.217)
9-10	5	20 steam mephits (p.217)

ORCISH SLAVE SHIP

The ship is not of orcish make, the chained and cowed crew are not orcs, but the burly figures bellowing orders most certainly are...

D10	CR	CREATURE(S)
1-2	1-2	1d2 + 2 orcs (p.246)
3-4	5-6	1d2 + 2 orcs (p.246), 1 orc chief (p.246)
5-6	7-9	1d2 + 4 orcs (p.246), 1d2 bugbears (p.33), 1 orc chief (p.246)
7-8	11-15	1d2 + 4 orcs (p.246), 1d4 bugbears (p.33), 2 orc chiefs (p.246)
9-10	16+	1d4 + 4 orcs (p.246), 1d4 + 2 bugbears (p.33), 1 bugbear chief (p.33), 2 orc chiefs (p.246)

RAIDERS FROM BENEATH

The creatures mutter to each other in a hissing, bubbling tongue, the stench of rotting fish expelled with each utterance...

D10	CR	CREATURE(S)
1-2	1-2	1d2 + 2 sahuagin (p.263)
3-4	2-4	1d4 + 4 sahuagin (p.263)
5-6	4-6	1d4 + 4 sahuagin (p.263), 1 sahuagin priestess (p.264)
7-8	6-8	1d4 + 2 sahuagin (p.263), 1 sahuagin baron (p.264)
9-10	8+	1d8 + 2 sahuagin (p.263), 1 sahuagin priestess (p.264), 1 sahuagin baron (p.264)

WATER WINGS

Just skimming the surface, the creature flies with lazy wingbeats, its outermost feathers rippling the water below...

D10	CR	CREATURE(S)
1-2	2	1 peryton (p.251)
3-4	4	1 couatl (p.43)
5-6	6	1 vroock (p.64)
7-8	8	8 harpies (p.181)
9-10	11	1 roc (p.260)

CROCODILE TEARS

Beneath the surface, beady eyes watch, unblinking and patient...

D10	CR	CREATURE(S)
1-2	1-2	2d2 crocodiles (p.320)
3-4	2-4	4d4 crocodiles (p.320)
5-6	6-7	2d2 crocodiles (p.320), 1 giant crocodile (p.324)
7-8	7-9	4d4 crocodiles (p.320), 1 giant crocodile (p.324)
9-10	12+	4d4 crocodiles (p.320), 2 giant crocodiles (p.324)

THE WATCHER'S CREW

The crew of rough-looking figures is as expected but, at the helm, a creature glares at you with one enormous eye, a captain's hat perched incongruously atop its corpulent form...

D10	CR	CREATURE(S)
1-2	4	8 bandits (p.343), 1 spectator (p.30)
3-4	6	8 bandits (p.343), 1 bandit captain (p.344), 1 spectator (p.30)
5-6	9	16 bandits (p.343), 2 bandit captains (p.344), 1 spectator (p.30)
7-8	14	8 bandits (p.343), 1 oculoid (p.32)
9-10	16+	1d8 + 8 bandits (p.343), 1d2 bandit captains (p.344), 1 spectator (p.30)

BOTTLE OF RUM

Black flag raised, the crew shout and clash their weapons as they grow ever closer...

D10	CR	CREATURE(S)
1-2	1	8 bandits (p.343)
3-4	3	8 bandits (p.343), 1 bandit captain (p.344)
5-6	6	8 bandits (p.343), 1 bandit captain (p.344), 1 veteran (p.350)
7-8	9	8 bandits (p.343), 1 bandit captain (p.344), 2 veterans (p.350)
9-10	12	8 bandits (p.343), 1 bandit captain (p.344), 3 veterans (p.350)

SKELETON CREW

The sails are ragged, the timbers are rotted, but the dead still man their posts...

D10	CR	CREATURE(S)
1-2	1-2	1d4 + 4 skeletons (p.272)
3-4	2-4	1d8 + 8 skeletons (p.272)
5-6	3-5	1d8 + 8 skeletons (p.272), 1 specter (p.279)
7-8	7-9	1d4 + 4 skeletons (p.272), 1d2 specters (p.279), 1 wraith (p.302)
9-10	10+	1d8 + 8 skeletons (p.272), 1d2 + 2 specters (p.279), 1 wraith (p.302)

WITCH OF THE WATER

A saggy, algae-stained face emerges, dripping with weeds, and murmuring a curse through crooked, brown teeth...

D10	CR	CREATURE(S)
1-2	2	1 sea hag (p.179)
3-4	5	1 sea hag (p.179), 1 water weird (p.299)
5-6	8	1 sea hag (p.179), 2 water weirds (p.299)
7-8	13	1 sea hag (p.179), 1 marid (p.146)
9-10	16	1 sea hag (p.179), 1 water weird (p.299), 1 marid (p.146)

GHOST SHIP

Hazy and indistinct, the ship glides without a splash, heralded by cold and dread...

D10	CR	CREATURE(S)
1-2	4	1 ghost (p.147)
3-4	8	2 ghosts (p.147)
5-6	12	3 ghosts (p.147)
7-8	16	4 ghosts (p.147)
9-10	20	5 ghosts (p.147)

TREASURE SHIP

The ship limps on, bearing the scars of recent attack, but the evident riches on board seem safe for now...

D10	CR	CREATURE(S)
1-2	3	12 commoners (p.345), 1 noble (p.348), 1 veteran (p.350)
3-4	6	12 commoners (p.345), 1 noble (p.348), 1 knight (p.347), 1 veteran (p.350)
5-6	9	16 commoners (p.345), 1 noble (p.348), 2 knights (p.347), 1 veteran (p.350)
7-8	12	16 commoners (p.345), 1 noble (p.348), 3 knights (p.347), 1 veteran (p.350)
9-10	15	16 commoners (p.345), 1 noble (p.348), 4 knights (p.347), 1 veteran (p.350)

COASTAL RAIDERS

Monsters from the shore glide toward you on outstretched wings, hoping to devour you...

D10	CR	CREATURE(S)
1-2	1	1 hippogriff (p.184)
3-4	2	1 griffon (p.174)
5-6	2-5	1d4 + 1 hippogriffs (p.184)
7-8	4-10	1d4 + 1 griffons (p.174)
9-10	6+	1d4 + 1 manticores (p.213)

ICE FLOE FOES

A chunk of ice floats toward you, atop which are several hungry-looking creatures...

D10	CR	CREATURE(S)
1-2	4-8	2d2 polar bears (p.334)
3-4	6-15	1d4 + 1 winter wolves (p.340)
5-6	9-18	1d4 + 2 yeti (p.305)
7-8	9-21	1d4 + 1 yeti (p.305), half their number of winter wolves (p.340)
9-10	18+	1d4 + 2 yeti (p.305), 1 abominable yeti (p.306)

AQUATIC VARIANT

An aquatic variant of an otherwise-terrestrial monster can be seen up ahead, swimming toward you...

D10	CR	CREATURE(S)
1-2	5	1 gazer beast (vodyanoi) (p.292)
3-4	5	1 troll (scrag) (p.291)
5-6	6	1 chimera (riptide chimera) (p.39)
7-8	7	1 grick alpha (waterwurm) (p.173)
9-10	8	1 cloaker (drifter) (p.41)

DISGUISED ASSAILANT

Something which appeared harmless suddenly reveals itself as otherwise...

D10	CR	CREATURE(S)
1-2	2	1 mimic, disguised as flotsam (p.220)
3-4	2	1 awakened tree, disguised as driftwood (p.82)
5-6	3	1 doppelganger, impersonating a castaway (p.82)
7-8	5	1 shambling mound, disguised as seaweed (p.270)
9-10	9	1 treant, disguised as coral (p.289)



Wilderlands

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BUGBEAR AMBUSH

Padding forward silently, the brutish figures ready their weapons for an ambush...

D6	CR	CREATURE(S)
1-2	1-4	1d4 bugbears (p.33)
3-4	5-8	1d4 + 1 bugbears (p.33), 1 bugbear chief (p.33)
5-6	9+	1d6 + 2 bugbears (p.33), 2 bugbear chiefs (p.33)

GNOLL SCOUTS

With a twisted giggle, the hunched figures lope forward, saliva dangling from yellow fangs...

D6	CR	CREATURE(S)
1-2	1/2-4	1d8 gnolls (p.163)
3-4	4-8	1d8 + 4 gnolls (p.163), 1 gnoll pack lord (p.163)
5-6	9+	2d6 + 4 gnolls (p.163), 1d4 gnoll pack lords (p.163), 1 gnoll fang of the demon lord (p.163)

THORNY PROBLEM

Vines creak and twist from the undergrowth, snaking together in new, shambling forms...

D6	CR	CREATURE(S)
1-2	1/2-4	1d8 vine blights (p.32)
3-4	5-10	1d10 vine blights (p.32), 1 shambling mound (p.270)
5-6	11+	2d10 vine blights (p.32), 2 shambling mounds (p.270)

CENTAUR OF ATTENTION

Slowing to a canter, the creature wheels around with grace beyond the most skilled cavalry...

D6	CR	CREATURE(S)
1-2	2	1 centaur (p.38)
3-4	4-6	1d2 + 1 centaurs (p.38)
5-6	8-14	1d4 + 3 centaurs (p.38)

BULL-HEADED

Snorting and stomping, the beast bears itself with a strangely haughty pride...

D6	CR	CREATURE(S)
1-2	3	1 minotaur (p.233)
3-4	6-9	1d2 + 1 minotaurs (p.233)
5-6	14-21	1d4 + 3 minotaurs (p.233)

IN COLD BLOOD

Tongues flicking between jagged teeth, the creatures ready their weapons in their scaled claws...

D6	CR	CREATURE(S)
1-2	1/2-4	1d8 lizardfolk (p.204)
3-4	5-8	1d6 + 6 lizardfolk (p.204), 1 lizardfolk shaman (p.205)
5-6	9+	1d6 + 6 lizardfolk (p.204), 1d4 lizardfolk shaman (p.205), 1 lizardfolk king/queen (p.205)

FAIR-FACED FOULNESS

The stench of decay is immediately forgotten as a beautiful song overwhelms all senses...

D6	CR	CREATURE(S)
1-2	3-6	1d4 - 1 harpies (p.181), night hag (p.179)
3-4	7-14	1d8 harpies (p.181), 2 night hags (p.179)
5-6	16+	1d8 harpies (p.181), 3 night hags (p.179)

MISSHAPEN THING

The misshapen thing drags its unwilling body forward, ready to attack...

D6	CR	CREATURE(S)
1-2	1-4	1d4 scarecrows (p.268)
3-4	5	1 flesh golem (p.169)
5-6	8	1 fomorian (p.136)

EARTH TRICKSTERS

Many small voices join together in mean-spirited giggles, as tiny figures seem to form and shift from the earth itself...

D6	CR	CREATURE(S)
1-2	1-4	4d4 mud mephits (p.216)
3-4	2-5	2d4 + 2 dust mephits (p.215)
5-6	3-6	2d4 + 4 magma mephits (p.216)

AIR TRICKSTERS

A fog rolls in; within it, tiny figures twist and cavort...

D6	CR	CREATURE(S)
1-2	1-4	4d4 steam mephits (p.217)
3-4	2-5	4d4 + 4 smoke mephits (p.217)
5-6	3-6	2d4 + 4 ice mephit (p.215)

BEAR WITH IT

Heralded by a wave of musk, a wall of snarling, matted fur advances...

D6	CR	CREATURE(S)
1-2	1-4	1d4 brown bears (p.319)
3-4	6-9	1d4 brown bears (p.319), 1 werebear (p.208)
5-6	12+	2d4 brown bears (p.319), 2 werebears (p.208)

BIG BAD WOLF

Hackles raised, the creatures snarl and snap as they move to encircle you...

D6	CR	CREATURE(S)
1-2	1-2	1d4 + 4 wolves (p.341)
3-4	3-5	1d8 + 4 wolves (p.341), 2 dire wolves (p.321)
5-6	6+	1d8 + 4 wolves (p.341), 2 dire wolves (p.321), 1 werewolf (p.211)

SOUNDER AND FURY

With deep grunts and a piercing squeal, they barrel towards you, tusks glinting...

D6	CR	CREATURE(S)
1-2	1-2	1d4 + 4 boars (p.319)
3-4	3-5	1d8 + 4 boars (p.319), 1 giant boar (p.323)
5-6	7+	4d4 boars (p.319), 1d2 giant boars (p.323), 1 wereboar (p.209)

RAT PACK

The mangy creatures clamber over each other in a heap, bald tails twisting and entwining...

D6	CR	CREATURE(S)
1-2	1-2	1d8 + 8 giant rats (p.327)
3-4	2-4	1d8 + 8 giant rats (p.327), 1d4 + 4 swarms of rats (p.339)
5-6	4-8	1d8 + 8 giant rats (p.327), 1d4 + 4 swarms of rats (p.339), 1d2 wererats (p.209)

WINGS OUTSPREAD

A faint rustle of feathers can be heard, as a great shadow is cast over you...

D6	CR	CREATURE(S)
1-2	2-4	1d2 perytons (p.251)
3-4	6-8	1d2 + 2 perytons (p.251)
5-6	11	1 roc (p.260)

RETINUE

The well-dressed figure trots forward, unhurriedly, flanked on all sides by watchful guards...

D6	CR	CREATURE(S)
1-2	1	8 guards (p.347), 1 noble (p.348), 1 riding horse (p.336)
3-4	4	8 guards (p.347), 1 noble (p.348), 2 riding horses (p.336), 1 knight (p.347)
5-6	8	8 guards (p.347), 1 noble (p.348), 1 riding horse (p.336), 2 warhorses (p.340), 2 knights (p.347)

HOST OF THE DEAD

Shuffling forward on skeletal feet, their mounts champing liplessly on rusting bits, the soldiers march, purpose forgotten by all but old bones...

D6	CR	CREATURE(S)
1-2	2-4	1d4 + 4 skeletons (p.272), 2d2 warhorse skeletons (p.273)
3-4	5-7	1d4 + 4 skeletons (p.272), 2d2 warhorse skeletons (p.273), 1 wight (p.300)
5-6	8-10	1d4 + 4 skeletons (p.272), 2d2 warhorse skeletons (p.273), 1 wight (p.300), 1 nightmare (p.235)

SHAGGY BEAST

Frost is dislodged from ropes of matted, shaggy fur as the creature stirs, fogging the air with growling breaths...

D6	CR	CREATURE(S)
1-2	3	1 yeti (p.305)
3-4	6	1 mammoth (p.332)
5-6	9	1 abominable yeti (p.306)

FROST GIANT RAIDERS

A band of frost giants seeks humanoids to work on the construction of their towering ice pyramids...

D6	CR	CREATURE(S)
1-2	8-16	1d2 frost giants (p.155)
3-4	16-40	1d4 + 1 frost giants (p.155)
5-6	22+	1d4 + 1 frost giants (p.155), 1 mammoth (p.332)

DEEP GNOME DIGGERS

The sound of crunching and striking fills your ears as you approach a group of coal-skinned gnomes digging in the earth...

D6	CR	CREATURE(S)
1-2	1-2	2d2 deep gnomes (p.164)
3-4	1-3	2d2 deep gnomes (p.164), 2d2 giant badgers
5-6	6+	1d4 + 2 deep gnomes (p.164), 1 bulette (p.34)

BRASS DRAGON

A sudden gust of wind, carrying desert-dryness, and the hint of a deep, rumbling chuckle...

D8	CR	CREATURE(S)
1-2	1	1 brass dragon wyrmling (p.106)
3-4	6	1 young brass dragon (p.105)
5-6	13	1 adult brass dragon (p.105)
7-8	20	1 ancient brass dragon (p.104)

BRONZE DRAGON

Thick fog roils, crackling with electricity, and whipped by the wind of huge wings...

D8	CR	CREATURE(S)
1-2	2	1 bronze dragon wyrmling (p.109)
3-4	8	1 young bronze dragon (p.108)
5-6	15	1 adult bronze dragon (p.108)
7-8	22	1 ancient bronze dragon (p.107)

COPPER DRAGON

An undeniable good cheer fills the air - the sense that everything will be alright...

D8	CR	CREATURE(S)
1-2	1	1 copper dragon wyrmling (p.112)
3-4	7	1 young copper dragon (p.111)
5-6	14	1 adult copper dragon (p.111)
7-8	21	1 ancient copper dragon (p.110)

GOLD DRAGON

Momentarily blotting out the sun, a vast, serpentine shadow is cast over you...

D8	CR	CREATURE(S)
1-2	3	1 gold dragon wyrmling (p.115)
3-4	10	1 young gold dragon (p.115)
5-6	17	1 adult gold dragon (p.114)
7-8	24	1 ancient gold dragon (p.113)

SILVER DRAGON

A creature speeds across the sky: a dazzling streak of mercury, quickly growing larger as it approaches...

D8	CR	CREATURE(S)
1-2	2	1 silver dragon wyrmling (p.118)
3-4	9	1 young silver dragon (p.118)
5-6	16	1 adult silver dragon (p.117)
7-8	23	1 ancient silver dragon (p.116)

BRANCHING OUT

Foliage rustles and shifts, as if of its own volition, as dry bark creaks to life...

D8	CR	CREATURE(S)
1-2	1/2-2	1d12 + 4 twig blights (p.32)
3-4	3-6	1d8 + 8 twig blights (p.32), 1 awakened tree (p.317)
5-6	7-9	1d8 + 8 twig blights (p.32), 3 awakened trees (p.317)
7-8	12+	1d12 + 8 twig blights (p.32), 1d4 awakened trees (p.317), 1 treant (p.289)

THE BIGGER THEY ARE

The huge figure looks almost human. Almost...

D8	CR	CREATURE(S)
1-2	4	1 ettin (p.132)
3-4	5	1 hill giant (p.155)
5-6	6	1 cyclops (p.45)
7-8	7	1 stone giant (p.156)

THE HARDER THEY FALL

With earth-shaking steps, the figure strides forward, elements swirling about it...

D8	CR	CREATURE(S)
1-2	8	1 frost giant (p.155)
3-4	9	1 cloud giant (p.154)
5-6	9	1 fire giant (p.154)
7-8	13	1 storm giant (p.156)

PATROL GROUP

The group eyes you calmly, readying themselves with regimented precision...

D8	CR	CREATURE(S)
1-2	1-4	1d6 + 2 hobgoblins (p.186)
3-4	4-7	1d6 + 2 hobgoblins (p.186), 1 hobgoblin captain (p.186)
5-6	7-13	1d6 + 2 hobgoblins (p.186), 1d4 + 2 bugbears (p.33), 1 hobgoblin captain (p.186)
7-8	14+	1d6 + 5 hobgoblins (p.186), 1d4 + 4 bugbears (p.33), 1 hobgoblin warlord (p.187)

GREEDY GIANT

Grunting and scratching, the lumpy figure lopez towards you...

D8	CR	CREATURE(S)
1-2	1-4	1d4 half-ogres (p.238)
3-4	4-6	1d2 + 1 ogres (p.237)
5-6	7-12	1d6 - 1 half-ogres (p.238), 1 oni (p.239)
7-8	13+	1d4 + 3 half-ogres (p.238), 1d4 ogres (p.237), 1 oni (p.239)

FORTUNE FAVORS THE KOBOLD

Hissing back and forth in their crude tongue, the small creatures hesitantly dart towards you...

D8	CR	CREATURE(S)
1-2	1-2	1d8 + 8 kobolds (p.195)
3-4	3-4	1d4 + 8 kobolds (p.195), 1d4 + 7 winged kobolds (p.195)
5-6	5-8	1d10 - 1 kobolds (p.195), 1d8 - 1 winged kobolds (p.195), 1 half-dragon* (p.180)
7-8	11+	2d6 kobolds (p.195), 2d4 winged kobolds (p.195), 1 half-dragon* (p.180), 1 wyvern (p.303)

SUBTERRANEAN TERROR

As if from nowhere, the huge creature bursts forth, scattering clods of earth as it emerges...

D8	CR	CREATURE(S)
1-2	3	1 basilisk (p.24)
3-4	5	1 bulette (p.43)
5-6	8	1 hydra (p.190)
7-8	15	1 purple worm (p.255)

AERIAL ELEGANCE

Feathered wings spread against the sky as the creature soars majestically overhead...

D8	CR	CREATURE(S)
1-2	2-4	1d2 pegasus (p.250)
3-4	4-8	2d2 griffons (p.174)
5-6	11	1 gynosphinx (p.282)
7-8	17	1 androsphinx (p.281)

AUTOMATON

The soulless creature judders forward in a cruel mockery of life...

D8	CR	CREATURE(S)
1-2	5	1 gorgon (p.171)
3-4	9	1 clay golem (p.168)
5-6	10	1 stone golem (p.170)
7-8	16	1 iron golem (p.170)

DEATH DENIED

Ravaged by rot, the figures shamle forth, bringing with them the stench of death...

D8	CR	CREATURE(S)
1-2	1-4	4d4 zombies (p.316)
3-4	5-10	1d2 revenants (p.259)
5-6	11-14	4d4 zombies (p.316), 2 revenants (p.259)
7-8	20+	1d2 + 3 revenants (p.259)

RESTLESS EARTH

With a grinding roar, the earth shakes, ripples, and buckles, as if alive...

D8	CR	CREATURE(S)
1-2	5	1 earth elemental (p.124)
3-4	10	2 earth elementals (p.124)
5-6	15	3 earth elementals (p.124)
7-8	20	4 earth elementals (p.124)

FLAME UNLEASHED

A blast of furnace-hot air assaults you, as the crackling of flames grows louder...

D8	CR	CREATURE(S)
1-2	5	1 fire elemental (p.125)
3-4	10	2 fire elementals (p.125)
5-6	15	3 fire elementals (p.125)
7-8	20	4 fire elementals (p.125)

FEARFUL SYMMETRY

A low, rumbling purr resonates from the flash of striped fur, glimpsed in the undergrowth...

D8	CR	CREATURE(S)
1-2	2	1 saber-toothed tiger (p.336)
3-4	4	1 weretiger (p.210)
5-6	5-11	1d6 tigers (p.339), 1 weretiger (p.210)
7-8	13+	1d6 tigers (p.339), 1 rakshasa (p.257)

INSECTOID RAIDERS

Drone from an insect-like humanoid hive culture are seeking captives...

D8	CR	CREATURE(S)
1-2	2-5	1d4 + 1 thri-kreen (p.188)
3-4	3-7	1d4 + 1 thri-kreen (p.188), equal number of giant wasps (p.329)
5-6	7-10	1d4 + 1 thri-kreen (p.188), 1 gazer beast (p.292)
7-8	12+	1d4 + 1 thri-kreen (p.188), equal number of giant wasps (p.329), 1 gazer beast (p.292)

AVIAN ATTACK

An ornithine menace strikes out at you with flashing talons and a bluster of feathery wings...

D8	CR	CREATURE(S)
1-2	1/4-1	2d4 blood hawks (p.319)
3-4	1	1 giant eagle (p.324)
5-6	2-5	1d4 + 1 giant vultures (p.329)
7-8	11	1 roc (p.260)

GOBLIN WAR BAND

Jagged teeth exposed through snarling lips, the figures creep forward, cruel weapons in hand...

D10	CR	CREATURE(S)
1-2	1-4	1d12 goblins (p.166), 1 bugbear (p.33)
3-4	4-8	2d6 + 4 goblins (p.166), 1d2 + 2 bugbears (p.33)
5-6	8-12	2d6 + 4 goblins (p.166), 4 goblin bosses (p.166), 1d2 + 2 bugbears (p.33)
7-8	12-18	2d6 + 4 goblins (p.166), 4 goblin bosses (p.166), 1d4 + 3 bugbears (p.33), 1 bugbear chief (p.33)
9-10	17+	2d6 + 4 goblins (p.166), 4 goblin bosses (p.166), 2d4 + 5 bugbears (p.33), 2 bugbear chiefs (p.33)

SPARE PARTS

The mismatched creature has a certain elegance as it glides overhead...

D10	CR	CREATURE(S)
1-2	1	1 hippogriff (p.184)
3-4	2	1 griffon (p.174)
5-6	3	1 manticores (p.213)
7-8	4	1 couatl (p.43)
9-10	6	1 chimera (p.39)

UNDEAD HORDE

Fueled by sinister magic, the stinking creatures slink forward at the behest of their master...

D10	CR	CREATURE(S)
1-2	1-4	1d4 ghouls (p.148)
3-4	5-8	1d4 - 1 ghouls (p.148), 1 night hag (p.178)
5-6	9-12	1d2 + 1 ghouls (p.148), 1d2 ghouls (p.148), 1 night hag (p.178)
7-8	13-18	1d4 ghouls (p.148), 1d2 ghouls (p.148), 2 night hags (p.178)
9-10	24+	1d6 ghouls (p.148), 1d4 ghouls (p.148), 3 night hags (p.178)

RESTLESS SPIRIT

A breeze issues forth - piercing cold, with the staleness of the crypt...

D10	CR	CREATURE(S)
1-2	1	1 shadow (p.269)
3-4	2-4	1d2 will-o'-wisp (p.301)
5-6	4-8	1d2 ghosts (p.147)
7-8	6-11	1d6 specters (p.279), 1 wraith (p.302)
9-10	12+	2d6 specters (p.279), 2 wraiths (p.302)

BRUTISH ALLIANCE

Jagged, yellow teeth bared in a battle-cry, the brutish figures charge, weapons raised...

D10	CR	CREATURE(S)
1-2	1-3	2d4 goblins (p.166), 1d2 orcs (p.246)
3-4	4-7	2d4 + 4 goblins (p.166), 1d4 + 2 orcs (p.246), 1 bugbear (p.33)
5-6	8-11	2d4 + 4 goblins (p.166), 1d4 + 2 orcs (p.246), 1 bugbear (p.33), 1 orc chief (p.246)
7-8	12-15	2d4 + 4 goblins (p.166), 1d4 + 4 orcs (p.246), 4 bugbears (p.33), 1 orc chief (p.246)
9-10	16+	2d4 + 4 goblins (p.166), 1d4 + 4 orcs (p.246), 4 bugbears (p.33), 1d4 orc casters (p.247), 1 orc chief (p.246)

FEY EMISSARY

The air seems to fill with a soothing song and the gentle smell of spring air, the magic of the fey...

D10	CR	CREATURE(S)
1-2	1/4	1 pixie (p.253)
3-4	1/4	1 sprite (p.283)
5-6	1/2	1 satyr (p.267)
7-8	1	1 faerie dragon (p.133)
9-10	1	1 dryad (p.121)

FEED THE TROLLS

The huge, stinking creature scratches a warty armpit, mumbling to itself in a guttural tongue...

D10	CR	CREATURE(S)
1-2	5	1 troll (p.291)
3-4	10	2 trolls (p.291)
5-6	15	3 trolls (p.291)
7-8	20	4 trolls (p.291)
9-10	25	5 trolls (p.291)

ABYSSAL CORRUPTER

The very air seems sick in the demonic presence, like nature rebelling against the utterly unnatural...

D10	CR	CREATURE(S)
1-2	1	1 quasit (p.63)
3-4	5	1 barlgura (p.56)
5-6	6	1 chasme (p.57)
7-8	10	1 yochlol (p.65)
9-10	16	1 marilith (p.61)

DEMONIC SHADOW

The breeze is joined by sour air breathed forth from the depths and, with it, evil tangible as fog...

D10	CR	CREATURE(S)
1-2	4	1 shadow demon (p.64)
3-4	6	1 vrook (p.64)
5-6	8	1 hezrou (p.60)
7-8	13	1 nalfeshnee (p.62)
9-10	17	1 goristro (p.59)

MOVERS AND SNAKERS

Forked tongue flicking, the creature uncoils with a whisper of scales, its unblinking eyes fixed upon you...

D10	CR	CREATURE(S)
1-2	2-4	1d2 giant constrictor snakes (p.324)
3-4	4-6	1d2 giant constrictor snakes (p.324), 1 swarm of poisonous snakes (p.338)
5-6	8	1 spirit naga (p.234)
7-8	10	1 guardian naga (p.243)
9-10	12+	1d6 swarms of poisonous snakes (p.338), 1 guardian naga (p.243)

DRAGON CULTISTS

The procession is solemn and silent, save for the rustle of their cloaks - or is it the flapping of wings?

D10	CR	CREATURE(S)
1-2	2-4	1d8 acolytes (p.342), 1 priest (p.348)
3-4	6-8	1d8 + 8 acolytes (p.342), 1 priest (p.348), 1 dragon wyrmling*
5-6	10-14	1d8 + 8 acolytes (p.342), 1 priest (p.348), 1 young dragon*
7-8	17-23	1d8 + 8 acolytes (p.342), 1d2 priests (p.348), 1 adult dragon*
9-10	24+	1d8 + 8 acolytes (p.342), 1d4 + 1 priests (p.348), 1 ancient dragon*

GNOLL RAIDING PARTY

Whooping and cackling, the creatures lick their bloody chops as they creep forward...

D10	CR	CREATURE(S)
1-2	1-3	1d4 + 2 gnolls (p. 163)
3-4	4-6	1d4 + 4 gnolls (p.163), 1 gnoll pack lord (p.163)
5-6	7-9	2d4 + 4 gnolls (p.163), 2 gnoll pack lords (p.163)
7-8	10-12	1d4 + 4 gnolls (p.163), 2 gnoll pack lords (p.163), 1 gnoll fang of the demon lord (p.163)
9-10	13+	2d4 + 4 gnolls (p.163), 3 gnoll pack lords (p.163), 1d4 gnoll fangs of the demon lord (p.163)

HOBGOBLIN LEGION

The low murmur of voices is suddenly silenced as the lead figure raises a fist, giving way to silent watchfulness...

D10	CR	CREATURE(S)
1-2	1-2	2d2 hobgoblins (p.186)
3-4	3-5	1d4 hobgoblins (p.186), 1 hobgoblin captain (p.186)
5-6	6-9	1d6 + 6 hobgoblins (p.186), 1 hobgoblin captain (p.186)
7-8	10-14	1d8 + 8 hobgoblins (p.186), 2 hobgoblin captains (p.186)
9-10	15+	2d4 + 4 hobgoblins (p.186), 1d4 + 1 hobgoblin captains (p.186), 1 hobgoblin warlord (p.187)

ORC HORDE

The stink of sweat and musty furs is wafted towards you by whirling, brutish axes...

D10	CR	CREATURE(S)
1-2	1-4	2d4 orcs (p.246)
3-4	5-8	2d4 + 2 orcs (p.246), 1 berserker (p.344)
5-6	9-12	2d4 + 2 orcs (p.246), 1 berserker (p.344), 1 orc chief (p.246)
7-8	13-16	2d4 + 4 orcs (p.246), 2 berserkers (p.344), 1 orc chief (p.246)
9-10	17+	2d4 + 6 orcs (p.246), 1d2 + 2 berserkers (p.344), 1 orc chief (p.246)

BANDIT AMBUSH

Crouched in the shadows, the band watches hungrily, waiting for the perfect opportunity to spring their ambush...

D10	CR	CREATURE(S)
1-2	1-2	2d2 thugs (p.350)
3-4	3-4	8 bandits (p.343), 2d2 + 2 thugs (p.350)
5-6	5-6	8 bandits (p.343), 2d2 + 2 thugs (p.350), 1 bandit captain (p.344)
7-8	7-10	12 bandits (p.343), 2d4 + 5 thugs (p.350), 1 bandit captain (p.344)
9-10	11+	16 bandits (p.343), 2d4 + 6 thugs (p.350), 1 bandit captain (p.344), 1d4 veterans (p.350)

A MAN ABOUT A DOG

The figure, leaning on a crooked staff, looks harmless enough. The snarling wolf alongside, on the other hand...

D10	CR	CREATURE(S)
1-2	2	1 wolf (p. 341), 1 druid (p.246)
3-4	4	4 wolves (p.341), 1 dire wolf (p.321), 1 druid (p.346)
5-6	6	4 dire wolves (p.321), 1 druid (p.346)
7-8	8	1 druid (p.346), 2 winter wolves (p.340)
9-10	11+	1 druid (p.346), 3d2 winter wolves (p.340)

STRIKING SERPENT

A group of serpentfolk violently defend their home territory against intruders...

D10	CR	CREATURE(S)
1-2	2-8	2d4 serpentfolk purebloods (p.310)
3-4	7-10	1d4 serpentfolk purebloods (p.310), 2 serpentfolk malisons (p.309)
5-6	9-27	2d4 + 1 serpentfolk malisons (p.309)
7-8	9-36	2d4 serpentfolk malisons (p.309), 3d4 serpentfolk purebloods (p.310)
9-10	13+	2d6 serpentfolk malisons (p.309), 1 serpentfolk abomination (p.308)

HOBGOBLIN STRIKE FORCE

Mounted on dangerous worgs, these hobgoblins are ready to strike and can outpace all but the most swift horses...

D10	CR	CREATURE(S)
1-2	2-9	1d4 + 1 hobgoblins (p.186), equal number of worgs (p.341)
3-4	4-7	1d4 hobgoblins (p.186), 1 hobgoblin captain (p.816), equal number of worgs (p.341)
5-6	7-10	1d4 hobgoblins (p.186), 1 hobgoblin warlord (p.817), equal number of worgs (p.341)
7-8	7-13	1d4 hobgoblins (p.186), 1 hobgoblin captain (p.816), equal number of worgs (p.341), 1d2 hell hounds (p.182)
9-10	10+	1d4 hobgoblins (p.186), 1 hobgoblin warlord (p.817), equal number of worgs (p.341), 1d2 hell hounds (p.182)

RIVAL ADVENTURERS

A party of rival adventurers blocks your path up ahead. Gods know what they want of you...

D10	CR	CREATURE(S)
1-2	1	1 acolyte (p.342), 1 bandit (p.343), 1 guard (p.347), 1 tribal warrior (p.350)
3-4	2	1 acolyte (p.342), 1 scout (p.349), 1 guard (p.347), 1 thug (p.350)
5-6	6	1 priest (p.348), 1 scout (p.349), 1 knight (p.347), 1 thug (p.350)
7-8	10	1 priest (p.348), 1 bandit captain (p.344), 1 knight (p.347), 1 veteran (p.350)
9-10	21	1 priest (p.348), 1 assassin (p.343), 1 gladiator (p.346), 1 mage (p.347)

CULT SUMMONERS

A ring of cultists chants a foul incantation, summoning a demonic being from a purple bonfire which burns between them...

D10	CR	CREATURE(S)
1-2	2	8 cultists (p.345), 4 dretches (p.57)
3-4	6	8 cultists (p.345), 1 bargura (p.56)
5-6	9	8 cultists (p.345), 1 cult fanatic (p.345), 1 chasme (p.57)
7-8	12	8 cultists (p.345), 1 cult fanatic (p.345), 1 glabrezu (p.58)
9-10	24	8 cultists (p.345), 4 cult fanatics (p.345), 1 nalfeshnee (p.62)

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