

### Underdark Master Table

d100						
Lower Bound	Upper Bound	% likelihood	Result for d1000 roll(s) on Encounters sub-table	Result for d100 roll(s) on Environment Features sub-table	Upperdark Terrain sub-tables	Deeper down... (Middledark & lower)
1	50	50%	roll once	no roll	Abandoned Mines	Crystal Caves
51	56	6%	roll once	roll once	Chasm/Cliff/Canyon	Geothermal Vents
57	61	5%	roll twice	roll once	Dead Caves	Lava pools / rivers
62	71	10%	no roll	roll once with +25	Wet Caves	City of the Glass Pool (kuo-toa city)
72	81	10%	no roll	roll once with +50	Fungal Forest: Zuggtmoy	Forgehome (dwarven city)
82	86	5%	roll once	roll once with +50	Fungal Forest: Myconid	Menzoborranzean (drow city)
87	91	5%	roll twice	roll once with +25 and again with +50	Fungal Forest: Fey	Shaboath (aboleth city)
92	96	5%	Recurring Merchant		Aquatic	Deepreach (ruins)
97	100	4%	Weird Stuff			Oryndoll (illithid city)
						Shrine of the Kuo-toa
d1000						
Lower Bound	Upper Bound	% likelihood	Encounter Type			
1	500	50%	common			
501	800	30%	uncommon			
801	940	14%	rare			
941	1000	6%	very rare			
d100						
Lower Bound	Upper Bound	% likelihood	Environment Feature Type			
1	50	50%	common (plants, flavor)			
51	75	25%	uncommon (hazards)			
76	90	15%	rare (hazards or wondrous)			
91	99	9%	very rare (wondrous)			
100	higher	1%+%	roll two more times on this table, with no bonuses on the two additional rolls			

### Reaction Table

2d6	Reaction (the DM can add up to +/-4 based on the type of monster or circumstances)
2-5	Hostile
6-8	Cautious/Indifferent
9-12	Friendly/Willing to trade
Natural Doubles	
1's	The monster takes hostile or violent action because of an outside influence. Perhaps the monster is charmed, rabid, insane, acting under compulsion from another creature that is holding its young hostage, etc. <i>[Carl's suggestion for additional seed info: If the monster is intelligent, it may have specific information on the PCs or their motives, or may have been tracking the party with intent to mislead, deceive or ambush them. Possibly has set a trap for the PCs, and/or has magical item or psionic abilities that it plans to use against the party.]</i>
2's	Something happened recently to make the monster angry and hostile to the world in general. Negotiation is unlikely to succeed unless it resolves the cause of this underlying anger.
3's	The monster would prefer to be aggressive toward the party, but something holds it in check. Perhaps it is acting under orders, has taken a vow, or is favorably disposed to one aspect of the PCs' appearance despite hating the rest.
4's	The monster would be favorably inclined to the party except for one nagging detail. Perhaps it is prejudiced against one particular party member, or upset about a past action of the PCs.
5's	Something happened recently to make the monster happy and well-disposed to everyone it meets. Negotiation is likely to succeed unless the PCs seem inclined to take away the thing that is making the monster happy (a pile of treasure, a tasty human baby).
6's	The monster receives the party enthusiastically due to mistaken identity or a belief that they fulfill a prophesy. All will go well as long as the PCs continue to conform to the monster's expectations.



Abandoned Mines/Settlements - Encounters

d1000 (3d10)				
upper bound	lower bound	% likelihood	Encounter	Rarity Tier
1	33	3.3%	[[1d100]] Bats or [[1d4]] Swarms of bats	common 50%
34	66	3.3%	[[2d6]] <b>Boring beetles</b> or [[3d6]] Giant fire beetles	common 50%
67	100	3.4%	[[2d12]] Centipedes, giant	common 50%
101	133	3.3%	[[2d10]] Dwarves (patrol, rescue mission, treasure-hunting, reclaiming the mines), mix of guards and scouts	common 50%
134	166	3.3%	[[1d10*40]] Dwarves, settlement with 1 dwarven leader with class levels for every 40 dwarves, and 50% [[2d4]] brown bears	common 50%
167	200	3.4%	[[4d6]] Goblins	common 50%
201	233	3.3%	[[1d10*40]] Goblins, settlement with 1 Goblin Boss per 40 goblins, 25% with [[2d10]] giant wolf spiders or other animal minions, and if 240+ then there's a 7th level shaman	common 50%
234	266	3.3%	[[5d4]] Kobolds	common 50%
267	300	3.4%	[[1d10*40]] Kobolds, settlement with 1 urd or 1 kobold with a random character class per 40 kobolds, 25% with [[1d4]] giant weasels or other animal minions	common 50%
301	333	3.3%	[[1d100]] Rats, [[3d6]] Giant rats, or [[1d4]] Swarms of rats	common 50%
334	366	3.3%	[[2d10]] Spider, giant wolf	common 50%
367	400	3.4%	[[1d4]] Swarms of insects - beetles, cockroaches, crickets, flies, scorpions, or spiders	common 50%
401	433	3.3%	Mining party of [[4d6]] dwarves and rock gnomes	common 50%
434	466	3.3%	Adventuring party of [[1d6+2]] NPCs of level [[1d6]], use random tables in DMG to determine race/class/party alignment	common 50%
467	500	3.4%	Single monster NPC (25% goblin, 25% kobold, 25% dwarf, 25% other), possibly on a mission, lost, trapped, engaging in battle, or otherwise in distress	common 50%
501	525	2.5%	[[2d4]] Bugbears, if 6 or more with Bugbear Chief	uncommon 30%
526	550	2.5%	[[1d6]] Carrion crawlers	uncommon 30%
551	575	2.5%	[[3d6]] Giant bats	uncommon 30%
576	600	2.5%	[[1d10]] Grimlocks	uncommon 30%
601	625	2.5%	Ooze, gelatinous cube	uncommon 30%
626	650	2.5%	[[1d2]] Rust monsters	uncommon 30%
651	675	2.5%	[[1d8]] Spiders, giant	uncommon 30%
676	700	2.5%	[[1d4]] Scorpions, giant	uncommon 30%
701	725	2.5%	[[3d10]] Stirges	uncommon 30%
726	750	2.5%	[[1d10]] Troglodytes	uncommon 30%
751	775	2.5%	[[4d6]] Wererats	uncommon 30%
776	800	2.5%	[[2d8]] Wights	uncommon 30%
801	810	1%	<b>Allip</b>	rare 14%
811	820	1%	[[1d10]] <b>Baneguards</b>	rare 14%
821	830	1%	<b>Bat, azmyth</b>	rare 14%
831	840	1%	[[1d4]] Fungus, violet	rare 14%
841	850	1%	[[1d2]] Gas spores	rare 14%
851	860	1%	[[2d20]] <b>Gibberlings</b>	rare 14%
861	870	1%	[[4d12]] <b>Jermlaines</b>	rare 14%
871	880	1%	Ooze, black pudding	rare 14%
881	890	1%	[[1d3]] Oozes, ochre jelly	rare 14%
891	900	1%	Otyugh	rare 14%
901	910	1%	[[1d4]] <b>Raggamoffyns</b>	rare 14%
911	920	1%	[[2d4]] Shriekers	rare 14%
921	930	1%	[[2d6]] Wraiths	rare 14%
931	940	1%	[[3d6]] Zombies	rare 14%
941	944	0.4%	[[2d4]] <b>Boggles</b>	very rare 6%
945	948	0.4%	Cloaker	very rare 6%
949	952	0.4%	[[2d8]] Drow, if 10 or more led by Drow Elite Warrior	very rare 6%
953	956	0.4%	Ettin	very rare 6%
957	960	0.4%	[[1d6]] Gricks	very rare 6%
961	964	0.4%	Lamia	very rare 6%
965	968	0.4%	<b>Lurking horror</b>	very rare 6%
969	972	0.4%	<b>Meazel</b>	very rare 6%
973	976	0.4%	[[1d8]] Minotaurs	very rare 6%
977	980	0.4%	[[1d3]] Oozes, gray ooze	very rare 6%
981	984	0.4%	[[2d12]] Quaggoths, if 12 or more led by Quaggoth Thonot	very rare 6%
985	988	0.4%	[[2d10]] Shadows	very rare 6%
989	992	0.4%	[[2d4]] <b>Skum</b>	very rare 6%
993	996	0.4%	Vampire spawn	very rare 6%
997	1000	0.4%	Xorn	very rare 6%

### Abandoned Mines/Settlements - Environment

Lower Bound	Upper Bound	% likelihood	Environment Feature Type	Rarity Tier	Type
1	10	10%	Bluecap	1.common 50%	1.flavor, plant
11	20	10%	Discarded mining gear	1.common 50%	1.flavor
21	30	10%	Mineral vein	1.common 50%	1.flavor
31	40	10%	Other minerals & stones	1.common 50%	1.flavor
41	50	10%	Wasp lichen	1.common 50%	1.flavor, plant
51	53	3%	Cave-In	2.uncommon 25%	2.hazards
54	55	2%	Gas, Flammable Methane	2.uncommon 25%	2.hazards
56	57	2%	Green slime	2.uncommon 25%	2.hazards
58	59	2%	Paralyzing ambush	2.uncommon 25%	2.hazards
60	61	2%	Shallow cave stream	2.uncommon 25%	2.hazards
62	63	2%	Spiderwebs	2.uncommon 25%	2.hazards
64	65	2%	Sudden sinkhole	2.uncommon 25%	2.hazards
66	67	2%	Trap, rolling sphere	2.uncommon 25%	2.hazards
68	69	2%	Trap, collapsing roof	2.uncommon 25%	2.hazards
70	71	2%	Trap, pit	2.uncommon 25%	2.hazards
72	73	2%	Trap, poison needle	2.uncommon 25%	2.hazards
74	75	2%	Unstable ceiling over a sinkhole	2.uncommon 25%	2.hazards
76	78	3%	Claustrophobic labyrinth	3.rare 15%	2.hazards
79	80	2%	Dwarven mineshaft with railcars	3.rare 15%	3.wondrous
81	82	2%	Flooding	3.rare 15%	2.hazards
83	84	2%	Gnarlstone cavern	3.rare 15%	3.wondrous
85	86	2%	Poached egg chamber	3.rare 15%	3.wondrous
87	88	2%	Secret message left in the rock	3.rare 15%	3.wondrous
89	90	2%	Witch's Hair	3.rare 15%	2.hazards, plant
91	91	1%	Darkrock	4.very rare 9%	3.wondrous
92	92	1%	Disembodied knocking	4.very rare 9%	3.wondrous
93	93	1%	Fissure to surface	4.very rare 9%	3.wondrous
94	94	1%	Glowing runoff	4.very rare 9%	3.wondrous
95	95	1%	Glowstone	4.very rare 9%	3.wondrous
96	96	1%	Lodestone	4.very rare 9%	3.wondrous
97	97	1%	Living Stone	4.very rare 9%	3.wondrous
98	98	1%	Mist	4.very rare 9%	3.wondrous
99	99	1%	Sinkhole	4.very rare 9%	3.wondrous
100	higher	1%+%	roll two more times on this table, with no bonuses on the two additional rolls		

Chasms, Cliffs, Canyons - Encounters

d1000 (3d10)				
upper bound	lower bound	% likelihood	Encounter	Rarity Tier
1	33	3.3%	[[1d100]] Bats or [[1d4]] Swarms of bats	common 50%
34	66	3.3%	<b>[[1d4+1]] Dire Corbies (reskinned as type of bat)</b>	common 50%
67	100	3.4%	[[2d10]] Dwarves (patrol, expedition, monster-hunting, rescue mission, treasure-hunting), mix of guards and scouts	common 50%
101	133	3.3%	[[1d10*40]] Dwarves, settlement, for every 40 dwarves 1 has class levels, and 50% [[2d4]] brown bears	common 50%
134	166	3.3%	[[3d6]] Giant bats	common 50%
167	200	3.4%	[[2d12]] Giant centipedes	common 50%
201	233	3.3%	[[2d10]] Giant wolf spiders	common 50%
234	266	3.3%	[[4d6]] Goblins	common 50%
267	300	3.4%	[[5d4]] Kobolds	common 50%
301	333	3.3%	[[2d6]] Lizards (salamanders)	common 50%
334	366	3.3%	[[1d100]] Rats	common 50%
367	400	3.4%	[[3d10]] Stirges	common 50%
401	433	3.3%	[[1d4]] Swarms of insects (beetles or spiders)	common 50%
434	466	3.3%	[[1d10]] Troglodytes	common 50%
467	500	3.4%	Single monster NPC (25% goblin, 25% kobold, 25% dwarf, 25% other), possibly on a mission, lost, trapped, engaging in battle, or otherwise in distress	common 50%
501	525	2.5%	<b>[[2d6]] Boring beetle</b>	uncommon 30%
526	550	2.5%	[[2d8]] Gargoyles	uncommon 30%
551	575	2.5%	[[2d6]] Giant lizards	uncommon 30%
576	600	2.5%	[[1d8]] Giant spiders	uncommon 30%
501	525	2.5%	[[1d10]] Grimlocks	uncommon 30%
526	550	2.5%	[[1d10*20]] Grimlocks in warrens	uncommon 30%
551	575	2.5%	<b>[[4d12]] Jermlaines</b>	uncommon 30%
576	600	2.5%	Ooze, gelatinous cube	uncommon 30%
601	625	2.5%	[[1d6]] Specters	uncommon 30%
626	650	2.5%	[[2d8]] Wights	uncommon 30%
651	675	2.5%	Ramshackle settlement of [[1d10*10]] human "darkers" who've adapted to life in the Underdark and are surface-blind	uncommon 30%
676	700	2.5%	Candlelight vigil of [[5d4]] Cultists led by a Cult Fanatic bringing sacrifices and tribute to the Elder Ones	uncommon 30%
701	725	2.5%	Adventuring party of [[1d6+2]] NPCs of level [[1d6]], use random tables in DMG to determine race/class/party alignment	uncommon 30%
726	750	2.5%		uncommon 30%
751	775	2.5%		uncommon 30%
776	800	2.5%		uncommon 30%
801	810	1%	<b>[[1d8]] Bainligor, adults</b>	rare 14%
811	820	1%	[[1d3]] Basilisks	rare 14%
821	830	1%	[[1d6]] Carrion crawler	rare 14%
831	840	1%	<b>[[3d10]] Derro</b>	rare 14%
841	850	1%	[[1d8+1]] Duergar, 10% with [[2d4]] giant spider mounts	rare 14%
851	860	1%	[[2d8]] Flumph	rare 14%
861	870	1%	<b>Foulwing</b>	rare 14%
871	880	1%	<b>Meazel</b>	rare 14%
881	890	1%	[[1d12]] Myconids, adult	rare 14%
891	900	1%	Ooze, black pudding	rare 14%
901	910	1%	[[1d3]] Oozes, ochre jelly	rare 14%
911	920	1%	[[4d6]] Wererats	rare 14%
921	930	1%	[[2d6]] Wraiths	rare 14%
931	940	1%	[[3d6]] Zombies	rare 14%
941	944	0.4%	<b>[[1d8*50]] Bainligor in massive cavern lair led by one or more Bainligor Elders</b>	very rare 6%
945	948	0.4%	<b>Barghest</b>	very rare 6%
949	952	0.4%	<b>Beholder, gauth</b>	very rare 6%
953	956	0.4%	<b>[[1d6*10]] Chitine in web town</b>	very rare 6%
957	960	0.4%	Dragon, young black	very rare 6%
961	964	0.4%	Dragon, young copper	very rare 6%
965	968	0.4%	<b>[[1d6]] Howlers</b>	very rare 6%
969	972	0.4%	Giant, stone	very rare 6%
973	976	0.4%	<b>Lurking horror</b>	very rare 6%
977	980	0.4%	[[1d3]] Oozes, gray ooze	very rare 6%
981	984	0.4%	[[2d12]] Quaggoths, if 13 or more led by Quaggoth Thonot	very rare 6%
985	988	0.4%	Umber hulk	very rare 6%
989	992	0.4%	Vampire spawn	very rare 6%
993	996	0.4%	<b>[[1d4]] Varrangoin (abyssal bats)</b>	very rare 6%
997	1000	0.4%	Xorn	very rare 6%

### Chasms/Cliffs/Canyons - Environment

Lower Bound	Upper Bound	% likelihood	Environment Feature Type	Rarity Tier	Type
1	10	10%	Bluecap	1.common 50%	1.flavor, plant
11	20	10%	Echo chamber	1.common 50%	1.flavor
21	30	10%	Fire Fungus	1.common 50%	1.flavor, plant
31	40	10%	Silent chamber	1.common 50%	1.flavor
41	50	10%	Wasp Lichen	1.common 50%	1.flavor, plant
51	53	3%	Fungi, bioluminescent	2.uncommon 25%	1.flavor, plant
54	55	2%	Green Slime	2.uncommon 25%	2.hazards
56	57	2%	Huge stone arch	2.uncommon 25%	1.flavor
58	59	2%	Mineral vein	2.uncommon 25%	1.flavor, stone
60	61	2%	Other minerals & stones	2.uncommon 25%	1.flavor, stone
62	63	2%	Sharply sloping floor	2.uncommon 25%	2.hazards
64	65	2%	Slide	2.uncommon 25%	2.hazards
66	67	2%	Spiderwebs	2.uncommon 25%	2.hazards
68	69	2%	Trap, poison darts	2.uncommon 25%	2.hazards
70	71	2%	Trap, poison needle	2.uncommon 25%	2.hazards
72	73	2%	Vent	2.uncommon 25%	2.hazards
74	75	2%	Vertigo stone	2.uncommon 25%	2.hazards
76	76	1%	Ancient Underdark Beacon	3.rare 15%	1.flavor
77	78	2%	Fungi, edible	3.rare 15%	1.flavor, plant
79	80	2%	Fungi, hallucinogenic	3.rare 15%	1.flavor, plant
81	82	2%	Fungi, poisonous	3.rare 15%	1.flavor, plant
83	84	2%	Razorvine	3.rare 15%	2.hazards, plant
85	86	2%	Shallow cave stream	3.rare 15%	3.wondrous
87	88	2%	Thunderstone	3.rare 15%	2.hazard, stone
89	90	2%	Witch's Hair	3.rare 15%	2.hazards, plant
91	91	1%	Dwarven mineshaft with railcarts	4.very rare 9%	3.wondrous
92	92	1%	Belly of an enormous beast	4.very rare 9%	3.wondrous
93	93	1%	Giant cave with a cabin	4.very rare 9%	3.wondrous
94	94	1%	Gnarlstone cavern	4.very rare 9%	3.wondrous
95	95	1%	Honeycomb canyon	4.very rare 9%	3.wondrous
96	96	1%	Lodestone	4.very rare 9%	3.wondrous
97	97	1%	Mist	4.very rare 9%	3.wondrous
98	98	1%	Rock-cut temple	4.very rare 9%	3.wondrous
99	99	1%	Sinkhole	4.very rare 9%	3.wondrous
100	higher	1%+%	roll two more times on this table, with no bonuses on the two additional rolls		

Dead Caves - Encounters

d1000 (3d10)					
upper bound	lower bound	% likelihood	Encounter	Rarity Tier	Cross-check of probability
1	33	3.3%	[[1d100]] Bats or [[1d4]] Swarms of bats	common 50%	50%
34	66	3.3%	[[2d6]] Boring beetle or [[3d6]] Giant fire beetle	common 50%	
67	100	3.4%	[[3d6]] Giant bats	common 50%	
101	133	3.3%	[[2d12]] Giant centipedes	common 50%	
134	166	3.3%	[[1d4]] Giant scorpions	common 50%	
167	200	3.4%	[[4d12]] Jermlaines	common 50%	
201	233	3.3%	[[5d4]] Kobolds	common 50%	
234	266	3.3%	[[2d6]] Lizards	common 50%	
267	300	3.4%	[[1d100]] Rats or [[1d4]] Swarms of rats	common 50%	
301	333	3.3%	[[3d10]] Stirges	common 50%	
334	366	3.3%	[[1d10]] Troglodytes	common 50%	
367	400	3.4%	[[1d10*10]] Troglodytes in warren, and if there are 50 or more then one is a chief with maximum HP or class levels	common 50%	
401	433	3.3%	[[1d4]] Swarms of insects - beetles, cockroaches, crickets, flies, scorpions, or spiders	common 50%	
434	466	3.3%	[[5d4]] Bandits smuggling contraband, weapons, and illicit magic, and if there are 12 or more one is a Bandit Captain	common 50%	
467	500	3.4%	Single monster NPC (50% jermlaine, 25% kobold, 25% other), possibly on a mission, lost, trapped, engaging in battle, or otherwise in distress	common 50%	
501	510	1%	[[1d6]] Carrion crawlers	uncommon 30%	30%
511	520	1%	[[1d4]] Darkmantles	uncommon 30%	
521	530	1%	[[1d4+1]] Dire Corbies (reskinned as type of bat)	uncommon 30%	
531	540	1%	[[1d8+1]] Duergar, 10% with [[2d4]] giant spider mounts	uncommon 30%	
541	550	1%	[[2d10]] Dwarves (patrol, rescue mission, treasure-hunting, sacred pilgrimage, burial), mix of guards and scouts	uncommon 30%	
551	560	1%	[[3d6]] Giant bats	uncommon 30%	
561	570	1%	[[1d4]] Giant scorpions	uncommon 30%	
571	580	1%	[[1d8]] Giant spiders	uncommon 30%	
581	590	1%	[[2d10]] Giant wolf spiders	uncommon 30%	
591	600	1%	[[1d4]] Fungus, violet	uncommon 30%	
601	610	1%	[[2d20]] Gibberlings	uncommon 30%	
611	620	1%	[[4d6]] Goblins	uncommon 30%	
621	630	1%	[[1d10]] Grimlocks	uncommon 30%	
631	640	1%	Ooze, black pudding	uncommon 30%	
641	650	1%	Ooze, gelatinous cube	uncommon 30%	
651	660	1%	[[1d3]] Oozes, ochre jelly	uncommon 30%	
661	670	1%	Otyugh	uncommon 30%	
671	680	1%	[[3d6]] Piercers	uncommon 30%	
681	690	1%	[[2d10]] Rothé herd	uncommon 30%	
691	700	1%	[[1d2]] Rust monsters	uncommon 30%	
701	710	1%	[[2d4]] Shriekers	uncommon 30%	
711	720	1%	[[4d6]] Wererats	uncommon 30%	
721	730	1%	[[2d8]] Wights	uncommon 30%	
731	740	1%	Camp of Underdark mercenaries including [[2d10]] Thugs, [[2d4]] Bugbears, [[1d2]] Ogres, led by a Veteran, exiled Drow Elite Warrior, or a Cambion	uncommon 30%	
741	750	1%		uncommon 30%	
751	760	1%		uncommon 30%	
761	770	1%		uncommon 30%	
771	780	1%		uncommon 30%	
781	790	1%		uncommon 30%	
791	800	1%		uncommon 30%	
801	805	0.5%	[[1d8]] Bainligor, adults	rare 14%	14%
806	810	0.5%	[[1d10]] Baneguards	rare 14%	
811	815	0.5%	[[1d4]] Basilisks	rare 14%	
816	820	0.5%	Bat, azmyth	rare 14%	
821	825	0.5%	[[2d4]] Bugbears, if 6 or more led by Bugbear Chief	rare 14%	
826	830	0.5%	[[2d6]] Chitine	rare 14%	
831	835	0.5%	[[1d4+4]] Deep gnomes (svirneblin), if 7 or more led by a 6th level NPC deep gnome fighter, illusionist, rogue, or druid	rare 14%	
836	840	0.5%	[[3d10]] Derro	rare 14%	
841	845	0.5%	[[1d10*5]] Dire corbies in rookery	rare 14%	
846	850	0.5%	[[2d8]] Drow, if 10 or more led by Drow Elite Warrior	rare 14%	
851	855	0.5%	[[2d8]] Flumph	rare 14%	
856	860	0.5%	[[2d8]] Gargoyles	rare 14%	
861	865	0.5%	Gas Spore	rare 14%	
866	870	0.5%	[[2d12]] Ghouls, if 13 or more led by Ghast	rare 14%	
871	875	0.5%	Gray Philosopher	rare 14%	
876	880	0.5%	[[1d6]] Gricks	rare 14%	
881	885	0.5%	[[1d10*20]] Grimlocks in warrens	rare 14%	
886	890	0.5%	Intellect Devourer	rare 14%	
891	895	0.5%	Meazel	rare 14%	
896	900	0.5%	[[1d12]] Myconids, adult	rare 14%	
901	905	0.5%	[[2d12]] Quaggoths, if 13 or more led by Quaggoth Thonot	rare 14%	
906	910	0.5%	Roper	rare 14%	
911	915	0.5%	[[5d4]] Rust monsters in hatchery	rare 14%	
916	920	0.5%	[[2d10]] Shadows	rare 14%	
921	925	0.5%	Spawn of Kyuss	rare 14%	
926	930	0.5%	[[2d6]] Wraiths	rare 14%	
931	935	0.5%	[[3d6]] Zombies	rare 14%	
936	940	0.5%	Cursed NPC of level [[1d6+5]] with modified Shadow Dragon template, and race/class determined by DMG random tables, evil alignment, on a mission for one of the evil powers in the Underdark (e.g. Lolth, Torog, Zugtgtoy)	rare 14%	
941	942	0.2%	Allip	very rare 6%	6%
943	944	0.2%	[[1d8*50]] Bainligor Adults in massive cavern lair led by one Bainligor Elder for every 50 Bainligor Adults	very rare 6%	
945	946	0.2%	Beholder, gauth	very rare 6%	
947	948	0.2%	[[2d4]] Boggles	very rare 6%	
949	950	0.2%	Caller in Darkness	very rare 6%	
951	952	0.2%	[[1d6*10]] Chitines in web village	very rare 6%	
953	954	0.2%	Cloaker	very rare 6%	
955	956	0.2%	Dragon, young black (25% Shadow Dragon template)	very rare 6%	
957	958	0.2%	Dragon, young copper	very rare 6%	
959	960	0.2%	[[2d8]] Drow, good (Eilistraee), if 10 or more led by Drow Elite Warrior	very rare 6%	
961	962	0.2%	Ettin	very rare 6%	
963	964	0.2%	Foulwing	very rare 6%	
965	966	0.2%	Giant, stone	very rare 6%	
967	968	0.2%	[[1d10*40]] Gibberlings, and 1 Brood Gibberling	very rare 6%	
969	970	0.2%	[[2d4]] Hell hounds or [[2d4]] Hounds of Tindalos	very rare 6%	
971	972	0.2%	[[1d6]] Howlers	very rare 6%	
973	974	0.2%	Lamia	very rare 6%	
975	976	0.2%	Lurking horror	very rare 6%	
977	978	0.2%	Medusa	very rare 6%	
979	980	0.2%	Mind flayer	very rare 6%	
981	982	0.2%	[[1d8]] Minotaurs	very rare 6%	
983	984	0.2%	Ooze, gray ooze	very rare 6%	
985	986	0.2%	Psurlon	very rare 6%	
987	988	0.2%	[[1d4]] Raggamoffyns	very rare 6%	
989	990	0.2%	Susurrus	very rare 6%	
991	992	0.2%	Umber hulk	very rare 6%	
993	994	0.2%	Vampire spawn	very rare 6%	
995	996	0.2%	[[1d4]] Varrangoin	very rare 6%	
997	998	0.2%	[[1d20]] Vargouille	very rare 6%	
999	1000	0.2%	Xorn	very rare 6%	

## Dead Caves - Environment

Lower Bound	Upper Bound	% likelihood	Environment Feature Type	Rarity Tier	Type
1	10	10%	Brightly colored rock	1.common 50%	1.flavor, stone
11	20	10%	Fire Fungus	1.common 50%	1.flavor, plant
21	30	10%	Flowstone	1.common 50%	1.flavor, stone
31	40	10%	Sussur	1.common 50%	1.flavor, plant
41	50	10%	Wasp Lichen	1.common 50%	1.flavor, plant
51	53	3%	Cave-In	2.uncommon 25%	2.hazards
54	55	2%	Fungi, bioluminescent	2.uncommon 25%	1.flavor, plant
56	57	2%	Frost cave	2.uncommon 25%	2.hazards
58	59	2%	Green Slime	2.uncommon 25%	2.hazards
60	61	2%	Impenetrable Darkenss	2.uncommon 25%	2.hazards
62	63	2%	Ossuary vault	2.uncommon 25%	1.flavor
64	65	2%	Reflective surfaces	2.uncommon 25%	1.flavor
66	67	2%	Spiderwebs	2.uncommon 25%	2.hazards
68	69	2%	Sudden sinkhole	2.uncommon 25%	2.hazards
70	71	2%	Trap, Acidic fall	2.uncommon 25%	2.hazards
72	73	2%	Ultraviolet radiation	2.uncommon 25%	2.hazards
74	75	2%	Under wisps	2.uncommon 25%	2.hazards
76	77	2%	Fungi, edible	3.rare 15%	1.flavor, plant
78	78	1%	Fungi, hallucinogenic	3.rare 15%	1.flavor, plant
79	80	2%	Fungi, poisonous	3.rare 15%	1.flavor, plant
81	82	2%	Darkrock	3.rare 15%	3.wondrous, stone
83	84	2%	Glowstone	3.rare 15%	3.wondrous, stone
85	85	1%	Shallow cave stream	3.rare 15%	1.flavor
86	86	1%	Sinkhole	3.rare 15%	3.wondrous
87	88	2%	Thunderstone	3.rare 15%	2.hazard, stone
89	90	2%	Witch's Hair	3.rare 15%	2.hazards, plant
91	91	1%	Belly of an enormous beast	4.very rare 9%	3.wondrous
92	92	1%	Cavern made of unusual material (living crystal, fossilized beetles with human faces, petrified remains, plant matter)	4.very rare 9%	3.wondrous
93	93	1%	Dead magic zone	4.very rare 9%	3.wondrous
94	94	1%	Gnarlstone cavern	4.very rare 9%	3.wondrous
95	95	1%	Lodestone	4.very rare 9%	3.wondrous
96	96	1%	Living stone	4.very rare 9%	3.wondrous, stone
97	97	1%	Strange stalactites/stalagmites	4.very rare 9%	3.wondrous
98	98	1%	The Grand Cascade	4.very rare 9%	3.wondrous
99	99	1%	Worm rock	4.very rare 9%	3.wondrous, rock
100	higher	1%+%	roll two more times on this table, with no bonuses on the two additional rolls		

Wet Caves - Encounters

d1000 (3d10)					
upper bound	lower bound	% likelihood	Encounter	Rarity Tier	Cross-check of probability
1	33	3.3%	[[1d8]] Bullywugs	common 50%	50%
34	66	3.3%	[[1d8*10]] Bullywugs in a swampy settlement, if 60 or more they are led by a maximum HP chief	common 50%	
67	100	3.4%	[[2d12]] Centipedes, giant, possibly aquatic	common 50%	
101	133	3.3%	[[3d6]] Giant rats	common 50%	
134	166	3.3%	[[1d12]] Giant toads	common 50%	
167	200	3.4%	<b>[[2d20]] Gibberlings</b>	common 50%	
201	233	3.3%	<b>Meazel</b>	common 50%	
234	266	3.3%	<b>[[1d10*5]] Meazels in diseased trash-heap warren</b>	common 50%	
267	300	3.4%	[[1d100]] Rats or [[1d4]] Swarms of rats	common 50%	
301	333	3.3%	[[3d10]] Stirges	common 50%	
334	366	3.3%	<b>[[1d4]] Swarms of crayfish, eyeless cavefish, or springfish</b>	common 50%	
367	400	3.4%	[[1d4]] Swarms of insects - beetles, cockroaches, crickets, flies, scorpions, or spiders	common 50%	
401	433	3.3%	[[1d10]] Troglodytes	common 50%	
434	466	3.3%	[[5d4]] Bandits smuggling contraband, weapons, and illicit magic, and if there are 12 or more one is a Bandit Captain	common 50%	
467	500	3.4%	Single monster NPC (50% bullywug, 50% other), possibly on a mission, lost, trapped, engaging in battle, or otherwise in distress	common 50%	
501	510	1%	[[1d100]] Bats or [[1d4]] Swarms of bats	uncommon 30%	30%
511	520	1%	[[1d6]] Carrion crawlers	uncommon 30%	
521	530	1%	[[1d4]] Fungus, violet	uncommon 30%	
531	540	1%	[[3d6]] Giant bats	uncommon 30%	
541	550	1%	[[1d4]] Giant scorpions, possibly aquatic crustaceans	uncommon 30%	
551	560	1%	[[1d8]] Giant spiders	uncommon 30%	
561	570	1%	[[2d10]] Giant wolf spiders	uncommon 30%	
571	580	1%	[[4d6]] Goblins	uncommon 30%	
581	590	1%	[[5d4]] Kobolds	uncommon 30%	
591	600	1%	[[2d12]] Kuo-toa, on patrol or hunt, if 20 or more then they are accompanied by a Kuo-toa Whip	uncommon 30%	
601	610	1%	Ooze, black pudding	uncommon 30%	
611	620	1%	Ooze, gelatinous cube	uncommon 30%	
621	630	1%	[[1d3]] Oozes, ochre jelly	uncommon 30%	
631	640	1%	Otyugh	uncommon 30%	
641	650	1%	[[3d6]] Piercers	uncommon 30%	
651	660	1%	[[2d4]] Shriekers	uncommon 30%	
661	670	1%	<b>[[2d4]] Skum</b>	uncommon 30%	
671	680	1%	<b>[[2d10]] Rothé</b>	uncommon 30%	
681	690	1%	<b>[[1d4]] Swarms of leeches</b>	uncommon 30%	
691	700	1%	[[1d4]] Swarms of quippers	uncommon 30%	
701	710	1%	[[4d6]] Wererats	uncommon 30%	
711	720	1%	[[2d8]] Wights	uncommon 30%	
721	730	1%	Camp of Underdark mercenaries including [[2d10]] Thugs, [[2d4]] Bugbears, [[1d2]] Ogres, led by a Veteran, exiled Drow Elite Warrior, or a Cambion	uncommon 30%	
731	740	1%		uncommon 30%	
741	750	1%		uncommon 30%	
751	760	1%		uncommon 30%	
761	770	1%		uncommon 30%	
771	780	1%		uncommon 30%	
781	790	1%		uncommon 30%	
791	800	1%		uncommon 30%	
801	805	0.5%	<b>[[1d8]] Bainligor, adults</b>	rare 14%	14%
806	810	0.5%	[[1d4]] Darkmantles	rare 14%	
811	815	0.5%	[[2d8]] Drow, if 10 or more led by Drow Elite Warrior	rare 14%	
816	820	0.5%	[[1d8+1]] Duergar, 10% with [[2d4]] giant spider mounts	rare 14%	
821	825	0.5%	[[2d10]] Dwarves (rescue mission, treasure-hunting, exploring vein of ore, lost), mix of guards and scouts	rare 14%	
826	830	0.5%	[[2d8]] Flumph	rare 14%	
831	835	0.5%	[[1d6]] Gricks, if 6 they are led by a Grick Alpha	rare 14%	
836	840	0.5%	Intellect devourer	rare 14%	
841	845	0.5%	<b>[[4d12]] Jermlaines</b>	rare 14%	
846	850	0.5%	[[1d12]] Myconids, adult	rare 14%	
851	855	0.5%	[[2d12]] Quaggoths, if 12 or more led by Quaggoth Thonot	rare 14%	
856	860	0.5%	Roper	rare 14%	
861	865	0.5%	[[1d2]] Rust monsters	rare 14%	
866	870	0.5%	[[2d10]] Shadows	rare 14%	
871	875	0.5%	Slaad, red	rare 14%	
876	880	0.5%	<b>Spawn of Kyuss</b>	rare 14%	
881	885	0.5%	[[1d3]] Water weirds	rare 14%	
886	890	0.5%	[[2d6]] Wraiths	rare 14%	
891	895	0.5%	[[3d6]] Zombies	rare 14%	
896	900	0.5%	Cursed NPC of level [[1d6+5]] with modified Shadow Dragon template, and race/class determined by DMG random tables, evil alignment, on a mission for one of the evil powers in the Underdark (e.g. Lolth, Torog, Zugtgmoyn)	rare 14%	
901	905	0.5%		rare 14%	
906	910	0.5%		rare 14%	
911	915	0.5%		rare 14%	
916	920	0.5%		rare 14%	
921	925	0.5%		rare 14%	
926	930	0.5%		rare 14%	
931	935	0.5%		rare 14%	
936	940	0.5%		rare 14%	
941	942	0.2%	<b>Beholder, gauth</b>	very rare 6%	6%
943	944	0.2%	Chuul	very rare 6%	
945	946	0.2%	Drow elite warrior, on an espionage mission or exiled from drow society	very rare 6%	
947	948	0.2%	<b>Foulwing</b>	very rare 6%	
949	950	0.2%	Giant, stone	very rare 6%	
951	952	0.2%	<b>[[1d10*40]] Gibberlings, and 1 Brood Gibberling</b>	very rare 6%	
953	954	0.2%	<b>[[2d4]] Hounds of Tindalos</b>	very rare 6%	
955	956	0.2%	Kuo-toa monitor	very rare 6%	
957	958	0.2%	Mind flayer	very rare 6%	
959	960	0.2%	Ooze, gray ooze	very rare 6%	
961	962	0.2%	<b>Psurlon</b>	very rare 6%	
963	964	0.2%	<b>[[1d4]] Raggamoffyns</b>	very rare 6%	
965	966	0.2%	<b>Susurrus</b>	very rare 6%	
967	968	0.2%	Umber hulk	very rare 6%	
969	970	0.2%	Vampire spawn	very rare 6%	
971	972	0.2%	<b>[[1d4]] Varrangoin</b>	very rare 6%	
973	974	0.2%	<b>[[1d20]] Vargouille</b>	very rare 6%	
975	976	0.2%	<b>[[2d4]] Wystes</b>	very rare 6%	
977	978	0.2%	Xorn	very rare 6%	
979	980	0.2%		very rare 6%	
981	982	0.2%		very rare 6%	
983	984	0.2%		very rare 6%	
985	986	0.2%		very rare 6%	
987	988	0.2%		very rare 6%	
989	990	0.2%		very rare 6%	
991	992	0.2%		very rare 6%	
993	994	0.2%		very rare 6%	
995	996	0.2%		very rare 6%	
997	998	0.2%		very rare 6%	
999	1000	0.2%		very rare 6%	

Wet Caves - Environment

Lower Bound	Upper Bound	% likelihood	Environment Feature Type	Rarity Tier	Type
1	8	8%	Cave Creeper	1.common 50%	1.flavor, plant
9	16	8%	Grasping grass	1.common 50%	1.flavor, plant
17	26	10%	Grass, moss, ferns, creepers, and/or small trees	1.common 50%	1.flavor, stone
27	34	8%	Medusean spheres	1.common 50%	1.flavor, plant
35	42	8%	Shallow cave stream	1.common 50%	1.flavor
43	50	8%	Ripplebark	1.common 50%	1.flavor, plant
51	52	2%	Cave-In	2.uncommon 25%	2.hazards
53	54	2%	Dazzling lights	2.uncommon 25%	2.hazards
55	56	2%	Flooding	2.uncommon 25%	2.hazards
57	57	1%	Deathcap	2.uncommon 25%	2.hazards, plant
58	59	2%	Flowstone	2.uncommon 25%	1.flavor, stone
60	61	2%	Fungi, bioluminescent	2.uncommon 25%	1.flavor, plant
62	63	2%	Gas, Flammable Methane	2.uncommon 25%	2.hazards
64	65	2%	Gas, Poison	2.uncommon 25%	2.hazards
66	67	2%	Impenetrable Darkenss	2.uncommon 25%	2.hazards
68	69	2%	Mold (brown, yellow, russet, or stink)	2.uncommon 25%	2.hazards
70	70	1%	Trap, collapsing roof	2.uncommon 25%	2.hazards
71	71	1%	Trap, falling net	2.uncommon 25%	2.hazards
72	73	2%	Under wisps	2.uncommon 25%	2.hazards
74	75	2%	Yellow musk creeper	2.uncommon 25%	2.hazards, plant
76	76	1%	Belly of an enormous beast	3.rare 15%	2.hazard
77	77	1%	Cavern of strange substance (petrified remains, plant matter)	3.rare 15%	3.wondrous
78	78	1%	Darkrock	3.rare 15%	3.wondrous, stone
79	79	1%	Fungi, edible	3.rare 15%	1.flavor, plant
80	80	1%	Fungi, hallucinogenic	3.rare 15%	1.flavor, plant
81	81	1%	Fungi, poisonous	3.rare 15%	1.flavor, plant
82	82	1%	Giant cave with a cabin	3.rare 15%	3.wondrous
83	83	1%	Glowstone	3.rare 15%	3.wondrous, stone
84	84	1%	Poached egg chamber	3.rare 15%	3.wondrous
85	85	1%	Razorvine	3.rare 15%	2.hazards, plant
86	86	1%	Sinkhole	3.rare 15%	3.wondrous
87	87	1%	Sulfur springs	3.rare 15%	2.hazard
88	88	1%	The Grand Cascade	3.rare 15%	3.wondrous
89	89	1%	Witch's Hair	3.rare 15%	2.hazards, plant
90	90	1%	Worm rock	3.rare 15%	3.wondrous, stone
91	91	1%	Cavern made of strange material (living crystal, fossilized beetles with human faces)	4.very rare 9%	3.wondrous
92	92	1%	Gnarlstone cavern	4.very rare 9%	3.wondrous
93	93	1%	Living stone	4.very rare 9%	3.wondrous, stone
94	94	1%	Lodestone	4.very rare 9%	3.wondrous, stone
95	95	1%	Magic spring	4.very rare 9%	3.wondrous
96	96	1%	Mist	4.very rare 9%	3.wondrous
97	97	1%	Petrifying Swamp	4.very rare 9%	3.wondrous
98	98	1%	Solid Darkness	4.very rare 9%	2.hazard
99	99	1%	Strange stalagmites/stalactites	4.very rare 9%	3.wondrous
100	higher	1%+%	roll two more times on this table, with no bonuses on the two additional rolls		

Fungal Forest: Zuggtmoy - Encounters

d1000 (3d10)					
upper bound	lower bound	% likelihood	Encounter	Rarity Tier	Cross-check of probability
1	33	3.3%	[[3d10]] <b>Derro</b>	common 50%	50%
34	66	3.3%	[[3d4+30]] <b>Derro in rock-cut settlement with a Derro Savant (spellcaster) and 1 derro with maximum hit points per 10 derro, as well as 5d6+10 charmed slaves</b>	common 50%	
67	100	3.4%	[[2d8]] Drow, if 10 or more led by Drow Elite Warrior	common 50%	
101	133	3.3%	Drow, settlement worshipping Zuggtmoy	common 50%	
134	166	3.3%	[[1d4]] Fungus, violet	common 50%	
167	200	3.4%	[[2d6]] Giant lizards	common 50%	
201	233	3.3%	[[3d6]] Giant rats	common 50%	
234	266	3.3%	[[2d20]] <b>Gibberlings</b>	common 50%	
267	300	3.4%	[[1d6]] Gricks, if 6 then led by a Grick Alpha	common 50%	
301	333	3.3%	[[2d10]] Myconids, sprouts	common 50%	
334	366	3.3%	[[2d4]] Shriekers	common 50%	
367	400	3.4%	[[1d4]] Swarms of insects - beetles, cockroaches, crickets, flies, scorpions, or spiders	common 50%	
401	433	3.3%	[[3d6]] Zombies, animated by fungal spores	common 50%	
434	466	3.3%	[[5d4]] Cultists of Zuggtmoy led by a Cult Fanatic, possibly with some kind of spore template	common 50%	
467	500	3.4%	Single monster NPC (25% myconid, 25% drow, 25% derro, 25% other), possibly on a mission, lost, trapped, engaging in battle, or otherwise in distress	common 50%	
501	510	1%	<b>Ascomoid</b>	uncommon 30%	30%
511	520	1%	Blights, including [[2d10]] Twig Blights, [[2d4]] Needle Blights, and [[1d2]] Vine Blights	uncommon 30%	
521	530	1%	[[1d6]] Carrion crawlers	uncommon 30%	
531	540	1%	[[1d6*10]] <b>Chitine in web town</b>	uncommon 30%	
541	550	1%	[[2d4]] Duergar	uncommon 30%	
551	560	1%	[[3d4]] Fungus, violet	uncommon 30%	
561	570	1%	[[2d8]] Gargoyles	uncommon 30%	
571	580	1%	[[1d3]] Gas Spores	uncommon 30%	
581	590	1%	[[2d12]] Ghouls, if 13 or more led by Ghast	uncommon 30%	
591	600	1%	[[2d12]] Giant centipedes	uncommon 30%	
601	610	1%	[[3d6]] Giant fire beetles	uncommon 30%	
611	620	1%	[[1d8]] Giant spiders	uncommon 30%	
621	630	1%	[[1d10*40]] <b>Gibberlings, and 1 Brood Gibberling</b>	uncommon 30%	
631	640	1%	[[1d10]] Grimlocks	uncommon 30%	
641	650	1%	[[1d10]] Myconids, adult	uncommon 30%	
651	660	1%	[[1d4]] <b>Phycomids</b>	uncommon 30%	
661	670	1%	<b>Polevik</b>	uncommon 30%	
671	680	1%	[[3d10]] Stirges	uncommon 30%	
681	690	1%	[[2d8]] Wights	uncommon 30%	
691	700	1%	Charmed adventuring party of [[1d6+2]] NPCs of level [[1d6]], use random tables in DMG to determine race/class/party alignment	uncommon 30%	
701	710	1%		uncommon 30%	
711	720	1%		uncommon 30%	
721	730	1%		uncommon 30%	
731	740	1%		uncommon 30%	
741	750	1%		uncommon 30%	
751	760	1%		uncommon 30%	
761	770	1%		uncommon 30%	
771	780	1%		uncommon 30%	
781	790	1%		uncommon 30%	
791	800	1%		uncommon 30%	
801	805	0.5%	<b>Barghest</b>	rare 14%	14%
806	810	0.5%	<b>Beholder, gauth</b>	rare 14%	
811	815	0.5%	<b>Caller in Darkness</b>	rare 14%	
816	820	0.5%	[[1d4+1]] <b>Dire Corbies (reskinned as type of bat)</b>	rare 14%	
821	825	0.5%	Ettin	rare 14%	
826	830	0.5%	<b>Foulwing</b>	rare 14%	
831	835	0.5%	[[1d4]] Giant scorpions	rare 14%	
836	840	0.5%	[[2d10]] Giant wolf spiders	rare 14%	
841	845	0.5%	[[2d4]] Hell hounds or [[2d4]] <b>Hounds of Tindalos</b>	rare 14%	
846	850	0.5%	[[1d6]] <b>Howlers</b>	rare 14%	
851	855	0.5%	Intellect Devourer	rare 14%	
856	860	0.5%	[[4d12]] <b>Jermlaines, enslaved</b>	rare 14%	
861	865	0.5%	[[5d4]] Kobolds	rare 14%	
866	870	0.5%	Lamia	rare 14%	
871	875	0.5%	<b>Lurking horror</b>	rare 14%	
876	880	0.5%	<b>Meazel</b>	rare 14%	
881	885	0.5%	Medusa	rare 14%	
886	890	0.5%	Mind flayer	rare 14%	
891	895	0.5%	Ooze, black pudding	rare 14%	
896	900	0.5%	Ooze, gelatinous cube	rare 14%	
901	905	0.5%	Ooze, gray ooze	rare 14%	
906	910	0.5%	[[1d3]] Oozes, ochre jelly	rare 14%	
911	915	0.5%	Quaggoth	rare 14%	
916	920	0.5%	[[1d4]] <b>Raggamoffyns</b>	rare 14%	
921	925	0.5%	[[2d12]] Quaggoths, if 13 or more led by Quaggoth Thonot	rare 14%	
926	930	0.5%	<b>Susurrus</b>	rare 14%	
931	935	0.5%	[[1d20]] <b>Vargouille</b>	rare 14%	
936	940	0.5%	[[2d6]] Wraiths	rare 14%	
941	942	0.2%	<b>Allip</b>	very rare 6%	6%
943	944	0.2%	Chuul	very rare 6%	
945	946	0.2%	Cloaker	very rare 6%	
947	948	0.2%	Dragon, young black, with "dragon fungus" from <u>4e Underdark</u>	very rare 6%	
949	950	0.2%	[[2d10]] Dwarves (50% spore infected and mind-controlled, 50% slaves), mix of guards and scouts	very rare 6%	
951	952	0.2%	<b>Funghemoth</b>	very rare 6%	
953	954	0.2%	Gibbering moucher	very rare 6%	
955	956	0.2%	<b>Psurlon</b>	very rare 6%	
957	958	0.2%	<b>Rukarazyll</b>	very rare 6%	
959	960	0.2%	[[1d2]] Rust monsters	very rare 6%	
961	962	0.2%	[[2d10]] Shadows	very rare 6%	
963	964	0.2%	[[2d4]] <b>Skum</b>	very rare 6%	
965	966	0.2%	<b>Spawn of Kyuss</b>	very rare 6%	
967	968	0.2%	[[1d4]] <b>Varrangoin, abyssal bats</b>	very rare 6%	
969	970	0.2%	<b>Vathugu</b>	very rare 6%	
971	972	0.2%	[[2d4]] <b>Wystes</b>	very rare 6%	
973	974	0.2%		very rare 6%	
975	976	0.2%		very rare 6%	
977	978	0.2%		very rare 6%	
979	980	0.2%		very rare 6%	
981	982	0.2%		very rare 6%	
983	984	0.2%		very rare 6%	
985	986	0.2%		very rare 6%	
987	988	0.2%		very rare 6%	
989	990	0.2%		very rare 6%	
991	992	0.2%		very rare 6%	
993	994	0.2%		very rare 6%	
995	996	0.2%		very rare 6%	
997	998	0.2%		very rare 6%	
999	1000	0.2%		very rare 6%	

Fungal Forest: Zuggtmoy - Environment

Lower Bound	Upper Bound	% likelihood	Environment Feature Type	Rarity Tier	Type
1	7	7%	Barrelstalk	1.common 50%	1.flavor, plant
8	14	7%	Bluecap	1.common 50%	1.flavor, plant
15	22	8%	Fungi, bioluminescent	1.common 50%	1.flavor, stone
23	29	7%	Fungi, edible	1.common 50%	1.flavor, plant
30	36	7%	Fungi, hallucinogenic	1.common 50%	1.flavor
37	43	7%	Fungi, poisonous	1.common 50%	1.flavor, plant
44	50	7%	Yellow musk creeper	1.common 50%	2.hazards
51	52	2%	Cloudspore	2.uncommon 25%	2.hazards, plant
53	54	2%	Deathcap	2.uncommon 25%	2.hazards, plant
55	55	1%	Gas, Flammable Methane	2.uncommon 25%	2.hazards
56	57	2%	Gas, Poison	2.uncommon 25%	2.hazards
58	59	2%	Green Slime	2.uncommon 25%	2.hazards
60	61	2%	Impenetrable Darkenss	2.uncommon 25%	2.hazard
62	63	2%	Mold (brown, yellow, russet, or stink)	2.uncommon 25%	2.hazard
64	65	2%	Shallow cave stream	2.uncommon 25%	1.flavor, plant
66	67	2%	Spiderwebs	2.uncommon 25%	2.hazards
68	68	1%	Trap, fire-breathing statue	2.uncommon 25%	2.hazards
69	69	1%	Trap, pit	2.uncommon 25%	2.hazards
70	70	1%	Trap, poison darts	2.uncommon 25%	2.hazards
71	71	1%	Trap, poison needle	2.uncommon 25%	2.hazards
71	71	1%	Vent	2.uncommon 25%	2.hazards
72	73	2%	Under wisps	2.uncommon 25%	2.hazards
74	75	2%	Witch's Hair	2.uncommon 25%	2.hazards, plant
76	76	1%	Belly of an enormous beast	3.rare 15%	3.wondrous
77	77	1%	Cavern made of strange material (fossilized beetles with human faces, petrified remains, plant matter)	3.rare 15%	3.wondrous
78	78	1%	Floating fungal blooms	3.rare 15%	3.wondrous, plant
79	79	1%	Gas, Fear	3.rare 15%	2.hazard
80	80	1%	Petrifying Swamp	3.rare 15%	1.flavor, plant
81	81	1%	Razorvine	3.rare 15%	3.wondrous
82	82	1%	Secret message left in the rock	3.rare 15%	3.wondrous, stone
83	83	1%	Strange stalagmites/stalactites (humming, illusions playing under the surface, or dripping odd fluid)	3.rare 15%	3.wondrous
84	84	1%	Trap, Explosive object	3.rare 15%	2.hazard
85	85	1%	Trap, Hungry insects	3.rare 15%	2.hazard
86	86	1%	Trap, Mists of madness	3.rare 15%	2.hazard
87	87	1%	Trap, Object of deception	3.rare 15%	2.hazard
88	88	1%	Trap, Spectral tendrils	3.rare 15%	2.hazard
89	89	1%	Trap, Zealous altar	3.rare 15%	2.hazard
90	90	1%	Viper trees	3.rare 15%	2.hazard, plant
91	91	1%	Acid burst mushrooms	4.very rare 9%	2.hazard, plant
92	92	1%	Foulspawn amniotic sacs	4.very rare 9%	3.wondrous
93	93	1%	Fungal throne	4.very rare 9%	3.wondrous
94	94	1%	Garden of rot	4.very rare 9%	2.hazard, plant
95	95	1%	Mist	4.very rare 9%	3.wondrous
96	96	1%	Olive slime	4.very rare 9%	2.hazard
97	97	1%	Sinkhole	4.very rare 9%	3.wondrous
98	98	1%	Solid Darkness	4.very rare 9%	2.hazard
99	99	1%	Trap, Abyssal gate (to Shedaklah)	4.very rare 9%	2.hazard
100	higher	1%+%	roll two more times on this table, with no bonuses on the two additional rolls		

Fungal Forest: Myconid - Encounters

d1000 (3d10)	upper bound	lower bound	% likelihood	Encounter	Rarity Tier	Cross-check of probability
1	33	33	3.3%	Blights, including [[2d10]] Twig Blights, [[2d4]] Needle Blights, and [[1d2]] Vine Blights	common 50%	50%
34	66	66	3.3%	[[1d4+4]] Deep gnomes (svirfneblin), if 7 or more led by a 6th level NPC deep gnome fighter, illusionist, rogue, or druid	common 50%	
67	100	100	3.4%	[[1d8+1]] Duergar, 10% with [[2d4]] giant spider mounts	common 50%	
101	133	133	3.3%	Duergar, settlement	common 50%	
134	166	166	3.3%	[[1d4]] Fungus, violet	common 50%	
167	200	200	3.4%	[[2d12]] Giant centipedes	common 50%	
201	233	233	3.3%	[[2d6]] Giant lizards	common 50%	
234	266	266	3.3%	[[3d6]] Giant rats	common 50%	
267	300	300	3.4%	<b>[[4d12]] Jermlaines</b>	common 50%	
301	333	333	3.3%	[[1d10]] Myconids, adult	common 50%	
334	366	366	3.3%	Myconids, settlement	common 50%	
367	400	400	3.4%	[[2d4]] Shriekers	common 50%	
401	433	433	3.3%	[[1d4]] Swarms of insects - beetles, cockroaches, crickets, flies, scorpions, or spiders	common 50%	
434	466	466	3.3%	Gnomish truffle-hunter or psychonaut NPC	common 50%	
467	500	500	3.4%	Single monster NPC (25% dwarf, 25% duergar, 25% deep gnome, 25% myconid) possibly on a mission, lost, trapped, engaging in battle, or otherwise in distress	common 50%	
501	510	510	1%	<b>Ascomoid</b>	uncommon 30%	30%
511	520	520	1%	<b>[[2d4]] Boggles</b>	uncommon 30%	
521	530	530	1%	[[1d6]] Carrion crawlers	uncommon 30%	
531	540	540	1%	<b>[[3d10]] Derro</b>	uncommon 30%	
541	550	550	1%	[[2d8]] Drow, if 10 or more led by Drow Elite Warrior	uncommon 30%	
551	560	560	1%	[[1d2]] Gas spores	uncommon 30%	
561	570	570	1%	[[2d12]] Ghouls, if 13 or more led by Ghast	uncommon 30%	
571	580	580	1%	[[3d6]] Giant fire beetle	uncommon 30%	
581	590	590	1%	[[1d8]] Giant spiders	uncommon 30%	
591	600	600	1%	<b>[[2d20]] Gibberlings</b>	uncommon 30%	
601	610	610	1%	[[1d6]] Gricks	uncommon 30%	
611	620	620	1%	<b>Meazel</b>	uncommon 30%	
621	630	630	1%	<b>[[1d4]] Phycomids</b>	uncommon 30%	
631	640	640	1%	<b>[[2d4]] Satyr, blighted fey</b>	uncommon 30%	
641	650	650	1%	<b>[[2d10]] Rothé</b>	uncommon 30%	
651	660	660	1%	[[3d10]] Stirges	uncommon 30%	
661	670	670	1%	[[2d8]] Wights	uncommon 30%	
671	680	680	1%		uncommon 30%	
681	690	690	1%		uncommon 30%	
691	700	700	1%		uncommon 30%	
701	710	710	1%		uncommon 30%	
711	720	720	1%		uncommon 30%	
721	730	730	1%		uncommon 30%	
731	740	740	1%		uncommon 30%	
741	750	750	1%		uncommon 30%	
751	760	760	1%		uncommon 30%	
761	770	770	1%		uncommon 30%	
771	780	780	1%		uncommon 30%	
781	790	790	1%		uncommon 30%	
791	800	800	1%		uncommon 30%	
801	805	805	0.5%	<b>Atomie</b>	rare 14%	14%
806	810	810	0.5%	<b>Bat, azmyth</b>	rare 14%	
811	815	815	0.5%	<b>[[1d6*10]] Chitine in web town</b>	rare 14%	
816	820	820	0.5%	<b>[[1d4+1]] Dire Corbies (reskinned as type of bat)</b>	rare 14%	
821	825	825	0.5%	[[2d8]] Drow, good (Eilistraee), if 10 or more led by Drow Elite Warrior	rare 14%	
826	830	830	0.5%	[[2d10]] Dwarves (patrol, rescue mission, treasure-hunting, searching for mushroom medicine), mix of guards and scouts	rare 14%	
831	835	835	0.5%	Ettin	rare 14%	
836	840	840	0.5%	<b>Foulwing</b>	rare 14%	
841	845	845	0.5%	[[2d8]] Gargoyles	rare 14%	
846	850	850	0.5%	[[1d4]] Giant scorpions	rare 14%	
851	855	855	0.5%	[[2d10]] Giant wolf spiders	rare 14%	
856	860	860	0.5%	<b>[[1d10*40]] Gibberlings, and 1 Brood Gibberling</b>	rare 14%	
861	865	865	0.5%	[[4d6]] Goblins	rare 14%	
866	870	870	0.5%	Intellect Devourer	rare 14%	
871	875	875	0.5%	[[5d4]] Kobolds	rare 14%	
876	880	880	0.5%	<b>Lurking horror</b>	rare 14%	
881	885	885	0.5%	Ooze, black pudding	rare 14%	
886	890	890	0.5%	Ooze, gelatinous cube	rare 14%	
891	895	895	0.5%	Ooze, gray ooze	rare 14%	
896	900	900	0.5%	[[1d3]] Oozes, ochre jelly	rare 14%	
901	905	905	0.5%	<b>Polevik</b>	rare 14%	
906	910	910	0.5%	<b>[[1d4]] Raggamoffyns</b>	rare 14%	
911	915	915	0.5%	Shambling mound	rare 14%	
916	920	920	0.5%	<b>Susurrus</b>	rare 14%	
921	925	925	0.5%	[[2d6]] Wraiths	rare 14%	
926	930	930	0.5%	[[3d6]] Zombies	rare 14%	
931	935	935	0.5%		rare 14%	
936	940	940	0.5%		rare 14%	
941	942	942	0.2%	<b>Allip</b>	very rare 6%	6%
943	944	944	0.2%	<b>Beholder, gauth</b>	very rare 6%	
945	946	946	0.2%	<b>Caller in Darkness</b>	very rare 6%	
947	948	948	0.2%	Dragon, young black, with "dragon fungus" from <a href="#">4e Underdark</a>	very rare 6%	
949	950	950	0.2%	<b>Funghemoth</b>	very rare 6%	
951	952	952	0.2%	[[2d4]] Hell hounds or <b>[[2d4]] Hounds of Tindalos</b>	very rare 6%	
953	954	954	0.2%	<b>[[1d6]] Howlers</b>	very rare 6%	
955	956	956	0.2%	Medusa	very rare 6%	
957	958	958	0.2%	Mind flayer	very rare 6%	
959	960	960	0.2%	<b>Psurlon</b>	very rare 6%	
961	962	962	0.2%	[[1d2]] Rust monsters	very rare 6%	
963	964	964	0.2%	<b>[[2d4]] Skum</b>	very rare 6%	
965	966	966	0.2%	<b>Spawn of Kyuss</b>	very rare 6%	
967	968	968	0.2%		very rare 6%	
969	970	970	0.2%		very rare 6%	
971	972	972	0.2%		very rare 6%	
973	974	974	0.2%		very rare 6%	
975	976	976	0.2%		very rare 6%	
977	978	978	0.2%		very rare 6%	
979	980	980	0.2%		very rare 6%	
981	982	982	0.2%		very rare 6%	
983	984	984	0.2%		very rare 6%	
985	986	986	0.2%		very rare 6%	
987	988	988	0.2%		very rare 6%	
989	990	990	0.2%		very rare 6%	
991	992	992	0.2%		very rare 6%	
993	994	994	0.2%		very rare 6%	
995	996	996	0.2%		very rare 6%	
997	998	998	0.2%		very rare 6%	
999	1000	1000	0.2%		very rare 6%	

Fungal Forest: Myconid - Environment

Lower Bound	Upper Bound	% likelihood	Environment Feature Type	Rarity Tier	Type
1	7	7%	Barrelstalk	1.common 50%	1.flavor, plant
8	14	7%	Bluecap	1.common 50%	1.flavor, plant
15	22	8%	Fungi, bioluminescent	1.common 50%	1.flavor, plant
23	29	7%	Fungi, edible	1.common 50%	1.flavor, plant
30	36	7%	Fungi, hallucinogenic	1.common 50%	1.flavor, plant
37	43	7%	Fungi, poisonous	1.common 50%	1.flavor, plant
44	50	7%	Mycellial structures	1.common 50%	1.flavor, plant
51	52	2%	Cloudspore	2.uncommon 25%	2.hazards
53	54	2%	Deathcap	2.uncommon 25%	2.hazards, plant
55	55	1%	Gas, Flammable Methane	2.uncommon 25%	2.hazards, plant
56	57	2%	Gas, Poison	2.uncommon 25%	2.hazards, plant
58	59	2%	Green Slime	2.uncommon 25%	2.hazards
60	61	2%	Mold (brown, yellow, russet, or stink)	2.uncommon 25%	2.hazards
62	63	2%	Shallow cave stream	2.uncommon 25%	1.flavor
64	65	2%	Spiderwebs	2.uncommon 25%	2.hazards
66	67	2%	Trap, Grasping arms	2.uncommon 25%	2.hazards
68	68	1%	Trap, Pit	2.uncommon 25%	2.hazards
69	69	1%	Trap, Poison darts	2.uncommon 25%	2.hazards
70	70	1%	Trap, Poison needle	2.uncommon 25%	2.hazards
71	72	2%	Yellow musk creeper	2.uncommon 25%	2.hazards, plant
73	74	2%	Under wisps	2.uncommon 25%	2.hazards
75	75	1%	Vent	2.uncommon 25%	2.hazards
76	76	1%	Ancient Underdark Beacon	3.rare 15%	1.flavor
77	77	1%	Campestri	3.rare 15%	3.wondrous, plant
78	78	1%	Cavern made of strange material (plant matter)	3.rare 15%	3.wondrous
79	79	1%	Floating fungal blooms	3.rare 15%	3.wondrous, plant
80	80	1%	Fungi, curative	3.rare 15%	3.wondrous, plant
81	81	1%	Fungi, magical	3.rare 15%	3.wondrous, plant
82	82	1%	Gas, Fear	3.rare 15%	2.hazards
83	83	1%	Glowstone	3.rare 15%	3.wondrous, stone
84	84	1%	Old myconid sovereign's court	3.rare 15%	3.wondrous, plant
85	85	1%	Pacifying Spores	3.rare 15%	3.wondrous, plant
86	86	1%	Petrifying Swamp	3.rare 15%	3.wondrous
87	87	1%	Secret message left in the rock	3.rare 15%	3.wondrous
88	88	1%	Strange stalagmites/stalactites (humming, illusions playing under the surface, or dripping odd fluid)	3.rare 15%	3.wondrous
89	89	1%	Sussur	3.rare 15%	1.flavor, plant
90	90	1%	Trap, Widening pit	3.rare 15%	2.hazard, plant
91	91	1%	Acid burst mushrooms	4.very rare 9%	2.hazard, plant
92	92	1%	Belly of an enormous beast	4.very rare 9%	3.wondrous
93	93	1%	Great fungus	4.very rare 9%	3.wondrous, plant
94	94	1%	Mist	4.very rare 9%	3.wondrous
95	95	1%	Mycellial web of life	4.very rare 9%	3.wondrous, plant
96	96	1%	Olive slime	4.very rare 9%	2.hazard
97	97	1%	Sinkhole	4.very rare 9%	3.wondrous
98	98	1%	Viper Trees	4.very rare 9%	2.hazard, plant
99	99	1%	Witch's Hair	4.very rare 9%	2.hazard, plant
100	higher	1%+%	roll two more times on this table, with no bonuses on the two additional rolls		

Fungal Forest: Fey - Encounters

d1000 (3d10)					
upper bound	lower bound	% likelihood	Encounter	Rarity Tier	Cross-check of probability
1	33	3.3%	Blights, including [[2d10]] Twig Blights, [[2d4]] Needle Blights, and [[1d2]] Vine Blights	common 50%	50%
34	66	3.3%	<b>[[2d4]] Boggles</b>	common 50%	
67	100	3.4%	[[1d4+4]] Deep gnomes (svirfneblin), if 7 or more led by a 6th level NPC deep gnome fighter, illusionist, rogue, or druid	common 50%	
101	133	3.3%	Deep gnomes (svirfneblin), settlement	common 50%	
134	166	3.3%	[[2d8]] Drow, good (Eilistraee), if 10 or more led by Drow Elite Warrior	common 50%	
167	200	3.4%	[[1d4]] Fungus, violet	common 50%	
201	233	3.3%	[[2d6]] Giant lizards	common 50%	
234	266	3.3%	[[3d6]] Giant rats	common 50%	
267	300	3.4%	<b>[[4d12]] Jermlaines</b>	common 50%	
301	333	3.3%	<b>Jermalaine, settlement</b>	common 50%	
334	366	3.3%	[[2d4]] Shriekers	common 50%	
367	400	3.4%	[[1d4]] Swarms of insects - beetles, cockroaches, crickets, flies, scorpions, or spiders	common 50%	
401	433	3.3%	Specter (poltergeist), good-aligned, as a benign spirit of the forest	common 50%	
434	466	3.3%	Gnomish truffle-hunter or psychonaut NPC	common 50%	
467	500	3.4%	Single monster NPC (50% derro, 50% drow), possibly on a mission, lost, trapped, engaging in battle, or otherwise in distress	common 50%	
501	510	1%	<b>Ascomoid</b>	uncommon 30%	30%
511	520	1%	<b>[[3d4*10]] Atomie</b>	uncommon 30%	
521	530	1%	Blights, including [[2d10]] Twig Blights, [[2d4]] Needle Blights, and [[1d2]] Vine Blights	uncommon 30%	
531	540	1%	[[2d8]] Flumph	uncommon 30%	
541	550	1%	<b>[[1d4]] Fungal Nymphs</b>	uncommon 30%	
551	560	1%	[[1d2]] Gas Spores	uncommon 30%	
561	570	1%	[[3d6]] Giant fire beetle	uncommon 30%	
571	580	1%	[[1d8]] Giant spiders	uncommon 30%	
581	590	1%	[[2d12]] Ghouls, if 13 or more led by Ghast	uncommon 30%	
591	600	1%	[[1d10]] Myconids, adult	uncommon 30%	
601	610	1%	<b>Phycomid</b>	uncommon 30%	
611	620	1%	<b>[[2d10]] Rothé</b>	uncommon 30%	
621	630	1%	<b>[[2d4]] Satyr, blighted fey</b>	uncommon 30%	
631	640	1%	[[3d10]] Stirges	uncommon 30%	
641	650	1%	[[2d8]] Wights	uncommon 30%	
651	660	1%	Adventuring party of [[1d6+2]] NPCs of level [[1d6]], use random tables in DMG to determine race/class/party alignment	uncommon 30%	
661	670	1%		uncommon 30%	
671	680	1%		uncommon 30%	
681	690	1%		uncommon 30%	
691	700	1%		uncommon 30%	
701	710	1%		uncommon 30%	
711	720	1%		uncommon 30%	
721	730	1%		uncommon 30%	
731	740	1%		uncommon 30%	
741	750	1%		uncommon 30%	
751	760	1%		uncommon 30%	
761	770	1%		uncommon 30%	
771	780	1%		uncommon 30%	
781	790	1%		uncommon 30%	
791	800	1%		uncommon 30%	
801	805	0.5%	[[1d6]] Carrion crawlers	rare 14%	14%
806	810	0.5%	[[2d8]] Drow, if 10 or more led by Drow Elite Warrior	rare 14%	
811	815	0.5%	Ettin	rare 14%	
816	820	0.5%	[[1d4]] Giant scorpions	rare 14%	
821	825	0.5%	[[2d10]] Giant wolf spiders	rare 14%	
826	830	0.5%	[[1d6]] Gricks	rare 14%	
831	835	0.5%	Intellect Devourer	rare 14%	
836	840	0.5%	[[1d8]] Minotaurs	rare 14%	
841	845	0.5%	Ooze, black pudding	rare 14%	
846	850	0.5%	Ooze, gelatinous cube	rare 14%	
851	855	0.5%	Ooze, gray ooze	rare 14%	
856	860	0.5%	[[1d3]] Oozes, ochre jelly	rare 14%	
861	865	0.5%	<b>[[1d4]] Raggamoffyns</b>	rare 14%	
866	870	0.5%	Shambling mound	rare 14%	
871	875	0.5%	[[2d6]] Wraiths	rare 14%	
876	880	0.5%	[[3d6]] Zombies	rare 14%	
881	885	0.5%		rare 14%	
886	890	0.5%		rare 14%	
891	895	0.5%		rare 14%	
896	900	0.5%		rare 14%	
901	905	0.5%		rare 14%	
906	910	0.5%		rare 14%	
911	915	0.5%		rare 14%	
916	920	0.5%		rare 14%	
921	925	0.5%		rare 14%	
926	930	0.5%		rare 14%	
931	935	0.5%		rare 14%	
936	940	0.5%		rare 14%	
941	942	0.2%	<b>Beholder, gauth</b>	very rare 6%	6%
943	944	0.2%	<b>Caller in Darkness</b>	very rare 6%	
945	946	0.2%	<b>[[1d6*10]] Chitine in web town</b>	very rare 6%	
947	948	0.2%	[[2d10]] Dwarves (patrol, rescue mission, treasure-hunting, searching for mushroom medicine), mix of guards and scouts	very rare 6%	
949	950	0.2%	[[5d4]] Kobolds	very rare 6%	
951	952	0.2%	Mind flayer	very rare 6%	
953	954	0.2%	[[1d2]] Rust monsters	very rare 6%	
955	956	0.2%	<b>[[2d4]] Skum</b>	very rare 6%	
957	958	0.2%	Treant (re-skinned as fungal)	very rare 6%	
959	960	0.2%		very rare 6%	
961	962	0.2%		very rare 6%	
963	964	0.2%		very rare 6%	
965	966	0.2%		very rare 6%	
967	968	0.2%		very rare 6%	
969	970	0.2%		very rare 6%	
971	972	0.2%		very rare 6%	
973	974	0.2%		very rare 6%	
975	976	0.2%		very rare 6%	
977	978	0.2%		very rare 6%	
979	980	0.2%		very rare 6%	
981	982	0.2%		very rare 6%	
983	984	0.2%		very rare 6%	
985	986	0.2%		very rare 6%	
987	988	0.2%		very rare 6%	
989	990	0.2%		very rare 6%	
991	992	0.2%		very rare 6%	
993	994	0.2%		very rare 6%	
995	996	0.2%		very rare 6%	
997	998	0.2%		very rare 6%	
999	1000	0.2%		very rare 6%	

Fungal Forest: Fey - Environment

Lower Bound	Upper Bound	% likelihood	Environment Feature Type	Rarity Tier	Type
1	6	6%	Barrelstalk	1.common 50%	1.flavor, plant
7	11	5%	Bloodfruit (Lurden)	1.common 50%	1.flavor, plant
12	17	6%	Bluecap	1.common 50%	1.flavor, plant
18	23	6%	Fungi, bioluminescent	1.common 50%	1.flavor, plant
24	28	5%	Fungi, edible	1.common 50%	1.flavor, plant
29	33	5%	Fungi, hallucinogenic	1.common 50%	1.flavor, plant
34	38	5%	Fungi, poisonous	1.common 50%	1.flavor, plant
39	43	5%	Grasping grass	1.common 50%	2.hazard, plant
44	50	7%	Grass, moss, ferns, creepers, and/or small trees	1.common 50%	1.flavor, plant
51	52	2%		2.uncommon 25%	
53	54	2%	Cloudspore	2.uncommon 25%	2.hazards, plant
55	55	1%	Dazzling lights	2.uncommon 25%	2.hazards
56	57	2%	Gas, Flammable Methane	2.uncommon 25%	2.hazards
58	59	2%	Gas, Poison	2.uncommon 25%	2.hazards
60	61	2%	Green Slime	2.uncommon 25%	2.hazards
62	63	2%	Mold (brown, yellow, or russet)	2.uncommon 25%	2.hazards
64	65	2%	Mycellial structures	2.uncommon 25%	1.flavor, plant
66	67	2%	Shallow cave stream	2.uncommon 25%	1.flavor
68	68	1%	Spiderwebs	2.uncommon 25%	2.hazards
69	69	1%	Trap, Falling net	2.uncommon 25%	2.hazards
70	70	1%	Trap, Poison darts	2.uncommon 25%	2.hazards
71	72	2%	Trap, Poison needle	2.uncommon 25%	2.hazards
73	74	2%	Vent	2.uncommon 25%	2.hazards
75	75	1%	Under wisps	2.uncommon 25%	2.hazards
76	76	1%	Ancient Underdark Beacon	3.rare 15%	1.flavor
77	77	1%	Campestri	3.rare 15%	3.wondrous, plant
78	78	1%	Cavern made of special materials (living crystal, plant matter)	3.rare 15%	3.wondrous
79	79	1%	Claustrophobic labyrinth	3.rare 15%	2.hazards
80	80	1%	Floating fungal blooms	3.rare 15%	3.wondrous, plant
81	81	1%	Fungi, curative	3.rare 15%	3.wondrous, plant
82	82	1%	Fungi, magical	3.rare 15%	3.wondrous, plant
83	83	1%	Mist	3.rare 15%	3.wondrous
84	84	1%	Petrifying Swamp	3.rare 15%	3.wondrous, plant
85	85	1%	Secret message left in rock	3.rare 15%	3.wondrous, plant
86	86	1%	Strange stalagmites/stalactites (humming, illusions playing under the surface, or dripping odd fluid)	3.rare 15%	3.wondrous, plant
87	87	1%		3.rare 15%	3.wondrous
88	88	1%		3.rare 15%	3.wondrous
89	89	1%		3.rare 15%	1.flavor, plant
90	90	1%	Whispering stones	3.rare 15%	1.flavor, stone
91	91	1%	Belly of an enormous beast	4.very rare 9%	2.hazard, plant
92	92	1%	Mycellial Web of Life	4.very rare 9%	3.wondrous
93	93	1%	Olive slime	4.very rare 9%	3.wondrous, plant
94	94	1%		4.very rare 9%	3.wondrous
95	95	1%	Sinkhole	4.very rare 9%	3.wondrous, plant
96	96	1%		4.very rare 9%	2.hazard
97	97	1%		4.very rare 9%	3.wondrous
98	98	1%		4.very rare 9%	2.hazard, plant
99	99	1%		4.very rare 9%	2.hazard, plant
100	higher	1%+%	roll two more times on this table, with no bonuses on the two additional rolls		

Env. Feature	Type	Notes	Terrain: Abandoned Mines	Terrain: Chasms, Cliffs, Canyons	Terrain: Dead Caves	Terrain: Wet Caves	Terrain: Aquatic	Terrain: Zuggtmoy Fungal Forest	Terrain: Myconid Fungal Forest	Terrain: Fey Fungal Forest
Brightly colored rock	1.favor	Russet, ochre dun, dark turquoise, cobalt, silvery grey, molten orange, and other shades are found in melted or striated patterns. Native Underdark creatures (or creatures with a chameleon ability) that blend in with the color(s) gain advantage on Stealth checks			1.common					
Discarded mining gear	1.favor	Ragging lines, helmets, makeshift candle head-lamps, climbing pitons, cleats, climbing boots, pick axes, etc.	1.common							
Echo chamber	1.favor	Voices carry all the way across this massive chamber, though they may be distorted and seem to come from multiple locations at once.		1.common						
Flowstone	1.favor	<a href="https://en.wikipedia.org/wiki/Flowstone">https://en.wikipedia.org/wiki/Flowstone</a>			1.common	2.uncommon				
Huge Stone Arch	1.favor	A huge arch of granite, limestone, or sandstone spans a chasm acting like a bridge or arcs overhead serving as a potential perch for archers and other missile-using creatures.	2.uncommon							
Ossuary vault	1.favor	A vault of humanoid bones organized according to the culture of origin. Some Underdark cultures organize such vaults into tombs with the bones on display in open caskets, others create savage totems, and others still create macabre works of art embedding the bones in the very architecture of the vault itself. Undeath guardian optional.			2.uncommon					
Silent chamber	1.favor	The vast expanse of the chamber is utterly quiet, allowing characters to hear a pin drop. All Wisdom (Perception) checks made to listen are advantaged.		1.common						
Shallow cave stream	1.favor		2.uncommon	3.rare	3.rare	1.common	1.common	2.uncommon	2.uncommon	2.uncommon
Reflective surfaces	1.favor				2.uncommon					
Ancient Underdark Beacon	1.favor	Weathered stone markers in the shape of steepled lanterns, these beacons were established to guide the dwarves and other good races of the depths thru the Underdark along ancient routes that were proven to be safe. The last of these rocks are near the fungal forests. When a 1st level or higher spell slot is cast into a beacon, it flares with a dim green light that points the way toward what was once a safe path and presumably toward the nearest beacon.		3.rare					3.rare	3.rare
Festivities	1.favor	Signs of recent festivities, such as a maypole made out of mycellia,								
Barrelstalk	1.favor, plant	Stout as a hoghead of ale, the barrelstalk is a large, cask-shaped fungus that grows up to 8 feet in height and 5 feet in diameter. Its outer layers are tough and woody, but its inner flesh is edible, and it's center is filled with a reservoir of water (usually from 20 to 50 gallons) that can be tapped and drained. The inner flesh turns black and poisonous when barrelstalk begins producing spores, which happens after 10 years of growth (say, 10% chance).						1.common	1.common	1.common
Bloodfruit (Laurden)	1.favor, plant	Laurden, or bloodfruit, is a rare tree that grows only in areas of strong fezziness. The barren branches of this pale, gnarled tree seem more dead than alive, but once every 3 to 4 years, it produces a small amount of bitter red fruit that is used to make rare Underdark wines and elixirs.								1.common
Blucap	1.favor, plant	The grain of the Underdark, blucap fungus is inedible to humanoids, but its spores can be ground into a fine powder. Most Underdark humanoids cultivate it in the Realms Below.	1.common (in dwarvish settlements)	1.common (in dwarvish settlements)				1.common (in drow and dema settlements)	1.common (in myconid?) and (dusgar settlements)	1.common (in swiffriden and jerrilain settlements)
Cave Creeper	1.favor, plant	Caver creeper is a gray-and-white fungus that flourishes near water. It is especially common in the Lowerdark where it grows close to most of the water sources. Caver creeper continually emits spores that cause cave terros. Every creature within 20 feet of it must make a DC 15 Fortitude save or suffer the effect of a Confusion spell. Another DC 15 Fortitude save is required 1 minute later—even by those who succeeded on the first save—to avoid taking 2d4 points of intelligence damage. Sunlight or acid instantly destroys caver creeper.				1.common	1.common			
Fire Fungus	1.favor, plant	This fungal growth sheds a much-appreciated warmth, raising the temperature within 30 feet of it by 10 degrees. However, any open flame brought within 40 feet of the fungus causes it to explode, dealing 5d6 points of fire damage to each creature in a 20-foot radius. Such an explosion kills the fire fungus, and it can also be killed by cold damage—10 points of cold damage is sufficient to kill a 5-foot-square patch.		1.common	1.common					
Fungi, bioluminescent	1.favor, plant			2.uncommon	2.uncommon	2.uncommon		1.common	1.common	1.common
Fungi, edible	1.favor, plant			3.rare	3.rare	3.rare		1.common	1.common	1.common
Fungi, hallucinogenic	1.favor, plant			3.rare	3.rare	3.rare		1.common	1.common	1.common
Fungi, poisonous	1.favor, plant			3.rare	3.rare	3.rare		1.common	1.common	1.common
Grasping grass	1.favor, plant	Some wander because society has branded them a pariah. When these individuals die in loneliness craving friendship, their bodies and souls are also drawn into the ground. Grasping grass grows forth from the ground, holding onto the feet of any who pass by because the soul within hungers for company. When a creature ends its turn in grasping grass without moving from the spot where it started its turn, that creature is restrained. As an action a restrained creature can attempt to free itself and end the restrained condition with a DC 15 Strength saving throw.				1.common				1.common
Grass, moss, ferns, creepers, and/or small trees	1.favor, plant						1.common			1.common
Medusean spheres	1.favor, plant	This fist-sized indigo berries are filled with a custard that tastes sweet but rapidly leaves a bitter aftertaste as the eater is slowly petrified over the course of a minute. A DC 15 Constitution save resists this effect, but even on a failed save the victim has a minute to react before petrifying.				1.common				
Ripplebark	1.favor, plant	A shell-like fungus that resembles nothing so much as a mass of rotting flesh, ripplebark is surprisingly edible without any special preparation, although it tastes much better if cooked properly. Ripplebark grows naturally in living caves.				1.common				
Sussur	1.favor, plant	Rare and magical, the so-called "deeproot" tree is found only in the largest of caverns. It can grow to a height of 60 feet, and its branches are long and gnarled, with baryanlike aerial roots. Few leaves grow on the sussur; it exists almost entirely on faerrees and is often found in caverns where wizard fire is prevalent. A sussur tree can drink in magic from its environment, so most sussurs are surrounded by Antimagic Fields that extend for hundreds of feet. High likelihood of a sussurus nearby.			1.common				3.rare	
Viper Trees	1.favor, plant							3.rare	4.very rare	
Wasp Lichen	1.favor, plant	This white lichen clings to the ceilings of high caverns and poses a threat primarily to flying creatures. Its sticky strands can paralyze a creature that touches them from a save DC 10 and hold smaller creatures (up to 100 pounds) that it has already paralyzed for eventual, slow consumption (1 point of Constitution drain per hour). Larger paralyzed creatures fall if they had been flying by natural means. Because of this phenomenon, earth-bound predators usually lurk near patches of wasp lichen, waiting for the crash or thud that indicates a tasty morsel of paralyzed prey has fallen to the earth.	1.common	1.common	1.common					
Waterorb	1.favor, plant	This bulbous fungus is aquatic. It grows in boulderlike patches underwater wherever the water deposits detritus. If the water is impure, the waterorb holds pure water.				1.common				
Mycellial Structures	1.favor, plant								1.common	2.uncommon
Mineral vein	1.favor, stone	A vein leading to a potential mining site. Roll 1d100 to determine the product: 1-30 copper, 31-40 tin, 41-66 lead, 76-84 iron, 85-92 silver, 93-97 gold, 98 platinum, 99 rare material (e.g. adamantite, mithril), 100 gemstones (roll on DMG tables).	1.common	2.uncommon						
Other minerals & stones	1.favor, stone	<a href="http://tao-dhd.blogspot.com/2010/09/winning-minerals-minerals.html">http://tao-dhd.blogspot.com/2010/09/winning-minerals-minerals.html</a>	1.common	2.uncommon						
Cave-In	2.hazard	Read more: <a href="http://www.enworld.org/forum/showthread.php?275878-Terrain-vs-Traps-Hazards&amp;az3&amp;9KXDO">http://www.enworld.org/forum/showthread.php?275878-Terrain-vs-Traps-Hazards&amp;az3&amp;9KXDO</a>	2.uncommon		2.uncommon	2.uncommon				
Claustrophobic labyrinth	2.hazard	Hard to navigate tunnels that twist in on each other and require Medium sized characters to squeeze. May require ditching equipment in order to pass thru quickly (or at all). Risk of heavily armored or oddly shaped characters getting stuck or being unable to climb out. DM may call for "Underdark Madness" checks if getting lost in the labyrinth.	3.rare							2.uncommon
Dazzling lights	2.hazard	caused by reflective minerals, can cause light blindness				2.uncommon				2.uncommon
Flooding	2.hazard					2.uncommon	2.uncommon			
Frost cave	2.hazard	The temperature drops sharply in this cave and its sister tunnels and caves. Follow the DMG guidelines for extreme cold.			2.uncommon					
Gas, Flammable Methane	2.hazard		2.uncommon			2.uncommon		2.uncommon	2.uncommon	2.uncommon
Gas, Fear	2.hazard							3.rare		
Gas, Poison	2.hazard	see "poisons" DMG				2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Green Slime	2.hazard	see DMG	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Impenetrable Darkens	2.hazard	There are no glowing crystals or luminous lichens here. The magic of the world pervades the lightlessness this area has been in for millennia. Darkvision (mundane or spell or magic item) will not function here. You will require a light source, if you do not have one in effect already. Creatures with "superior Darkvision" (as all Underdark natives will/shoud possess) see at half their normal range. This area of effect can be any distance the DM designates. Cunning or intelligent Underdark creatures may use these "darkness" areas as a barrier for territories or disorienting trap/prey along the edges. The area with a light source is still considered lightly obscured area.			2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Mold (brown)	2.hazard	see DMG				2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Mold (yellow)	2.hazard	see DMG				2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Mold (russet)	2.hazard	see DMG				2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Mold (sisket)	2.hazard	see DMG				2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Olive slime	2.hazard	<a href="http://www.torion.de/crm/00sje00.php">http://www.torion.de/crm/00sje00.php</a>						4.very rare	4.very rare	4.very rare
Sharply sloping floor	2.hazard	The floor is cantted at a steep angle toward a chasm of indeterminate depth, and dust, scree, or loose litter the surface, making it slippery footing. A DC 10 Acrobatics check is required to safely navigate the floor. A failure indicates a character slips, falls, and slides a way before arresting himself. However, a failure by 5+ indicates a character enters a free fall and will plummet over the edge unless roped in or saved by a companion.			2.uncommon					
Slide	2.hazard	see DMG			2.uncommon					
Solid Darkness	2.hazard	"Solid" Darkness. There are no glowing crystals or luminous lichens here. The magic of the world pervades the lightlessness this area has been in for millennia. Neither Darkvision nor Superior Darkvision will function in this "solid" heavy fog-like darkness is halved. Light sources of any kind other than the Daylight spell, only illuminate half their usual area. Underdark denizens that rely on sight as a primary sense avoid these areas whenever possible. Underdark natives (and experienced PCs after some time/companions) can tell (based on the distance light goes) before entering an area of darkness is "solid" or "impenetrable."				4.very rare	4.very rare	4.very rare	4.very rare	
Spiderwebs	2.hazard	see DMG	2.uncommon	2.uncommon	2.uncommon			2.uncommon	2.uncommon	2.uncommon
Sudden sinkhole	2.hazard	Like a pit trap?	2.uncommon		2.uncommon					
Sulfur springs	2.hazard	as per striking cloud spell				3.rare	3.rare			
Trap, rolling sphere	2.hazard	see DMG	2.uncommon							
Trap, collapsing roof	2.hazard	see DMG	2.uncommon		2.uncommon	2.uncommon				
Trap, falling net	2.hazard	see DMG				2.uncommon				2.uncommon
Trap, fire-breathing statue	2.hazard	see DMG					2.uncommon			
Trap, pit	2.hazard	see DMG	2.uncommon				2.uncommon	2.uncommon		
Trap, poison darts	2.hazard	see DMG		2.uncommon			2.uncommon (spear?)	2.uncommon	2.uncommon	2.uncommon
Trap, poison needle	2.hazard	see DMG	2.uncommon	2.uncommon			2.uncommon (spear?)	2.uncommon	2.uncommon	2.uncommon
Trap, Abyssal gate	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>						4.very rare		
Trap, Acidic fall	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>			2.uncommon					
Trap, Crushing room	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>								
Trap, Electrified floor	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>								
Trap, Explosive object	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>						3.rare		
Trap, Flame jets	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>						3.rare		
Trap, Grasping arms	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>							2.uncommon	
Trap, Hungry insects	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>						3.rare		
Trap, Log slammer	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>								
Trap, Malignant harpsichord	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>								
Trap, Mists of madness	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>						3.rare		
Trap, Object of deception	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>						3.rare		
Trap, Pendulum scythe	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>								
Trap, Poison mister	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>								
Trap, Room filling with water	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>								
Trpa, Spectral tendrils	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>						3.rare		
Trap, Spinning saw blades	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>								
Trap, Widening pit	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>							3.rare	
Trap, Withering tapestry	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>								
Trap, Zealous altar	2.hazard	<a href="http://worldbuilderblog.me/james-introcaso">worldbuilderblog.me/james-introcaso</a>							4.rare	
Paralyzing ambush	2.hazard	Tunnel / choke-point with Wyvern Watch spell (re-skinned as "tentacle watch!"). Party is ambushed by thieves or drow after the watch is triggered. <a href="http://forgottenrealms.wikia.com/wiki/Wyvern_watch">http://forgottenrealms.wikia.com/wiki/Wyvern_watch</a>			2.uncommon					
Ultraviolet radiation	2.hazard	This chamber is flooded by a "black light" emanating from mushroom spores, mineral deposits, or simply magic that gives everything a ghoulish blue pallor. Sleeping in the chamber is impossible, and prolonged exposure can induce temporary blindness or dizziness.			2.uncommon					
Unstable ceiling over a sinkhole	2.hazard	The walls of this small tunnel and cavern appear to be supported with wooden beams. (Perception check to notice that the ceiling was filled in with materials that could collapse) Any fire-based spell or similarly destructive effect used in this area risks a 50% chance of ceiling collapse, causing 4d10 crushing damage from falling rocks (save for half damage). Dev check -2 or knocked into the sinkhole below for additional falling damage. The sinkhole is 40' deep.			2.uncommon					
Vent	2.hazard	high winds or steam	2.uncommon				2.uncommon	2.uncommon	2.uncommon	2.uncommon
Under wisps	2.hazard	Ephemeral wisps of faintly colored gas or diaphanous, more real lights that may or may not be there. The longer one was been in the Underdark, the more the wisps seem. An Intelligence (Investigation) check, with DC equal to the number of consecutive days in the Underdark, sees thru the illusion. A character who believes they are real treats the wisps as granting other creatures concealment and may perceive messages just for them in the wisps.			2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Pacifying spores	2.hazard, plant	When a creature makes an attack while within the area of the spores, they must make a DC 18 Wisdom saving throw or after that round completely lose interest in fighting and instead just want to lie about all day admiring simple beauties and munching on mushrooms. They return to themselves after a long rest.							3.rare	
Acid burst mushrooms	2.hazard, plant	Acid burst mushrooms (Dungeon Delve, pg. 59): "If any character begins his or her turn adjacent to or in the mushroom patch square... the fungi release a corrosive burst of gas attacking all creatures in the square and within 1 square +10 vs. Fortitude, 1d8+5 acid damage. The mushroom patch can be destroyed [stats]..."				2.uncommon	2.uncommon	1.common	2.uncommon	4.very rare
Yellow musk creeper	2.hazard, plant					2.uncommon	2.uncommon	1.common	2.uncommon	
Garden of rot	2.hazard, plant	<a href="http://stealthygeek.com/dnd/compendium/www.wizards.com/dnd/index/compendium/trap.asp?d=471.html">http://stealthygeek.com/dnd/compendium/www.wizards.com/dnd/index/compendium/trap.asp?d=471.html</a>						4.very rare		
Cloudspore	2.hazard, plant							2.uncommon	2.uncommon	2.uncommon
Deathcap	2.hazard, plant	The stem of this large mushroom is as thick as a tree trunk, and its cap is wide and red, covered with lumpy yellow spots. Entering its space or brushing it triggers a cloud of poisonous spores. 15' radius, DC 15 Constitution save, 10 poison damage and 10 ongoing on failed save, half both on a successful save.				2.uncommon		2.uncommon	2.uncommon	
Razorvine	2.hazard, plant	see DMG			3.rare		3.rare		3.rare	
Witch's Hair	2.hazard, plant	Wispily ghoulish greens and purple fungal cobwebs that quickly grow toward any light source, especially bright lights. It acts as difficult terrain, lightly obscures, and any creature within it must make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check or become immobilized until they manage to change the situation allowing them another check to escape or the witch's hair is destroyed - it's particularly vulnerable to fire.	3.rare	3.rare	3.rare	3.rare	3.rare	2.uncommon	4.very rare	
Thunderstone	2.hazard, stone				3.rare	3.rare				
Vertigo stone	2.hazard, stone	This patterned stone blends in on itself, making distinguishing distances and gaps impossible unless a DC 18 Wisdom (Perception) or Intelligence (Investigation) check is made.			2.uncommon					
Mycellial Web of Life	3. wondrous	A great umbrella of white mycellial strands with glowing blue tips grows in this chambers streaked with white veins of mycellium running thru the rock. Any dead body laid here within a few hours of death has its memories transferred into the mycellium; thereafter the dead person's memories can be accessed by myconids or powerful spells.						4.very rare	4.very rare	
Dwarven mineshaft with railcars	3.wondrous	One-way trip to a new and deeper map section. Possibly two-way, if the party can figure out how.	3.rare	4.very rare						
Belly of an enormous beast	3.wondrous	possibly still living		4.very rare	4.very rare	3.rare	3.rare	3.rare	4.very rare	4.very rare
Cavern heven from living crystal	3.wondrous				4.very rare	4.very rare	4.very rare	4.very rare		3.rare
Cavern made of fossilized beetles with human faces	3.wondrous				4.very rare	4.very rare	4.very rare	3.rare		
Cavern made of petrified remains	3.wondrous				4.very rare	3.rare	4.very rare	3.rare		
Cavern made of plant matter	3.wondrous				4.very rare	3.rare	3.rare	3.rare	3.rare	3.rare
Disembodied knocking	3.wondrous	Strange knocking emanates from certain walls or mineral veins, possibly an encoded message from a captive, a warning of danger ahead from a kindly ghost, or a threat from kobolds.	4.very rare							
Fissure on the surface	3.wondrous	Narrow fissure allowing some ambient light from surface and water flows. Climbing or flying surface creatures may be present. Can be ascended by small characters squaring up.							4.very rare	
Spawns amniotic sacs	3.wondrous	Tortured humanoids incubate within this semi-transparent fleshy sacs suspended above the floor. Eventually they will be wedged into abettors bound to a dark wall.		</						

Aquatic - Encounters

d1000 (3d10)				
upper bound	lower bound	% likelihood	Encounter	Rarity Tier
1	33	3.3%	[[1d8]] Bullywugs	common 50%
34	66	3.3%	[[1d8*10]] Bullywugs in a swampy settlement, if 60 or more they are led by a maximum HP chief	common 50%
67	100	3.4%	[[1d12]] Giant toads	common 50%
101	133	3.3%	[[2d12]] Kuo-toa, on patrol or hunt, if 20 or more then they are accompanied by a Kuo-toa Whip	common 50%
134	166	3.3%	[[1d10*10]] Kuo-toa, in settlement spanning water and coast, with marine animals, 1 kuo-toan feeblestar per 10 kuo-toa, all led by a Kuo-toa Whip or Kuo-toa Monitor	common 50%
167	200	3.4%	Scorpion, giant aquatic (or "lobster")	common 50%
201	233	3.3%	[[2d4]] Skum	common 50%
234	266	3.3%	[[1d4]] Swarms of crayfish, eyeless cavefish, or springfish	common 50%
267	300	3.4%	[[1d4]] Swarms of insects - beetles, cockroaches, crickets, flies, scorpions, or spiders	common 50%
301	333	3.3%	[[1d4]] Swarms of leeches	common 50%
334	366	3.3%	[[1d4]] Swarms of quippers	common 50%
367	400	3.4%	[[2d4]] Thugs that can breathe underwater, aboleth thralls	common 50%
401	433	3.3%		common 50%
434	466	3.3%		common 50%
467	500	3.4%		common 50%
501	525	2.5%	[[1d6]] Carrion crawlers, aquatic	uncommon 30%
526	550	2.5%	[[2d12]] Giant centipedes, aquatic	uncommon 30%
551	575	2.5%	[[2d20]] Gibberlings	uncommon 30%
576	600	2.5%	Otyugh	uncommon 30%
501	625	12.5%	[[3d10]] Stirges	uncommon 30%
626	650	2.5%	[[1d10]] Troglodytes	uncommon 30%
651	675	2.5%	[[2d8]] Wights	uncommon 30%
676	700	2.5%	Candlelight vigil of [[5d4]] Cultists led by a Cult Fanatic bringing sacrifices and tribute to the Elder Ones	uncommon 30%
701	725	2.5%		uncommon 30%
726	750	2.5%		uncommon 30%
751	775	2.5%		uncommon 30%
776	800	2.5%		uncommon 30%
801	810	1%	Kuo-toa monitor	rare 14%
811	820	1%	Intellect devourer	rare 14%
821	830	1%	Ooze, gelatinous cube	rare 14%
831	840	1%	Slaad, red	rare 14%
841	850	1%	[[4d6]] Wererats	rare 14%
851	860	1%	[[2d6]] Wraiths	rare 14%
861	870	1%	[[3d6]] Zombies	rare 14%
871	880	1%		rare 14%
881	890	1%		rare 14%
891	900	1%		rare 14%
901	910	1%		rare 14%
911	920	1%		rare 14%
921	930	1%		rare 14%
931	940	1%		rare 14%
941	944	0.4%	Chuul	very rare 6%
945	948	0.4%	[[2d8]] Drow, if 10 or more led by Drow Elite Warrior	very rare 6%
949	952	0.4%	[[4d6]] Goblins	very rare 6%
953	956	0.4%	[[1d6]] Gricks	very rare 6%
957	960	0.4%	[[5d4]] Kobolds	very rare 6%
961	964	0.4%	Mind flayer	very rare 6%
965	968	0.4%	[[2d4]] Wysters	very rare 6%
969	972	0.4%		very rare 6%
973	976	0.4%		very rare 6%
977	980	0.4%		very rare 6%
981	984	0.4%		very rare 6%
985	988	0.4%		very rare 6%
989	992	0.4%		very rare 6%
993	996	0.4%		very rare 6%
997	1000	0.4%		very rare 6%

## Recurring Merchants

d6	Merchant	Merchant		
1	<b>Lipolook, provisioner/trinkets seller</b>	Exiled from his people for questioning Blidlpoolp, this kuo-toa provisioner and trinket trader is searching for a cure to his people's madness.		
2	<b>"Earwig", sellspell/music and arcane trader</b>	An eccentric azmyth bat who delights in trading arcane lore, spells, spell components, and musical things, the more mysterious and inexplicable the better.		
3	<b>Drina Darkeyes, smuggler/fence</b>	A human adventurer with a vast web of smuggling contacts, able to move pretty much anything thru most settlements in the Underdark, she also trades secret routes and passage to the surface.		
4	<b>Ottar the Moody, dwarven smith/financier/mount trader</b>	A curmudgeonly dwarf from Forgehome dealing in arms, armor, gems, mounts, and loans, he dreams of financing an expedition to find the ruins of Deepreach.	4e Underdark	
5	<b>Rurik Soulforge, dwarven illithid hunter</b>	Rurik has hunted the illithids for many years, and even now at the age of 80, he relishes in their destruction. It isn't uncommon for the dwarf psion to recruit adventurers from the surface world to assist him in his hunt, especially when large forces of mind flayers are on the move for whatever fell purpose they might have. Rurik doesn't spend a great deal of time attempting to fathom the thoughts of such creatures, believing them to be far too alien and evil to fully comprehend. He would rather just hunt them down and destroy them, making them incapable of attacking the innocent or unwary ever again. He frequently looks for ways to hinder their activities, and he is always looking for the day that he might enter their city and destroy their precious elder brain. Has extensive underdark contacts to engage in barter transactions and smuggle materials. Might have specific needs for the PCs to provide services or contacts relating to the surface world. Possibly encountered while in battle against an illithid (especially the first time the PCs meet him).	<a href="http://archive.wizards.com/default.asp?x=dnd/cc/20040723a">http://archive.wizards.com/default.asp?x=dnd/cc/20040723a</a>	<a href="http://archive.wizards.com/default.asp?x=dnd/cc/20040723a&amp;page=4">http://archive.wizards.com/default.asp?x=dnd/cc/20040723a&amp;page=4</a>
6	<b>Darlakanand, insane derro wizard 'diplomat'</b>	A renegade derro of exceptional genius and rare magical skills, Darklakanand is himself driven by the mad diety Diinkarazan. Darlakanand has diplomatic relations with the drow and the aboleths, and both of these groups believe -- rightly or wrongly -- that they are manipulating Darlakanand for their own nefarious schemes. Unpredictable and capricious, this singular derro hates his own people for their rejection of his genius, and he works both to free the derro from their slavery under the drow and, ultimately, to subjugate the derro to himself. Some fugitive derro clans (escaped from drow slavery) are aware of Darlakanand's diplomatic connections to the aboleth and believe that he is their puppet, that their brethren derro will be freed from the drow just to end up as slaves and sacrificial fodder for the aboleths, and this is why the free derro wage a guerrilla war against the aboleths. Separately, a small enclave of derro were driven insane from the results of early enchanting efforts by Darlakanand to establish a cult of worshippers for himself, which resulted in a rare appearance by the stalking avatar of Diinkarazan. Darlakanand may be encountered with an entourage or via messengers (especially by lower-level PCs -- he is an 18th level wizard, after all). He has accumulated substantial wealth and power, can trade in information and goods, and may serve as a diplomatic liaison to (or might introduce the PCs to other diplomats representing) various groups within the Underdark. Ultimately, his own lust for power and bouts of insanity still make him a wild card.	Night Below AD&D campaign setting	3.5e conversion of Darlakanand's character sheet, from ENWorld: <a href="http://www.enworld.org/forum/showthread.php?60096-Night-Below-The-Heroes-and-Villains/page2">http://www.enworld.org/forum/showthread.php?60096-Night-Below-The-Heroes-and-Villains/page2</a>

## Weird Stuff

d10	Weird Stuff				
1	<b>ancient tech</b>	re-roll if this doesn't fit your campaign	See the FIREFLY section of this document. DMG page 268 has futuristic weapons like laser pistols, laser rifles, and antimatter rifles & rules for Figuring Out Future Tech. Other options include rocket packs, personal energy shields, holographic projectors, datapads, neural links, stims, etc.		
2	<b>battleground / mass grave</b>	roll encounter table 5 times to determine what died	50% all creatures are dead, 50% lone survivor		
3	<b>earthquake</b>	50% chance cave-in on all sides (not on top of the party)	25% chance magma spray		
4	<b>ghostly ground</b>		Sometimes burial grounds are long forgotten. The headstones and mounds wear down without ever leaving evidence that any bodies are decaying in the ground. The restless spirits of these dead sometimes manifest just for an instant to cause havoc before disappearing. When loud noise (such as battle) occurs on ghostly ground the spirits are awakened. At the end of each round, a spirit appears adjacent to a random creature on the ghostly ground and makes a melee attack against that creature with a +6 bonus to the roll. If the spirit hits, the attack deals 5 (1d4 + 3) necrotic damage and the target must succeed a DC 15 Constitution saving throw or become paralyzed for 1 minute. A paralyzed creature can repeat this saving throw at the end of its turn, ending the stunned condition on a success.		
5	<b>heart of darkness</b>		Something magical in the stone here warps the mind toward wickedness. Characters who do not act according to their flaws suffers a significant drawback, losing Inspiration and accruing exhaustion which accumulates and does not abate until they leave the area afflicted by the heart of darkness.		
6	<b>impossible geometries</b>		The chamber or tunnel system is organized like an M.C. Escher painting with impossible cantilevers and overhangs, gravity-defying stairs, shifting doorways, tunnels that can only be traversed walking backwards, etc.		
7	<b>nightmare landscape</b>		Shadowy tunnel where all bright light is reduced to dim. Characters worst fears and subconscious flaws manifest during long rests, taking on the form of illusions, shadow creatures, and strange coincidences. The shadow creatures can be disbelieved with an Intelligence (Investigation) check, granting that character resistance to their attacks and advantage to saves against their attacks.		
8	<b>planar bleed</b>		A cavern, chasm, or tunnel fades off into the void, touching the borders of one of these planes: the Abyss, the Nine Hells, Pandemonium, the Shadowfell, the Feywild, or the Far Realm. The traits of the plane bleed into the Underdark, and creature from that plane may be encountered.		
9	<b>psychic emanations</b>		Telepathic whispers bombard the area of the Underdark the PCs are in, with horrific revelations, tempting promises, or just sheer madness. Every must make a DC 15 Wisdom saving throw or accrue some form of madness relating to prolonged exposure to the Underdark (see DMG for different forms of madness).		
10	<b>teleportal</b>	80% chance it is a 2-way portal, 20% chance it is one-way	50% chance of being a portal to the surface world, 25% chance it leads to a higher section of Underdark, 20% chance to lower section, 5% chance to an alternate plane (or an Underdark city?)		

## Firefly

<b>Crashed Spaceship</b>	Cause of the campaign world earthquake? Or related (warp drive or nuclear explosions, etc.)? encounters, items: can borrow from Expedition to the Barrier Peaks adventure module	maps: <a href="http://www.fireflyfans.net/bluesun.aspx?bid=704">http://www.fireflyfans.net/bluesun.aspx?bid=704</a> and <a href="http://www.fireflyfans.net/bluesun.aspx?bid=705">http://www.fireflyfans.net/bluesun.aspx?bid=705</a>	<a href="http://www.fireflyfans.net/bluesunimages/1370E4EB550D6ECE819866E870D03FE5.jpg">http://www.fireflyfans.net/bluesunimages/1370E4EB550D6ECE819866E870D03FE5.jpg</a>	<a href="http://www.shinyfiction.com/firefly/images/official/Serenity-map-BEST.gif">http://www.shinyfiction.com/firefly/images/official/Serenity-map-BEST.gif</a>	<a href="https://dispenser.files.wordpress.com/2014/05/20140513_1_dsc9412_digi.jpg">https://dispenser.files.wordpress.com/2014/05/20140513_1_dsc9412_digi.jpg</a>	<a href="http://www.thetopdraw.com/view/images/uploads/serenity-forward-cutaway-watermarked_1363877110.jpg">http://www.thetopdraw.com/view/images/uploads/serenity-forward-cutaway-watermarked_1363877110.jpg</a>	DMG page 268 has futuristic weapons like laser pistols, laser rifles, and antimatter rifles & rules for Figuring Out Future Tech