

Underdark, Shallows (Upperdark)

d100	% likelihood	Result (roll on sub-table)	Encounter Terrain sub-tables		
1-57	57%	Encounter (roll on appropriate terrain sub-table)	Abandoned Mines/Settlements		
58-61	4%	Encounter + Hazard	Aquatic		
62-72	11%	Hazard	Chasm/Cliff/Canyon		
73-76	4%	Encounter + Wondrous Terrain	Dead Caves		
77-87	11%	Wondrous Terrain	Fungal Forest: Zuggtmoy		
88-91	4%	Hazard + Wondrous Terrain	Fungal Forest: Myconid		
92-96	5%	Recurring Merchant	Fungal Forest: Fey		
97-100	4%	Weird Stuff	Wet Caves		
			Deeper down...		
1-50	50%	common monsters	Crystal Caves		
51-80	30%	uncommon monsters	Geothermal Vents		
81-94	14%	rare monsters			
95-100	6%	very rare monsters			

2d6	Reaction
2-5	Hostile
6-8	Cautious/Indifferent
9-12	Friendly/Willing to trade
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.
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.

	Hazards					
	Cave-In					
	Cloudspore?					
	Dazzling lights from reflective minerals can cause light blindness					
	Deathcap	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.				
	Flooding					
	Gas, Flammable Methane					
	Gas, Poison	see "poisons" DMG				
	Green Slime	see DMG				
	Mold (brown, yellow, russet, stink mold)	see DMG for brown/yellow				
	Spiderwebs	see DMG				
	Sudden sinkhole	Like a pit trap?				
	Trap rolling sphere	see DMG				
	Trap, collapsing roof	see DMG				
	Trap, falling net	see DMG				
	Trap, fire-breathing statue	see DMG				
	Trap, pit	see DMG				
	Trap, poison darts	see DMG				
	Trap, poison needle	see DMG				
	Tunnel / choke-point with Wyvern Watch spell (reskinned as "tentacle watch")	http://forgottenrealms.wikia.com/wiki/Wyvern_watch	Party is ambushed by thieves or drow after the watch is triggered			
	Unstable ceiling over a sinkhole: 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). Dex check -2 or knocked into the sinkhole below for additional falling damage. The sinkhole is 40' deep.				
	Vent, high winds or steam					

d6	Merchant	
1	Lipoloolp - exiled grungy kuo-toa spell component and trinket trader	
2	underdark diplomat?	
3		
4		
5		
6		

Abandoned Mines/Settlements - Monsters

d100	% likelihood	Monster						
common	50%	Centipede, giant	COMMON					
		Dwarves						
		Dwarves, settlement						
		Goblins						
		Goblins, settlement with Goblin Boss						
		Kobolds						
		Kobolds, settlement						
		Spider, giant wolf						
		uncommon		30%	Bugbears, 25% with Bugbear Chief	UNCOMMON		
					Carrion crawler			
Ooze, gelatinous cube								
Rust monster								
Spider, giant								
Scorpion, giant								
Stirge								
Troglodyte								
Wererat								
Wight								
rare	14%	Allip	RARE					
		Baneguard						
		Cockroach, giant						
		Fungus, violet						
		Gas spore						
		Gibberling						
		Jermlaine						
		Ooze, black pudding						
		Ooze, ochre jelly						
		Otyugh						
		Raggamoffyn						
		Shrieker						
		Wraith						
		Zombie						
		very rare		6%	Boggle	VERY RARE		
					Cloaker			
Drow								
Ettin								
Grick								
Lamia								
Lurking horror								
Meazel								
Minotaur								
Ooze, gray ooze								
Quaggoth								
Shadow								
Skum								
Spawn of Kyuss								
Vampire spawn								
Xorn								