

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			

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Monster	CR	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
Allip		3.rare		4.very rare			4.very rare	4.very rare	
Ascomoid							2.uncommon	2.uncommon	2.uncommon
Atomie								3.rare	2.uncommon
Bainligor/Desmodu				3.rare	3.rare				
Baneguard		3.rare		3.rare					
Baphitaur							3.rare		
Barghest			4.very rare				3.rare		
Basilisk	3		3.rare	3.rare					
Beholder, gauth			4.very rare	4.very rare	4.very rare		3.rare	4.very rare	4.very rare
Boggle		4.very rare		4.very rare				2.uncommon	1.common
Bugbear	1	2.uncommon		3.rare					
Bugbear chief	3	2.uncommon		4.very rare					
Caller in Darkness (DarkSun > 3e)				4.very rare			3.rare	4.very rare	4.very rare
Carrión crawler	2	2.uncommon	3.rare	2.uncommon	2.uncommon		3.rare	2.uncommon	3.rare
Carrión crawler, aquatic	2					2.uncommon			
Centipede, giant	1/4	1.common	1.common	1.common	1.common		2.uncommon	1.common	2.uncommon
Centipede, giant aquatic	1/4					3.rare			
Chitine			4.very rare	4.very rare			2.uncommon	3.rare	4.very rare
Cloaker	8	4.very rare		4.very rare			4.very rare		
Cockroach, giant		3.rare	3.rare	3.rare				3.rare	
Darkmantle	1/2			2.uncommon	3.rare				
Deep gnome (svirfneblin)	1/2			3.rare				1.common	0.settlements
Derro			3.rare	3.rare			0.settlements	2.uncommon	
Dire Corbie (reskinned as type of bat)			1.common	2.uncommon			3.rare	3.rare	
Dragon, young black	7		4.very rare	4.very rare			4.very rare	4.very rare	
Dragon, young copper	7		4.very rare	4.very rare					
Drow	1/4	4.very rare		3.rare	3.rare	4.very rare	0.settlements	2.uncommon	3.rare
Drow elite warrior	5			4.very rare	4.very rare		3.rare	3.rare	4.very rare
Drow, good (Eilistraee)				4.very rare				3.rare	1.common
Drow, good elite				4.very rare				3.rare	2.uncommon
Duergar	1		3.rare	2.uncommon	3.rare		2.uncommon	0.settlements	
Dwarves	??	0.settlements	0.settlements	2.uncommon	3.rare		4.very rare	3.rare	4.very rare
Ettin	4	4.very rare		4.very rare			3.rare	3.rare	3.rare
Foulwing			3.rare	4.very rare	4.very rare		3.rare	3.rare	
Fungal Nymph									2.uncommon
Fungus, violet	1/4	3.rare		2.uncommon	2.uncommon		1.common	1.common	1.common
Gargoyle	2		2.uncommon	3.rare			2.uncommon	3.rare	
Gas Spore	1/2	3.rare		3.rare			2.uncommon	2.uncommon	2.uncommon
Ghast	2			4.very rare			3.rare	3.rare	3.rare
Ghoul	1			3.rare			2.uncommon	2.uncommon	2.uncommon
Giant, stone	7			4.very rare	4.very rare				
Gibberling		3.rare		2.uncommon	1.common	2.uncommon	1.common	3.rare	
Gibberling, brood				4.very rare	4.very rare		2.uncommon	3.rare	
Goblin	1/4	0.settlements	1.common	2.uncommon	2.uncommon	4.very rare		3.rare	
Goblin boss	1	2.uncommon		3.rare	3.rare				
Grick	2	4.very rare		3.rare	3.rare	4.very rare	1.common	2.uncommon	3.rare
Hell hound	3			4.very rare			3.rare	4.very rare	
Hound of Tindalos/ gloom							4.very rare		
Howler				4.very rare			3.rare	4.very rare	
Jermlaine		3.rare	2.uncommon	1.common	3.rare		3.rare	1.common	0.settlements
Kobold	1/8	0.settlements	1.common	1.common	2.uncommon	4.very rare	3.rare	3.rare	4.very rare
Kuo-toa	1/4				2.uncommon	0.settlements			
Kuo-toa whip	1				4.very rare	3.rare			
Lamia	4	4.very rare		4.very rare			3.rare		
Lurking horror		4.very rare	4.very rare	4.very rare			3.rare	3.rare	
Meazel		4.very rare	3.rare	3.rare	0.settlements		3.rare	2.uncommon	
Medusa	6			4.very rare			3.rare	4.very rare	
Mi-Go (Lovecraft)									
Mind flayer	7			4.very rare	4.very rare	4.very rare	3.rare	4.very rare	4.very rare
Minotaur	3	4.very rare		4.very rare					3.rare
Myconid, adult	1		3.rare	3.rare	3.rare		2.uncommon	0.settlements	2.uncommon
Ooze, black pudding	4	3.rare	3.rare	2.uncommon	2.uncommon		3.rare	3.rare	3.rare
Ooze, gelatinous cube	2	2.uncommon	2.uncommon	2.uncommon	2.uncommon	3.rare	3.rare	3.rare	3.rare
Ooze, gray ooze	1/2	4.very rare	4.very rare	4.very rare	4.very rare		3.rare	3.rare	3.rare
Ooze, ochre jelly	2	3.rare	3.rare	2.uncommon	2.uncommon		3.rare	3.rare	3.rare
Otyugh	5	3.rare		2.uncommon	2.uncommon	2.uncommon			
Piercer	1/2			2.uncommon	2.uncommon				
Phycomid							2.uncommon	2.uncommon	2.uncommon
Polevik							2.uncommon		
Psurlon				4.very rare	4.very rare		3.rare	3.rare	
Quaggoth	2	4.very rare	4.very rare	3.rare	3.rare		3.rare		
Raggamoffyn		3.rare		4.very rare	4.very rare		3.rare	3.rare	3.rare
Roper	5			3.rare	3.rare				
Rust monster	1/2	2.uncommon		2.uncommon	3.rare		4.very rare	4.very rare	4.very rare
Satyr, blighted fey								2.uncommon	2.uncommon
Scorpion, giant	3	2.uncommon		2.uncommon	2.uncommon		3.rare	3.rare	3.rare
Scorpion, giant aquatic (or "lobster")	3				2.uncommon	1.common			
Shadow	1/2	4.very rare		3.rare	3.rare		4.very rare		
Shrieker	0	3.rare		2.uncommon	2.uncommon		1.common	1.common	1.common
Skum	1/2	4.very rare			2.uncommon	1.common	4.very rare	4.very rare	4.very rare
Slaad, red	5				3.rare	3.rare	3.rare		
Spawn of Kyuss		4.very rare		3.rare	3.rare		4.very rare	4.very rare	
Spider, giant	1	2.uncommon	2.uncommon	2.uncommon	2.uncommon		2.uncommon	2.uncommon	2.uncommon
Spider, giant wolf	1/4	1.common	1.common	2.uncommon	2.uncommon		3.rare	3.rare	3.rare
Stirge	1/8	2.uncommon	1.common	1.common	1.common	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Susurrus				4.very rare	4.very rare		3.rare	3.rare	
Thallids & Saprolings (Magic)							2.uncommon	1.common	2.uncommon
Troglodyte	5	2.uncommon	1.common	0.settlements	1.common	2.uncommon			
Umber hulk	5		4.very rare	4.very rare	4.very rare				
Vampire spawn	5	4.very rare	4.very rare	4.very rare	4.very rare				
Vargouille				4.very rare	4.very rare		3.rare		
Wererat	2	2.uncommon	3.rare	2.uncommon	2.uncommon	3.rare			
Wight	3	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon	2.uncommon
Wraith	5	3.rare	3.rare	3.rare	3.rare	3.rare	3.rare	3.rare	3.rare
Wyste	3				4.very rare	4.very rare	4.very rare		
Xorn	5	4.very rare	4.very rare	4.very rare	4.very rare				
Zombie	1/4	3.rare	3.rare	3.rare	3.rare	3.rare	3.rare	3.rare	3.rare

Underdark deeper areas

[illegible]

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 slem 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					

Wondrous Terrain

[illegible]

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

Table 1

[illegible]

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			
rare	14%	Wight	RARE		
		Allip			
		Baneguard			
		Cockroach, giant			
		Fungus, violet			
		Gas spore			
		Gibberling			
		Jermlaine			
		Ooze, black pudding			
very rare	6%	Ooze, ochre jelly	VERY RARE		
		Otyugh			
		Raggamoffyn			
		Shrieker			
		Wraith			
		Zombie			
		Boggle			
		Cloaker			
		Drow			
		Ettin			
		Grick			
		Lamia			
		Lurking horror			
		Meazel			
		Minotaur			
		Ooze, gray ooze			
		Quaggoth			
		Shadow			
		Skum			
		Spawn of Kyuss			
		Vampire spawn			
		Xorn			