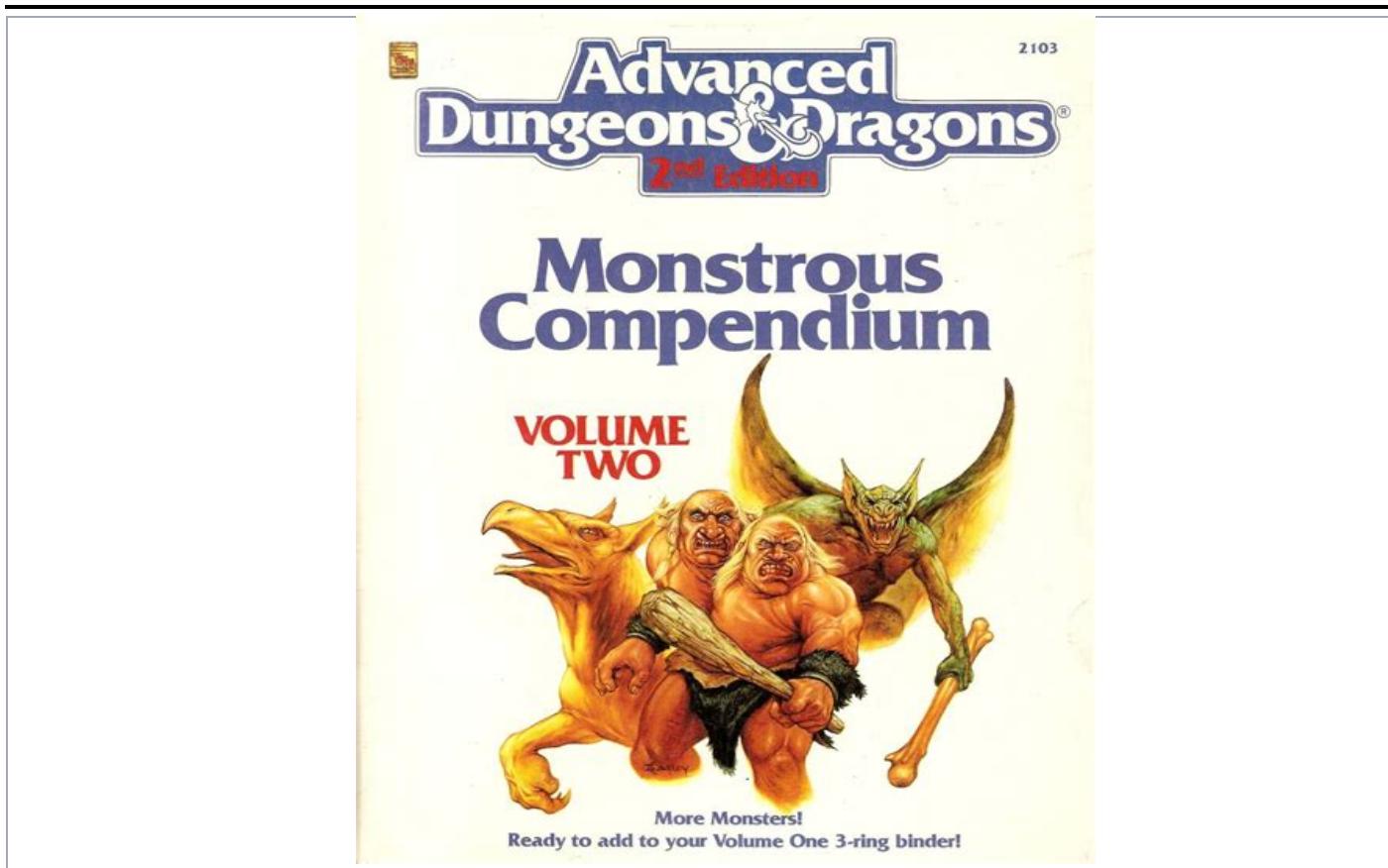


# MM Appendix II: Monster Summoning Tables



## Monster Summoning I

### Monster Summoning I

- 1 Ant, giant
- 2 Bat, huge
- 3 Beetle, fire
- 4 Bullywug
- 5 Goblin (Creature)
- 6 Hobgoblin
- 7 Jermlaine (3d4 appear)
- 8 Kobold (Creature) (3d4 appear)
- 9 Leech, giant (1 HD)
- 10 Muckdweller
- 11 Orc
- 12 Rat, giant (3d4 appear)

## Monster Summoning II

### Monster Summoning II

- 1 Beetle, bombardier
- 2 Centipede, giant
- 3 Frog, giant or killer
- 4 Gnoll (Creature) or flind
- 5 Lamprey, land

- 6 Lizard man
- 7 Mongrelmen (2 HD)
- 8 Mudmen
- 9 Spider, large
- 10 Stirge
- 11 Toad, giant
- 12 Troglodyte

## **Monster Summoning III**

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### Monster Summoning III

- 1 Ankheg (3-4 HD)
- 2 Bat, giant (mobat)
- 3 Beetle, boring
- 4 Bugbear
- 5 Centipede, megal-
- 6 Crab, giant
- 7 Crocodile, wild
- 8 Dog, death
- 9 Gelatinous cube
- 10 Ghoul
- 11 Lizard, giant
- 12 Lyc., rat
- 13 Orc, orog
- 14 Osquip
- 15 Sandling
- 16 Scorpion, large
- 17 Snake, constrictor
- 18 Spider, huge
- 19 Weasel, giant
- 20 Urchin, land

## **Monster Summoning IV**

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### Monster Summoning IV

- 1 Ankheg (5-6 HD)
- 2 Ape, carnivorous
- 3 Banderlog
- 4 Ettercap
- 5 Gargoyle
- 6 Ghost
- 7 Hell hound
- 8 Heucuva
- 9 Hydra, 5 heads
- 10 Lyc., wolf
- 11 Ogre
- 12 Ooze, gray
- 13 Owlbear
- 14 Scorpion, huge
- 15 Snake, giant const.

16 Toad, poisonous

17 Toad, fire

18 Wasp, giant

19 Wolf, worg

20 Yeti

## Monster Summoning V

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### Monster Summoning V

1 Ankheg (7-8 HD)

2 Cockatrice

3 Displacer beast

4 Doppleganger

5 Hornet, giant

6 Hydra, 7 heads

7 Hydra, 5 heads, cryo- or pyro-

8 Leucrotta

9 Lizard, subterranean

10 Lyc., boar

11 Margoyle

12 Minotaur

13 Ochre jelly

14 Rust monster

15 Slithering tracker

16 Snake, giant, pois. or spitting

17 Spider, giant

18 Giantkin, verbeeg

19 Wolf, winter

20 Zombie, ju-ju

## Monster Summoning VI

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### Monster Summoning

VI

1 Basilisk

2 Beetle, stag

3 Carrion crawler

4 Dracolisk

5 Drider

6 Griffon

7 Hydra, 8 heads

8 Lizard, minotaur

9 Lyc., tiger

10 Manticore

11 Ogre mage

12 Otyugh

13 Pyrolisk

14 Salamander

15 Spider, phase

16 Troll

17 Wolfwere

- 18 Wraith
- 19 Wyvern
- 20 Yuan-ti, halfbreed

## Monster Summoning VII

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- Monster Summoning VII
- 1 Basilisk, greater
  - 2 Behir or tunnel worm
  - 3 Bulette
  - 4 Chimera
  - 5 Ettin or hill giant
  - 6 Golem, flesh
  - 7 Gorgon
  - 8 Hydra, 10 heads
  - 9 Hydra, 8 heads (pyro- or cryo-)
  - 10 Lizard, fire
  - 11 Mummy
  - 12 Neo-otyugh
  - 13 Pudding, black
  - 14 Roper
  - 15 Shambling mound
  - 16 Slug, giant
  - 17 Sphinx, hieraco-
  - 18 Troll, 2-headed
  - 19 Umber hulk
  - 20 Xorn

## Monster Summoning VIII

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- Monster Summoning VIII
- 1 Beetle, rhinoceros
  - 2 Giant, fire or frost
  - 3 Giant, fomorian
  - 4 Golem, stone
  - 5 Gorgimera
  - 6 Hydra, 12 heads
  - 7 Hydra, lernaean, 8 heads
  - 8 Pudding, brown
  - 9 Remorhaz
  - 10 Rust monster
  - 11 Will o'wisp
  - 12 Worm, purple

## Conjured Animals

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Conjured Animals

HD	Roll	Animal	Value
1	01-10	Baboon	1 $\frac{1}{4}$
	11-25	Dog, wild	1 $\frac{1}{4}$
	26-35	Hawk, large	1

36-40	<u>Hawk, blood</u>	$1\frac{1}{4}$
41-50	<u>Jackal</u>	$\frac{1}{2}$
51-55	<u>Mammal, small</u>	varies
56-60	<u>Mammal</u>	varies
61-65	<u>Otter</u>	$\frac{3}{4}$
66-70	<u>Otter, sea</u>	$1\frac{1}{4}$
71-80	<u>Owl, common</u>	1
81-90	<u>Rat, giant</u>	$\frac{1}{2}$
91-00	<u>Skunk</u>	$\frac{1}{4}$
2	01-70 <u>Animal, herd</u>	2
	71-80 <u>Badger</u>	$1\frac{1}{2}$
	81-00 <u>Horse, wild</u>	2
3	01-05 <u>Badger, giant</u>	3
	06-10 <u>Boar, warthog</u>	3
	11-15 <u>Cattle, wild</u>	$2\frac{1}{2}$
	16-20 <u>Cheetah</u>	3
	21-30 <u>Dog, war</u>	$2\frac{1}{2}$
	31-35 <u>Hyena, wild</u>	3
	36-45 <u>Lion, mountain</u>	$3\frac{1}{4}$
	46-50 <u>Lynx, giant</u>	$2\frac{1}{2}$
	51-60 <u>Mule</u>	3
	61-70 <u>Camel</u>	3
	71-80 <u>Stag*</u>	3
	81-90 <u>Wolf</u>	$2\frac{1}{2}$
	91-00 <u>Wolverine</u>	3
4	01-10 <u>Bear, black</u>	$3\frac{3}{4}$
	11-25 <u>Boar, wild</u>	$3\frac{3}{4}$
	26-40 <u>Eagle, giant</u>	4
	41-50 <u>Jaguar</u>	$4\frac{1}{4}$
	51-60 <u>Leopard</u>	$3\frac{1}{2}$
	61-75 <u>Owl, giant</u>	4
	76-90 <u>Weasel, giant</u>	$3\frac{3}{4}$
	91-00 <u>Wolf, dire</u>	$3\frac{3}{4}$
5	01-15 <u>Ape, carnivorous</u>	5
	16-25 <u>Buffalo</u>	5
	26-40 <u>Hyena, giant</u>	5
	41-55 <u>Otter, giant</u>	5
	56-70 <u>Skunk, giant</u>	5
	71-85 <u>Stag, giant*</u>	5
	86-00 <u>Wolverine, giant</u>	5
6	01-25 <u>Bear, brown</u>	$6\frac{1}{4}$
	26-50 <u>Lion</u>	$5\frac{1}{2}$
	51-75 <u>Porcupine, giant</u>	6
	76-00 <u>Tiger</u>	$6\frac{1}{4}$
7	01-50 <u>Boar, giant</u>	7
	51-00 <u>Lion, spotted</u>	$6\frac{1}{2}$
8	01-50 <u>Bear, cave</u>	$7\frac{1}{2}$
	51-00 <u>Tiger, sabre-tooth</u>	$7\frac{1}{2}$
9	— <u>Oliphant</u>	$8\frac{1}{2}$

10 —	<u>Bear, polar</u>	10
11 —	<u>Elephant</u> (African)	11
12 —	<u>Mastodon</u>	12
13 —	<u>Mammoth</u>	13
14+ —	<u>Whale</u>	(to 36)

\***Stag:** This is a large male deer that can butt for 2-8 or strike with its hooves for 1-3/1-3.

\***Giant stag:** A very large stag, 7' at the shoulder and weighing about 1,500 pounds. It can butt for 4-16 (4d4) or strike with its hooves for 1-4/1-4.

## Terrain Guide

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**Plain:** downs, heath, meadow, moor, prairie, savanna, steppe, tundra

**Scrub:** brackens, brush, bush, thickets, veldt

**Forest:** copses, groves, jungle, rain forest, woods

**Rough:** badlands

**Hills:** bluffs, dunes, ridges (gorge, rift, valley, canyon)

**Mountains:** glacier, mesa, tor

**Desert:** barrens, flat, waste

**Swamp:** bog, fen, marsh, mire, morass, quagmire, slough

**Pond:** lake, pool, tarn

## Aquatic Monster Summoning, Salt Water

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### Monster Summoning I

- 1 Barracuda (1 HD)
- 2 Lamprey, common
- 3 Merman
- 4 Otter, sea
- 5 Piranha (3d4 appear)
- 6 Urchin, black

### Monster Summoning II

- 1 Barracuda (2 HD)
- 2 Dolphin
- 3 Locathah
- 4 Ray, ixitzachitl
- 5 Ray, sting
- 6 Sea horse
- 7 Seawolf, lesser
- 8 Urchin, green

### Monster Summoning III

- 1 Barracuda (3 HD)
- 2 Crab, giant
- 3 Lacedon (ghoul)

### Monster Summoning V

- 1 Crocodile, giant
- 2 Lamprey, sea
- 3 Scrag (troll)
- 4 Sea lion
- 5 Selkie
- 6 Shark (5-6 HD)
- 7 Spider, giant marine
- 8 Water weird
- 9 Urchin, silver
- 0 Roll again with 1d8

### Monster Summoning VI

- 1 Eel, marine
- 2 Narwhal
- 3 Octopus
- 4 Seawolf, greater
- 5 Shark (7-8 HD)
- 6 Snake, giant sea (8 HD)

### Monster Summoning VII

- 1 Ray, manta

4 <u>Sahuagin</u>	2 <u>Slug, giant sea</u>
5 <u>Selkie</u>	3 <u>Snake, giant sea</u> (10 HD)
6 <u>Urchin, red</u>	4 <u>Squid, giant</u>
	Monster Summoning VIII
Monster Summoning IV	
1 <u>Hippocampus</u>	1 <u>Eye of the deep</u>
2 <u>Kapoacinth</u> (gargoyle)	2 <u>Dragon turtle</u> (12 HD)
3 <u>Lobster, giant</u> (crayfish)	3 <u>Kraken*</u>
4 <u>Merrow, ogre</u>	4 <u>Shark, giant</u>
5 <u>Otter, giant</u>	5 <u>Vodyanoi</u> (16 HD)*
6 <u>Shark</u> (3-5 HD)	6 <u>Whale, killer</u>
7 <u>Triton</u>	7 <u>Whale, small herbivore</u> (12 HD)
8 <u>Urchin, yellow</u>	8 <u>Worm, mottled</u> (purple)

\* This creature has a 10% chance to become free-willed for the duration of the spell if ordered to act against its nature or inclinations.

**Special Encounters:** Roll on the appropriate table. If the encounter is not suitable, then none occurs.

**Surface Encounters:** Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

**Fish School:** This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack unless commanded by magical means. If panicked, they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1-2 to 1-8, depending on size).

**Ghost Ship:** This is a lost ship manned by undead. Although it can be seen at any time, it usually attacks only at night, when its masters are at full power. Roll percentile dice once for the crew and once for their leaders. Crew: 01-40 = 10-40 skeletons; 41-80 = 10-40 zombies; 81-00 = 10-20 ju-ju zombies. Leaders: 01-30 = 1-4 wights; 31-60 = 1-3 wraiths; 61-80 = 1-2 spectres; 81-95 = 1-2 ghosts; 95-00 = 1 lich.

**Hazard (ice):** This can be a single huge ice mountain or 10-20 smaller, grinding floes. Hard contact with ice reduces seaworthiness by 5% and is 10% likely to require a seaworthiness check to avoid sinking.

**Seaweed:** This includes both floating masses of weed and beds on the bottom. The former slows ships by 50%. The latter are 30-300' high and reduce vision to 10 feet. Both provide a 40% chance for another encounter if moved through or investigated.

**Sunken Ship:** This is a victim of a storm, ice, or hostile action. Sometimes these have their original cargo, and may be inhabited. Roll percentile dice: 01-10 = Has merchant treasure (see Men, merchant ); 11-20 = No treasure; 21-60 = 2-24 lacedons (original crew); 61-00 = Monster (roll on appropriate encounter table).

**Special Encounters:** These can include morkoth, mottled worms, shipwreck survivors, an eye of the deep, sudden storms, seaweed that allows underwater breathing when eaten, giant clams, aquatic versions of carnivorous plants, storm giants, and so on.

## Aquatic Monster Summoning, Fresh Water

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Monster Summoning I	Monster Summoning V
1 <u>Frog, giant</u> (1 HD)	1 <u>Crocodile, giant</u>
2 <u>Koalinh</u> (hobgoblin)	2 <u>Eel, giant electric</u>
3 <u>Lamprey, common</u>	3 <u>Scrag (troll)</u>
4 <u>Nixie</u> (3d4 appear)	4 <u>Water weird</u>
5 <u>Otter, common</u>	Monster Summoning VI
6 <u>Piranha</u> (3d4 appear)	1 <u>Eel, marine</u>
	2 <u>Gar, giant</u>
Monster Summoning II	3 <u>Octopus</u>
1 <u>Eel, electric</u>	

2 <u>Frog, giant</u> (2 HD)	4 <u>Seawolf, greater</u>
3 <u>Kuo-toa</u>	5 <u>Snake, giant sea</u> (8 HD)
4 <u>Leech, giant</u> (2 HD)	6 <u>Vodyanoi</u> (8 HD)
5 <u>Lizard man</u>	Monster Summoning VII
6 <u>Piranha, giant</u>	1 <u>Catfish, giant</u>
Monster Summoning III	2 <u>Greenhag</u>
1 <u>Crab, giant</u>	3 <u>Naga, water</u>
2 <u>Crocodile, common</u>	4 <u>Snake, giant sea</u> (10 HD)
3 <u>Frog, giant</u> (3 HD)	Monster Summoning VIII
4 <u>Lacedon</u> (ghoul)	1 <u>Slug, giant sea</u>
Monster Summoning IV	2 <u>Dragon turtle</u> (12 HD)
1 <u>Beetle, giant water</u>	3 <u>Kuo-toan monitor</u>
2 <u>Crayfish, giant</u>	4 <u>Worm, mottled (purple)</u>
3 <u>Kapoacinth</u> (gargoyle)	
4 <u>Kelpie</u>	
5 <u>Merrow, ogre</u>	
6 <u>Otter, giant</u>	
7 <u>Pike, giant</u>	
8 <u>Spider, giant water</u>	

**Special Encounters:** Roll on the appropriate table. If the encounter is not suitable, then none occurs.

**Surface Encounters:** Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.

**Fish School:** This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack, unless commanded by magical means. If panicked they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1-2 to 1-8, depending on size).

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**Hazard (navigational):** This can ground or damage a vessel that does not have aboard a pilot familiar with the waters. Such hazards as sandbars and submerged logs often change position.

**Seaweed:** This includes both floating masses of weed and beds on the bottom. The former slows ships by 50%. The latter are 30-300' high and reduce vision to 10 feet. Both provide a 40% chance for another encounter if moved through or investigated.

**Special Encounters:** These can include morkoth, mottled worms, shipwreck survivors, an eye of the deep, pearl beds, sudden storms, seaweed that allows underwater breathing when eaten, giant clams, aquatic versions of carnivorous plants, storm giants, and so on.

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