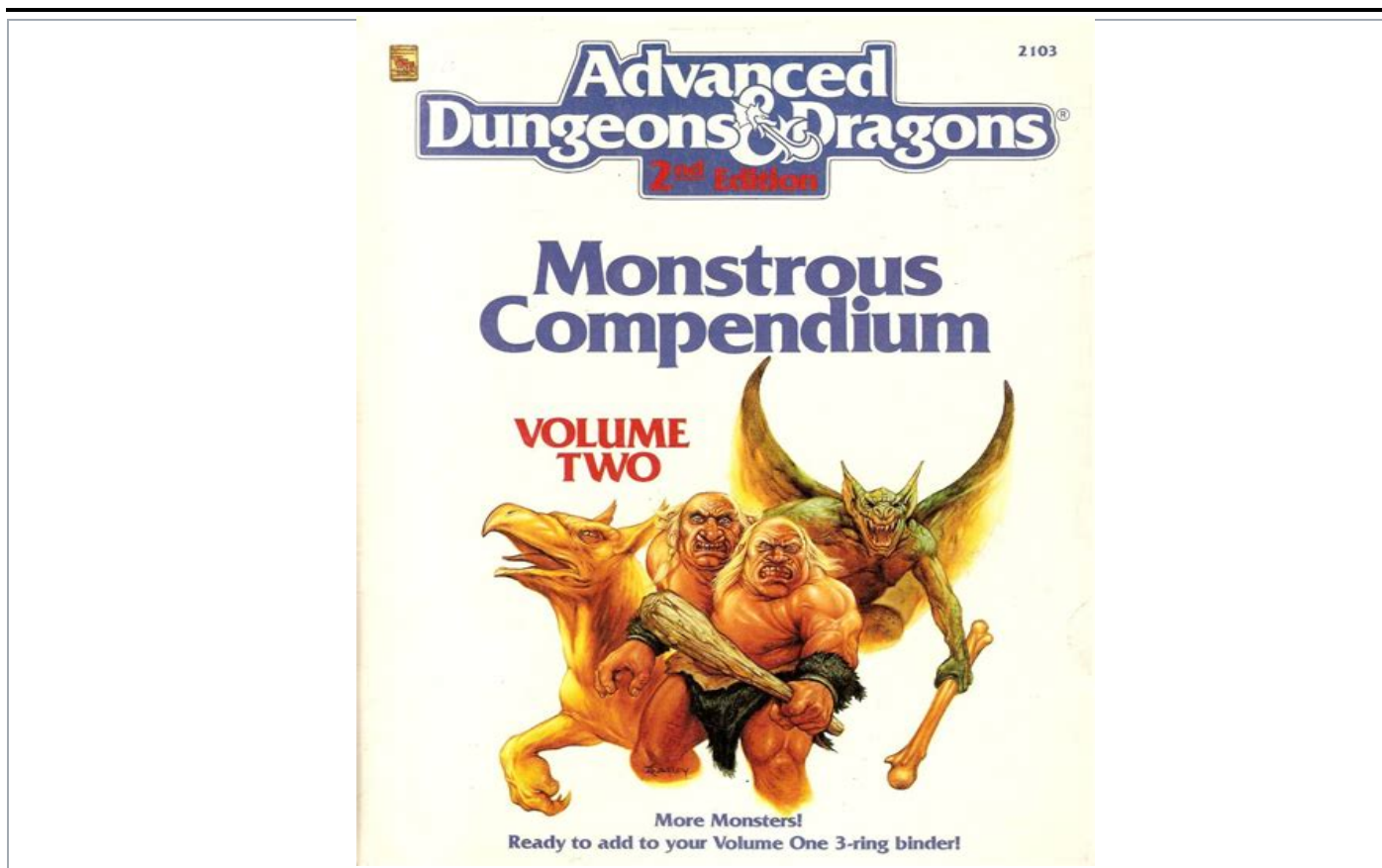


MM Appendix II: Monster Summoning Tables



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

Monster Summoning III

- 1 Ankheg (3-4 HD)
- 2 Bat, giant (mobat)
- 3 Beetle, boring
- 4 Bugbear
- 5 Centipede, megalom-
- 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

Monster Summoning IV

- 1 Ankheg (5-6 HD)
- 2 Ape, carnivorous
- 3 Banderlog
- 4 Ettercap
- 5 Gargoyle
- 6 Ghast
- 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

Monster Summoning V

- 1 Ankheg (7-8 HD)
- 2 Cockatrice
- 3 Displacer beast
- 4 Doppelganger
- 5 Hornet, giant
- 6 Hydra, 7 heads
- 7 Hydra, 5 heads, cryo- or pyro-
- 8 Leucrotta
- 9 Lizard, subterranean
- 10 Lyc., boar
- 11 Margoyles
- 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

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

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

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

Conjured Animals

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

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

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, ixitxachitl
- 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 Sahuagin5 Selkie6 Urchin, red

Monster Summoning IV

1 Hippocampus2 Kapoacanth (gargoyle)3 Lobster, giant (crayfish)4 Marrow, ogre5 Otter, giant6 Shark (3-5 HD)7 Triton8 Urchin, yellow2 Slug, giant sea3 Snake, giant sea (10 HD)4 Squid, giant

Monster Summoning VIII

1 Eye of the deep2 Dragon turtle (12 HD)3 Kraken*4 Shark, giant5 Vodyanoi (16 HD)*6 Whale, killer7 Whale, small herbivore (12 HD)8 Worm, mottled (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

Monster Summoning I

1 Frog, giant (1 HD)2 Koalinh (hobgoblin)3 Lamprey, common4 Nixie (3d4 appear)5 Otter, common6 Piranha (3d4 appear)

Monster Summoning II

1 Eel, electric

Monster Summoning V

1 Crocodile, giant2 Eel, giant electric3 Scrag (troll)4 Water weird

Monster Summoning VI

1 Eel, marine2 Gar, giant3 Octopus

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</u> (purple)
3 <u>Kapoacanth</u> (gargoyle)	
4 <u>Kelpie</u>	
5 <u>Marrow, 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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