

## APPENDIX 9: MONSTERS BY CR

The following section lists all monsters included in this book, alphabetically by CR. Variant monsters (such as the alternate versions of iron cobras and the various giant vermin of alternate sizes) are not included in this list—an index of these monsters appears instead on page 321. In the case of templates, like skeletons and ghosts, only the sample creature presented with a full stat block at the start of the template's entry in this book are included. Similarly, for dragons, only those that have full stat blocks presented in this book are listed on the following tables (young, adult, and ancient dragons)—dragons of other age categories are not included on these lists.

### CR 1/8

bat, toad

### CR 1/6

lizard, raven

### CR 1/4

cat, kobold, mite, monkey, rat

### CR 1/3

dire rat, dog, drow, duergar, fire beetle, goblin, hawk, merfolk, orc, owl, skeleton (human)

### CR 1/2

aasimar, dolphin, eagle, giant centipede, hobgoblin, poison frog, pony, riding dog, stirge, tengu, tiefling, vegpepymy, viper, weasel, zombie (human)

### CR 1

air elemental (small), darkmantle, earth elemental (small), fire elemental (small), ghoul, giant frog, giant spider, gnoll, goblin dog, homunculus, horse, hyena, lemur, lizardfolk, octopus, pseudodragon, spider swarm, squid, svirfneblin, troglodyte, venomous snake, water elemental (small), wolf

### CR 2

aurochs, bat swarm, boar, boggard, bugbear, cave fisher, cheetah, choker, constrictor snake, crocodile, dark creeper, dire bat, dretch, electric eel, giant ant, giant crab, giant leech, gorilla, imp, iron cobra, lantern archon, leopard, monitor lizard, morlock, quasit, rat swarm, sahuagin, shark, shocker lizard, skeletal champion, skum, vargouille, wererat, werewolf, wolverine, worg, yellow musk creeper

### CR 3

air elemental (medium), air mephrit, animated object, ankheg, assassin vine, centaur, cockatrice, deinonychus, derro, dire ape, dire hyena, dire wolf, doppelganger, drow

noble, dryad, dust mephrit, earth elemental (medium), earth mephrit, ettercap, fire elemental (medium), fire mephrit, gelatinous cube, giant eagle, giant mantis, giant scorpion, giant wasp, hell hound, ice mephrit, lion, magma mephrit, ogre, ooze mephrit, pegasus, pteranodon, rust monster, salt mephrit, shadow, steam mephrit, unicorn, violet fungus, wasp swarm, water elemental (medium), water mephrit, wight, yeth hound

### CR 4

barghest, bison, centipede swarm, crab swarm, dark stalker, dire boar, dire wolverine, gargoyle, giant stag beetle, gray ooze, griffon, grizzly bear, harpy, hound archon, hydra, janni, leech swarm, mimic, minotaur, otyugh, owlbear, pixie, rhinoceros, satyr, sea hag, tiger, yeti

### CR 5

air elemental (large), army ant swarm, basidirond, basilisk, bearded devil, cloaker, cyclops, dire lion, djinni, earth elemental (large), fire elemental (large), giant frilled lizard, giant moray eel, gibbering mouter, green hag, half-celestial unicorn, ice golem, manticores, mummy, nightmare, ochre jelly, orca, phase spider, troll, water elemental (large), winter wolf, wraith

### CR 6

ankylosaurus, babau, bralani, ettin, girallon, half-fiend minotaur, kyton, lamia, salamander, shambling mound, white dragon (young), will-o'-wisp, wood golem, woolly rhinoceros, wyvern, xill, xorn

### CR 7

aboleth, air elemental (huge), black dragon (young), black pudding, brass dragon (young), bulette, chimera, chuul, dire bear, dracolisk, drider, earth elemental (huge), elasmosaurus, elephant, fire elemental (huge), flesh golem, ghost, greater barghest, hill giant, invisible stalker, lillend, medusa, nymph, remorhaz, shadow demon, shaitan, spectre, stegosaurus, succubus, water elemental (huge)

### CR 8

behir, copper dragon (young), dark naga, dire tiger, efreeti, erinyes, giant octopus, giant slug, gorgon, greater shadow, green dragon (young), intellect devourer, mohrg, nabasu, ogre mage, sphinx, stone giant, treant, triceratops

### CR 9

air elemental (greater), blue dragon (young), bone devil, bronze dragon (young), dire crocodile, dire shark, dragon turtle, earth elemental (greater), fire elemental (greater), frost giant, giant squid, marid, mastodon, nessian warhound, night hag, roc, spirit naga, tyrannosaurus, vampire, vrock, water elemental (greater)

#### CR 10

bebilith, brachiosaurus, clay golem, couatl, fire giant, giant flytrap, guardian naga, rakshasa, red dragon (young), silver dragon (young), white dragon (adult)

#### CR 11

air elemental (elder), barbed devil, black dragon (adult), brass dragon (adult), cauchemar, cloud giant, devourer, earth elemental (elder), fire elemental (elder), gold dragon (young), hezrou, retriever, stone golem, water elemental (elder)

#### CR 12

copper dragon (adult), green dragon (adult), lich, purple worm, roper, sea serpent

#### CR 13

blue dragon (adult), bronze dragon (adult), froghe moth, ghaele, glabrezu, ice devil, iron golem, storm giant

#### CR 14

astral deva, crag linnorm, nalfeshnee, red dragon (adult), silver dragon (adult), trumpet archon

#### CR 15

gold dragon (adult), neothelid, phoenix, white dragon (ancient)

#### CR 16

black dragon (ancient), brass dragon (ancient), horned devil, planetar

#### CR 17

copper dragon (ancient), green dragon (ancient), ice linnorm, marilith

#### CR 18

blue dragon (ancient), bronze dragon (ancient), kraken

#### CR 19

red dragon (ancient), shoggoth, silver dragon (ancient)

#### CR 20

balor, gold dragon (ancient), pit fiend, tarn linnorm

#### CR 23

solar

#### CR 25

tarrasque

## APPENDIX 10: MONSTERS BY TERRAIN

The following lists group all of the monsters in this book into their respective terrains. Note that there can be a certain amount of crossover on these lists, especially between

climate bands, similar terrains, or a planar terrain and the Material Plane. For example, although behirs are normally encountered in warm deserts, it's certainly possible to encounter one in a temperate desert (but much less likely to find one in a cold desert). Likewise, while bulettes usually limit their hunts to hilly terrain, it wouldn't be unusual to find one in the mountains or even on a plain. Creatures listed under planar terrains can usually be encountered anywhere on the Material Plane as well, but are only very rarely encountered on planes other than the one associated with them. In short, use these lists as a guide, not as shackles—if your adventure works better with a sphinx encountered in a cold forest, by all means, go for it! Just keep in mind that you should also probably come up with an in-game reason to explain the monster's presence there.

### ANY TERRAIN

animated object, barghest, basilisk, clay golem, devourer, dog, doppelganger, fire beetle, flesh golem, gargoyle, ghost, ghoul, giant ant, giant spider, greater barghest, greater shadow, hell hound, homunculus, iron cobra, iron golem, kyton, lich, mimic, minotaur, mohrg, mummy, nessian warhound, rakshasa, rat swarm, riding dog, shadow, skeletal champion, skeleton, spectre, spider swarm, stone golem, tarrasque, vampire, vargouille, werewolf, wight, wood golem, wraith, xill, yeth hound, zombie

### ANY TERRAIN (COLD)

ice golem

### ANY TERRAIN (TEMPERATE)

cyclops, bat swarm, dire bat, lizard, rat, venomous snake

### ANY TERRAIN (WARM)

army ants, bat swarm, cyclops, dire bat, lizard, storm giant, venomous snake

### COASTLINE

bronze dragon, crab swarm, giant crab, pteranodon

### DESERT (COLD)

remorhaz

### DESERT (TEMPERATE)

bat, giant scorpion, lamia

### DESERT (WARM)

bat, behir, blue dragon, brass dragon, giant scorpion, gnoll, janni, phoenix, sphinx

### FOREST (COLD)

dire bear, dire tiger, dire wolf, dire wolverine, grizzly bear, mastodon, tiger, treant, winter wolf, wolf, wolverine



### FOREST (TEMPERATE)

assassin vine, bat, boar, centaur, dire boar, dire tiger, dire wolf, dryad, ettercap, giant mantis, giant scorpion, giant stag beetle, giant wasp, goblin, goblin dog, green dragon, half-celestial unicorn, hawk, kobold, nymph, owl, owlbear, pixie, pseudodragon, satyr, shambling mound, tiger, toad, treant, unicorn, wasp swarm, wolf, worg, yellow musk creeper

### FOREST (WARM)

ankylosaurus, bat, boar, brachiosaurus, centipede swarm, constrictor snake, couatl, deinonychus, dire ape, dire boar, dire tiger, giant centipede, giant frilled lizard, girallon, gorilla, leopard, monitor lizard, monkey, tiger, toad, treant, tyrannosaurus, yellow musk creeper

### RIVERS/LAKES

aboleth, constrictor snake, crocodile, dire crocodile, electric eel

### HILLS (COLD)

crag linnorm, ettin, ice linnorm, ogre, ogre mage

### HILLS (TEMPERATE)

bulette, chimera, gorgon, griffon, hill giant, hobgoblin, ogre, orc, weasel, wyvern

### HILLS (WARM)

behir, copper dragon, dire lion, giant frilled lizard, manticores, phase spider, phoenix, sphinx, wyvern

### MOUNTAINS (COLD)

frost giant, ice linnorm, troll, yeti, white dragon

### MOUNTAINS (TEMPERATE)

bugbear, cloud giant, eagle, giant eagle, orc, silver dragon, tengu

### MOUNTAINS (WARM)

fire giant, red dragon, roc

### OCEAN (COLD)

aboleth, crab swarm, dire shark, dolphin, giant crab, giant octopus, giant squid, kraken, octopus, orca, sea hag, sea serpent, shark, shoggoth, skum, squid

### OCEAN (TEMPERATE)

aboleth, crab swarm, dire shark, dolphin, dragon turtle, giant crab, giant octopus, giant squid, kraken, merfolk, octopus, sahuagin, sea hag, sea serpent, shark, skum, squid

### OCEAN (WARM)

aboleth, crab swarm, dire crocodile, dire shark, dolphin, elasmosaurus, giant crab, giant moray eel, giant octopus, giant squid, kraken, sahuagin, sea hag, sea serpent, shark, squid

### PLAINS (COLD)

bison, dire tiger, mastodon, winter wolf, woolly rhinoceros

### PLAINS (TEMPERATE)

ankheg, aurochs, bison, cat, centaur, cockatrice, dire tiger, giant scorpion, goblin, gorgon, guardian naga, horse, pegasus, pony, worg

### PLAINS (WARM)

ankheg, ankylosaurus, brachiosaurus, cat, cheetah, dire hyena, dire lion, dire tiger, elephant, giant frilled lizard, giant scorpion, gnoll, gold dragon, hyena, lion, monitor lizard, pegasus, rhinoceros, stegosaurus, triceratops, tyrannosaurus

### PLANAR (ABADDON—NEUTRAL EVIL)

cauchemar, night hag, nightmare

### PLANAR (ABYSS—CHAOTIC EVIL)

babau, balor, bebilith, dretch, glabrezu, hezrou, marilith, nabasu, nalfeshnee, quasit, retriever, shadow demon, succubus, vrock

### PLANAR (ELYSIUM—CHAOTIC GOOD)

astral deva, bralani, ghaele, lillend, planetar, solar

### PLANAR (HEAVEN—LAWFUL GOOD)

astral deva, hound archon, lantern archon, planetar, solar, trumpet archon

### PLANAR (HELL—LAWFUL EVIL)

barbed devil, bearded devil, bone devil, erinyes, horned devil, ice devil, imp, lemure, pit fiend

### PLANAR (PLANE OF AIR)

air elemental, air mephit, djinni, dust mephit, ice mephit, invisible stalker

### PLANAR (PLANE OF EARTH)

earth elemental, earth mephit, salt mephit, shaitan, xorn

### PLANAR (PLANE OF FIRE)

efreeti, fire elemental, fire mephit, magma mephit, salamander, steam mephit

### PLANAR (PLANE OF WATER)

marid, ooze mephit, water elemental, water mephit

### SWAMP (COLD)

dire tiger, gray ooze, tarn linnorm, will-o'-wisp

### SWAMP (TEMPERATE)

boggard, chuul, dire tiger, dracolisk, froghemoth, giant flytrap, giant frog, giant leech, giant slug, goblin dog, green



hag, harpy, hydra, leech swarm, lizardfolk, medusa, ochre jelly, shambling mound, spirit naga, stirge, will-o'-wisp

### SWAMP (WARM)

black dragon, constrictor snake, crocodile, dire crocodile, dire tiger, giant frog, giant leech, giant slug, leech swarm, manticores, poison frog, shocker lizard, stirge, will-o'-wisp

### UNDERGROUND

basilisk, black pudding, cave fisher, centipede swarm, choker, cloaker, dark creeper, dark stalker, dark naga, darkmantle, derro, dracolisk, drider, drow, drow noble, duergar, gelatinous cube, giant centipede, giant slug, giant scorpion, gibbering maw, goblin dog, gorgon, gray ooze, half-fiend minotaur, intellect devourer, kobold, medusa, mite, morlock, neothelid, ochre jelly, orc, otyugh, purple worm, roper, rust monster, shoggoth, skunk, svirfneblin, troglodyte, vegpeygy, violet fungus, yellow musk creeper

### URBAN

aasimar, dire rat, tengu, tiefling, wererat

## APPENDIX 11: VARIANT MONSTER INDEX

Not all of the monsters presented in this book have their own stat blocks. Many of them are merely variants on a theme, be they aquatic ghouls like lacedons, more powerful versions of efreeti known as maliks, advanced sharks like the great white, or alternate versions like the fast zombie and the plague zombie. Monster variants use the standard monster's stats but with specific changes, as outlined in the text. The following list indexes all of the monster variants in this book that are associated with rules changes (creatures that are only mentioned in passing, such as the mature form of a nabasu demon or the possibility of other types of kytons or rakshasas, are not indexed here).

Variant Monster	Page
adamantine cobra	182
anaconda	255
aquatic worm	230
balor lord	59
black bear	31
black scorpion	242
bloody skeleton	251
bombardier beetle	33
brute wight	276
burning skeleton	251
cairn wight	276
cave scorpion	242
chimera manticores	199

chimpanzee	17
coconut crab	50
crimson worm	230
cryohydra	178
crystal ooze	166
darkwood cobra	182
deadfall scorpion	242
deadly mantis	200
dire lion manticores	199
djinni vizier	139
dread wraith	281
efreeti malik	140
elder xorn	284
fast zombie	289
flash beetle	33
frost wight	276
ghost	146
ghost scorpion	242
giant ant drone	16
giant ant queen	16
giant black widow	258
giant crab spider	258
giant emperor scorpion	242
giant tarantula	258
giant whiptail centipede	43
giant worker ant	16
goliath beetle	33
goliath spider	258
great forest centipede	43
great reef crab	50
great white shark	247
greensting scorpion	242
hammerhead shark	247
heavy horse	177
high girallon	154
hissing centipede	43
house centipede	43
id ooze	166
infernal duke	81
janni sheikh	141
kapoacanth	137
king cobra	255
king crab	50
lacedon	146
lamia manticores	199
marid shahzada	142
megaraptor	84
mining beetle	33
mithral cobra	182
ogre spider	258
orangutan	17
plague zombie	289
plesiosaurus	84



polar bear	31
pyrohydra	178
rock crab	50
russet mold (hazard)	273
sahuagin malenti	239
sahuagin mutant	239
scarlet spider	258
scrag	268
sewer centipede	43
shaitan pasha	143
shark-eating crab	50
shield guardian	158
shipwrecker crab	50
sphinx manticore	199
tiger shark	247
titan centipede	43
vampire spawn	271
velociraptor	84
woolly mammoth	128
yellow musk zombie	285

## APPENDIX 12: ABILITY INDEX

The monsters detailed in this book have a wide range of special attacks, defenses, and qualities—and only in the case of relatively unique abilities are rules given in a monster's actual entry. Other abilities are detailed in the universal monster rules, in shared abilities for that creature's type, or even as class abilities or other features detailed in the *Pathfinder RPG Core Rulebook*. Use the following ability index to track down full rules for monster abilities not detailed in their entry.

**Note:** Entries listed in bold are usually class abilities, and thus the page number listed refers to a page in the *Pathfinder RPG Core Rulebook*. All other page number references point to pages in the *Pathfinder RPG Bestiary*.

Ability	Page
ability damage	298
ability drain	298
amphibious	298
aura of menace	311
<b>bardic performance</b>	<b>35</b>
bleed	298
<b>bleeding touch</b>	<b>42</b>
blindsense	298
blindsight	298
<b>bravery</b>	<b>55</b>
breath weapon	298
burn	298
change shape	298
<b>channel negative energy</b>	<b>40</b>
<b>channel positive energy</b>	<b>40</b>

channel resistance	298
constrict	299
construct traits	299
crush	90
curse	299
damage reduction	299
disease	299
distraction	299
dragon senses	90
elemental traits	312
energy drain	299
<b>evasion</b>	<b>59</b>
fast healing	300
<b>avored enemy</b>	<b>64</b>
fear	300
ferocity	300
flight	300
frightful presence	300
gaze	300
grab	301
<b>grave touch</b>	<b>77</b>
<b>hardness</b>	<b>173</b>
immunity	301
incorporeal	301
<b>life sight</b>	<b>82</b>
light blindness	301
light sensitivity	301
low-light vision	301
natural attacks	301
ooze traits	309
paralysis	302
plant traits	302
poison	302
pounce	302
<b>power over undead</b>	<b>81</b>
powerful charge	302
protective aura	310
pull	303
push	303
rake	303
<b>rebuke death</b>	<b>44</b>
regeneration	303
rend	303
resistance	303
rock catching	303
rock throwing	303
scent	303
see in darkness	311
<b>sneak attack</b>	<b>68</b>
spell resistance	304
spell-like abilities	304
stench	304
summon	304

swallow whole	305
swarm traits	313
tail sweep	90
telepathy	305
<b>touch of chaos</b>	<b>42</b>
<b>touch of good</b>	<b>44</b>
<b>track</b>	<b>64</b>
trample	305
<b>trapfinding</b>	<b>68</b>
tremorsense	305
trip	305
truespeech	310
<b>uncanny dodge</b>	<b>34</b>
undead traits	305
vulnerabilities	305
web	305
whirlwind	306
<b>wild empathy</b>	<b>50</b>

## APPENDIX 13: MONSTER ROLES

The following lists categorize all of the monsters in this book into their roles, as detailed on page 297. These roles indicate what types of character classes are treated as key classes for each monster.

Combat monsters are good at ranged and melee combat. Spell monsters have an inherent ability to cast magic spells. Skill monsters are particularly adept at ambushing prey, use sneak attacks, or have bard-like powers. Special monsters have no key classes—their focus is on unique tactics and abilities.

Creatures listed as having “Any Role” do not use special rules when advancing via class level—they lack racial Hit Dice, and thus advance in level normally, as detailed in the *Pathfinder RPG Core Rulebook*. All of the PC races listed in that book fit into this category as well.

Creatures listed in the “No Role” category have no key classes—these are generally any creatures that are mindless or have an Intelligence score of 2 or lower. Unlike Special creatures (which also have no key classes), creatures in this category cannot gain class levels at all, and must advance using other methods. If a creature in this category gains an Intelligence of 3 or higher, the creature becomes a Combat Role monster.

Note that monster templates are not listed in this appendix—with the exception of skeletons and zombies (which lose their intelligence and thus have no key classes), a templated monster’s key class is the same as the base creature’s key classes.

### ANY ROLE

aasimar, drow, drow noble, duergar, goblin, hobgoblin, kobold, merfolk, orc, svirfneblin, tengu, tiefling

### COMBAT ROLE

aboleth, air elemental, air mephit, astral deva, balor, barbed devil, babau, barghest, bearded devil, bebilith, behir, black dragon, blue dragon, boggard, bone devil, bralani, brass dragon, bronze dragon, bugbear, cauchemar, centaur, chimera, choker, chuul, cloud giant, copper dragon, crag linnorm, cyclops, dark creeper, dark stalker, derro, devourer, djinni, doppelganger, dragon turtle, dretch, drider, dust mephit, earth elemental, earth mephit, efreeti, erinyes, ettercap, ettin, fire elemental, fire giant, fire mephit, frost giant, gargoyle, ghaele, ghoul, gibbering mouter, glabrezu, gnoll, gold dragon, greater barghest, green dragon, green hag, harpy, hell hound, hezrou, hill giant, horned devil, hound archon, ice devil, ice linnorm, ice mephit, invisible stalker, janni, kraken, kyton, lamia, lillend, lizardfolk, magma mephit, manticores, marid, marilith, medusa, mimic, minotaur, mite, mohrg, morlock, mummy, nabasu, nalfeshnee, neothelid, nessian warhound, night hag, nightmare, ogre, ogre mage, ooze mephit, otyugh, pegasus, phase spider, phoenix, pit fiend, planetar, pseudodragon, rakshasa, red dragon, remorhaz, retriever, sahuagin, salamander, salt mephit, satyr, sea hag, shaitan, shambling mound, shoggoth, silver dragon, skum, solar, sphinx, steam mephit, stone giant, storm giant, succubus, tarn linnorm, tarrasque, treant, troglodyte, troll, trumpet archon, unicorn, vargouille, vegepygmy, vrock, water elemental, water mephit, white dragon, wight, winter wolf, worg, wyvern, xill, xorn, yeth hound, yeti

### NO ROLE

animated object, ankheg, ankylosaurus, army ants, assassin vine, aurochs, basilisk, bat, bat swarm, bison, black pudding, boar, brachiosaurus, bulette, cat, cave fisher, centipede swarm, cheetah, clay golem, cockatrice, constrictor snake, crab swarm, crocodile, darkmantle, deinonychus, dire ape, dire bat, dire bear, dire boar, dire crocodile, dire hyena, dire lion, dire rat, dire shark, dire tiger, dire wolf, dire wolverine, dog, dolphin, eagle, elasmosaurus, electric eel, elephant, fire beetle, flesh golem, frogheath, gelatinous cube, giant ant, giant centipede, giant crab, giant eagle, giant flytrap, giant frilled lizard, giant frog, giant leech, giant mantis, giant moray eel, giant octopus, giant scorpion, giant slug, giant spider, giant squid, giant stag beetle, giant wasp, girallon, goblin dog, gorgon, gorilla, gray ooze, griffon, grizzly bear, hawk, horse, hydra, hyena, ice golem, iron cobra, iron golem, leech swarm, lemur, leopard, lion, lizard, mastodon, monitor lizard, monkey, ochre jelly, octopus, orca, owl, owlbear, poison frog, pony, pteranodon, purple worm, rat, rat swarm, raven, rhinoceros, riding dog, roc, rust monster, sea serpent, shark, shocker lizard, spider swarm, squid, stegosaurus, stirge, stone golem, tiger, toad, triceratops, tyrannosaurus, venomous snake, violet fungus, viper, wasp swarm, weasel, wolf, wolverine, wood golem, woolly rhinoceros, yellow musk creeper





### SKILL ROLE

babau, choker, dark creeper, dark stalker, derro, doppelganger, ettercap, greater shadow, homunculus, imp, intellect devourer, invisible stalker, lillend, morlock, nabasu, pixie, quasit, shadow, shadow demon, spectre, wraith

### SPECIAL ROLE

cloaker, dryad, lantern archon, roper, will-o'-wisp

### SPELL ROLE

black dragon, blue dragon, brass dragon, bronze dragon, copper dragon, couatl, dark naga, drider, ghaele, gold dragon, green dragon, guardian naga, nymph, planetar, rakshasa, red dragon, silver dragon, solar, spirit naga, trumpet archon, white dragon

## APPENDIX 14: ENCOUNTER TABLES

At times during a game when you're looking to liven things up (perhaps during a long overland journey, or maybe when the party's decided to camp in a dangerous dungeon), you can use the following encounter tables to randomly generate monster encounters. These tables do not include all of the monsters in this book—likewise, they don't cover all possible locations the PCs might find themselves in during the course of a game, but you can use these tables as models for generating additional encounter tables of your own design. Note that each of the following tables has been assigned a CR score—this indicates the average difficulty of the encounters that can be rolled up on the table. A CR 4 encounter table works well when challenging a group of 4th level PCs, for example.

### Desert

d%	Encounter	Avg. CR	Page
1–8	1 giant spider	1	258
9–12	1 skeletal champion	2	252
13–18	1d8 skeletons	2	250
19–22	1 bat swarm	2	30
23–30	1 giant scorpion	3	242
31–34	1d3 dire bats	4	30
35–42	1d6 venomous snakes	4	255
43–46	1 basilisk	5	29
47–52	1 mummy	5	210
53–56	1d4 jann	6	141
57–60	1 lamia	6	186
61–68	2d6 giant ants	6	16
69–72	1 brass dragon (young)	7	102
73–80	2d6 gnolls and 1d4 hyenas	7	155
81–84	1 remorhaz (cold desert only)	7	233
85–88	1 behir	8	34
89–92	1 sphinx	8	257
93–96	1 blue dragon (young)	9	94
97–98	1 brass dragon (adult)	11	102
99–100	1 blue dragon (adult)	13	94

### CR 6

### Dungeon (Low-Level)

d%	Encounter	Avg. CR	Page
1–6	1d6 dire rats	1	232
7–12	1d6 fire beetles	1	33
13–20	1d6 human skeletons	1	250
21–24	1d4 giant centipedes	1	43
25–26	1 spider swarm	1	258
27–32	1d6 human zombies	2	288
33–34	1 choker	2	45
35–36	1 skeletal champion	2	252
37–44	2d6 goblins	3	156
45–48	1d4 ghouls	3	146
49–54	1d4 giant spiders	3	258
55–56	1 cockatrice	3	48
57–60	1 gelatinous cube	3	138
61–64	1 rust monster	3	238
65–68	1 shadow	3	245
69–70	1 wight	3	276
71–76	2d4 stirges	4	260
77–82	1d6 darkmantles	4	55
83–86	1d6 troglodytes	4	267
87–90	1d4 bugbears	4	38
91–92	1d4 vargouilles	4	272
93–94	1 gray ooze	4	166
95–96	1 mimic	4	205
97–100	1 ogre	4	220

### CR 2

### Dungeon (Mid-Level)

d%	Encounter	Avg. CR	Page
1–4	1 gelatinous cube	3	138
5–8	1 rust monster	3	238
9–16	2d4 stirges	4	260
17–22	1 gray ooze	4	166
23–26	1 mimic	4	205
27–32	1 minotaur	4	206
33–36	1 basilisk	5	29
37–40	1 cloaker	5	47
41–44	1 gibbering moulder	5	153
45–48	1 ochre jelly	5	218
49–52	1 wraith	5	281
53–54	1 bearded devil	5	73
55–58	1d4 shadows	5	245
59–62	1d4 wights	5	276
63–68	1d8 skeletal champions	6	252
69–74	2d4 ghouls plus 1 ghast	6	146
75–78	1 ettin	6	130
79–84	1d4 ogres	6	220
85–88	1d4 trolls	7	268
89–90	1 babau	7	57
91–94	1 black pudding	7	35
95–96	1 medusa	7	201
97–98	1 shadow demon	7	67
99–100	1d4 xills	8	283

### CR 5

## Dungeon (High-Level)

CR 10

d%	Encounter	Avg. CR	Page
1-4	1 black pudding	7	35
5-8	1 dark naga	8	211
9-14	1 mohrg	8	208
15-18	1 nabasu	8	64
19-22	1d6 cloakakers	8	47
23-28	1d6 wraiths	8	281
29-36	1d4 ettins	8	130
37-40	1 bone devil	9	74
41-44	1 night hag	9	215
45-48	1 spirit naga	9	213
49-54	1 vampire	9	270
55-58	1 vrock	9	69
59-66	1d6 minotaurs	9	206
67-72	2d4 trolls	9	268
73-76	1d4 greater shadows	10	245
77-78	1 bebilith	10	32
79-82	1 barbed devil	11	72
83-86	1 devourer	11	82
87-88	1 hezrou	11	62
89-92	1d4 rakshasas	12	231
93-94	1 lich	12	188
95-96	1 glabrezu	13	61
97-98	1 ice devil	13	77
99-100	1 nalfeshnee	14	65

## Forest (Temperate Forest)

CR 5

d%	Encounter	Avg. CR	Page
1-6	1 bat swarm	2	30
7-8	1 yellow musk creeper	2	285
9-12	1d4 giant spiders	3	258
13-16	1 assassin vine	3	22
17-20	1 giant mantis	3	200
21-22	1 unicorn	3	269
23-26	1d4 dire bats	4	30
27-32	1d4 boars	4	36
33-34	1 dire boar	4	36
35-38	1 giant stag beetle	4	33
39-42	1 owlbear	4	224
43-46	1 tiger	4	265
47-52	1d6 werewolves	5	198
53-56	1d4 dire wolves	5	278
57-60	1 ettercap and 1d6 giant spiders	5	129, 258
61-70	2d6 goblins and 1d4 goblin dogs	5	156, 157
71-74	1 barghest and 2d6 goblins	6	27, 156
75-78	1d6 centaurs	6	42
79-86	2d6 wolves	6	278
87-88	1 nymph	7	217
89-92	1 dire tiger	8	265
93-94	1 green dragon (young)	8	96
95-98	1d4 shambling mounds	8	246
99-100	1 treant	8	266

## Hill/Mountain

CR 8

d%	Encounter	Avg. CR	Page
1-6	1d6 eagles	2	118
7-14	2d6 orcs	3	222
15-22	2d6 tengus	4	263
23-30	2d6 hobgoblins	4	175
31-36	1d4 giant eagles	5	118
37-42	1d6 ogres	6	220
43-44	1 white dragon (young)	6	100
45-48	1 bulette	7	39
49-52	1 chimera	7	44
53-58	1d6 griffons	7	168
59-64	2d4 bugbears	7	38
65-66	1d6 cyclopes	8	52
67-68	1 gorgon	8	165
69-72	1d4 wyverns	8	282
73-78	1d6 trolls	8	268
79-80	1 ogre mage	8	221
81-82	1 roc	9	236
83-86	1d6 hill giants	10	150
87-88	1 silver dragon (young)	10	110
89-90	1 red dragon (young)	10	98
91-92	1d4 frost giants	11	149
93-96	1d6 stone giants	11	151
97-98	1 cloud giant	11	147
99-100	1d4 fire giants	12	148

## Jungle (Warm Forest)

CR 5

d%	Encounter	Avg. CR	Page
1-4	1 bat swarm	2	30
5-8	1 yellow musk creeper	2	285
9-14	1 constrictor snake	2	255
15-18	1d6 giant centipedes	2	43
19-26	1 leopard	2	40
27-30	1d4 giant spiders	3	258
31-34	1d6 venomous snakes	4	255
35-40	1d4 boars	4	36
41-44	1 dire boar	4	36
45-50	1 tiger	4	265
51-54	1 giant frilled lizard	5	194
55-60	1d6 monitor lizards	5	194
61-62	1 army ant swarm	5	16
63-64	1 ankylosaurus	6	84
65-70	1d6 dire apes	6	17
71-78	2d4 gorillas	6	17
79-82	2d4 deinonychuses	7	85
83-84	1 nymph	7	217
85-86	1d4 girallons	8	154
87-90	1 dire tiger	8	265
91-94	1d4 shambling mounds	8	246
95-96	1 treant	8	266
97-98	1 tyrannosaurus	9	86
99-100	1 brachiosaurus	10	84





## Ocean

## CR 8

d%	Encounter	Avg. CR	Page
1-4	1 octopus	1	219
5-14	2d6 dolphins	4	88
15-19	2d6 merfolk	4	204
20-23	1 sea hag	4	243
24-31	1d6 squid	4	259
32-36	1d6 water mephits	6	203
37-38	1 aboleth	7	8
39-42	1 giant octopus	8	219
43-50	2d6 sahuagin	8	239
51-60	2d6 sharks	8	247
61-66	2d6 skum	8	253
67-71	1d6 giant moray eels	8	119
72-77	1d6 Large water elementals	8	126
78-79	1 dire shark	9	247
80-81	1 dragon turtle	9	112
82-83	1 giant squid	9	259
84-85	1d4 elasmosauruses	9	84
86-91	2d4 orcas	9	88
92-93	1 bronze dragon (young)	9	104
94-95	1 marid	9	142
96-97	1 elder water elemental	11	127
98	1 sea serpent	12	244
99	1 kraken	18	184
100	1 shoggoth	19	249

## Ruined City

## CR 6

d%	Encounter	Avg. CR	Page
1-4	1 spider swarm	1	258
5-8	1 rat swarm	1	232
9-16	2d6 human skeletons	3	250
17-24	1d6 stirges	3	260
25-28	1 assassin vine	3	22
29-36	1d6 ghouls	4	146
37-38	1 barghest	4	27
39-44	1d6 skeletal champions	5	252
45-48	1d4 yeth hounds	5	286
49-54	1d6 ogres	6	220
55-58	1d6 shadows	6	245
59-62	1d6 wights	6	276
63-64	1 lamia	6	186
65-70	1d6 harpies	7	172
71-72	1 medusa	7	201
73-74	1 nabasu	8	64
75-76	1 dark naga	8	211
77-84	1d8 gargoyles	8	137
85-88	1d6 cyclopes	8	52
89-92	1d6 wraiths	8	281
93-94	1 behir	8	34
95-96	1 sphinx	8	257
97-98	1 spirit naga	9	213
99-100	1d4 spectres	9	256

## Savannah (Warm Plains)

## CR 7

d%	Encounter	Avg. CR	Page
1-6	1 cheetah	2	40
7-10	1 cockatrice	3	48
11-16	1 giant scorpion	3	242
17-20	1 dire lion	5	193
21-26	1 giant frilled lizard	5	194
27-30	1d6 ankhegs	6	15
31-34	1d6 pteranodons	6	85
35-40	1d8 monitor lizards	6	194
41-44	1d6 dire hyenas	6	178
45-52	2d6 hyenas	6	178
53-60	2d6 gnolls	6	155
61-66	1d6 lions	6	193
67-70	2d6 giant ants	7	16
71-74	2d4 pegasi	7	225
75-78	2d6 centaurs	8	42
79-80	1 dire tiger	8	265
81-82	1d6 ankylosauruses	9	83
83-84	1d6 stegosauruses	10	85
85-88	2d4 rhinoceroses	10	235
89-90	1 gold dragon (young)	11	108
91-94	2d4 elephants	11	128
95-96	1d6 tyrannosauruses	12	86
97-98	1d8 triceratops	12	86
99-100	1d6 brachiosauruses	13	83

## Swamp

## CR 7

d%	Encounter	Avg. CR	Page
1-6	1 constrictor snake	2	255
7-10	1 hydra	4	178
11-14	1 leech swarm	4	187
15-18	1 gray ooze	4	166
19-22	1 green hag	5	167
23-26	1 ochre jelly	5	218
27-32	2d6 stirges	5	260
33-38	1d6 crocodiles	5	51
39-46	2d6 giant frogs	6	135
47-52	2d6 goblin dogs	6	157
53-56	1d4 harpies	6	172
57-64	2d6 lizardfolk	6	195
65-72	2d6 boggards	7	37
73-74	1 chuul	7	46
75-76	1 dracolisk	7	170
77-80	2d6 giant leeches	7	187
81-82	1 black dragon (young)	7	92
83-84	1 giant slug	8	254
85-88	1d6 shambling mounds	9	246
89-90	1 spirit naga	9	213
91-94	1d6 will-o'-wisps	9	277
95-96	1 dire crocodile	9	51
97-98	1 giant flytrap	10	134
99-100	1 frogemoth	13	136

## Underground

## CR 9

d%	Encounter	Avg. CR	Page
1–10	2d6 duergar	4	117
11–16	1d6 cave fishers	5	41
17–22	1 basdirond	5	28
23–32	2d6 drow and 1 drow noble	5	114, 115
33–40	2d6 giant spiders	6	258
41–46	1d6 violet fungi	6	274
47–52	1d8 derros	7	70
53–60	2d6 morlocks	7	209
61–64	1 black pudding	7	35
65–68	1 giant slug	8	254
69–72	1d6 cloaklers	8	47
73–82	2d6 dark creepers, 1 dark stalker	8	53, 54
83–86	1d6 driders	10	113
87–90	1d6 intellect devourers	11	180
91–92	1 purple worm	12	230
93–96	1d4 ropers	14	237
97–98	1 neothelid	15	214
99–100	1 shoggoth	19	249

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## Urban (Dangerous City)

## CR 6

d%	Encounter	Avg. CR	Page
1–12	1d6 dogs	1	87
13–20	1 rat swarm	2	232
21–30	1d6 riding dogs	2	87
31–32	1 werewolf	2	198
33–40	3d6 dire rats	4	232
41–48	2d6 tengus	4	263
49–56	2d6 tieflings	4	264
57–62	1d6 ghouls	4	149
63–68	1d6 doppelgangers	5	89
69–78	2d6 wererats	7	197
79–82	1 succubus	7	68
83–86	1d6 jann	7	141
87–90	1d8 gargoyles	8	137
91–92	1 mohrg	8	208
93–94	1 intellect devourer (body theft)	8	180
95–96	1 vampire	9	270
97–98	1 night hag	9	215
99–100	1 rakshasa	10	231

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