

Wilderness Encounters

5E



ASSASSIN GAMES

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Daytime Encounters

During the time when the sun is passing overhead (regardless of inclement weather), one encounter should occur about once per day. Use the following charts, by rolling a 1d6 to determine the Time of Day, and 1d100 to determine the specific encounter.

Time of Day

- 1-2. Morning
- 3-4. Afternoon
- 5-6. Evening

Encounter

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Night Encounters

After the characters have made camp for the night, ask them which characters are taking shifts watching. Each shift has a 25% chance of an encounter, which is decreased to 10% if the party did not make a fire for the camp. Roll 2d10 and consult the table below.

Encounter

2	Bear's Search
3	Dead Men Walking
4	Distant Drums
5	Distant Howls
6	Foul Odor
7	Lights at Night (Bandits)
8	Lights at Night (Will-O'-Wisp)
9	Lost Wanderer
10	Ogre Assault
11	Rodent Infestation
12 - 13	Share Your Fire
14	Skulking Fox
15	Storyteller
16	Swarm of Bats
17	Wolves in the Night
18	Woman in White
19	Wounded Boar
20	Wounded Survivors (Night)

Weather Generator

Every four hours on the road, or every shift of guard duty at night, the weather has a 25% chance of changing. Roll a 1d10 to determine the weather.

1-4. *Clear Skies*

5-7. *Overcast* – clouds blow in, causing the area to darken.

8-9. *Rain* – the area is soaked, and visibility is reduced to half range. Any fires have a 50% chance of being extinguished. Any encounters that sound unplausible in such weather should be rerolled.

10. *Downpour* – everything within the area is lightly obscured, and all Perception checks have Disadvantage. Fires are extinguished, and any creature caught in the weather must make a DC 10 Constitution saving throw or suffer one level of Exhaustion. Any encounters that sound unplausible in such weather should be rerolled.

Encounter Descriptions

A Druid's Work

A tree up ahead suddenly shifts and begins to grow rapidly, as you watch, a green robed figure slowly walks around the base of the tree, making wild gestures with a staff.

The figure is a druid casting "Plant Growth" on the tree. If the PC's approach the druid, they arrive just as the spell casting is finished. The druid is hesitant at first, but if the PC's are friendly, the druid will speak to them at length. If friendly, the druid will also willingly provide the PC's with 10 Goodberries, or any other assistance a 5th level druid can provide.

Abandoned Campsite

Off to the side of the road is the remains of what was probably a campsite. The ground appears to be torn up, and dried blood stains the rocks. You have the feeling violence interrupted someone's rest.

A Wisdom (Survival) check, DC 10, reveals that booted feet and horse hooves lead off in the direction the party is travelling, and one of the travellers was wounded and bleeding.

Several miles down the road, they find a dead man sitting against a tree. Tracks are difficult to follow at that point, because they blend in with other tracks along the road.

Abandoned House

Not far from the road is a small stone cottage, the thatch roof having fallen in some time ago, and the cottage appearing abandoned.

The cottage is a decent place to camp for the night, with the walls providing some shelter.

All Tangled Up

Something thrashes about within the tangled mass of roots of a large tree. At first you swear it's a person, but on closer examination...

A zombie managed to become trapped within the confines of a tree's roots, and lacks the intelligence to free itself.

Arachnid Menace

Seemingly out of nowhere a number of large spiders spring from the ground.

The PC's have wandered into an ambush by several giant wolf spiders. The creatures generally don't target such prey, but their increased numbers has made prey scarce lately. There are 4d4+2 spiders, and if a spider suffers enough damage to reduce it to half it's maximum hit points or less, it will attempt to flee from combat using a Disengage maneuver, and hide in a concealed burrow nearby.

Banditry in Progress

Up ahead you notice a covered wagon pulled over to the side of the road. A few men are kneeling on the road while being watched by armed thugs.

The PC's have come across a group of 1d4+3 bandits robbing a wagon of travelers. While some of the bandits hold the travelers at bay, a few other bandits ransack the wagon. The bandits don't bother to put up much of a fight, instead trying to flee and lose the PC's in the forest.

If the PC's save them, the travelers will thank the PC's, but have no method of rewarding them.

Bear's Search

Shortly after the PC's go to sleep, a bear wanders into camp, largely ignoring any guards. The creature sniffs around for food, and only looks up with mild disinterest if anyone tries to get the bear to leave. After the bear has found a bit of food, it wanders off again.

Bees for Everyone

The drone of buzzing steadily grows until you are surrounded by a swarm of thousands of bees.

The bees don't attack the PC's unless the PC's do something like swat the creatures, and then the swarm turns their wrath upon the PC's.

Birdwatching

A young man, dressed in finery, stands looking up into a tree, while he sketches in a book. A trio of bored guards sit in their saddles, talking among themselves until they notice you. One of them holds up his hand and rides up to you.

The guards are watching a young nobleman as he is out drawing birds. If the group is more than a day from the nearest city, they have a small camp nearby where another three guards wait.

Blood Drag

While traveling down the road, you notice a patch of dried blood on the road and drag marks into the brush.

If the PCs follow the drag marks, requiring a Wisdom (Survival) skill check, DC 10, they find a deer being chewed upon by 1d4+1 Worgs. The beasts are very territorial and will attack if the PCs act aggressively. If a worg suffers enough damage to reduce it to half it's maximum hit points or less, it will attempt to flee from combat using a Disengage maneuver.

Bounty Hunters

Up ahead you notice a pair of men crouched beside the road, speaking in low voices. One of them looks up as the party approaches, and slowly approaches with his hands held out.

The men are a pair of bounty hunters, and they've found a group of bandits they have been searchign for. Unfortunately, the bounty hunters are outnumbered, but they are willing to pay the PC's 20 gold each to help capture the bandits. A Charisma (Persuasion) skill check, DC 10, will get the bounty hunters to raise the price to 30 gold each.

Brewers

The smell of pipeweed reaches your nose before you notice a trio of gnomes ride a cart being pulled by a pair of mules. The back of the cart appears to be laden with numerous heavy barrels.

The gnomes are actually fairly friendly, and offer to share some of their pipe weed, or sell a barrel or two of ale that they are transporting back to town.

Broken Wagon

Sitting in the middle of the road is a wagon that is listing to one side, as one of the wheels has broken off. The oxen that were pulling the cart are standing there, seemingly impatient, and a pair of men are arguing over their next course of action.

The pair set out without bringing a spare wheel, and now they are in serious trouble. They don't want to abandon the wagon, but neither one wants to head to town alone.

Burning Farm

You notice a plume of smoke on the horizon, and as you draw closer, you notice a farmhouse within sight of the road is currently blazing.

If the PC's go to investigate, they find the bodies of a murdered farmer and his family laying some distance from the house. A Wisdom (Survival) check will allow the PC's to follow the footprints of a group of bandits back to their nearby lair, where 1d6+4 bandits are currently enjoying food that they stole from the dead farmer.

Buzzing

A loud buzzing suddenly fills your ears, and looking up you notice several large winged insects descending upon you.

The PC's inadvertently ventured too close to the nest of some giant wasps, who are very territorial.

Cache of Mushrooms

Growing out of a fallen log on the side of the road is a bounty of mushrooms.

An Intelligence (Nature) check, DC 15, reveals that the mushrooms are edible and if they are harvested the mushrooms will feed the entire party for a day.

Camp of the Dead

A small clearing opens up to reveal what was once a camp. Tents have been torn and shredded, and several bodies lay around in states of disarray.

This was once a camp of bandits, unfortunately something savage descended upon them and slaughtered them. The bodies bear claw and teeth marks from an attack which happened several days ago.

A search of the camp nets 1d6x10 gold, 1d6 short swords, 1d6 spears, 1d6 short bows, 4d10 arrows and 2d4 daggers.



Campsite

The smell of cooking food reaches your nostrils, and up ahead you notice a group of wagons in a circle. A mounted scout raises his hand in greetings as he rides forward.

A group of travelers is taking a day of rest after a long journey. There are 1d4+2 wagons, 3d6+6 travelers, and 1d4 scouts in the group. Each wagon has supplies for the journey, and the travelers are on their way to the nearest city.

Upon seeing the PC's, the travelers welcome them to share their food, and tell them of the nearby city.

Chatty Bird

A voice suddenly calls out from above, "Danger ahead! Danger ahead!"

Upon investigation, the PC's find that the voice is coming from a crow that can talk. The bird cannot say more than a few words, and a successful Wisdom (Animal Handling) skill check, DC 10, allows a PC to coax the bird down to the PC's.

Cornered Prey

From the brush a young deer springs, blood smeared upon the creature's flank, and a panicked look in its eyes. Following hot on the trail are a pair of massive wolves, their teeth bared and snapping.

A pair of dire wolves have hunted down a deer, and will continue their pursuit unless the PC's interfere. The wolves have no interest in the PC's.

Crazed Hermit

You are approached by a spindly old man wearing ragged patchwork clothing, his back bent in such a way that it forces him to lean on a staff. He cackles and mutters to himself and nods at you. "Good to see people out and about, it is."

The old hermit is no threat to the PC's, and goes about his journey if they do not interrupt him. Otherwise, if they ask, he has knowledge of many things, and may even be able to provide some cryptic advice on the near future.

Crossing Herd

A sea of animals flows before you, with a pair of mounted herders watching over them. A few dogs yip and bark, keeping the herd contained. The herders raise their hands and offer greetings before going back to watching the herd.

A pair of herdsmen are slowly moving a herd of animals through the area. Roll to determine the type of animal.

1. Cattle
2. Sheep
3. Goats
4. Pigs

Damsel in Distress

Up ahead a woman stands beside a covered wagon, which has a man in the driver's seat slumped over. The woman rushes toward you and says "My husband has suddenly fallen ill, I don't know what's wrong!"

When the PC's draw closer to the wagon, the husband stands up and points a loaded light crossbow at them. 2d4+2 bandits also step out from behind some bushes, each with a loaded crossbow. The bandits demand that the PC's hand over their weapons and gold.

If the scene erupts into combat, the bandits have Advantage on the Initiative roll.

Dark Cleric

A trio of figures wearing black robes and hoods passes by. As they pass they all nod in silent greeting.

A Wisdom (Perception) skill check, DC 15, reveals that two of the figures aren't actually alive. While their hoods slightly conceal their nature, a lingering aroma of death gives away their true nature.

The Dark Priest and ghouls will attempt to flee if reduced to half of their hit points or less.

Dark Prayers

Apparently so lost in their prayers they don't notice you, a group of goblins are all bowing before a great gnarled tree with black and twisted limbs.

There are 2d6+2 goblins present, if the PC's decide to attack, the goblins are so lost in their worship of the particular tree that they suffer from being surprised on the first round of combat. If the PC's decide to avoid combat, the goblins don't even notice their presence.

If the PC's question the goblins about the significance of the tree, apparently one of their great shaman was buried in the roots, and shortly after the tree was struck by several bolts of lightning.

Darkness Overhead

A dark shape passes quickly overhead, and the bleating of a sheep can be heard...

The PC's can make Wisdom (Perception) checks to determine that the shape is that of a mantichore, and they can reasonably estimate that it is flying back to its lair. If they decide to pursue the creature, they come to a rocky outcropping, with bits of bone scattered about. Gaining access to the lair, which is a small hollow on top of the outcropping, requires a Strength (Athletics) skill check, DC 12, to climb the rough rock face.

Once inside, and after having defeated the mantichore, the PC's find 4d4x10 gold.

Dead Men Walking

An unusually cold wind blows across the camp, carrying with it a smell like rotting meat. You swear that you hear a soft voice, and the rustling of some bushes that cannot be attributed to the breeze...

Attracted to the light of the campfire are 2d6 zombies.

Dead Pig

On the side of the road is the corpse of a large boar. Three arrows are stuck in the creature's flank, and the broken haft of a spear sticks out of the beast's neck.

Upon closer examination, the arrows and spear appear to either be the craftsmanship of humans or goblins (equal chance of either). A character may make a Wisdom (Survival) skill check, DC 10, and harvest enough meat to feed the party for that night.

Death in the Sky

Note that this encounter does not happen while it is raining, if the current weather has rain, reroll another encounter.

A group of vultures and crows circle high overhead, indicating that something dead is nearby.

Upon investigating the situation, the PC's find a dead creature laying in the grass. Roll a 1d6 to determine the creature:

1. A wyvern
2. An ogre (on the body is 1d6 gold and a club)
3. A centaur (on the body is 1d6 gold and a spear)
4. A cyclops (on the body is 1d6 gold)
5. An ox
6. An owlbear

Destitute Farmer

A poor man, wearing torn clothing, is leaning heavily on a walking stick, as he walks toward Waterdeep. Upon seeing you, his face lights up.

The man is a farmer who recently lost his farm to a bunch of orc ravagers who came in, killed his family, stole everything they could, and put the farm to the torch. He barely managed to escape with his life, and was unsure if he would make it to the city. He has nothing to give the PC's other than his thanks if they manage to escort him to town.

Distant Drums

The characters are awakened by the sound of distant drums. Those familiar with orcs and goblins know that the drums are both used as signals and as means of terrifying the foes of the orcs.

Distant Howls

The night air is punctuated by a single howl, that is quickly joined by several others, creating a chorus of creatures in the distance. The howls continue for several minutes and are then silent.

Distant Ruins

As you travel, you notice the ruins of what may have once been a lookout tower. As you regard it, you notice someone or something peek at you from behind a crumbling wall. When they notice that you see them, they duck back into hiding.

The ruins were indeed once a lookout tower, and when the PC's arrive to investigate, they notice the remains of a fire, still warm. The DM can either have tracks leading off into the forest, or into a hidden subterranean section of the ruins.

Dwarven Merchant

Ahead you see a dwarf walking alongside a pair of goats pulling a cart. The dwarf has rust colored hair, and a massive braided beard. He seems to be humming a rousing tune as he approaches.

The dwarf is a merchant, headed to town to sell his collection of metal works. There is a 25% chance that he sells metal weapons and armor.

Dwarven Ore

The creak of wooden wheels and the clop of horse hooves alerts you to the presence of two wooden carts, being driven by several long bearded dwarves, their faces black from constant exposure to soot.

The dwarves are weary from their long travel, and their wagons transport iron ore, to be taken into town to supply local blacksmiths.

Eating Bugs

Not far off the road, you notice the glowing carapaces of several large beetles feasting upon the carcass of a deer.

1d6+2 giant fire beetles are busy chewing on a deer. The beetles largely ignore the PC's unless they come too close or act aggressively toward the beetles.

Enraged Bear

A heavy crashing from the brush, and suddenly a bear bursts forth. The creature raises up on its hind legs and roars.

The PC's are in the bear's territory, and it has cubs nearby. Unless the PC's back off slowly, the enraged beast attacks.

Fallen Tree

A tree has fallen and blocked part of the road.

A group Strength check, DC 15, is needed to move the tree out of the road. If the party has horses, the horses may add to the group check (horses have a Strength bonus of +4). Using rope or other tools grants a +2 bonus to everyone making the check.

Feathered Menace

Up ahead you see a man laying on the ground, with what appears to be several ugly chickens congregating around him. One such beast is sitting on his chest, squawking and pecking at his flesh. When you approach the beasts hiss and charge at you.

The creatures are 1d4+2 cockatrices, horrendous little creatures that fight to the death.

Foul Odor

Suddenly a stench wafts over you, a smell so horrid that it makes your eyes burn.

The PC's must make a Constitution save, DC 10, or suffer from the Incapacitated condition for 1d4 minutes. There is a 25% chance that 2d6+2 goblins have taken advantage of the stench to waylay those affected by it, or the goblins are the creators of such foulness.

Frightened Woman

A bedraggled looking woman, wearing ragged and torn clothing, and with bare feet, comes running toward you. When she gets close, she says "Help me!" and then collapses at your feet.

The woman needs some immediate medical attention, as she's covered in cuts and bruises. When she awakens, she thanks the PC's and tells them that she was kidnapped by bandits and kept as a slave for weeks. She managed to recently escape, and managed to find the road.

She can give vague directions back to the bandit camp, where 2d6+4 bandits dwell. There is a 50% chance that there is 1d4 other prisoners tied up and sitting in a makeshift cage.

Fugitive

You quickly overtake a man that keeps looking over his shoulder at you. The moment you draw abreast with him, he raises his hands and speaks, "Alright, alright, you've caught me. Please be merciful, I can't go back!"

The man is actually a fugitive, having recently escaped from a jailer's wagon. He's certain that the PC's are bounty hunters sent to retrieve him. He states his crimes are insignificant, as he's a lowly thief. There is a 50% chance that he is lying, and he's actually a murderer.

If the PC's bring him to the authorities, they receive a 2d4x10 gp reward.

Funeral Procession

A trio of robed priests walk alongside a mule pulling a cart. As you draw closer, you notice that the cart contains a simple oaken casket, and the priests are looking apprehensively at you.

The priests are from a minor deity not known for violent acts, and they are transporting the body of their fallen brother to a place where all their number have been buried. They are apprehensive because their former escort came down with an illness and said that the priests were cursed before leaving them to their fate, and they fear that the PC's may be bandits.

Should the PC's escort the priests to their destination, they receive a reward of 10 gold each, plus any blessings the local temple can provide.

Funny Taste

A small campfire burns up ahead, and the smell of roasting food causes your mouth to water. Sitting around the fire is a trio of men, drinking out of wineskins and roaring with laughter.

Upon seeing the PC's, the trio welcomes them to their camp and encourages them to sit and share their meal, which is a large boar slowly roasting over a spit. The men tell jokes, and offer the PC's some ale from a cask they have sitting nearby.

A Wisdom (Insight) skill check against the men's Deception skill check of +0 reveals that there is something amiss, and a success by 5 or more reveals that the men are only drinking out of wineskins, while the PC's drink from the cask. After a few minutes of drinking, the PC's should all make Constitution saves, DC 12, or fall Unconscious for 1d4 hours, which is more than enough time for the men to loot them of any valuables. If combat erupts, the men attempt to flee.



Goblin Scavengers

As you crest a small hill, you notice a group of goblins huddled around. When they notice you, one of them screeches, and they all scatter to reveal two people laying on the ground.

The goblins were looting a pair of dead bodies. The goblins attempt to flee the area.

Roll to determine the cause of death of the corpses:

1. Goblins
2. An owlbear
3. Wolves
4. The bodies were locked in mortal combat with one another

Goblin Scouting Party

A group of 2d6+2 goblins stalk the party for a short time, and their Stealth (+6) skill should be rolled against the passive Perception of the party, to determine if each character is surprised. The goblins begin by launching a volley of arrows from their position in the underbrush, targeting random characters.

If a goblin is wounded, they attempt to flee from combat, using their Nimble Escape ability to take a Disengage action.

Goblin Traps

A number of snares have been rigged in the area to assist the goblins in their hunting. Each character must make a Wisdom (Perception) skill check, DC 12, or be the victim of a Legcatcher Trap.

The moment the first trap is sprung, 1d4+4 goblins begin firing arrows at the PC's from the nearby bushes.

Grisly Spears

A trio of spears are stuck in the ground, each one adorned with the rotting skull of some unfortunate soul.

A Wisdom (Medicine) skill check, DC 10, reveals that two of the skulls belonged to humans, and one belonged to an elf. There are no other body parts nearby, and the skulls have been here long enough that following tracks is all but impossible.

Group of Hunters

Up ahead you notice a handful of men crouched beside the road, speaking in low voices. Upon seeing you, one of them holds up his hand for you to stop, and then he slowly rises and walks over to you.

The man explains that they are a group of hunters, and that there is a number of deer in a small clearing just through some nearby trees. The hunters were discussing how to approach the situation when the PC's arrived. If any of the PC's wish to join their hunting party while they take down the deer, the hunters are willing to share the meat. After the hunt, the hunters give the PC's a large deer to take with them.

Guard Patrol

Up ahead four armed soldiers on horseback are riding down the road. Upon seeing you, the lead soldier raises his hand and approaches.

The soldiers are four members of the City Guard, patrolling the area for bandits. They can be used to inform the PC's of potential dangers on the roadways, as well as giving the PC's directions.

Hanged Man

Up ahead, you notice a man hanging by a rope, twisting in the breeze.

Upon further investigation, the man appears to have been beaten before being hung. A Wisdom (Medicine) skill roll, DC 10, reveals that the man has been dead for several days. The body has nothing of importance on it.

Harassment

A volley of arrows lands a few feet in front of you, and you look up to see a group of goblins scurrying away into the forest.

The 2d4 goblins rush off to a small valley not far away. If the PC's follow them, the goblins raise a shout, and a group of 2d4 hobgoblins emerge on a ridge and begin pelting the PC's with arrows. The hobgoblins then release 2d4 worgs and rush down to engage the PC's in melee.

If any of the combatants suffers enough damage to reduce it to half it's maximum hit points or less, it will attempt to flee from combat using a Disengage maneuver.

The goblinoids have a total of 4d6 gold on their corpses.

Haunted Hill

The trees thin out as you crest a short rise, with the trees around the edge being short and twisted. The grass even refuses to grow on this short hill, giving it an appearance of being bald.

The hill happens to be a cursed place, where some past battle was fought and some evil was vanquished, but not before the wickedness seeped into the area, tainting it. If the PC's choose to camp anywhere nearby, their night will be filled with horrible nightmares, and they will not complete a long rest.

Highway Bandits

A pair of figures step out of the forest ahead of you, and steps forward. "We're going to have to ask you to drop your weapons and your gold, and turn back."

There are an additional 2d6+2 bandits hiding nearby. If the PC's don't hand over their weapons and gold, the bandits will attack.

Hobgoblin Raiders

A horn sounds, and a number of twisted looking wolf creatures come rushing over a nearby hill, followed by a number of tall goblinoids.

A group of 1d4+2 hobgoblin raiders with 1d6+1 trained worgs have decided that the PC's are prey. The hobgoblins will slowly approach, firing with their longbows, and when they get close enough, they will throw their nets at the PC, in an attempt to entangle them. If the PC is hit by the net must make a Strength check, DC 10, to be free, or they may spend an action to cut their way out and deal 5 damage to the net.

If a worg or hobgoblin suffers enough damage to reduce it to half its maximum hit points or less, it will attempt to flee from combat using a Disengage maneuver.

After defeating the hobgoblins, the PC's find 1d4x10 gp and 1d6x10 sp on their corpses.

Homesteaders

A group of covered wagons being pulled by oxen are on their way to town. As you close the distance, you notice that the wagons contain several families, with children peeking out at you.

There are 2d4+2 wagons, and the people are looking to set up farms. They were told of some fertile land that was unclaimed, and they are seeking a new life away from the city.

Hungry like the Wolf

Suddenly a young (man/woman) jumps out of the bushes, their clothes torn, and covered in blood, they scream "They're chasing me!" and run towards you, seeking help. Moments later several large, dark shapes erupt from the bushes, fangs bared.

The young person is being chased by a pack of 1d4+2 worgs. If a worg suffers enough damage to reduce it to half its maximum hit points or less, it will attempt to flee from combat using a Disengage maneuver.

Hunting Hawk

The flap of wings, and a screech alerts you to a hawk having swooped down and snatched up their prey, which still struggles in their claws as they fly away.

The PC's just bore witness to a hawk snatch up a rabbit. If the PC's decide to investigate, they find several other rabbit burrows nearby that can provide excellent hunting.

Lady of Stone

Laying beside the road is the moss and vine covered remains of a toppled statue. The statue once depicted a woman gazing longingly toward the horizon and holding one hand aloft, but when the statue fell her arm broke off.

A quick Intelligence (Investigation) skill check, DC 15, reveals a small pouch containing 4d6 gold hidden beneath the statue.

Left to the Vultures

As you travel along, suddenly you hear a voice, "Hey, someone, anyone, please help!"

Upon investigation, they find a man tied to a tree. If they ask why he is in such a predicament, he explains that he fell in with a gang of bandits that took everything he owned and left him out here to die.

The story has a 50% chance to be true. If the PC's make a Wisdom (Insight) skill roll against his Charisma (Deception) skill roll of +4, they learn he is lying to them. The truth is that he was working with a group of bandits until he got greedy. They figured out he was stealing from them and left him out here to die of exposure.

If the PC's free him, and don't mistreat him, he will be a loyal follower until they get back to civilization, at which point he disappears at the earliest opportunity.

Lights at Night (Bandits)

A distant flickering light catches your attention, as if there's another campsite not far away.

The distant light is about half a mile distant, and happens to be a small camp. 2d4+2 rough looking men are sitting around the campsite that also has a pair of tents. A PC that has managed to get close with a successful Dexterity (Stealth) skill check can hear the men speaking of lurid things, and they hear a muffled whimpering coming from one of the tents, where the bandits hold a prisoner, bound and gagged.

If combat erupts, one of the bandits darts into the tent to hold the prisoner as a hostage. If a bandit suffers enough damage to reduce it to half its maximum hit points or less, they will attempt to flee from combat using a Disengage maneuver. Any bandits that fled will follow the PC's for a few days, awaiting an opportunity to strike back.

The prisoner happens to be the only survivor from an ambush that happened earlier in the day. They will ask to be taken back to civilization, and once there, they will manage to reward the PC's with 1d4x10 gp.

Lights at Night (Will-O'-Wisp)

The PC on guard duty notices a flickering light in the distance. The flickering appears to be another campfire.

If the PC's go to investigate, they must make Wisdom (Perception) skill checks, DC 15. After a short while, anyone who makes the skill check realizes that the light isn't getting any closer.

The light is a Will-O'-Wisp, and it attempts to lead the PC's into a small patch of quicksand before swooping in to drink their life.

Lost Wanderer

A man wearing torn clothing approaches you, his exposed skin covered in scratches and bruises. He seems to be ecstatic about seeing you, "Oh, praise the gods I've found some civilized people at last! I've been wandering this cursed wilderness for almost a week, trying to find a landmark that will guide me back to town!"

The man will insist that he follows the PC's until they return to town. Once they return to town, the man thanks them, but can offer little in the way of a reward (25 gold). However, they now have a faithful ally that will do nearly anything they ask.

Majestic Stag

A large beast, it's head crowned by massive antlers, steps out onto the road, regards the party for a moment, and then dashes into the forest.

If the PC's are so inclined, they may hunt the creature down, with a single successful attack bringing the creature down.

Mangled Corpse

Laying on the side of the road is the grisly remains of some poor soul. He appears to have only been laying there dead for perhaps a day, but the animals have already started their work on him.

The man was killed by a wild animal, and his belt pouch still contains 2d6 gold pieces.

Merchant Wagon

From ahead on the road, you notice a covered wagon pulled by a pair of oxen traveling toward you. Upon seeing you, the driver raises his hand in greeting.

Randomly determine the contents of the wagons below:

- 1-2 Clothing
- 3-4 Barrels of Ale
- 5-6 Copper cookware
- 7-8 Chickens
- 9-10 Random odds and ends, sold to farmsteads

Messenger

Quickly trotting down the road is a man on horseback. As you draw closer, you notice he is clutching his stomach, and his shirt is covered in blood.

The man is a messenger travelling between cities. He was attacked by bandits further along the road, but managed to ride through the ambush. If aided by the PC's, he tells them to speak to his employer for a reward.

Messenger's Pace

The sound of thundering hooves barely gives you time to move to the side of the road as a young man rides by bearing a messenger's satchel.

The man is a messenger, and is on specific orders to ride quickly to the next town.

Murder

A twisted black tree looms ahead on the edge of the road, and it seems to twist and move. As you draw closer a massive cluster of crows erupt from the branches and fly off toward the nearby mountains.

Noble Chariot

Up ahead a slow moving chariot being pulled by a pair of white horses is flanked by a small troop of guards on horseback. Upon noticing you, the chariot stops, and one of the guards approaches the party.

The guard comes forward to gauge the PC's and determine if they are hostile. He asks them to move off the side of the road so that the chariot may pass.

Inside the chariot is a minor noble from a large city. As it passes, the noble looks out to regard the PC's. There is a 50% chance that the noble calls for the chariot to halt so that they may ask questions of the PC's.

Noble's Camp

Sitting in a small clearing is a cluster of tents, and over a dozen soldiers milling about. Upon noticing you, one of the soldiers raises a horn to his lips and blows a short note.

The camp is that of a minor noble who happens to be planning on a hunt later that day. He has been drinking since the sun rose, and he is quite jovial. He offers the PC's a drink, and insists that they come hunting with him.

If the PC's go hunting, the noble will be quite happy, and potentially be a future ally when they return to the city.

Nomads

Travelling along the road are a number of people, their clothing mostly made of fur and hides, accompanied by a few oxen pulling carts. Upon seeing you, they seem apprehensive at first, but show no signs of violent intent.

The nomads are actually barbarians from the northern frost covered mountains. They're looking to sell their services as mercenaries, and thus travelled south. There are 2d6+4 barbarians and 1d6 carts, each being pulled by a single ox.

Ogre Assault

Suddenly the ground shakes, and a great bellowing roar is all you hear as a mountainous humanoid leaps at the party.

The creature is an ogre, and he intends to beat the PC's into a bloody pulp and feast on their flesh. If the ogre suffers enough damage to reduce it to half it's maximum hit points or less, it will attempt to flee from combat using a Disengage maneuver.

Old Backpack

Sitting on the side of the road is a dusty old backpack, seemingly forgotten.

Roll to determine contents:

1. The backpack has a broken strap, and caked in blood. 1d4 trail rations and a spare set of clothes are within the pack
2. The backpack contains 1d6+1 trade bars. Each trade bar is worth 25 silver.
3. The backpack has a broken strap, and caked in blood. Within the backpack are some interesting items: A tunic of fine craftsmanship, the cloth is richly dyed silk with exquisite embroidery. A brass signet ring with the seal of a noble family (an Intelligence check, DC 10 to determine which family the sigil belongs to)
4. It's a trap. Perception check, DC 15, or the PC to disturb the backpack must make a Dexterity Save, DC 15, or suffer 2d4+2 damage as a bear trap closes around their hand. They are also Grappled against a Strength 16(+3).

Additionally, 3d4 Bandits were waiting for someone to lower their guard and investigate the backpack. If a bandit suffers enough damage to reduce it to half it's maximum hit points or less, it will attempt to flee from combat using a Disengage maneuver.

Old Fire

A section of forest has been reduced to nothing but black ash. As you look, you notice a few green shoots that are barely pushing up from the ashes, showing that the forest will regrow once again.

If the PC's are traveling through the ashes, it stretches on for 1d4 hours worth of travel. Nothing else dwells in the ash filled area.

Old Man and a Donkey

Walking along the road is an old man, his back bent under the weight of a heavy pack, leading a mule, also heavily burdened. As you draw closer, you hear him muttering beneath his breath, cursing the mule, his wife, and his lot in life.

Roll below to determine the nature of the old man:

1. The old man is a refugee from several hundred miles away. He carries everything he owns on his back and the mule. When asked about his destination, he mutters and shakes his head.
2. The old man is a travelling merchant, on his way to town to sell various odds and ends that he has gathered on his journey.
3. All that he carries is all that he owns, and he recently barely escaped some bandits that stole his wagon.
4. The man is a herbalist, and the packs are filled with herbs he has been harvesting for several days. The party meets him as he is headed back to town.

Ongoing Battle

The sounds of a distant fight can be heard, with the ringing of steel, and the cries of the wounded.

If the PC's investigate, they find a group of 1d4+2 soldiers (a patrol of the City Guard) fighting 1d6+4 orcs. The fight is going poorly for the soldiers. If the PC's get involved, and any soldiers live, they will thank them and tell them to speak with their captain at the next town.

Orc Ambush

A group of orcs attempt to ambush the party. There are 2d4+4 orcs, hiding in thick brush. The PC's get an opposed Wisdom (Perception) skill check, against the orcs Dexterity (Stealth) skill check of +1. Those PC's that fail are considered Surprised.

The entire area has been littered with Legcatcher Traps, concealed beneath leaves and grass. Every time a character moves in combat they must make a Wisdom (Perception) skill check to avoid stepping on one.

The orcs hurl their javelins when the PC's are within range (120 ft.), and then charge into melee on the following round, using their Aggression ability to quickly close the distance.

Legcatcher Trap

Wisdom (Perception) skill check, DC 12

Character is rendered immobile unless they succeed at a Strength check, DC 12, to pull themselves free.

Out for Blood

Suddenly the air is filled with a buzzing noise and the flap of wings as these horrid flesh colored insect creatures descend upon you.

The PC's are the chosen victims of stirges. Each PC is attacked by 1d4 of these creatures. Take note of the number of each creatures attacking a PC, as you shouldn't need miniatures for this encounter.

Outnumbered

A shout grabs your attention, and you notice a man with an axe fending off a pair of wolf-like beasts. The man is visibly wounded, and obviously outmatched.

If the PC's aid the man and dispatch or drive off the beasts, he thanks them and tells them that his camp was overrun by orcs and worgs last night, and he has been on the run ever since. The man is actually a bandit, and was with a half dozen of his fellows when they were attacked. He is certain that his companions were all slain, but will lead the PC's back to the camp, which is a savaged ruin.

He asks to accompany the PC's, and acts as a loyal follower until they reach the next city, at which point he leaves on his own pursuits.

Pilgrims

You approach a group of nearly two dozen robed figures, slowly walking down the road. They are being watched over by a trio of knights on horseback. Upon seeing you, one of the knights approaches.

The knights are all paladins, protecting a group of pilgrims on their way to the city. The pilgrims are a mixture of worshipers from various good-aligned deities.

Plague Victims

The hacking and wheezing of numerous people suffering from various ailments fills the air. Two covered wagons slowly trudge along, pulled by poor looking oxen. A few manage to walk alongside the carts, leaning heavily on walking sticks, but the wagons appear to be filled with those too ill to walk.

A pair of wagons, filled with those that have been struck down by a plague, are on their way to a nearby temple for divine assistance. PC's should keep their distance, or else potentially catch whatever ailment these people are suffering from. A DC 10 Constitution save is required for anyone coming within 5 feet of the ill. Those that fail the save become Plagued.

The plague takes 1d4 days to manifest, and the victim suffers from 1 level of Exhaustion and only regains half of their hit points from a long rest. Hit Dice spent during a short rest are only half as effective. After manifesting, the victim must make a Constitution saving throw, or suffer an additional level of Exhaustion. A successful save removes 1 level of Exhaustion.

Priestly Duties

An older man in priest vestments and an armed soldier walk along the road. Upon seeing you, the priest raises his hands in greeting.

The priest is a cleric, and he is traveling between small homesteads healing the sick. The soldier is a member of the City Guard, tasked with watching over the priest.

Prisoner Escort

Ahead you notice a pair of soldiers on horseback, with one of them holding a rope that is tied around a man's hands.

The soldiers are members of the City Guard, and the man is a wanted criminal they are bringing to town. While they are passing, the man proclaims that he is innocent, but the soldier yanks on his rope, jerking the man into silence.

Rabid Wolf

A large dire wolf, frothing at the mouth, springs from the brush and attacks the PC's. The beast fights to the death.

Remnants

An arrow flies out from a small copse of trees, and someone yells, "Stop where you are, you brigands, come no closer!"

Further investigation reveals a pair of wounded City Guards that were part of a larger patrol that was ambushed by bandits. The Guards can show the PC's where the ambush occurred, and there are signs of a fight. A Wisdom (Survival) check, DC 10, allows the PC's to track the bandits back to their lair.

If the PC's assist the Guards, they will receive a reward of 25 gold each when they return to town.

Ripe Fruit

A tree stands before you, it's branches laden with ripe fruit.

The PC's can use the food to supplement their rations, stretching them a bit further. Roll 1d6 to determine what kind of fruit the tree bears:

1. Apple
2. Orange
3. Fig
4. Peach
5. Nectarine
6. Pear

Roadside Grave

A few feet from the road is a mound of freshly dug earth, very obviously a recent grave. At the head of the grave is a spear stuck into the ground and perched upon the spear is a battered helm.

A quick Wisdom (Medicine) check, DC 10, reveals that the helm has a dent in it that would most likely have killed the wearer.

Rodent Infestation

During the night the camp is raided by a number of mice that get into the rations. Roll a 1d4, and multiply the roll by 25% to determine how much food was eaten or fouled by the vermin.

Share Your Fire

Shortly after making camp, a weathered looking man approaches, leading a mule. He raises his hand as he approaches, and speaks. "Fair meet strangers, would you allow a weary man to share your camp?"

If allowed to camp with them, the man begins cooking some dried beans, enough to feed the entire party and himself. If asked, the man is headed in the opposite direction, and parts ways with the party in the morning.

Skulking Fox

While the characters are asleep, a fox attempts to sneak into the camp and steal their food. The fox has a +3 bonus to their Dexterity (Stealth) check to avoid being noticed by any guards. If chased away, the animal will make the attempt again on the next shift.

Slaughtered Caravan

Three wagons sit up ahead, one of them overturned, and one of them smoldering. As you draw closer, you notice the bodies of several people laying on the ground, killed in a gruesome fashion.

An investigation of the scene reveals that anything of value was stripped from the travelers by those that killed them. A Wisdom (Survival) check will allow the PC's to follow the tracks of a group of 2d4+4 orcs back to their camp, where they feast on horseflesh.

Smoldering Tree

A blackened tree up ahead appears to be smoldering, with a thin plume of smoke wafting upward from what remains of the trunk. Branches lay scattered about, most of them bearing scorch marks.

The tree was hit repeatedly by lightning strikes, which blew the branches off and set the trunk on fire.

Smugglers

A trio of rough looking individuals are walking alongside a mule driven cart. They don't speak much as they pass.

Anyone suspicious of the trio should make a Wisdom (Insight) skill check, DC 12, to determine that the trio are trying to conceal something. If the PC's confront them, the trio attempts to lie about their attempt to bring contraband into town. The smugglers attempt to avoid violence.

Spiders from Above

A group of 2d4+2 giant wolf spiders lurk in the trees above, slowly descending upon the PC's. The PC's should make Wisdom (Perception) skill checks against the spider's Stealth checks of +7.

If a spider suffers enough damage to reduce it to half its maximum hit points or less, it will attempt to flee from combat using a Disengage maneuver, and climb back into the trees above.





Stalked Survivors

A small group of people stagger forward, one of them weakly raising his hand in greeting and calling for help.

There are 1d4+1 people, each of them wounded, the few survivors of an earlier attack. The survivors are certain that they are being stalked by a group of orc raiders.

Standing Stones

A trio of roughly carved stones stand in a huddled cluster, upon their faces are deep etchings of an intricate swirling pattern and numerous runes that appear to be made of inlaid crystal.

The runes, once interpreted, should spell out a cryptic premonition of things to come. Attempts to pry out the crystal are exceedingly difficult, and result in a handful of near-worthless quartz dust.

Storyteller

The darkness is just settling down over the land when a wizened looking man with a long white beard approaches. He holds up a hand in greeting.

The man is a traveling storyteller, and if the PC's allow him to join their camp for the evening, he will tell them stories about the local land.

Swarm of Bats

The characters are awoken by the sound of thousands of leathery wings flapping, as a swarm of bats descend to feast upon flying insects. The bats fly through the camp, a great mass of darkness, but pay little attention to the characters. In a matter of seconds, they depart again, flying off into the night.

While they swarm through the camp, the bats have a 50% chance of putting out any small fires, which then plunges the entire camp into darkness, as unseen winged things flap about.

Tale for the Bard

Wandering along, wearing brightly colored clothing, is a man slowly strumming a lute and singing a few words. Upon seeing you, he smiles, and raises his lute above his head.

The man is a traveling bard, and he is on his way to the next city, and while he walks along, he is attempting to write a song. Unfortunately, all of his attempts have been rather lacking, but when he sees the PC's he is assured that they might have a story to tell. If the PC's tell him a story about their adventures, he will attempt to put it to music, so that their exploits are made famous.

Tax Season

While traveling along the road, a wooden wagon pulled by four horses, and escorted by a half-dozen armed men approaches from the opposite direction. Drawing close to the party, the wagon stops, and a well-dressed man emerges. He raises his hand and bids the party to approach.

The man introduces himself as the local tax collector, traveling the road and collecting what is owed by local farmers. He also "requests" a tax of 5 gp per character.

The man is actually a charlatan, and pulls this scam every so often. The guards are all paid mercenaries that take a cut of the profits. If any of the PC's have reason to believe that there is something amiss, they may make an opposed Wisdom (Insight) skill roll against the charlatan's Charisma (Deception) of +5.

The mercenaries will attempt to enforce the tax, or defend themselves. The charlatan is a non-combatant.

Thanking the Spirits

Kneeling before a tall oak is a figure wearing a green hooded cloak, and they are burning something pungent in a small bowl. As you draw closer you can hear them reciting a prayer of thanks while their hands trace intricate patterns in the air.

The PC's have stumbled upon a local druid that is thanking the spirits of the earth. If they interrupt the ritual, the druid becomes irate. If they wait until after the ritual is complete before making their presence known, the druid regards them with indifference and goes about their business, unless the PC's seek to interact with the druid.

Torn Earth

The ground is turned and torn up, with numerous small plants having been uprooted, as if some creature burrowed beneath the ground.

The creature has long since moved on, however, a Wisdom (Perception) skill check provides a lingering odor of something rotten. Following their nose, the PC's will find the half-buried remains of a horse and rider.

Trapped Woodsman

You hear a faint voice calling out for help nearby.

If the PC's investigate the voice, they find a woodsman trapped beneath a felled tree. A group Strength check, DC 15, is needed to move the tree. If the party has horses, the horses may add to the group check (horses have a Strength bonus of +4). Using rope or other tools grants a +2 bonus to everyone making the check.

After freeing the man, he is able to tell the PC's about the local area. He only has a few silver coins to reward the party for their assistance.

Trapper

Walking in the opposite direction along the road is a grizzled old man, his massive beard the color of stormclouds, and his clothes mostly made of hides. His walking stick has a few small pelts tied to it, and a longbow is strung across his back.

The man is a trapper and fur trader that conducts his business in the area. If the PC's are friendly to him, he can share some information about the surrounding area. He's also willing to sell rabbit pelts for 1 silver each, or a wolf pelt for 5 silver.

Traveling Farmer

A cart rolls slowly up the road toward town, a single driver guiding a mule. As you draw closer, the driver raises his hand and calls out, "Good day to you!"

The wagon is filled with bushels of food, being taken to market. The farmer is willing to sell the food to the PC's, if they inquire. Roll a 1d6 and consult below for the cargo:

1. Apples
2. Corn
3. Oats
4. Beans
5. Grain
6. Gourds

Wandering Goat

A goat is on the side of the road, eating grass. A collar and a bell are around the creature's neck, yet the owner of the beast is nowhere to be seen.

The goat is off alone, wandering in the wilderness, several miles from any farm. A Wisdom (Animal Handling) skill check, DC 10, allows a character to befriend the animal.

Wanted Poster

Nailed to a tree is a tattered old poster, and while most of the words have faded away, the poster has a drawing of a wanted criminal that bears a striking resemblance to one of the PC's.

Wolves in the Night

During the night, the camp attracts 1d4+2 worgs. The creatures stay at the edge of the light, attempting to remain unnoticed, looking for anyone on guard. The worgs will circle around so that they are on opposite sides of the camp. One worg will creep into the lighted area, and attempt to steal any food that they have detected by scent, knowing they will likely be detected by the guard, while another worg rushes to attack the guard from behind.

Once the alarm is raised, the other worgs rush in. Once a target is incapacitated, they will drag them off into the darkness. If a worg suffers enough damage to reduce it to half its maximum hit points or less, it will attempt to flee from combat using a Disengage maneuver.

Woman in White

The night air grows cold, and you hear the sound of a woman sobbing. Looking in the direction of the weeping, notice a woman wearing a long white gown in the distance.

If the PC's decide to approach the woman, she looks at them, still sobbing, and slowly fades from view. The woman was a ghost that haunts this particular area.

Wounded Boar

In the night, a wild pig rushes through the camp, emitting an ear-piercing shriek that wakes everyone. Moments later a trio of orc hunters break into the clearing. If the characters do not respond with hostility, the hunters return to the forest.

On the next shift, there is a 50% chance that a raiding party of 3d4 orcs attack the camp.

Wounded Guard

An armored man slowly stumbles down the road, clutching his side where his tunic has been covered in blood. As you draw closer you notice that he is a member of the City Guard.

Questioning the soldier reveals that he was part of a small troop of guards that were patrolling the road when they were ambushed by a group of bandits. The bandits left him for dead, and he's on his way back to the city.

If the PC's decide to check out the site of the ambush, they find five dead members of the City Guard, stripped of their valuables and weapons. The bandits are long since gone, having stolen horses from the City Guard. The PC's can track down the bandits, with a successful Wisdom (Survival) skill check, DC 15, which leads the PC's to a small encampment a few miles off the road. At the encampment are 3d6+3 bandits.

Bringing the City Guard back to town nets the PC's a reward of 100 gold, to be split among them. If they also eliminated the bandits, they gain another 100 gold reward.

Wounded Survivors

Slowly walking toward you, stumbling and leaning upon one another, are a group of wounded people. One of them weakly raises his hand in greetings.

There are 1d4+2 people, each of them wounded, the survivors of an attack from a few miles away. The survivors have nothing of value, and are looking to make it to the nearest town. They describe their attackers, which are determined by rolling a 1d4 and consulting below:

1. Bandits
2. Goblins
3. Orcs
4. Ogres

Wounded Survivors (Night)

The bushes rustle for a moment before a few people emerge, their clothes ripped, and their skin covered in cuts and bruises. One of them raises his hand in greetings before stumbling forward.

There are 1d4+2 people, each of them wounded, the survivors of an attack earlier in the day. They noticed the campfire and decided to try their luck. They are looking to make it to the nearest town, although from the looks of it, most of them will not survive the trip. They describe their attackers, which are determined by rolling a 1d4 and consulting below:

1. Bandits
2. Goblins
3. Orcs
4. Ogres

Random Treasure

Several of the creatures within the encounters are humanoids that often carry small trinkets, tools, or oddities. To reflect this, have each player roll a 1d100 while searching the bodies of any fallen humanoid, and consult the tables below.

1	Metal flask (roll for liquid)	36	1d6 balls made of canvas	71	Tin cup
2	Empty metal flask	37	Leatherbound book (roll for title)	72	Necklace of teeth
3	2d6 links of chain	38	Perfumed handkerchief	73	Tarnished holy symbol
4	2d6 feet of twine	39	Simple iron ring	74	Brass dagger
5	Pair of bone dice	40	Pouch of good tobacco	75	Well-used deck of cards
6	Pair of wooden dice	41	Small lodestone	76	Metal flask (roll for liquid)
7	2d6 feathers of a bird (roll for type)	42	2d10 wooden buttons	77	Small clay jug (roll for liquid)
8	The skull of a bird (roll for type)	43	Long wooden pipe	78	Wineskin (roll for liquid)
9	Small stuffed bird	44	Small basket of apples	79	Small wooden cask (roll for liquid)
10	Burlap sack (empty)	45	1d6 loaves of bread	80	2d6 feathers of a bird (roll for type)
11	Cloth hood	46	2d4 rations	81	Leatherbound book (roll for title)
12	Blindfold	47	Skull of a small rodent	82	Spool of silk thread
13	Bar of soap	48	2d4 brightly colored stones	83	A copper ring
14	Small clay jug (roll for liquid)	49	Metal flask (roll for liquid)	84	2d4 glass beads of various colors
15	Fist-size chunk of salt	50	Small clay jug (roll for liquid)	85	Small stone disc
16	An empty brass scroll tube	51	Wineskin (roll for liquid)	86	Single leather glove
17	Vial of ink	52	Small wooden cask (roll for liquid)	87	Well-used whetstone
18	Cobbler's tools	53	2d6 feathers of a bird (roll for type)	88	1d4 cloves of garlic
19	A broken dagger handle	54	Leatherbound book (roll for title)	89	Wooden bracelet
20	2d4 blank sheets of parchment	55	2d4 pieces of chalk	90	2d4 lead fishing weights
21	Whistle made of bone	56	Small brass locket	91	Shaving razor
22	Small wooden flute	57	Small leather drum	92	Small metal mirror
23	Clay ocarina	58	An unusual coin	93	Horseshoe
24	Wineskin (roll for liquid)	59	Small wooden doll	94	Crudely drawn map of the area
25	Small wooden cask (roll for liquid)	60	Glass lens in a leather pouch	95	Well-used deck of cards
26	Pelt of a wolf	61	Carved drinking horn	96	Small pouch of tobacco
27	Pelt of a rabbit	62	Charcoal sketch of a nude woman	97	Pair of bone dice
28	Wooden box of silverware	63	Length of brightly colored ribbon	98	Pair of wooden dice
29	Small wooden statue	64	A brass key	99	Leatherbound book (roll for title)
30	Small soapstone statue	65	2d10 rusted iron nails	100	Wineskin (roll for liquid)
31	A wooden comb	66	A set of thieves' tools		
32	1d6 candles	67	Fist-sized chunk of charcoal		
33	A small block of sealing wax	68	Small tattered book		
34	An unstrung bowstring	69	1d4 glass marbles		
35	Woodworking tools	70	2d4 petrified bird eggs		

Random Bird Species

Several of the random treasures are from various birds. Roll 1d20 and consult the following table.

1	Duck
2	Swan
3	Stork
4	Vulture
5	Falcon
6	Eagle
7	Hawk
8	Crane
9	Dove
10	Pigeon
11	Owl
12	Woodpecker
13	Chicken
14	Turkey
15	Cardinal
16	Bluejay
17	Nightingale
18	Warbler
19	Crow
20	Mockingbird

Liquid Contents

Several types of containers are found with the various humanoid. Roll 1d10 and consult the table below.

1	Water
2	Ale
3	Cider
4	Foul Wine
5	Poor Wine
6	Good Wine
7	Vinegar
8	Urine
9	Whiskey
10	Rum

Random Book Titles

The treasure of various humanoid creatures contain written works. Roll a 1d20 and consult the following table for the title.

1	The Diary of Lady Elaine
2	The Journal of H. Cromwell, Adventurer
3	101 Recipes for Beetles and Grubs
4	The Songs of Seduction
5	Guide to Northern Flora
6	Dwarven Mining Secrets
7	A Merchant's Guide to Wine
8	A Connoisseur's Guide to Ales
9	Poetry to Entice Your Love
10	The King's Garments: A Play
11	A Treaty on the Gods
12	Hidden Histories of Noble Families
13	The Saga of Lord Garth
14	A Guide to Herealdry
15	Seventy-Three Statements of Purpose
16	Songs of the River Folk
17	Fungi and Roots
18	The Collected Letters of W. Pembrose
19	A Guide to Lowland Birds
20	How to Make Your Own Ale



Statistics

Bandits and Bounty Hunters

Human, any non-lawful alignment

AC 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30ft.

Str 11 (-0), Dex 12 (+1), Con 12 (+1),

Int 10 (+0), Wis 10 (+0), Cha 10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Short Sword Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Light Crossbow Ranged Weapon Attack: +3 to hit, range 80 ft./320ft., one target.

Hit: 5 (1d8 + 1) piercing damage.

Black Bear

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40ft., climb 30ft.

Str 15 (+2), Dex 10 (+0), Con 14 (+2),

Int 2 (-4), Wis 12 (+1), Cha 7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages-Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) slashing damage.

Cockatrice

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20ft., fly 40ft.

Str 6 (-2), Dex 12 (+1), Con 12 (+1),

Int 2 (-4), Wis 13 (+1), Cha 5 (-3)

Senses darkvision 60ft., passive Perception 11

Languages-Challenge 1/2 (100 XP)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature.

Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Dire Wolf

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

Str 17 (+3), Dex 15 (+2), Con 15 (+2),

Int 3 (-4), Wis 12 (+1), Cha 7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages-

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Dark Priest

Medium humanoid (any race), Neutral Evil

Armor Class 13 (chain shirt)

Hit Points 27 (5d8+5)

Speed 25ft.

Str 10 (+0), Dex 10 (+0), Con 12 (+1),

Int 13 (+1), Wis 16 (+3), Cha 13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Cantrips (3): *Guidance, Resistance, Thaumaturgy*

1st level (4 slots): *Bane, Command, Guiding Bolt, Protection from Good*

2nd level (3 slots): *Aid, Hold Person, Spiritual Weapon*

3rd level (2 slots): *Feign Death, Spirit Guardians*

ACTIONS

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage



Druid

Medium human, neutral good

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30ft.

Str 10 (+0), Dex 12 (+1), Con 13 (+1),

Int 12 (+1), Wis 15 (+2), Cha 11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

Ghouls

Medium undead, chaotic evil

AC 12

Hit Points 22 (5d8)

Speed 30ft.

Str 13 (+1), Dex 15 (+2), Con 10 (+0),

Int 7 (-2), Wis 10 (+0), Cha 6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite Melee Weapon Attack: +2 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) piercing damage.

Claws Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giant Fire Beetle

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30ft.

Str 8 (-1), Dex 10 (+0), Con 12 (+1),

Int 1 (-5), Wis 7 (-2), Cha 3 (-4)

Senses blindsight 30ft., passive Perception 8

Languages-Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target.

Hit: 2 (1d6-1) slashing damage

Giant Wasp

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10ft., fly 50 ft.

Str 10 (+0), Dex 14 (+2), Con 10 (+0),

Int 1 (-5), Wis 10 (+0), Cha 3 (-4)

Senses passive Perception 10

Languages-Challenge 1/2 (100 XP)

ACTIONS

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant Wolf Spider

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40ft., climb 40ft.

Str 12 (+1), Dex 16 (+3), Con 13 (+1),

Int 3 (-4), Wis 12 (+1), Cha 4 (-3)

Skills Perception +3, Stealth +7

Senses blindsight 10ft., darkvision 60ft., passive Perception 13

Languages-Challenge 1/4 (50 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature.

Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Goblin

Small humanoid (goblinoid), neutral evil

AC 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

Str 8 (-1), Dex 14 (+2), Con 10 (+0),

Int 10 (+0), Wis 8 (-1), Cha 8(-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 xp)

Special

Nimble Escape the goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Short Sword Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hits: 5 (1d6+2) piercing damage.

Shortbow Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target.

Hit: 5 (1d6+2) piercing damage.

Goblin Scavenger

Small humanoid (goblinoid), neutral evil

AC 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

Str 8 (-1), Dex 14 (+2), Con 10 (+0),

Int 10 (+0), Wis 8 (-1), Cha 8(-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 xp)

Special

Nimble Escape the goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Club Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hits: 3 (1d6-1) bludgeoning damage.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30ft.

Str 13 (+1), Dex 12 (+1), Con 12 (+1),

Int 10 (+0), Wis 10 (+0), Cha 9 (-1)

Senses darkvision 60ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target.

Hit: 5 (1d8 + 1) piercing damage

Net. Melee Weapon Attack: +3 to hit, range 5/15 ft., one target

Hit: target is restrained.

Manticore

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

Str 17 (+3), Dex 16 (+3), Con 17 (+3),

Int 7 (-2), Wis 12 (+1), Cha 8 (-1)

Senses darkvision 60ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

Tail Spike. Ranged Weapon Attack: +5 to hit, range 100/200 ft., one target. Hit: 7 (1 d8 + 3) piercing damage

Mercenaries or City Guards

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30ft.

Str 13 (+1), Dex 12 (+1), Con 12 (+1),

Int 10 (+0), Wis 11 (+0), Cha 10 (+0)

Senses passive Perception 12

Skills Perception +2

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 4 (1d6+1) piercing damage

Shortsword. Melee Weapon Attack: +3 to hit, one target.

Hit: 4 (1d6+1) piercing damage

Ogre

Large giant, chaotic evil

AC 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

Str 19 (+4), Dex 8 (-1), Con 16 (+3),

Int 5 (-3), Wis 7 (-2), Cha 7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.

Orc

Medium humanoid (orc), chaotic evil

AC 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

Str 16 (+3), Dex 12 (+1), Con 16 (+3),

Int 7 (-2), Wis 11 (+0), Cha 10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Special

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 9 (1d12 + 3) slashing damage.

Javelin Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Stirge

Tiny beast, unaligned

AC 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

Str 4 (-3), Dex 16 (+3), Con 11 (+0),

Int 2 (-4), Wis 8 (-1), Cha 6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target.

While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Swarm of Bees

Large swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 44 (10d8)

Speed 20ft., climb 20ft.

Str 3 (-4), Dex 13 (+1), Con 10 (+0),

Int 1 (-5), Wis 7 (-2), Cha 1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10ft., passive Perception 8

Languages-Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space.

Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Will-O'-Wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

Str 1 (-5), Dex 28 (+9), Con 10 (+0),

Int 13 (+1), Wis 14 (+2), Cha 11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5-to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Life Drain, or until its concentration ends (as if concentrating on a spell).

Worg

Large monstrosity, neutral evil

AC 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

Str 16 (+3), Dex 13 (+1), Con 13 (+1),

Int 7 (-2), Wis 11 (+0), Cha 8 (-1)

Skills Perception +4

Senses darkvision 60ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Special

Keen Hearing and Smell The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Diseases and Traps

The Plague

The plague takes 1d4 days to manifest, and the victim suffers from 1 level of Exhaustion and only regains half of their hit points from a long rest. Hit Dice spent during a short rest are only half as effective. After manifesting, the victim must make a Constitution saving throw, or suffer an additional level of Exhaustion. A successful save removes 1 level of Exhaustion.

Legcatcher Trap

Wisdom (Perception) skill check, DC 12

Character is rendered immobile unless they succeed at a Strength check, DC 12, to pull themselves free.

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