

TABLE ROLLS...

MOUNTAIN ENCOUNTERS

Simple Encounter Charts for Mountains

by Duncan Thomson



Tables at Low (1-4), Mid (5-10) and High (11+) levels with support for Volo's Guide to Monsters and Mordenkainen's Tome of Foes

Extra tables for Mountain locations, beasts, humanoids, orcs & giants.

MOUNTAIN ENCOUNTER TABLES

VGtM = Volo's Guide to Monsters.

MToF = Mordenkainen's Tome of Foes

LOW LEVEL ENCOUNTERS (LEVELS 1-4)

d8+d12 Low-level Mountain Encounter

2	1d2 Red Dragon Wyrmlings or 1d3 Chokers (MToF)
3	1 Giant Elk or 1 Saber-tooth Tiger
4	2d4 Winged Kobolds or roll on Kobold Encounters
5	1d4 Giant Eagle(s) or 1d4+1 Firenewts (VGtM)
6	1 Druid with 3d4 Goat; or 1 Adult Kruthik (MToF) with 1d8+2 Young Kruthiks (MToF)
7	1d6+1 Orcs led by an Orog or roll on Orc Low-level Encounters
8	3d4+4 Kobolds or roll on Kobold Encounters
9	3d6 Guards led by a Veteran or roll on Dwarf & Duergar Encounters
10	1d3 Griffons or 1d3 Aurochs (VGtM)
11	2d4 Giant Goats or 2d4 Hippogriffs
12	3d6 Tribal Warriors or 2d4 Aarakocra
13	1d3 or Ogres or roll on Giant Low-Level Encounters
14	1d6 Scouts or 2d6 Stirges
15	1d4+1 Swarms of Bats or 1d3 Bronze Scouts (MToF)
16	1d2 Lions or 1d4 Stone Cursed (MToF)
17	2d6 Tribal Warriors led by 1d4 Berserkers; or 2d4+2 Derro (MToF)
18	1 Ettin or roll on Giant Low-Level Encounters
19	1d2 Perytons or 2d4+2 Star Spawn Grue (MToF)
20	1d4+1 Pteranodons or 1 Barghest (VGtM)

MID LEVEL ENCOUNTERS (LEVELS 5-10)

d8+d12 Mid-level Mountain Encounter

2	1 Young Red Dragon or 1 Balhannoth (MToF)
3	2d6 Giant Eagles or 1 Annis Hag (VGtM) with 2d4 Ogres
4	1 Bulette or 2d4 Vampiric Mists (MToF)
5	1 Chimera; or 2d4 Firenewts (VGtM) on Giant Striders (VGtM)
6	1d3 Trolls served by 1d3+1 Ogres; or 1 Annis Hag (VGtM) with 1d3 Trolls
7	1d3 Air Elementals or 1 Warlock of the Great Old One (VGtM) with 1d2 Cult Fanatics and 3d6 Cultists
8	1 Cyclops or 1 Annis Hag (VGtM)
9	3d6 Orcs and 1d3 Ogres led by 1 Orc Warchief or roll on Orc Mid-level Encounters
10	2d4 Berserkers or 1 Stone Giant Dreamwalker (VGtM)
11	Roll on Mountain Levels 1-4 table or roll on Giant Mid-level Encounters
12	1d3 Stone Giants or 3d6 Aurochs (VGtM)
13	2d6 Ogres or roll on Giant Mid-level Encounters
14	1d2 Wyverns or 1 Cloud Giant Smiling One (VGtM)
15	1d4 Fire Giants or 1 Githzerai Enlightened (MToF)
16	2d6 Hell Hounds or 2d6 Duergar and 1 Duergar Xarrorn (MToF) led by 1 Duergar Warlord (MToF)
17	2d4 Galeb Duhr or 1d4 Oaken Bolters (MToF) guarded by 1 Stone Defender (MToF)
18	1d2 Cloud Giants or 1 Githyanki Gish (MToF)
19	2d4 Perytons with 1 Wyvern or 1d2 of the Lonely (MToF)
20	1 Ettin or 1d2 of the Lost (MToF)



HIGH LEVEL ENCOUNTERS (LEVELS 11+)

d8+d12 High-level Mountain Encounter

2	2 Young Silver Dragons or 1 Star Spawn Larva Mage (MToF)
3	1 Young Adult Silver Dragon or 1 Storm Giant Quintessent (VGtM)
4	3d4 Berserkers mounted on Giant Eagles or 2d6 Duergar Hammerers (MToF) led by 1 Duergar Despot (MToF)
5	1 Roc or 1d2 Eidolons (MToF)
6	2d6+12 Orcs with 1d3+1 Orc Eyes of Gruumsh led by 1 Orc Warchief mounted on a Wyvern; or 1 Balhannoth (MToF)
7	2d4 Air Elementals or 2d6 Duergar Stone Guards (MToF) with 1d6+1 Duergar Screammers (MToF) led by 1 Duergar Warlord (MToF)
8	3d6 Galeb Duhr or a coven of 3 Annis Hags (VGtM) with 1d4 Trolls
9	1d3+1 Stone Giants herding 3d6 Giant Goats or 1d4 Stone Giants led by 1 Stone Giant Dreamwalker (VGtM)
10	1d6+1 Fire Giants with 2d6 Hell Hounds or 1 Archdruid (VGtM) with... (roll on Beast Encounters)
11	Roll on Mountain Levels 5-10 table or roll on Giant High-level Encounters
12	2d6 Veterans with 2d6 Scouts or 1 Dire Troll (MToF)
13	1d3 Frost Giants leading 6d6 Orcs; or 4d6 Ogrillons (half-ogres) led by 1 Orc Blade of Ilneval (VGtM) with 1d3 Tanarukks (VGtM)
14	1d2 Cloud Giants escorted by 1d6+2 Frost Giants or 1 Ki-rin (VGtM)
15	1d3+2 Wyverns or 1 Phoenix (MToF)
16	2d6 Frost Giants or roll on Giant High-level Encounters
17	1 Adult Red Dragon or 1 Githyanki Kith'rak (MToF) with 2d4+1 Githyanki Warriors
18	1d4+1 Cloud Giants or 1 Star Spawn Seer (MToF) with 1d2 Star Spawn Hulks (MToF) and 4d6 Cultists
19	2 Young Red Dragons or 1 Githyanki Supreme Commander (MToF) mounted on a Young Red Dragon
20	1 Djinni and 1d3 Air Elementals or 1 red Abishai (MToF)

LOCATION TABLES

WILDERNESS LOCATIONS

In italics are optional extras that can be added if desired.

d8+d12 Mountain Wilderness Locations

2	A dying grove of trees (<i>with a programmed illusion within</i>)
3	An icy river with a small bridge (<i>it is misty</i>)
4	A pile of rocks (<i>it is protected by a flying sword</i>)
5	A swift river with stepping stones (<i>near tall cliffs</i>)
6	A steep hill (<i>there is thunder and lightning</i>)
7	A tended grove of trees (<i>it is foggy</i>)
8	A fish-filled waterfall leading underground (<i>it is windy</i>)
9	A cave entrance (<i>near a sparkling river in a gully</i>)
10	A mountain valley (<i>sacred to a power of vengeance</i>)
11	A sparkling waterfall into a small lake (<i>the area is sacred to a power of mountains</i>)
12	Tall cliffs (<i>there are fresh tracks of other creatures</i>)
13	Site of a recent landslide (<i>it is raining</i>)
14	A swift river with an island (<i>it is snowing</i>)
15	A chasm (<i>it is by the lair of a beast or monster</i>)
16	An enchanted carved tree (<i>hailstones are falling</i>)
17	An enchanted area of heath (<i>near to an overgrown narrow road</i>)
18	An overgrown twisted tree (<i>near to an abandoned campsite</i>)
19	A slow river with a ford (<i>by the lair of a beast or monster</i>)
20	A glacier (<i>the area is cursed ground</i>)

SEMI-CIVILIZED LOCATIONS

d8+d12 Mountain Semi-Civilized Locations

2	A brightly-painted temple of a power of wind
3	A gloomy circle of standing stones
4	An old shrine to a power of the sky
5	A dying hedge
6	A ruined orc-made hut
7	A crumbling dwarf-made hamlet
8	A ruined farm
9	A decorated shrine to a power of winter
10	A ruined mine entrance
11	An ancient watchtower
12	An abandoned campsite
13	A sheltered ancient hut
14	A ruined stone arch
15	An old windmill
16	A decorated stone wall
17	An abandoned narrow road
18	A strange citadel
19	A bleak temple to a power of storms
20	A crumbling wizard's tower

UNUSUAL LOCATIONS

d8+d12 Mountain Unusual Locations

2	An abandoned ship associated with an ancient race
3	A dwarven bridge made from clouds. The area is linked to a mysterious prophecy
4	A bridge made of force and touched by spirit magic
5	A giant statue. Area affected by the Shadowfell
6	A gaping ravine. It is the site of a secret monastery
7	A deep chasm. The area is a monster graveyard
8	Steep scarlet cliffs. A very rare flower grows here, known for poisonous properties
9	A large obelisk. It hides a dormant mechanism
10	A large temple surrounded by boulders. it is associated with a magical golem
11	A gaping ravine. it is blessed by a power of winter
12	A valley with eternal rainbow. Carvings cover area
13	Geometric shapes carved into the mountainside. It is associated with a type of creature: roc
14	A dormant volcano. Slopes used as a burial ground
15	A crumbling shrine to a forgotten power. It is associated with a type of beast: hawk
16	Site of a recent landslide. It covers a planar portal
17	Cliff-side caves. The area overlaps a demiplane
18	A mountain made from iron. It is associated with nature spirits
19	Several giant heads carved into the mountainside. it is used as a shrine to a power of the sun
20	A cloud castle. The area is linked to an old prophecy



BEASTS & HUMANOIDS

These tables can be used as alternative low-level mountain encounter tables

BEAST ENCOUNTERS (LEVELS 1-4)

d8+d12 Mountain Beast Encounters

2	1 Basilisk
3	1 Giant Eagle
4	1d4+1 Mountain Apes (use ape stats)
5	2d4 Lions or 1d3 Guard Drakes (VGtM, red)
6	3d6 Goats and 1d4 Giant Goats
7	2d4 Giant Goats
8	1 Giant Elk or 1d3 Aurochs (VGtM)
9	1 Swarm of Bats
10	4d6 Goats
11	1 Eagle
12	1 Blood Hawk
13	1 Lion
14	2d6 Stirges
15	1 Sabre-tooth Tiger
16	1d4+1 Swarms of Bats
17	1d4+1 Pteranodons or 2d6 Llamas (use goat stats)
18	1 Pseudodragon or 1 Quetzalcoatlus (VGtM)
19	1 Hippogriff
20	1d4+1 Sabre-tooth Tigers or 1 Quetzacoatlus (VGtM) with 1d4 Pteranodons



HUMANOID ENCOUNTERS (LEVELS 1-4)

d8+d12 Mountain Humanoid Encounters

2	1d3 Duergar or 1 Warlock of the Archfey (VGtM) with 1d4+1 Tribal Warriors
3	4d6 Guards led by 1d3+1 Veterans, with 1d2 Scouts scouting
4	1 Druid with... (roll on Mountain Beast Encounters)
5	1d6 Berserkers; or 1 Derro Savant (MToF) with 2d4 Derro (MToF)
6	1d6 Orcs led by an Ogre or roll on Orc Low-level Encounters
7	1 Scout with... (roll on Mountain Beast Encounters)
8	1d3 Ogres* or roll on Low-Level Giant Encounters*
9	3d4+4 Kobolds or roll on Kobold Encounters
10	3d6 Guards led by a Veteran
11	3d6 Tribal Warriors
12	1d6+1 Orcs led by an Orog or roll on Orc Low-level Encounters
13	1d6 Scouts or 1 Meazel (MToF)
14	2d4 Guards or 2d4 Winged Kobolds
15	2d4 Aarakocra or d3 Firenewts (VGtM) mounted on Giant Striders (VGtM)
16	1d2 Druids or 1 Warlock of the Archfey (VGtM)
17	2d6 Tribal Warriors led by 1d4 Berserkers
18	1d3 Druids and 1d3 Scouts or 1 Stone Defender (MToF) guarding.. (roll again on Humanoid Encounters)
19	1d4 Half-Ogres or 1d2 Firenewts led by 1 Firenewt Warlock of Imix (VGtM) mounted on a Giant Strider (VGtM)
20	1 Ettin or 1 Troll

MOUNTAIN CHARACTER RACES

Use this table for guards, druids and other NPCs

d4+d6 Mountain Character Races

2	Tiefling or Githzerai (MToF)
3	High-Elf or Kenku (VGtM)
4	Dragonborn (silver or red)
5	Rock Gnome
6	Human or Goliath (VGtM)
7	Mountain Dwarf or Duergar (MToF)
8	Half-Orc or Orc (VGtM)
9	Hill Dwarf or Kobold
10	Stout Halfling or Githyanki (MToF)

MOUNTAIN HAZARDS AND EVENTS

d4+d6 Mountain Hazards and Events

2	Snow storm
3	Thunderstorm
4	Area of slippery ice (DMG pg 110)
5	Strong winds (DMG pg 110)
6	A heavy mist descends around the PCs
7	Earth tremors (from an earthquake, earth elemental, cavern collapse etc)
8	An area of razorvine blocks the way (DMG pg 110)
9	An avalanche near or by the PCs
10	Fissure opens up in the ground

OTHER ENCOUNTER TABLES



DWARF & DUERGAR ENCOUNTERS (LEVELS 1-4)

d4+d6 Dwarves and Duergar Encounters

2	1d2 dwarf Berserkers or 1 Duergar Hammerer (MToF) with 1d2 Duergar
3	1d2 Duergar with 1 Ogre carrying empty cages or 1 Duergar Screamer (MToF)
4	2d6 dwarf Tribal Warriors with 1 dwarf Druid or 1d2 Duergar Hammerers (MToF)
5	1d4 Duergar or 1 Duergar Xarrom (MToF) with 1d2 Duergar
6	2d4+2 dwarf Guards or 1 Duergar Stone Guard (MToF) with 1d2 Duergar
7	1d4+1 Duergar with 1d4 Commoner slaves or 1d4 Duergar led by 1 Duergar Soulblade (MToF)
8	1d4 dwarf Scouts guarding 1 merchant Commoner or 1d2 Duergar Mind Masters (MToF)
9	1d3+1 Duergar with 1d4 Orc slaves or 1 dwarf Warlock of the Archfey (VGtM)
10	1 dwarf Knight with 1d4 dwarf Guards or 1d2 Duergar Kavalrachni (MToF) mounted on Female Steeders (MToF)

GIANT ENCOUNTERS - LOW (LEVELS 1-4)

d4+d6 Giant Low-level Encounters

2	1 Hill Giant
3	1d2 Half-Ogres protecting... (roll on Humanoid Encounters)
4	1 Ettin with 3d6 Goats or 1d2 Ogre Chain Brutes (MToF)
5	1d4 Half-Ogres
6	1d3 Ogres or 1 Ogre Battering Ram (MToF)
7	1 Ettin or 1d2 Ogres led by 1 Ogre Bolt Launcher (MToF)
8	1 Ogre with... (roll on Beast Encounters)
9	1 Troll or 1 Ogre Howdah (MToF) carrying 1d4 gnome Guards or 1d4 Derro (MToF)
10	1 Ogre with 1d2 Half-Ogres

GIANT ENCOUNTERS - MID (LEVELS 5-10)

d4+d6 Giant Mid-level Encounters

2	1d3 Frost Giants served by 1d3 Ogres
3	1d6+1 Ogres led by 1 Hill Giant or 1d6 Ogres and 1d4 Ettins
4	1 Cyclops with 2d4 Giant Goats or 2d6 Ogres led by 1d2 Ogre Chain Brutes (MToF)
5	1d3 Stone Giants or 1 Stone Giant Dreamwalker (VGtM)
6	1d4+1 Trolls or 1d4+1 Ogres with 1d4 Ogre Bolt Launchers (MToF) led by 1 Ogre Battering Ram (MToF)
7	2d4 Ogres led by 1d2 Frost Giants
8	1d4 Frost Giants or 1 Annis Hag (VGtM) with 1d2 Trolls
9	1 Cloud Giant or 1 Cloud Giant Smiling One (VGtM)
10	1d3 Fire Giants or 1 Annis Hag (VGtM) with 1d4 Ogres

GIANT ENCOUNTERS - HIGH (LEVELS 11+)

d4+d6 Giant High-Level Encounters

2	1 Cloud Giant mounted on a Roc or 1 Storm Giant Quntessent (VGtM)
3	1d6+1 Frost Giants escorting 1d2 Cloud Giants or 2d4 Frost Giants with 1 Annis Hag (VGtM)
4	2d4 Stone Giants or 1 Stone Giant Dreamwalker guiding... (roll on Giant Mid-Level Encounters)
5	1d6+1 Fire Giants with 2d6 Hell Hounds or 1 Fire Giant Dreadnought (VGtM)
6	1d4+2 Trolls led by 1 Frost Giant or 1 Stone Giant Dreamwalker (VGtM) guiding... (roll on Mountain Humanoids)
7	2d6 Frost Giants or 1d4 Frost Giants led by 1 Frost Giant Everlasting One (VGtM)
8	1d4+1 Cloud Giants or 1 Cloud Giant Smiling One (VGtM) with 1d3 Cloud Giants
9	1d3+1 Frost Giants leading 3d4 Ogres or 1d3 Fire Giants led by 1 Fire Giant Dreadnought (VGtM)
10	1d2+1 Cloud Giants served by 1d3 Stone Giants or 1 Dire Troll (MToF)



KOBOLD ENCOUNTERS (LEVELS 1-4)

d4+d6 Kobolds

- | | |
|----|--|
| 2 | 2d4 Winged Kobolds and 1d4+1 Bloodhawks or 2d4 Winged Kobolds led by 1 Kobold Scale Sorcerer (VGtM) |
| 3 | 2d6 Kobolds and 1d4+1 Winged Kobolds or 1d4+1 Kobold Inventors (VGtM) with... (roll on Beast Encounters) |
| 4 | 2d4+2 Kobolds with 1d6 mantraps or 4 Kobolds carried by 1 Ogre Howdah (MToF) |
| 5 | 2d4 Winged Kobolds or 2d6 Kobolds led by 1 Kobold Scale Sorcerer (VGtM) |
| 6 | 3d6 Kobolds or 2d6 Kobolds led by 1 Kobold Dragonshield (VGtM) |
| 7 | 2d6 Kobolds with 1 Swarm of Bats or 1 Guard Drake (VGtM, red) |
| 8 | 1d4+1 Kobolds with... (roll on Beast Encounters) |
| 9 | 2d6+2 Kobolds with 1d4+1 Stirges in a cage or 2d4 Kobolds and 1d4 Kobold Inventors (VGtM) |
| 10 | 1d6+1 Kobolds led by 1 Ogre or 1d4+1 Kobold Dragonshields (VGtM) |

ORC ENCOUNTERS - LOW (LEVELS 1-4)

d4+d6 Orc Low-Level Encounters

- | | |
|----|--|
| 2 | 1d2+1 Orcs led by 1 Orc Warlord or 1d4 Orc Nurtured Ones of Yurtrus (VGtM) led by 1 Orc Hand of Yurtrus (VGtM) |
| 3 | 1d3 Orcs with 1 Orog and 1 Orc Eye of Gruumsh; or 1d2 Orcs led by 1 Orc Blade of Ilneval (VGtM) |
| 4 | 1d3 Orcs with 1 Ogre or 1 Orc Red Fang of Shargaas (VGtM) mounted on a Giant Bat |
| 5 | 1d4 Orcs led by 1 Orc Eye of Gruumsh or 1 Orog mounted on an Aurochs (VGtM) |
| 6 | 1d6+1 Orcs or 1d6 Orcs with 1 Orc Nurtured One of Yurtrus (VGtM) |
| 7 | 1d4+1 Orcs led by 1 Orog or 1d4+1 Orcs with 1 Orc Claw of Luthic (VGtM) |
| 8 | 1d4+1 Orcs with 1d4 Commoner slaves or 1d2 Orc Red Fangs of Shargaas (VGtM) |
| 9 | 1 Orc Eye of Gruumsh served by 1 Orc or 1 Orc Claw of Luthic (VGtM) with 1 Cave Bear [polar bear stats] |
| 10 | 1 Orc War Chief mounted on a Giant Goat or 1 Tanarukk (VGtM) |

ORC ENCOUNTERS - MID (LEVELS 5-10)

d4+d6 Orc Mid-Level Encounters

- | | |
|----|---|
| 2 | 1 Orc Warchief and 1d4+1 Orog all mounted on Giant Goats or 2d4 Orog Mounted on Aurochs (VGtM) |
| 3 | 2d4+2 Ogrillons (Half-Ogres) with 1 Orc Eye of Gruumsh and 1 Troll or 2d4 Orc Red Fangs of Shargaas (VGtM) |
| 4 | 2d4 Orcs with 1d2 Trolls or 3d4 Orcs with 2d4 Aurochs (VGtM) |
| 5 | 2d6+2 Orcs with 1d4 Ogres or 1d6+2 Orcs with 2d6 Orc Nurtured Ones of Yurtrus (VGtM) led by 1d3 Orc Hands of Yurtrus (VGtM) |
| 6 | 4d6 Orcs or 3d6 Orcs led by 1 Tanarukk (VGtM) |
| 7 | 2d6+2 Orcs led by 2 Orog or 2d6 Orcs with 1d2 Orog led by 1 Orc Blade of Ilneval (VGtM) |
| 8 | 3d6 Orcs led by 1 Ettin or 2d6 Orcs with 1d2 Orc Claws of Luthic (VGtM) and 1d3+1 Cave Bears [polar bear stats] |
| 9 | 1d3 Orc Eyes of Gruumsh with 2d4 Orcs and 1d3 Ogres or 2d6 Orcs led by 1 Orc Blade of Ilneval (VGtM) with 1d2 Orc Eyes of Gruumsh |
| 10 | 2d6 Orcs with 1 Orc Warchief and 1 Orc Eye of Gruumsh or 1d6+6 Orcs led by 1 Orc Warchief with 1 Tanarukk (VGtM) |

MORE ENCOUNTERS

This has been inspired by encounter tables in the 2E and 5E DMGs and tables from many classic D&D Modules.

Table Rolls for other terrains are available or upcoming in my [DMs Guild Titles](#).

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