



Low Magic Random Encounter Tables

The *Cities, Towns & Villages* table has 50 entries that are almost all non-combat encounters. The other tables have 20 encounters, divided up into approximately 70% combat encounters, 15% hazards and 15% side trek seeds.

Of course an encounter with Beastmen need not necessarily lead to combat, although that is likely. Depending on how the GM introduces the encounter, the adventurers might sneak around the Beastmen, fool them into chasing a decoy, or attempt to negotiate or intimidate their way through.

Similarly, a street encounter with a repugnant noble might start off with witty banter but conclude with deadly combat. Or a hazard such as a rockslide might be detected by an experienced wilderness ranger and circumvented. The tables are intended as organized inspiration, nothing more.

The Random Encounter tables are not divided up into “level appropriate” encounters. In a living, breathing, Low Fantasy world, the adventurers might encounter anything out in the wilderness; from a pack of wolves to an ancient Dragon. How the party goes about managing such situations is a fundamental part of being an adventurer!

Rolling twice on the encounter tables however allows the GM to select the best encounter for the circumstances, which might include moderating extreme results. It goes without saying the GM is free to ignore the tables altogether and simply improvise her own encounter. In that case the rolled results might provide some inspiration.

Cities, Towns & Villages

1d100	CITIES, TOWNS & VILLAGES
1-2	Two farmers brawling over livestock, foodstuffs or cotton.

3-4	A con woman by the name of Doska is inviting marks to gamble on a cups and balls game. She is highly skilled in sleight of hand.
5-6	A gaggle of ducks, chickens or other fowl scatter across the street, causing havoc. There is a 50% chance a pick pocket takes advantage of the diversion.
7-8	A noble, Lord Ibrenon, trots by on a white charger. He is terribly arrogant and jostles aside anyone who doesn't immediately get out of his way. He remarks that his horse eats better than the PCs before he departs.
9-10	A long haired bard with a handlebar moustache, Artur Excelsior, offers to make a ballad about the party's exploits (for a reasonable fee).
11-12	A merchant, Nurac Twobob, is selling an assortment of weapons on a gilded table in the street, watched over by his muscle, Mr Brick. For the discreet inquirer, he might also have access to more specialized gear, such as hidden sheaths, spring-blade pommels, caltrops, lockpicks and toe-knife boots.
13-14	The Scorned Goat Tavern is well known for its exciting bar fights, and today is no exception. 5d6 drunken brawlers have spilled out onto the street, spreading fists, feet and headbutts like wildfire.
15-16	Alchemist Gusterro the Improbable ("Gus") is hawking fire pots stacked up by the half dozen. Mid way through his sales pitch, a guard patrol appears at the end of the street. Reynard quickly scoops his pots into a sack and replaces them with undergarments instead, giving any potential customers a knowing wink.
17-18	At a very inopportune moment, a chamber pot is emptied from the second story of a boarding house. One traveler must make a <i>Luck</i> (Dex) check or be doused in human excreta.
19-20	A herd of cows gets spooked a thunderclap and is about to stampede.
21-22	A young woman yells "Fire!", pointing frantically at a nearby building. Billowing smoke is beginning to issue from the ground floor and cries are heard from the upper window. The nearest well is several blocks distant.
23-24	4d6 guards patrol the street, eyes wary for pickpockets. If it's a slow day, they might accost any strange or dangerous looking adventurers, inquiring as to their business, the duration of their stay, boarding house and whether they have any information they wish to share with the authorities. Impolite or cheeky responses are unlikely to be well received.
25-26	A trio of axemen are selling firewood and kindling. They haven't noticed that one of the split logs is hiding a tiny fey behind a hinged knot.

27-28	Oleg Aspoza, a potion maker of some renown and very rarely seen outside his laboratory, is speaking with a noblewoman on the street. Aspoza is very choosy about his clients. Perhaps this is an opportunity for an introduction.
29-30	A falconer, Ms Ellia, is selling an assortment of hunting birds.
31-32	A funeral procession winds slowly down the street, including pall bearers, priests, and sorrowful relatives.
33-34	3d6 thugs of rival gangs clash over turf lines, stabbing at each other with knives and hatchets. Lingerin witnesses, or anyone who attempts to intervene, is also set upon. Whatever the outcome, the surviving leader, Udan the Slip, does not forget.
35-36	3d6 starving rats skitter from a dark alley, attempting to bite chunks out of a busking street kid by the name of Totha, just 20 ft distant from the travelers. Totha has a great knowledge of the settlement's back roads and safe houses.
37-38	2d6 officious clergymen and devour sisters accost the travelers, berating them for their wicked ways of violence and greed. They threaten curses and eternal hellfire if the party does not recant.
39-40	A shrill scream issues from a nearby ally. Glancing inside, three thugs can be seen beating up an overdressed merchant by the name of Shuba Sendarran. Shuba is in debt to a local gang for many hundreds of gold pieces, and the gang wants to make an example of him.
41-42	A 3d6 member performing troupe has gathered a small crowd here. The troupe has knowledge of the local region. There is a 30% chance of pick pockets working the crowd.
43-44	A pidgeon pie seller, Ghirk Galak, is on the corner. Ghirk is a little known street informant.
45-46	An elderly farrier, Ugalos, is mending horse shoes in a half barn. His wife has passed and he has no children, and he wishes to pass on his lucky shoe to a deserving stranger. If the travelers impress him, he gifts it to them. The shoe is indeed magical, and restores 1 Luck at a time of the owners choosing once per adventure.
47-48	A magistrate is presiding over an execution in the square. Three middle aged criminals are to be hanged. A small crowd has gathered. 3d6 guards are in attendance, along with the burly, hooded executioner. There is a 50% chance of a rescue attempt by related ne'er do wells.
49-50	A pile of dead, plague ridden bodies are stacked in a side alley, covered in sheets. One body has rolled off the pile, an ornate bracer still clasped to its arm.
51-52	An old crone, Madam Eshorri, is reading the tarot on a rickety table. The woman is in fact a genuine soothsayer and channels the fates. Any traveler having their fate read has an even chance of either increasing or decreasing their current <i>Luck</i> by 1 point.

53-54	A blood moon (lunar eclipse) occurs, with many folks invoking strange, superstitious rites to ward off evil, such as driving away any cats, lining their doorways with salt, marking the forehead with blood, carrying obvious silver, and so on. There is a 50% chance of Lycanthropes hunting in an especially ferocious manner.
55-56	An elderly street dog with a grey snout and one eye takes a liking to one of the travelers, and begins following him or her around. The dog is actually a canny and ferocious fighter. If befriended, the dog will fight to protect its bipedal friend.
57-58	A miserable, driving rain falls, making the road slippery and riddled with deep puddles.
59-60	A plague of mimes have descended on this street. Their mute performances range from poor to woeful.
61-62	A riot has broken out in this square and adjoining streets. 2d100 furious dock workers or other labourers have taken up arms against their guild leaders and the town authority that supports them. The riot is reaching a crescendo such that the 5d6 guards will shortly lose control.
63-64	A beautiful man (Aros) or woman (Odea) walks by, drawing the eye of local admirers. He or she is a skilled actor and impersonator.
65-66	A middle aged merchant named Thelsa is selling books and maps from a covered stall. She is also an excellent forger and produces false party invitations, letters of introduction, identity documents and so on for discreet clientele.
67-68	6d10 members of three rival parties (barbarian clans, street gangs, religious orders, mercenary companies) have broken into a massive fistcuff, turning the street to chaos. No-one has drawn steel yet, but things are escalating quickly.
69-70	A whipcord teenager with red hair sprints towards the travelers with a pouch clutched in one hand. 50 ft behind, a portly stall keeper struggles to keep up, yelling "Thief! Thief!"
71-72	A young man in fine clothing staggers in a cluttered ally and collapses. A pool of blood quickly forms beneath him.
73-74	A skilled hypnotist, Ilal the Mysterious, is performing a show for a small crowd. In addition to his mundane skills, Alal has recently learnt to cast <i>Charm Person</i> once per day.
75-76	A deafening explosion rocks the surrounding area, causing tables to shudder and clothes lines to snap. A thick plume of smoke billows from a nearby tower.
77-78	A small monkey has escaped her enclosure and springs from behind a barrel, wriggling into a traveler's backpack to hide. A handsome but cruel travelling performer appears moments later at the end of the street, obviously searching for something.
79-80	Two elderly men sit opposite each other playing chess outside an inn. Their glasses are empty and they do not speak, but they smile as they study the board.

81-82	A fog (50% light, 50% heavy) rolls in off the docks or adjoining land.
83-84	Two horses, carriages or chariots are racing down the street, two young nobles in opposing house colours at the reins.
85-86	A body crashes to the ground in front of the travelers with a horrendous thud! Looking up, 1d3 humanoid shadows can be seen making a quick getaway across the rooftops.
87-88	A robed merchant has a single glass orb on his table stall. A number of potential customers inquire about the item, but are quickly turned away. If the travelers inquire, the merchant says "The orb is not for sale, but it is time for me to part with it. The real question is, are you the one the orb desires?"
89-90	A religious zealot is preaching from atop a wooden stool, inviting passersby to prepare for the end of days, repent, welcome the Old Ones joyfully, etc.
91-92	A Town Crier is ringing his bell and declaring "The Duke is dead!"
93-94	A procession of 3d6 Priests and other religious officials makes its way down the road, offering blessings and scripture to interested passersby.
95-96	A diminutive tax collector, bearing the Mayor's seal, makes a bee line for the travelers and asks to see their Weapons & Armour licences.
97-98	A thin looking tabby cat meows at one of the travelers, moving close to brush against his or her legs if given the chance. Both of the cat's ears have been cropped. If befriended, the cat becomes extremely loyal and has excellent hearing, eyesight and instincts for danger. He is happy to nap during the day and stay up at night, keeping watch for his human.
99-100	A blustering wind is blowing today, knocking light objects off tables and sending leaves and dust whirling across the ground.

Deserts

1d20	DESERTS
1	A swarm of cursed Scarab Beetles burrows up from beneath the sands, seeking to engulf the travelers and infesting their food, bedding and clothes. Each traveler must make a Willpower check or reduce their current and maximum Luck by 1 point until the curse is lifted.
2	An oasis with a watering pool and shady palms. The water is bitter but non-poisonous. There is a 60% chance of lurking predators (2d4 Giant Crocodiles (70%) or 1d6 Giant Scorpions (30%)).
3	A powerful sandstorm sweeps through the region. All travelers must make a <i>Luck</i> (Con) check or suffer 1d6 damage and 1 Constitution loss.

4	The unrelenting heat threatens to overcome even the most careful traveler. All travelers must make a Constitution check or suffer 2d6 damage.
5	4d6 Beastmen raiders (60%) or 2d6 Urgot with an Urgozer (40%).
6	3d10 Human Berserkers (60%) or 3d6 Bandits (40%).
7	3d8 animal headed humanoids (Jackal, Lion, Hawk, etc) wait for the travelers on a high dune or rise. They are guardians of a sacred site and will seek an offering from the party as a tribute before they permit passage (as Beastmen, but Int 11 and speak common, with senses of the relevant animal. They might also be Lycanthropes).
8	2d6 exploring Giant Worker Ants (70%), possibly with 1d4 Soldier escorts (30%).
9	2d4 Giant Scarab Beetles (as Fire Beetles but jet black and not luminescent).
10	1d6 Giant Serpents, possibly with 1d4 Serpentmen Hybrids (Ssurlocs, 40%).
11	3d4 Serpentmen (Hraarsk) with 2d4 Hybrids (Ssurlocs), and 10% chance of 1 Noble (Razkaart).
12	1d6 Giant Scorpions crawl out from beneath the sand, hoping to ambush their prey from behind.
13	3d6 Cyclops raiders are on patrol, ranging from a nearby oasis that they control. They might have a pet Wyvern with them (30%).
14	A Djinn (Air Genie) or Efreet (Fire Genie) guards a sacred site, most likely an oasis, ancient battlefield or cursed altar or rock formation. It demands a tribute (gold, gemstones, item of personal value) or a test (riddle, moral quandary, entertaining ballad) from all who seek to pass.
15	A destructive Fire Elemental ranges here, seeking to set everything flammable on fire; 10 HD (70%) or 15 HD (30%).
16	A desert Hydra prowls these wastes, digging a temporary burrow each day before it goes hunting at night. It leaves enormous tracks in the dunes or other wastes.
17	A Purple Worm hunts here, bursting up from the sand to engulf its next meal. Large collapsed tunnels, circular and 15 ft wide, warn of its presence.
18	Six ft columns of salt rise from the sands, shedding wispy trails in the desert breeze. Despite the winds, the columns do not shrink or deteriorate. Ancient weapons and shields can be found half buried around the base of some of the columns.
19	A recent tremor or sandstorm has unearthed a humanoid statute with three serpent like heads holding a whip aloft. Beside the statue, carved steps from a previous age descend into a dark tunnel of worked stone.

20	A rocky outcropping rises from the sand, stretching 40 ft high to form a small plateau. Hand carved steps circle up to reach the top. At the uppermost edge, stones have been placed in small piles at irregular intervals.
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Jungles

1d20	JUNGLES
1	Poisonous vines, carnivorous plants or fungi spores, causing all travelers 1d6 damage and 1 Constitution loss. A <i>Luck</i> (Con) check resists.
2	A cloud of biting insects carrying a rare tropical disease. All travelers must make a <i>Luck</i> (Con) check or suffer a wasting disease, losing 1d4 at the end of each day until death a zero Constitution. An apothecary with the right healing herbs might be able to cure or delay the disease.
3	Hunting traps causing 1d8 damage to all travelers. Alternatively suspending travelers 6 ft in the air. A <i>Luck</i> (Dex) check resists.
4	3d6 Urgot with an Urgozer (50%).
5	5d6 Beastmen raiders.
6	5d6 Man Eating Monkeys are in the trees, stalking the travelers and hoping to drop onto them unawares.
7	2d12 Giant Centipedes are crawling through the undergrowth, looking for a body to implant their eggs into.
8	2d6 exploring Giant Worker Ants (70%), possibly with 1d4 Soldier escorts (30%).
9	2d4 Tigers (50% chance of 1d3 cubs) are hunting in this region.
10	2d4 Fire Beetles are burrowing through the undergrowth here.
11	Nest of 1d6 Giant Serpents, possibly with a Hybrid Serpentman (30%).
12	3d4 Serpentmen (Hraarsk) with 2d4 Hybrids (Ssurlocs), and 10% chance of 1 Noble (Razkaart).
13	Sabretooth Tiger; 1 (70% solitary hunter) or 2d4 (30% pack, including some cubs).
14	2d6 Giant Apes (see Owlbear variant) are lounging here. They are fiercely protective of their territory.
15	A ravenous 40 ft Tyrannosaurus like reptile is rampaging here (as Dragon, but only a single Bite attack, no Breath Weapon or <i>Off Turn Attacks</i>).

16	A Hydra lairs here in a subterranean cave or pool with a clutch of recent hatchlings. They are very hungry.
17	From the east comes the sound of hundreds of tribal drums.
18	A 7 ft stone statute, carved in the likeness of a hybrid serpentman, stares imperiously, its fanged jaws agape. The base of the statue is wrapped in vines, but the plants appear carefully tended rather than overgrown.
19	A wooden hut is set into the branches an enormous tree high above. Vines twisted into knotted ropes hang down to 6 ft above the jungle floor.
20	The crack and crash of great trees being broken and hitting the ground echoes from the west. From here, distant treetops can be seen bending or buckling as something truly colossal makes its way through the jungle. A humanoid scream begins and is quickly cut off.

Forests

1d20	FORESTS
1	Poisonous trees, vines, undergrowth or spores, causing all travelers 1d6 damage and 1 Constitution loss. A <i>Luck</i> (Con) check resists.
2	Falling deadwood causing 1d6 damage to a single traveler. A <i>Luck</i> (Dex) check resists.
3	Hunting traps causing 1d8 damage to all travelers. Alternatively suspending travelers 6 ft in the air. A <i>Luck</i> (Dex) check resists.
4	5d4 Giant Rats scavenging (70%) or 3d4 Dire Rats (30%).
5	4d6 Beastmen raiders (60%) or 2d6 Urgot with an Urgozer (40%).
6	3d6 Bandits or Hunting flock of 3d6 Vampire Bats.
7	Pack of 3d4 Wolves (70%) or 2d4 Dire Wolves (30%).
8	Extensively webbed nest covering the ground and/or trees of 2d4 Giant Spiders.
9	2d6 exploring Giant Worker Ants (70%), possibly with 1d4 Soldier escorts (30%).
10	2d4 hungry Fire Beetles.
11	Nest of 1d6 Giant Serpents, possibly with a Hybrid Serpentman (30%).
12	Wandering Owlbear (50%) or mated pair (50%).
13	Sabretooth Tiger; 1 (70% solitary hunter) or 2d4 (30% pack, including some cubs).
14	Nest of 1d4 Phase Spiders.

15	Grove of 1d4 Bloodroot Treants.
16	Earth Elemental 10 HD (70%) or 15 HD (30%).
17	A lone tree, gnarled and white, spotted with age, stands in a clearing. Something is carved in the tree, but it's hard to tell what from afar. A fey might reside within or nearby, willing to swap information for stories of the outside world. Or perhaps the tree is cursed, or good fortune, imparting such to any who touch it.
18	A sinkhole has opened beside an arrangement of man sized stones. Scraping away some moss reveals runes from a lost serpentine race. At the bottom of the hole, earth covered steps lead down into ancient darkness.
19	A trio of dilapidated thatched huts sit in a small clearing beside a bubbling brook. Five burial mounds can be seen beside the house.
20	Wisps of light circle high out of reach in the tree branches above, following the party. They seem to resonate an ethereal hum, a sorrowful dirge that rises and falls with the breeze.

Mountains

1d20	MOUNTAINS
1	Rockslide! All travelers must make a <i>Luck</i> (Dex) check or suffer 2d6 damage. If maximum damage of 12 is rolled, also roll on the <i>Injury & Setbacks</i> Table.
2	Set into the mountain side is a dim, 10 ft high tunnel. Guttering torchlight can be seen within. The entryway is ringed with bronze verdigris capstones, warded against intruders. Any non-cyclops who attempt to enter must make a <i>Luck</i> (Will) check or 2d6 cold damage.
3	A steep slope or cliff like ridge must be climbed, requiring a Strength (Athletics) check. If failed, the traveler is exhausted by the time they reach the top, suffering 1 Strength loss.
4	4d6 Beastmen raiders (60%) or 2d6 Urgot with an Urgozer (40%).
5	4d6 Dwarven mining party.
6	Ogres: 1 (20%), mated pair (50%) or 2d4 (30%).
7	A flock of 2d6 Griffons (50%) or 2d6 Harpies (50%).
8	1d8 Minotaurs lair in a nearby cave, keenly sniffing the air for the scent of man flesh.
9	1d3 Grey Ooze lurk in shallow depressions, mimicking small, polluted pools.
10	1d6 Giant Scorpions, looking for an easy meal.
11	3d6 Cyclops raiders are roaming here, desperate for a warm meal of soft flesh.

12	1d12 Hill Giants have a cave nearby.
13	1d4 Manticores are prowling here.
14	A hungry Bulette bursts from the earth, showering the adventurers with rocks as it tries to bite one in half.
15	1d6 Ettins are waiting in ambush on this mountain path. There is a 50% chance of hearing Ettin heads arguing with one another, tipping off any would be prey.
16	1d4 Wyverns use these mountain tops as their hunting grounds. They are particularly fond of snatching up metallic humanoids and dropping them from a great height, cracking open their hard shells.
17	On a stoney escarpment, a 100 ft bowl of small trees and boulders forms a gigantic nest. Dark grey feathers, 12 ft long, litter the ground. If the nest centre is explored, three man sized eggs can be found hidden beneath a bedding of leafy shrubs.
18	Dozens of campfire smoke columns can be seen wafting over a high ridge to the north.
19	A tall obelisk with ancient silver markings rises from the depths of a shallow crater. The floor of the crater is mirrored, reflecting the stars and moon overhead.
20	A lone Dragon sails majestically through the sky. Has she spotted the adventurers? Is her lair nearby?

Oceans, Lakes & Rivers

1d20	OCEANS, LAKES & RIVERS
1	A powerful storm with heavy rain and high winds blows in. Watercraft might become damaged, or unsound craft threaten to break apart. Any kind of balance checks to retain steady footing are made at disadvantage.
2	The region of water is becalmed, stranding sailing vessels without oars. The travelers must make a <i>Luck</i> check each day to determine whether the winds return.
3	Another boat (pirates, merchant galley, navy, etc) or craft (canoe, raft, small sailing craft) appears on the horizon, and changes course to intercept the travelers.
4	2d6 dolphins, seals, otters or other inquisitive but harmless marine life takes an interest in the travelers.
5	A damaged ship, houseboat or other water craft bobs in the current, half submerged. There is a 50% chance of a survivor (or perhaps the assailant, still looting, or in waiting for other marks).
6	5d4 Nixies (Water Sprites) take an interest in the travelers, swimming alongside or climbing aboard their craft.

7	2d6 Harpies attempt to entice the travelers into the water, or onto a small island of rock.
8	2d4 Giant Sharks set upon the travelers if possible.
9	2d4 Merrow attempt to ambush the travelers, scaling craft or hurling tridents at their prey, seeking to knock them into the water and drown them before eating them.
10	2d4 Giant Crocodiles (60%) or 1d6 Giant Sea Snakes (40%; use Giant Serpent, but amphibious).
11	A Sea Hag (as Hag, but amphibious and may spend an action to generate the following spell like effects once per day: <i>Charm Person</i> , <i>Fog Cloud</i> (but affects a 1 mile diameter), <i>Web (made of seaweed)</i> , <i>Suggestion</i> , <i>Wall of Ice</i> , <i>Cone of Cold</i>).
12	An Ochre Jelly is swimming on top of the water, slowly undulating towards its next meal.
13	A Marid (Water Genie) guards this region and interrogates travelers before deciding whether to allow passage.
14	1d4 Wyverns are hunting in the skies and decide the travelers are a potential meal worth investigating.
15	A hostile Water Elemental surges across the waves; 10 HD (70%) or 15 HD (30%).
16	An enraged Giant Octopus (50%) or Kronosaurus (50%, see Giant Crocodile variant) surfaces from the depths, intent on destroying all vessels and eating any humans it can find.
17	A ship or other watercraft, apparently in good condition, sits idle and apparently abandoned.
18	The water surrounding the travelers turns jet black in all directions. Birds diving for fish do not resurface from the inky water.
19	On the horizon, two ships or other water craft are in the midst of a pitched battle.
20	A hot air balloon ship flies overhead. The captain and his crew might be spying on the travelers, planning an attack, or just collecting lightning from the clouds.

Plains

1d20	PLAINS
1	Animal snares. 1d4 travelers must make a <i>Luck</i> (Dex) or suffer 1d6 damage. On a damage roll of 6, the traveler suffers a fractured leg from the <i>Injury & Setbacks</i> table.
2	A large band of paroling riders appear in the distance. The travelers might be able to negotiate passage, hide from them, or neutralize the encounter in some other way.
3	Heat stroke. The extreme sun requires each day time traveler to make a Constitution check or suffer 1 Constitution loss.

4	5d4 Giant Rats scavenging (70%) or 3d4 Dire Rats (30%).
5	3d10 Human Berserkers (60%) or 4d6 Beastmen raiders (40%).
6	Pack of 3d4 Wolves (70%) or 2d4 Dire Wolves (30%).
7	2d4 Centaurs on patrol, highly suspicious and hostile towards outsiders.
8	A thick fog has rolled in, reducing visibility to 60 ft. There is a 50% chance of another encounter in the fog.
9	1d4 Giant Eagles are hunting in the region.
10	2d4 Tigers (70%) or 1d4 Sabretooth Tigers (30%).
11	2d4 brawling Ogres, fighting over a captive, food, trinkets or an insult.
12	Wandering Owlbear (50%) or mated pair (50%).
13	3d6 Cyclops raiders are camping here.
14	A hungry Bulette is hunting here, evidenced by 6 ft wide holes scattered across the region (the tunnels have collapsed in on themselves).
15	A single Bloodroot Treant, masquerading as a normal tree, hoping to lure a meal.
16	An inquisitive Air Elemental zipping across the plains; 10 HD (70%) or 15 HD (30%).
17	A 100 ft wooden palisade has been erected here with a handful of tents inside. A solitary clay golem stands outside the entry gates.
18	A clear pond is located here. Wet humanoid footprints can be found nearby, circling the area. If the pond is explored, a dark underwater tunnel is discovered.
19	In the distance you spy a ring of cowed humanoids, raising their arms and voices to the sky. Moments later, a peal of thunder echoes overhead.
20	A 50 ft crater blackens the earth, at the centre of which lies a man sized meteorite of blue veined crystal. Strange footsteps lead away from the mysterious rock.

Roads & Trails

1d20	ROADS & TRAILS
1	A broken down cart, filled with firewood and other timber. Two elderly wagoners ask for the travelers help to mend the axle and get them back on the road. The wagoners have lived in the region many years, and might have useful information.

2	2d4 Adventurers chasing a rumour of lost treasure, magic or glory. They might invite the travelers to assist, consider them rivals, or ignore them, depending on the circumstances.
3	A thief locked in a crow cage is dying of starvation. She pleads with the travelers to release her, in return for secret information of a valuable nature.
4	4d6 local Soldiers or Militia on patrol.
5	A merchant caravan (1d8: cloth, wine, foodstuffs, oil, trinkets/art, tools, plants, other) with 3d6 guards.
6	3d6 pilgrims making their way to a near (or far) shrine or temple.
7	A carriage carrying a noble, escorted by 3d4 knights or other heavily armed guards.
8	A robbed woman with a shaved head on horse, escorted by three men with features reminiscent of a monkey, a pig and a fish. They are on a quest to find some holy scriptures.
9	3d6 Bandits block the road, extorting a "road tax" from travelers. If asked how much, the leader replies " <i>How much ya got?</i> "
10	A Hag, posing as an old crone, makes polite conversation with the party, hoping to gain their trust and accompany them for a time. When the opportunity arises, she attempts to eat one of them before escaping. She leaves behind an Evil Eye pendant, to spy on her pursuers should they track her.
11	3d10 Human Berserkers (60%) or 4d6 Beastmen (40%) have decided to risk raids on road travelers, despite the occasional guard patrols, in the hopes of earning more valuable booty.
12	1d6 Wererats (60%) or Werewolves (40%) in human form and posing as merchants, explorers, farmers, laborers, miners or artisans, attempt to befriend the party and accompany them for a time. If rebuffed, or when the opportunity arises (or at the next full moon) they attack.
13	2d4 Beggars line the thoroughfare, asking for alms. One or more might belong to a network of spies, keeping an eye on the to-ings and fro-ings along the road.
14	A wagon carrying an undertaker and a number of coffins. He is armed with well used sword, but would like the party to act as his guards till the next town (his prior guards got into a drunken brawl were arrested). The undertaker might be Doppelganger, hoping to kill one of the travelers and take his place, hiding the body in one of the coffins.
15	1d6 smugglers with a carriage or wagon transporting (1d8: false papers, slaves, gems, counterfeit currency, poison, floor plans, maps, other). Nosey travelers might get a sword in the gut, or an invitation to help out for a cut, depending on the circumstances.
16	A saddled but rider less messenger horse thunders past, saddlebags intact. Half a mile up the trail is the dead messenger's body with a broken neck, as if thrown from his horse. A scroll case chain at his belt has been severed.

17	2d6 wealthy tourists visiting from the neighbouring towns and villages. They are accompanied by 4d6 guards. They are in good spirits and happy share information with other travelers.
18	A troupe of 3d6 performers, artisans and bards. Some might be opportunistic thieves or spies on the side.
19	A detachment of 4d6 Knights are urgently hunting a criminal, traitor, or other human enemy. They interrogate everyone they encounter for any useful information. Possibly (20%), one of the travelers resembles their quarry.
20	A Bloodroot Treant has taken up residence beside the road, masquerading as normal tree. Telltale signs of blood can be found around the base of the tree.

Snow & Ice

1d20	SNOW & ICE
1	A terrible blizzard lasting many hours erupts. Unless they can find or build adequate shelter, each traveler must make a <i>Luck</i> (Con) check or suffer 1d4 Constitution loss.
2	Avalanche! Each traveler suffers 4d6 damage (<i>Luck</i> (Dex) check for half).
3	A crevasse breaks open beneath the lead traveler, who must make a <i>Luck</i> (Dex) check or fall to the bottom (1d10 x 10 feet deep).
4	3d10 Human Berserkers (30%) or 4d6 Beastmen raiders (40%) or 3d6 Urgot with an Urgozer (30%).
5	Pack of 3d4 Wolves (70%) or 2d4 Winter Wolves (30%; as Dire Wolves).
6	2d6 explorers on an expedition. They might have useful information about the region.
7	2d4 Ice Beetles (as Fire Beetles, but a deep blue and without any luminescence).
8	A minor Water Elemental (flecked with ice) is building up strength here.
9	Wandering Owlbear (50%) or mated pair (50%).
10	3d6 Cyclops scavenge here. They have been outcast from a larger tribe in more moderate temperatures, and are looking to resettle. They are in a particularly foul mood.
11	Lurking beneath the snow or ice is a Black Pudding that burrowed up from the earth before falling into a dormant state. Travelers approaching within 20 ft have a 50% chance of awakening the starving monster.
12	An Ice Bulette (as Bulette, but amphibious and prefers arctic climes) hunts in this region. If burrowing up through ice, the travelers feel the tremors and cracks at least one round before it arrives (if burrowing up through clear ice, they will see it).

13	A lumbering, shaggy, ferocious 14 ft Yeti prowls here, hoping for warm flesh to feast upon (as Owlbear, but double hit points, <i>Off Turn Attacks</i> and immune to cold damage of all kinds).
14	A Roc flies far overhead, scouring the white wastes for a suitably sized meal. Humans make good snacks.
15	1d10 Frost Giants are hunting here, and it has been a long time between human meals.
16	A 15 HD Water Elemental (quasi ice) resides here. Unlike most of its kind, it has developed a degree of intelligence (Int 4), and will attempt to communicate with the travelers. It is interested to learn about what lies beyond the snow and ice.
17	A Purple Worm lies dormant here beneath the ice, waiting for travelers of sufficient size or noise to wake it up.
18	A serpent like cave mouth is set into a mountain, ridge or escarpment. Flickering torchlight can be seen within.
19	A ring of humanoid statues, seemingly made of ice, encircle a black, altar like rock. On top of the altar is a red drinking horn.
20	Tremors in the ice unearth a large, metallic, 40 ft cylindrical object encased in deep ice.

Subterranean

1d20	SUBTERRANEAN
1	Rockfall. All travelers must make a <i>Luck</i> (Dex) check or suffer 2d6 damage. On a natural 12 damage, all traveler must roll on the <i>Injury & Setback</i> table.
2	Tremors have opened a large crevasse here, blocking the way. The crevasse is 1d4 x 10 ft wide and 1d10 x 10 ft deep.
3	An unexpected underdark wind current rips through the passage, automatically extinguishing all non-magical lights. There is a 50% chance that Green Slime takes advantage and drops from the ceiling to attack.
4	4d6 Beastmen raiders (40%) or 2d6 Urgot with an Urgozer (60%).
5	2d4 Giant Spiders lurking in webs strung across the ceiling and/or tunnels.
6	2d12 Giant Centipedes are crawling across the ceiling, antennae twitching for food.
7	2d4 patches of Yellow Mould growing in dark corners.
8	A Gelatinous Cube (60%) or Grey Ooze (40%) is silently stalking the passages here.

9	3d4 Serpentmen (Hraarsk) with 2d4 Hybrids (Ssurlocs), and 10% chance of 1 Noble (Razkaart).
10	3d6 Cyclops patrol this area and would welcome some sport splattering puny humans.
11	An Ochre Jelly (60%) or Black Pudding (40%) is searching for flesh to consume.
12	1d12 Trolls roam these tunnels, sniffing the air for the scent of succulent flesh.
13	A Medusa lairs here. Life like statues might tip off travelers of the impending danger.
14	A Basilisk stalks these corridors, petrifying and then devouring any unfortunate living creatures it catches.
15	Tentacle Spawn (single 70%, or 1d4 30%) is exploring this area, and will gladly take the opportunity to devour a daywalker's brains.
16	A Dao (Earth Genie) guards this area against intruders. It might be persuaded to allow passage in exchange for precious stones or metals, especially those not found in the present area.
17	An Earth Elemental is resting in this area, and will be very surly if disturbed.
18	A well sits in the middle of small chamber. If travelers listen carefully, they might hear clanking and grinding noises from below.
19	A 6 ft green devil face, with a wide open mouth, is set into the wall. The mouth is large enough to crawl into. The interior of the mouth is unnaturally black, as if absorbing the torchlight nearby.
20	A naturally formed side tunnel opens up into a gigantic cavern, populated with a small forest of giant fungi. In the centre of the fungi forest is a golden monolith with a crenelated top.

Swamps

1d20	SWAMPS
1	Quick sand pool. The leading traveler must make a <i>Luck</i> (Dex) check or be sucked underwater, suffering 1 Constitution loss in the scramble to escape.
2	Stinging insect swarm. Each traveler must make a <i>Luck</i> (Con) check or suffer a wasting disease, suffering 1d4 Strength loss each day. An apothecary might be able to cure the disease with the right healing herbs.
3	Poisonous bog. Each traveler must make a <i>Luck</i> (Con) check or suffer 1d6 damage.
4	A swarm of 3d10 ravenous Stirges descend on the party.

5	4d6 Beastmen raiders (60%) or 2d6 Urgot with an Urgozer (40%).
6	2d12 Giant Centipedes.
7	2d4 Will o' Wisps seek to lure travelers into sink holes and quicksand.
8	4d4 Serpentmen (Hraarsk), possibly with 1d4 Hybrids (Ssurlocs, 40%).
9	2d4 Giant Crocodiles lay in wait, almost fully submerged in the filthy water.
10	1d6 Giant Serpents, possibly with 1d4 Serpentmen Hybrids (Ssurlocs, 40%).
11	Hags living in ramshackle hut made of mud bricks; either 1 (70%) or Coven of 3 (30%).
12	1d12 Trolls wander these moors, searching for sentient flesh to feast upon. When pickings are scarce, they go into a state of dormancy and sink beneath the dark waters, waiting for prey to rouse them.
13	A Medusa stalks this region. Travelers might bump into broken, life like statues hidden in pools or reeds.
14	Water Elemental 10 HD (70%) or 15 HD (30%).
15	Grove of 1d4 Bloodroot Treants.
16	An enormous Hydra hunts in this region, and hopes to drag at least one dead traveler back to its lair.
17	A gigantic, half submerged dragon skeleton lies in the water. Although partly decomposed, a number of scales remain intact and could be worked into a shield or helmet. A dragon hatchling lairs nearby.
18	A 10 ft wide pile of brownish green refuse sits in the middle of a dark pool. Careful examination of the pile reveals a number of shiny objects within. Anyone approaching the pile might notice ripples in the water, or tremors from the pile itself.
19	An ancient mangrove tree shows carvings of capering, demonic frogmen lordling over humans. A number of roots have merged with an oaken chest, sealing it shut more securely than any lock.
20	A houseboat stands elevated on high stilts within a mangrove cluttered moor. Smoke rises from a small chimney, and you can see light flicker behind one set of shutters. The insects here are eerily silent.