

RANDOM WILDERNESS ENCOUNTERS

Characters exploring the North are likely to encounter wandering monsters. Such encounters can occur as often as you like—but keep in mind that too many random encounters can bog down the adventure and cause players to lose interest in the story. You can roll on the Random Wilderness Encounters table or choose an appropriate encounter. Each encounter is described in more detail after the table. For guidelines on how to use random encounters effectively, see “Random Encounters” in chapter 3 of the *Dungeon Master’s Guide*.

If the characters are crossing terrain not represented in the table, such as a swamp, you can create terrain-appropriate encounters by choosing creatures from the monster lists in appendix B of the *Dungeon Master’s Guide*. Chapter 5 of that book also contains a Random Urban Encounters table, in case the characters find themselves exploring a town or city.

BANDITS

A marauding gang of bandits confronts the party. The gang consists of a **bandit captain** and $3d6 + 2$ **bandits**, all wearing cloaks and mounted on **riding horses**. There is a 25 percent chance that the bandits attack without provocation. Otherwise, the captain promises not to attack in exchange for a toll (no less than 100 gp worth of treasure). If the characters pay up, the captain bids them a safe journey before departing peacefully.

Sea. If this encounter occurs at sea, the characters encounter a pirate captain (use the **bandit captain** stat block) and twenty pirates (use the **bandit** stat block) on a longship. Longships have a speed of 3 miles per hour. If the vessel the characters are in moves at least as fast, they can successfully flee from the pirates. Otherwise, the pirates overtake the characters’ vessel and board it, threatening to kill everyone aboard unless the characters surrender the contents of their ship’s hold. If the characters comply with the pirates’ demands, the pirates transfer the cargo and flee with their booty.

Treasure. Each bandit carries a pouch containing 1d10 gp. The bandit captain's pouch holds 2d10 gp and 1d6 gems worth 100 gp each.

BARBARIANS

The characters encounter a hostile group of Uthgardt barbarians consisting of 4d6 **tribal warriors** and an **Uthgardt shaman** (see appendix C). If the group has twenty or more tribal warriors, add 1d3 **berserkers** and a tribal chieftain (a **berserker** with 90 hit points) to the group. If the encounter occurs during the day, the Uthgardt are prowling the countryside while hunting wild game; if the encounter occurs at night, they are camped.

Use the information in the “Uthgardt Barbarians” section to choose an appropriate tribe based on the location where the encounter takes place. If these Uthgardt belong to the Gray Wolf tribe, use the **werewolf** statistics for the chieftain and the berserkers, and give the chieftain 90 hit points. Also give the Gray Wolf chieftain 1d4 **wolves** as animal companions.

The barbarians carry no treasure.

Sea. If this encounter occurs at sea, the characters encounter 1d3 longships, each with ten **berserkers** and thirty **tribal warriors** aboard. One of the berserkers serves as the captain. These hostile, bloodthirsty Northfolk raiders hail from Gundarlun, the Korinn Archipelago, Tuern, or the Whalebones. The longships have a speed of 3 miles per hour. If the vessel the characters are in moves at least as fast, the characters can flee from the barbarians and avoid an altercation.

BATTLEFIELD

The characters discover the corpses of 3d10 Uthgardt barbarians and 1d4 frost giants. The barbarians and giants appear to have killed one another within the past

week. Carrion birds and one or two **wolves** pick at the corpses and flee if they are startled or attacked.

CLOUD CASTLE

The characters spot a giant castle in the clouds. The castle is drifting a mile above the ground and poses no imminent threat. If this encounter occurs anywhere near the Evermoors, the castle belongs to an evil cloud giant named Countess Sansuri (see chapter 9, “Castle of the Cloud Giants”). Otherwise, the castle is home to 1d6 + 4 neutral good **cloud giants** who are searching for ancient ruins built by their ancestors. By finding and rebuilding these ancient sites, the giants hope to please their gods and help cloud giants rise to the top of the ordning. These aloof giants have no interest in helping small folk and prefer to be left alone.

CRAG CATS

A group of 1d4 + 1 adult **crag cats** (see appendix C) hides and attempts to surprise the party. Due to their natural camouflage, the cats have advantage on their Dexterity (Stealth) checks.

DIG SITE

A **fire giant** equipped with a *rod of the Vonindod* (see appendix B) has located a particularly large fragment of the Vonindod and has tasked its minions with digging it up. The giant oversees 1d4 + 1 **ogres**, 2d6 + 2 **hobgoblins**, and 2d6 + 10 **goblins**. The ogres are using ropes to pull the 2,000-pound fragment out of a 50-foot-wide, 30-foot-deep crater. The hobgoblins scream at the ogres to put their backs into it. The goblins lie around the outskirts of the crater, picks and shovels scattered between them. The goblins have spent the past several days digging the crater and are suffering from five levels of exhaustion (see appendix A in the *Player's Handbook*).

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Encounter	Forest	Grassland	Hills/Moors	Mountains	Road/Trail	Sea	Tundra
Bandits	01–08	01–07	01–04	—	01–08	01–20	—
Barbarians	09–18	08–32	05–24	01–10	—	21–40	01–15
Battlefield	19–21	33–37	25–28	—	—	—	16–19
Cloud castle	—	38–39	29–30	11–15	—	—	20–22
Crag cats	—	—	31–35	16–32	09–13	—	23–35
Dig site	22–29	40–46	36–38	33–35	—	—	36–41
Dragon	—	—	39–41	—	14–20	—	—
Elk	30–37	47–53	42–50	36–43	—	—	42–54
Elves	38–53	—	—	—	—	41–50	—
Fire giant	54–55	54–55	51–53	44–49	21–28	—	55–56
Food hunters	56–62	56–62	54–59	50–52	29–37	—	57–58
Frost giants	63–67	63–66	60–61	53–60	38–41	51–70	59–70
Hill giants	68–70	67–68	62–76	61–62	42–46	—	71–74
Horse-drawn wagon	71–75	69–75	—	—	47–55	—	—
Knight	76–80	76–78	77–80	63–64	56–64	—	—
Ogres	81–82	79–84	81–85	65–66	65–69	71–80	75–76
Orcs	83–90	85–91	86–90	67–79	70–73	—	77–87
Ranger	91–95	92–95	91–94	80–83	74–78	—	88–93
Stone giants	—	—	95–97	84–95	79–80	—	94–95
Travelers	96–00	96–00	98–00	96–00	81–00	81–00	96–00