



EXTRA LIFE 2017

To our D&D Community:

We play a lot of Dungeons & Dragons here, both in front of the camera on [twitch.tv/dnd](https://www.twitch.tv/dnd) and behind the scenes. But there's nothing more satisfying than playing D&D to raise money for kids. Extra Life is a charity event we've been happy to be involved with, where gamers stream themselves playing with the express purpose of driving donations to children's hospitals. In the past few years, D&D has participated in Extra Life by streaming from our offices and raising more than \$290,000 for Seattle Children's Hospital.

This year, we're doubling down by streaming not only from the d20 Studio here at the Wizards of the Coast offices in Renton, but also pulling together many of our livestream gamers to broadcast D&D sessions from multiple locations across the globe—including game sessions taking place at GameHole Con.

We're starting with a game on the evening of November 3rd featuring the D&D team along with Maze Arcana while they're in Madison, WI for GameHole Con. Then on November 4th, you'll be able to watch 12 hours of D&D live play during the official Extra Life event day.

It's all meant to raise money for a good cause, with Dragon Talk's Greg Tito hosting the day's events.

THRESHOLD REWARDS

As we raise more money together, we'll also unlock content from *Tomb of Annihilation* you can't get anywhere else and preview pages from the upcoming *Xanathar's Guide to Everything*—including in this PDF.

We will also make a cert available to all Adventurers League players at the conclusion of this year's Extra Life. These rewards will be based on the total raised by the D&D team. Benefits will be usable from the end of Extra Life 2017 to the end of Extra Life 2018. Each player will receive one of these certs, and cross the benefits off after using them.

THE TORTLE PACKAGE

As a further bonus, Chris Perkins and the rest of the D&D team have specially created turtles as a playable race available at the [Dungeon Masters Guild](#), with proceeds directing benefiting Extra Life/Children's Hospitals. (If you are unfamiliar with turtles, they are a race of anthropomorphic turtles that have appeared in previous editions of the game.) This material will also include an adventure location and a few added monsters as well!

We're excited to contribute to Extra Life this year and hope you jump on [twitch.tv/dnd](https://www.twitch.tv/dnd) on Nov. 4th to watch all the fun!

—The D&D Team

RANDOM ENCOUNTERS: A WORLD OF POSSIBILITIES

Chapter 3 of the *Dungeon Master's Guide* provides guidance on using random encounters in your game. This section builds on that guidance, offering a host of random encounter tables for you to use when you determine that a random encounter is going to take place.

Using the monster lists in appendix B of that book as a basis, we've built a set of tables for each environment category: arctic, coastal, desert, forest, grassland, hill, mountain, swamp, Underdark, underwater, and urban. Within each category, separate tables are provided for each of the four tiers of play: levels 1–4, 5–10, 11–16, and 17–20.

Even though you can use these tables “out of the box,” the advice in the *Dungeon Master's Guide* still holds true: tailoring such tables to your game can reinforce the themes and flavor of your campaign. We encourage you to customize this material to make it your own.

In the tables, a name in bold refers to a stat block in the *Monster Manual*.

FLIGHT, OR FIGHT, OR ... ?

Each of the results on these tables represents a certain kind of challenge or potential challenge.

If you let the dice have their way and the result is a large number of monsters, the generated encounter might be too difficult or dangerous for the characters in their present circumstances. They might want to flee to avoid contact, or not to approach any closer after perceiving the monsters from a distance.

Of course, you also have the freedom to adjust the numbers, but it's important to remember that not every encounter involving a monster needs to result in combat. An encounter might indeed be the prelude to a battle, a parley, or some other interaction. What happens next depends on what the characters try, or what you decide is bound to occur.

The tables also include entries for what the *Dungeon Master's Guide* calls “encounters of a less monstrous nature.” Many of these results cry out to be customized or detailed, which offers you an opportunity to connect them to the story of your campaign. And in so doing, you've taken a step toward making your own personalized encounter table. Now, keep going!



ARCTIC ENCOUNTERS (LEVELS 1–4)

d100	Encounter
01	1 giant owl
02–05	1d6 + 3 kobolds
06–08	1d4 + 3 trappers (commoners)
09–10	1 owl
11–12	2d4 blood hawks
13–17	2d6 bandits

d100	Encounter
18–20	1d3 winged kobolds with 1d6 kobolds
21–25	The partially eaten carcass of a mammoth, from which 1d4 weeks of rations can be harvested
26–29	2d8 hunters (tribal warriors)
30–35	1 half-ogre
36–40	Single-file tracks in the snow that stop abruptly
41–45	1d3 ice mephits
46–50	1 brown bear
51–53	1d6 + 1 orcs
54–55	1 polar bear
56–57	1d6 scouts
58–60	1 saber-toothed tiger
61–65	A frozen pond with a jagged hole in the ice that appears recently made
66–68	1 berserker
69–70	1 ogre
71–72	1 griffon
73–75	1 druid
76–80	3d4 refugees (commoners) fleeing from orcs
81	1d3 veterans
82	1d4 orogs
83	2 brown bears
84	1 orc Eye of Gruumsh with 2d8 orcs
85	1d3 winter wolves
86–87	1d4 yetis
88	1 half-ogre
89	1d3 manticores
90	1 bandit captain with 2d6 bandits
91	1 revenant
92–93	1 troll
94–95	1 werebear
96–97	1 young remorhaz
98	1 mammoth
99	1 young white dragon
00	1 frost giant

ARCTIC ENCOUNTERS (LEVELS 5–10)

d100	Encounter
01–05	2 saber-toothed tigers
06–07	1d4 half-ogres
08–10	1d3 + 1 brown bears
11–15	1d3 polar bears
16–20	2d4 berserkers
21–25	A half-orc druid tending to an injured polar bear . If the characters assist the druid, she gives them a vial of antitoxin.
26–30	2d8 scouts
31–35	2d4 ice mephits
36–40	2d6 + 1 zombies aboard a galleon trapped in the ice. Searching the ship yields 2d20 days of rations.
41–45	1 manticore
46–50	2d6 + 3 orcs
51–53	1d6 + 2 ogres

d100 Encounter

54–55	2d4 griffons
56–57	1d4 veterans
58–60	1 bandit captain with 1 druid, 1d3 berserkers, and 2d10 + 5 bandits
61–65	1d4 hours of extreme cold (see chapter 5 of the <i>Dungeon Master's Guide</i>)
66–68	1 young remorhaz
69–72	1 orc Eye of Gruumsh with 1d6 orogs and 2d8 + 6 orcs
73–75	1 revenant
76–80	A howl that echoes over the land for 1d3 minutes
81–82	1d3 mammoths
83–84	1 young white dragon
85–86	2d4 winter wolves
87–88	1d6 + 2 yetis
89–90	1d2 frost giants
91–92	1d3 werebears
93–94	1d4 trolls
95–96	1 abominable yeti
97–98	1 remorhaz
99	1 roc
00	2d4 young remorhazes

ARCTIC ENCOUNTERS (LEVELS 11–16)**d100 Encounter**

01	1 abominable yeti
02–04	1d6 revenants
05–10	1d4 + 1 werebears
11–20	1d3 young white dragons
21–25	A blizzard that reduces visibility to 5 feet for 1d6 hours
26–35	1 roc
36–40	A herd of 3d20 + 60 caribou (deer) moving through the snow
41–50	1d4 mammoths
51–60	1d8 + 1 trolls
61–65	A mile-wide frozen lake in which the preserved corpses of strange creatures can be seen
66–75	2d4 young remorhazes
76–80	A crumbling ice castle littered with the frozen bodies of blue-skinned humanoids
81–90	1 adult white dragon
91–96	1d8 + 1 frost giants
97–99	1d4 remorhazes
00	1 ancient white dragon



Crazy things happen all the time. You never know what's just around the corner or behind that door or down in that pit where I threw all those dwarves. Dwarves might be down there still. They're hardy. They bounce. Sometimes.

ARCTIC ENCOUNTERS (LEVELS 17–20)**d100 Encounter**

01–02	2d10 revenants
03–04	2d8 trolls
05–06	2d10 werebears
07–08	1 frost giant
09–10	2d4 young remorhazes
11–20	1d4 frost giants
21–25	A circular patch of black ice on the ground. The air temperature around the patch is warmer than in the surrounding area, and characters who inspect the ice find bits of machinery frozen within.
26–35	1 ancient white dragon
36–40	An adventurer frozen 6 feet under the ice; 50% chance the corpse has a rare magic item of the DM's choice
41–50	1d3 abominable yetis
51–60	1d4 remorhazes
61–65	A 500-foot-high wall of ice that is 300 feet thick and spread across 1d4 miles
66–75	1d4 rocs
76–80	The likeness of a stern woman with long, flowing hair, carved into the side of a mountain
81–90	1d10 frost giants with 2d4 polar bears
91–96	1d3 adult white dragons
97–99	2d4 abominable yetis
00	1 ancient white dragon with 1d3 young white dragons

**COASTAL ENCOUNTERS (LEVELS 1–4)****d100 Encounter**

01	1 pseudodragon
02–05	2d8 crabs
06–10	2d6 fishers (commoners)
11	1d3 poisonous snakes
12–13	1d6 guards protecting a stranded noble
14–15	2d4 scouts
16–18	2d10 merfolk
19–20	1d6 + 2 sahuagin
21–25	1d4 ghouls feeding on corpses aboard the wreckage of a merchant ship. A search uncovers 2d6 bolts of ruined silk, a 50-foot length of rope, and a barrel of salted herring.
26–27	1d4 winged kobolds with 1d6 + 1 kobolds
28–29	2d6 tribal warriors
30–31	3d4 kobolds
32–33	2d4 + 5 blood hawks
34–35	1d8 + 1 pteranodons
36–40	A few dozen baby turtles struggling to make their way to the sea
41–42	1d6 + 2 giant lizards