

THE SOLO ADVENTURER'S TOOLBOX



Everything you need to play the world's
greatest roleplaying game. Without a DM.

By Paul Bimler



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CREDITS:

All text by Paul Bimler

Art by William McAusland, Jenna Fowler, Joseph G., Robert Scott, Johann Jaeger, Kaitlynn Peaver, Tom Prante, Neoccos, Matej Cadil, Jonas Olsen

Playtested by: John Todsén, Kristina Chun,
Timothy Arthur, Nathan Voss, Scott Niedjela, Jay Davies



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CHAPTER 1 INTRODUCTION

This book was written with the intention of providing a comprehensive method for playing D&D without a dungeon master. Some might argue this goes against the spirit of the game. I strongly disagree. Some of the first D&D products came with solo adventures included, to help beginning players learn the basics of the game. So that's one use for a solo adventure. Another is that not all players can find a game. Some may live in a remote town where they are the only person interested in D&D, or they may simply not know how to go about joining a group. Also, there are many long-suffering Dungeon Masters who seem to always be the ones putting their hands up to run the game. This book was written for them, probably more than anyone else! The contents menu on the left-hand side of this pdf (access it now by clicking the bookmarks tab: ) is how you will navigate between the many tables and resources in this book. Eventually, you will become familiar with where the tables you

like to use are and will know how to get to them quickly. Adapt this menu as you see fit.

Within these pages, you will find a wealth of resources to help you enjoy detailed, immersive solo adventures. There are random encounter tables, quest and encounter generators, urban and wilderness encounter tables, merchant tables, instructions about travel, downtime activities, and much more. Using this supplement and a simple question/answer mechanic, you can enjoy hours of DM-less play using the 5th Edition system.

Over the years I have developed my own style of solo play which involves the use of a question/answer mechanic (Mythic GM Emulator), random dungeon generation tables (from the DMG), loot tables (also DMG, as well as a number of resources from DM's Guild), encounter tables (DM's Guild / several useful websites) and a number of tools of my own.

That's a lot of different resources to access in one session. The idea came to me

recently that a collection of all such tables could be gathered into one product. But obviously, creating tables for everything that your PC might encounter during a solo play session is a big task! Crafting my own versions of the tools I've been using has taken a while. Some of you who are experienced with this style of play will use the tables you want from this product and add other tables of your choosing to accentuate your adventures.

This is highly encouraged. This book has been designed as a catch-all, but if you feel something is missing please let the author know through DM's Guild. That way, subsequent revisions can be even more comprehensive, based on your input! The idea is that you should be able to generate all of your adventure elements just using this supplement, and I certainly don't pretend like I'm going to be able to think of everything the first time.



Also, don't overlook the *Dungeon Master's Guide*. Within its pages, you will find a wealth of resources for solo adventuring. Suggestions are given throughout this book as to how to use the mechanics, tables and generators to facilitate your solo play, but in reality, you can use the resources you find in here however you want. There are no firm rules. You may decide to use the whole book, but *choose* encounters rather than rolling for them - that's fine.

You may choose to use Chapter 14, (the Story Element Interaction tables), in conjunction with Chapter 2 (the question/answer mechanic), and nothing else, and that's fine also.

Simply think of this book as a collection of resources that hopefully contain some (and maybe all) of the resources you need for a satisfying solo experience. If you have a copy of *Dungeon Master's Guide* and the *Player's Handbook*, these will be extremely useful resources.

HOW TO USE THIS BOOK

Spend a few minutes now to skim through the whole book, taking in the basics of each chapter. You'll probably discover that some of the chapters and systems will be suited to your style of play, and in other instances, you will have your own systems that you prefer to use instead. The final chapter contains an example of gameplay using the mechanics in this book, which would be ideal to read after your skim-through. You might find that useful, to put everything into context.

SOLO ADVENTURING WITHIN D&D

When the Red Basic Box was issued back in the early 80s, I vividly remember playing through the little dungeon that served as the intro to the *Player's Handbook*. I was in my sister's apartment / flat with Thompson Twins and Billy Idol playing in the background, and making maps in my school maths book. What a great experience, rolling those light blue dice which were so different and cool, defeating monsters and exploring dungeons!

I'd already had some experience playing a solo RPG-based system. Ian Livingstone and Steve Jackson's *Fighting Fantasy Gamebooks* such as *Warlock of Firetop Mountain* and *Citadel of Chaos* were already making their mark, and in the pre-internet, Pac-Man days, those adventures were a revelation.

Of course, *Dungeons & Dragons* is all about group play, and it wasn't long before I'd assembled a cast of fellow nerds from my neighbourhood. Together we would regularly play, with me usually filling the role of DM. I delighted in creating mega-dungeons full of nasty traps and surprises, and we had loads of fun.

And I still continue to play in groups to this day, mostly through Roll20, which is an amazing tool that I use for many purposes. These days, I don't seem to be able to get a D&D game together (despite living in a city of close to 400k people) but I've got friends who are into board games, so at least I get to scratch that itch.

But there are always times between games when a group isn't available, and this is where solo gaming comes in. I've been inspired towards writing solo adventures for Fifth Edition because I've always been into them, right from the days of *Fighting Fantasy*, *Lone Wolf*, *Demonspawn*, *Grail Quest*, *Way of the Tiger*, and the original *Basic Red Box*.

I have devoted the last couple of years to writing solo gamebook-style adventures for D&D. A few of my titles are *Death Knight's Squire*, *Tyrant of Zhentil Keep*, and *Citadel of*

the Raven. These are structured, multi-path adventures with premade encounters, and are available on *Dungeon Master's Guild*. I put a lot of time and love into crafting these quests, and the feedback has been brilliant. A system called *Mythic GM Emulator* caught my attention last year (although it's older than that), with its system of asking questions and crafting your own adventure as it is played. Used in conjunction with all sorts of random encounter generators, dungeon generators and the like which I found online, it was like a light turning on. This was a fantastic way to adventure freely within the *Forgotten Realms* (or any world) and placed no restrictions on choice or anything else.

I came up with another system to tie in with D&D called "Tables of Doom" which was more open-ended than my gamebook adventures. This presented random rooms that connected together, accompanied by a large array of tables to generate loot, monsters, traps etc. This was well received also.

Recently the idea occurred to me that all these elements could be combined into one system, to bridge those times between more established quests like the gamebooks, or modules run using supplements such as Olly Gibson's *Elminster's Guide to Solo Adventuring* (also available on *DM's Guild*) which is a guide to converting full party adventures into solos. Hence the supplement you are now perusing! I have combined a question/answer mechanic (a seriously pared-down version



of the Mythic mechanic) with encounter tables, and a whole lot of generators, as well as guidelines on travel and the like, to give players a system that they can use either between adventures, or as the basis for a full solo campaign. This has been in the works for some time, and it is great to finally pass it over to you, the player, to see what you think!

There are a number of DM-friendly resources in here also, such as NPC generators, Story and encounter generators, weather tables, Wilderness and Urban encounter tables and many other things that could be useful in crafting a campaign (possibly as you, the DM, plays through it!)

Thanks for picking up this supplement, now go ahead and get stuck into some proper adventuring!

I really hope you enjoy it.

GETTING STARTED: FREEFORM SOLO PLAY

If you want to simply start your character's story, and see where events take them, then your best approach is probably to pick a location within your setting and place them there. Start interacting with local elements (accessing information from whatever setting or campaign resources you have to hand), or, pick a destination for them to travel to, send them on their way and see what happens.

Go to Chapter 3 "Travelling" and follow the directions in there.

GETTING STARTED: QUEST-BASED SOLO PLAY

If you want to just rip straight into the action without any mucking around, then go to *Chapter 7: Quest Generator* and create a quest for your character to hear about. Perhaps they hear it in a tavern (of all places) or perhaps an NPC gives it to them. There are tables in that chapter for generating quests, and a table for determining how you hear about it, which

will generate additional story elements. You can base your PC or PCs in a village, which they can use as the base for their adventures, and have an NPC (a local noble/priest / important identity) act as their quest-giver. For an example of gameplay using the quest-based play model, go to *Chapter 18: Example Gameplay Session*.

YOUR CREATIVITY REQUIRED

Since you are playing the part of DM and player, you will need to exercise your creativity in giving your PCs a surprising and interesting experience. Fortunately, there are many tools included herein to help you achieve that purpose. Have a look below for a summary of each chapter and its contents.

SKILL CHECKS

It is expected that, as you play, you will make skill checks as you see appropriate for your PCs. For this purpose, and if no other option is apparent, you can use the DCs given on p.238 of the DMG as your guide.

Difficulty	DC
Very Easy	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30

OVERVIEW OF THE BOOK'S STRUCTURE

I have tried to arrange this book logically so that each chapter follows naturally on from the last.

Chapter 2: In the next chapter, we will examine the question/answer mechanic that I have created for use with the resources in this book. This simple system allows you to gain answers to questions, much in the same way as a system like Mythic. You may prefer to use the Mythic system, or another similar system, in place of this. A question/answer mechanic is indispensable for free-form solo adventuring. The one I have created for this supplement is a simplified version of those offered elsewhere.

Chapter 3: Deals with travel, modes of travel, weather, camping, unmarked settlements and the like. It follows naturally on to the next chapter...

Chapter 4: Wilderness encounters. In this chapter, you will find 100 random wilderness encounters, all with an open-ended nature so that they can be interpreted differently every time.

Chapter 5: The same as above, but for urban settings.

Chapter 6: The same as above, but for dungeon settings.

Chapter 7: Contains tools for generating quests for your solo PC or PCs.

Chapter 8: Contains tables for the random generation of dungeons and their contents.

Chapter 9: Contains tables for the random generation of wilderness and its contents.

Chapter 10: Contains guidance on merchants and shopping while in cities.

Chapter 11: Contains guidance on downtime activities for your solo PC.

Chapter 12: Contains ideas to guide roleplay in the solo format.

Chapter 13: Tables for the random generations of any number of NPCs you might meet on your travels.

Chapter 14: A collection of tables designed to generate an infinite number of random encounters, and also answer detailed questions framed by the player.

Chapter 15: Deals with monster tactics and intentions during combat encounters.

Chapter 16: A method for generating endless monster encounters for your PC or PCs. Organized by terrain and CR.

Chapter 17: Loot Tables. Individual and hoard charts organized by CR.

Chapter 18: Example Solo Play Session. If you are a bit overwhelmed by all this material and want to see how it works in action, head to this chapter for a breakdown of an example session run by the author using these mechanics.

DICE, MECHANICS, ACTION!

The tables contained herein are designed to provide adventure and excitement for your characters. But what to do if there is not much happening?

Well, the first thing you could do is switch to *quest-based play*. Rather than having your PCs interact with the environment and seeing what results, you could explicitly give them quests to carry out.

But sometimes, you might feel that your PCs aren't expected to always be engaged in a quest. At times, they might travel to a town and spend several days there with nothing really happening. This is probably a bit closer to how their lives would really play out, but it may not be exactly what you desire from your solo roleplaying experience.

However, if constant excitement is your thing, there is another, very simple way to generate action.

Ask questions.

Use the question/answer mechanic (Chapter 2) to ask questions that might generate action.

Below are some sample questions to get things moving again.

- *Does anyone noteworthy learn of the player's arrival in town?*
- *Do things appear normal here?*
- *Is my character's progress left undisturbed?*
- *Are there any interesting rumours circulating?*

- *Do I see someone interesting in this tavern?*
- *Is there an Adventurer's Guild in this town?*
- *Is everything well in this town?*
- *Is anyone acting strange?*
- *Is anything threatening the town at this stage?*
- *Do we meet any other adventurers here?*

JOURNALLING

It is recommended that you keep a journal of your PC's adventures. It gives you a reference and helps to solidify the events as they take place. It also makes for great reading. You can even turn the storyline into an adventure if you're a DM (which many solo players are - DMs who never get a chance to play as a PC and thus are driven to the solo style of play!)

A hands-on, non-computer-based roleplay style is also satisfying and moves the solo style of gaming even closer to the feel of actual D&D. Obviously, this means that you'll probably only make cursory notes into your journal (if you're doing it by hand). However, the combination of minis, a flipmat, dice, and printed versions of your solo adventuring resources can give rise to an authentic-feeling style of play.

SATISFYING GAMEPLAY

My personal conviction as a player is that solo D&D, using this style of gameplay, is best when you remove all other distractions. If you are playing from a laptop, it is recommended you close all other tabs except the ones relevant to your gameplay, and just hone your focus down to the gameplay, and nothing else. Switch off social media and email, and resist the temptation to look at it. Such distractions break the immersion of your game and result in an inferior experience. Perhaps look up some appropriate "RPG Adventuring Music" to provide a bit of ambient background. This will result in a much more satisfying experience.

If possible, you could even set yourself up with a flipmat, a large map of your world, your favourite dice, printed resources and miniatures, as well as your journal and some printed information on the area you are journeying through. Using these resources, you can play a tabletop solo D&D adventure. If journeying through the *Forgotten Realms*, you could even go and pick up a resource like the *Forgotten Realms Campaign Guide* which was published for Fourth Edition, or a guide for a different



setting such as *Adventurer's Guide to Eberron*. Setting yourself up like this will take your soloing to another level and should result in a highly satisfying solo experience.

FLIPMATS & OTHER ACCESSORIES

Flipmats (available online or from your local game store) are excellent for adding that extra dimension to your solo play. Buy the dry marker erasable kind and get yourself a nice little selection of whiteboard markers. Random dungeon generation

tools such as those included herein work well with flipmats, as you can just draw in as you go!

In the scenario pictured above, I used the miniatures I have available (a very small selection) to dictate the characters and villains making up the adventure. These miniatures are from *The Legend of Drizzt* and *Dungeonquest* board games, and I simply rolled up PCs to fit their visual characteristics.

The circular tokens are metal washers with sticky paper (on which I have printed tokens) adhered to their surface. Work with what you've got!



CHAPTER 2

UNIQUE QUESTION/ANSWER MECHANIC

There are a few excellent question/answer systems out there. The Mythic system is outstanding and has been extensively used by the author, and by many others, in generating hours of enjoyable solo play. In Olly Gibson's *Elminster's Guide to Solo Adventuring* (available on DM's Guild) an elegant mechanic for answering questions is provided, which could also be used in this context. This pdf is a useful resource and should be considered if you're interested in solo adventuring.

The website RPG Solo is another great resource that supports solo adventuring and incorporates Q/A mechanics, and should be explored also.

If you are unfamiliar with question/answer systems, the basic idea is that the player asks questions to find out where the story goes next.

Example: The player is in a tavern, and is being harassed by a group of bards who insist on serenading him until he gives them some gold to go away.

In this situation, the player may ask the question:

"If I yell at them to go away, will they?"

The player rolls, and discerns that they seem determined, and that this might not work, so instead, he tries a different route.

"If I act completely crazy, will they go away?"

The likelihood of this is determined to be *Possible* and so the player attempts the roll, a straight d20 in this case, no modifier.

(Consult the table below). It is your discretion to decide what modifier to use with the roll. The different modifiers are found in the table below.

He rolls a 9, which is a maybe, and subsequently decides that a performance check is necessary in order to convince the bards that he really is insane. Check made successfully, he decides that his player picks up his tankard of ale and pours it over his head, and then takes off his socks and stuffs

them in his ears. Somewhat perplexed and unsettled, the bards depart.

The question/answer system provided in this chapter should be used whenever you need to know an answer that isn't supplied by a table or some other mechanic. In general, through my system of quest and environment generation, I have tried to provide a concrete system of adventure creation that is revealed as the PC moves through the adventure. However, there is only so deep that I can go with detail, and so a question/answer mechanic is necessary. I've provided a simple method of providing an answer to any question that might need to be asked in the context of an adventure.

STEP 1: FRAME A YES/NO QUESTION

The first stage is to come up with a question. This question needs to be framed in such a way that it can be answered with one of the following three words: yes, no, maybe.

Example: Is this town currently peaceful?

STEP 2: DETERMINE DIFFICULTY MODIFIER

Given all circumstances, how likely is the occurrence?

LIKELIHOOD	MOD
Impossible	-6
Highly Unlikely	-4
Unlikely	-2
Possible	0
Likely	+2
Highly Likely	+4
A Certainty	+6

With the example question given above, (“Is this town currently peaceful?”) some factors that would influence the likelihood are the political situation in the area, recent events, the demographic, etc.

NOTE: From now on, we will refer to the question/answer mechanic and its associated d20 roll as the “Q/A roll”.

STEP 3: MAKE A D20 Q/A ROLL (adding or subtracting the modifier)

Q/A Roll Result Table

d20	RESULT
1-6	NO
7-12	MAYBE
13-20	YES

MAYBE?

If your result is maybe, then there is some other condition that needs to be fulfilled for the thing to happen (or not happen, as the case may be), perhaps an appropriate ability check to overcome a relevant obstacle or achieve a stated goal. Or, it could be that other yes/no/maybe questions need to be asked in order to determine what the condition is. Another way of getting answers to a maybe is to make a roll or two on the Situations table in Chapter 15. That might add the necessary detail. Or, if you get a maybe roll, you can just decide whether it’s yes or no yourself.

TRICK TO REMEMBER

To avoid having to repeatedly refer back to this chapter, memorise this: **7-12 = maybe**. If you can remember that, everything else will fall into place. You’ll notice the modifiers also scale up and down by twos. They shouldn’t be too hard to memorise either.

YOUR CREATIVITY IS PARAMOUNT

Although you can answer every question with this mechanic, that doesn’t necessarily mean that you should. Not *everything* needs to be answered using this. Recently while soloing, my adventurers (I play solo with 2 PCs) were given an eagle by two female witches. A Q/A roll determined that the eagle could talk, and another that it was a human spirit trapped inside an eagle’s body. I rolled on the NPC tables to find out who it was, and it was an 80-year-old female commoner, and then the thought struck me that she paid to be transferred there because she was sick and dying, and liked the idea of being able to fly. Perhaps so she could shit on all the people who had wronged her in life!

This story that just occurred to me out of the blue was too good not to use, and so my 2 PCs now had a new (and possibly quite useful) companion!

SPECIFIC QUESTIONS

If you have a specific question that needs answering, which cannot be framed as a yes/no question, then use the Situations (Verbs) Table in Chapter 14. This is a list of 499 verbs that give single word answers to any questions, which you can loosely interpret to formulate an answer.

Example: Recently, my solo PC Kite in the Wind, a tabaxi fighter, came across a deserted battlefield. He wanted to search the area. rolled investigation, and it came up 19, so he definitely found something. But what?

I rolled on the Chapter 15 Verbs list, and got the word “bribe.”

I related this to a similar word, “payment”, and decided that the winning force appeared to be mercenaries, paid mercenaries, due to the assassin-like wounds on the bodies of the defeated army. So a bit of a reach was necessary, but it provided an interesting plot hook. Onwards to the next town, where the story behind this slaughter might be discovered.

CHAPTER 3: TRAVELLING/CAMPING/ ARRIVING IN SETTLEMENTS

INTRODUCTION

What follows is a stripped-down set of rules for travelling solo between settlements. These rules will be useful if you are not particularly bothered about wilderness adventures and would rather get to a dungeon or town and involved in some adventuring in urban or subterranean settings.

Chapter 9 contains expanded rules for wilderness travel, and, paired with this chapter, will generate wilderness-based solo adventures.

START & END POINTS

The start and end points of your travel are instrumental in determining what you encounter along the way. What sort of terrain are your PCs travelling through? What is the current weather? What about finding suitable campsites? And of course, there is always the question of random encounters.

There is a wealth of information available in published WotC and DM's Guild material (and also on various wikis such as the Forgotten Realms Wiki) to help you furnish your travel with interesting detail. But, keep in mind that your PCs will not

always be cognizant of all of this information.

MODES OF TRAVEL & TRAVEL SPEEDS

Determine *how* you are travelling between locations. Are you using a mount? (This will need to be purchased). If so, you will need to go to *Chapter 10: Merchants & Shopping* to determine the likelihood of finding a horse trader in the town where you are. Prices for mounts are found in the PHB p.157, and on the table below.

The use of a mount will determine how quickly you travel between locations, but bear in mind that a standard riding horse only travels 30 miles per day. To really increase your speed, you need a warhorse which is quite a sizable investment, especially for a low-level PC.

The next step is to determine the distance between your locations. This is crucial in determining how many days it will take you to get from point to point, and thus how many encounters you might have.

See DMG pp.242-243, and PHB pp.155-157 and pp.181-183 for more details on travel and travel speeds, and the carrying capacity of various mounts. Once you have the details of your mount, note them down on your character sheet so you don't have to keep referring back to the rulebooks. Remember that the following speeds are halved when travelling over difficult terrain.



MODES OF TRAVEL

MODE OF TRAVEL	COST	Miles per day
Foot	0 gp	24 (30 with -5 penalty to passive perception)
Riding Horse	75 gp	30 (60 with fresh mounts avail. every 8-10 miles)
Draft Horse (for cart)	50 gp	40
War Horse	400 gp	60
Donkey / Mule	8 gp	40
Cart (need draft horses)	15 gp	30
Mastiff (suitable for small humanoid)	25 gp	40

WEATHER

Weather is a major consideration when travelling. Consult the DMG (p.109) or use the table below to determine what the weather is doing on any particular day or night. Where the weather gives the option

Hot, if the roll is towards the lower end of the range, it is warm. If higher, it is hot. The results scale upwards. Adjust by terrain also. If in a desert, add 5. If in mountains or ice steppes, subtract 5.

d20	Summer	Autumn	Winter	Spring
1	Unseasonably cold	Sleet / Blizzard	Heavy snow	Sleet / Blizzard
2-4	Rainy	Rainy	Snowstorm	Rain
5-8	Overcast	Light rain	Rain	Overcast
9-11	Clear, Warm	Overcast	Overcast	Clear Skies
12-18	Clear, Hot	Clear Skies	Clear skies	Warm
19-20	Very Hot	Hot	Unseasonably warm	Hot

GEOGRAPHIC FEATURES

Inspect the map of the area you are travelling through carefully. Is there a river that you must cross? If so, has it been raining lately? The river could be raging, or if high summer, only ankle deep. If there is a range of mountains, how will you get across? You may need more

information in order to discover the pass that leads through. Or, perhaps like a certain famous adventuring party, there is a legendary tunnel under the mountains that you must enter to get through the mountain range.

TABLE TO GENERATE NUMBER OF WILDERNESS ENCOUNTERS

Use the table below to determine how many encounters your PC might have on the road while travelling. If they are camped up and resting, there is a different mode for determining whether they are disturbed. This table below is for when your character is *on the move*, whether they choose to travel during the day or at night.

(Number of d100 rolls per 12 hours)

POPULATION DENSITY	DAY	NIGHT
<i>Low</i>	2	1
<i>Medium</i>	4	2
<i>High</i>	6	3

Determine how many d100 rolls to make using the table above.

Whatever number you arrive at, make that many d100 rolls. For every roll of 25 or below, you have an encounter.

You could use the pre-made Wilderness Encounter Tables (Chapter 4), or you could use the Story Element Interaction Tables (Chapter 14) to determine what it is you meet on the road.

UNMARKED SETTLEMENTS

As you travel, you will come across settlements and villages that aren't necessarily marked on maps. These "empty spaces" on the official maps of the Forgotten Realms (or whatever setting you are adventuring through) are where you can really begin to exercise your creativity. Are the settlements human? What are they known for? What is the general attitude of the population, and what significant events are happening in the area currently? The question/answer mechanic will help you in

this regard, or you could consult the tables on pp.112-116 of the DMG.

POSSIBILITY OF FINDING UNMARKED SETTLEMENT

Roll 1d4-1 to determine how many chance rolls to make between each marked settlement. For example, a d4 roll of 4 means 3 chance rolls. In a highly populated part of the Forgotten Realms (or wherever your solo campaign is set), that means 3 rolls of a d100. For every one of these that is 20 or below (20% chance for a high-density population area), you find one unmarked settlement. It might take you 4 days to travel from one marked settlement to another. Space out these chance rolls however you like. (Note: this means 3 chance rolls during your entire travel time between the two marked settlements. Not 3 chance rolls per day).

Unmarked settlements will be villages, hamlets, stationed garrisons, forestry worker encampments and the like - nothing larger than that.

POPULATION DENSITY	CHANCE
<i>Low</i>	5%
<i>Medium</i>	10%
<i>High</i>	20%

NATURE OF UNMARKED SETTLEMENT

Use the following table to establish the size and nature of your settlement. NOTE: Wherever you see a percentage value in a table, that is a direction to make a d100 roll. For example, "25% abandoned" means roll a d100. If you get 25 or below, the camp is abandoned.

Use Q/A rolls to garner more information about the settlement, for example, whether it is inhabited by humans or orcs!

d10	Type of Settlement	Population
1	Large camp / caravan (25% abandoned)	1-20
2	Cottage	1-10
3	Large encampment	50-100
4	Hamlet	50-150
5	Work crew (eg: woodcutters)	50-200
6	Stationed garrison	100-300
7	Fort	200-400
8	Village	300-1000
9	Encamped Army	1000-3000
10	Refugee encampment	500-5000

CAMPING

When travelling in the wilderness, it is obviously necessary that you make camp at some stage. Your adventurers need rest and replenishment, and finding a suitable campsite is the way to achieve that. Below are some guidelines as to how to manage this.



SURVIVAL CHECK DC TO FIND CAMPSITE

TERRAIN	DC
Forest	6
Coastal	8
Desert	8
Grassland	8
Hills	6
Subterranean	10
Swamp	12
Mountain / Ice Steppe	14

RAIN

If it's raining, do you have a tent? If not, another survival check might be required to see if you can construct a bivouac. If so, what materials are around? Adjust DC accordingly, and make the roll.

NO CAMPSITE?

If the players fail to find a campsite, they can attempt to rest anyway, but one of two things will happen:

- The likelihood of being disturbed is increased.
- They may not get a full rest which may result in them only getting a short rest rather than a long rest.

SOLUTIONS

They can continue travelling, which will result in another d100 roll to see whether they encounter something. For every roll of 25 and below, they have an encounter. After travelling for this amount of time, another mile or two, they can roll to find a campsite again.

This is why it is sometimes a good idea to solo with 2 (or even more) PCs! Different characters bring different strengths. Once you get adept at this style of play, you may

wish to give your solo PC a companion or two.

DISTURBANCES WHILE CAMPING

Make a Q/A roll to determine whether your PC is disturbed while asleep. Adjust likelihood modifier according to population area, and how much you aced the Survival check by.

For example, Leytra, an elven ranger, got a 15 on his survival check to find a camp. He then makes a Q/A roll to answer the question “Am I disturbed while resting”, with the modifier of “Unlikely” (-2). This modifier is used since he did well on the survival check, finding a nice, secluded campsite.

Rolling a 14, the result is 12 when the modifier is subtracted. This results in an answer of “Maybe.”

Player decides that it's 50/50, so she makes a d100 roll, getting a 16. Leytra is disturbed while resting.

WHAT WAKES YOU?

D100	DISTURBANCE
1-20	Loud Noise
21-35	Animal (indifferent)
36-50	Animal (hostile) (Creatures table, Chapter 14)
51-60	Disturbing dream/vision
61-80	NPC (curious)
81-85	Bandit / Thief
86-90	Monster (Roll for monster by terrain, Chapter 16)
91	Natural disaster
92-100	Storm / Weather change

ARRIVING IN SETTLEMENTS

Arriving in settlements that are marked on the map increases the chances of encounters, as there is more to interact with, concentrated in a small space.

For Forgotten Realms settlements, consult a resource such as *Forgotten Realms Campaign Setting* (available on DM's Guild) locating details of that town, notable locations and persons, and local history that your PCs might discover while they are there. This will inform your adventures within the town, giving them a unique flavour.

Obviously, there is a lot more going on in a town than out in the wilderness. There are more people, and more events and situations to interact with. So your PC or PCs will probably be kept quite busy keeping up with the events in the town, and any plot threads they might be following. Towns and cities, after all, are where adventures start.

Then of course, there's the old tavern. A great place to meet NPCs. Use the (slightly racy) tavern name generator below, or use the more generic one in the DMG (p.113). Then, proceed to the following table which will provide more information on what sort of establishment you have found.

TAVERN NAME GENERATOR TABLE

d20	First Part	Second Part
1	The Gilded	Anvil
2	The Frog and	Eye
3	The Hammer and	Rogue
4	The Golden	Assassin
5	The Black	Dagger
6	Eye of the	Spadger
7	The Sword and	Quipper
8	The Filthy	King
9	The Evil	Wizard
10	The Good	Toad
11	The Stroppey	Bullock
12	The Greasy	Bollock
13	The Naughty	Buttock
14	The Queen and	Cuckold
15	The Leper and	Sabre
16	The Dog and	Strumpet
17	The Sweaty	Nonce
18	The Blessed	Scoundrel
19	The Cunning	Knave
20	The Knight's	Cock



TAVERN TABLE (ROLL 5 TIMES)

d10	Rooms	Quality	Innkeep	Rumours	Customer service
1	None	Atrocious	Male gnome	None	Unfriendly
2	1	Poor	Female halfling	1	Neutral
3	2	Poor	Male dwarf	1	
4	3	Average	Tiefling	2	Civil
5	4	Average	Human male	2	
6	5	Average	Human female	2	Cordial
7	6	Good	Male Halfling	3	
8	8	Good	Female gnome	3	Warm & Welcoming
9	10	Excellent	Orc or Half-orc	4	
10	20	Outstanding	Player's Choice	4	Treated like a monarch!

GENERATING RUMOURS

STEP 1: Roll for the subject of the rumour.

d4	SUBJECT	NOTES
1	Person	<i>Consult NPC tables (Chapter 13)</i>
2	Creature	<i>Consult creature table (Chapter 14)</i>
3	Place	<i>Consult Rumour location table (below)</i>
4	Thing	<i>Consult Situations table (Chapter 14)</i>

STEP 2: Roll for the substance of the rumour. 4-5 (or however many necessary) rolls on the Situations Table, Chapter 14.

RUMOUR LOCATION TABLE

d12 PLACE

1	In this settlement/area
2	Just outside settlement
3	1d4 miles away, in a structure (consult Structure Table, Chapter 9)
4	In the nearest forest
5	In the nearest hills
6	In the nearest mountains
7	In the nearest swamp
8	In/beside the nearest body of water
9	In the next village
10	In the next large town
11	In the capital of the realm
12	In the next realm

PROACTIVE PCS

Good adventurers don't just sit around waiting for action to come to them. They go out and find it. Get out and about and see what you can dig up. What's the state of affairs in the city? What interests do your characters have? Are they more likely to go and watch an underground pit fight or visit a tavern, or are they more suited to spending hours burrowing through the stacks of some obscure library? Any one of these can lead to a quest. Adventure hooks are everywhere.

Also, the multiple NPCs that your characters meet can deliver quests to them as well. Usually, these will be tied up with those NPC's interests. Who is that mysterious dwarf who occupies the same corner table of the inn you are staying at, every evening without fail? She keeps to herself, but you are certain something is going on with her...

Every day as you are moving about, getting your business done, you will also have random encounters, just like in the wild.

TABLE TO GENERATE NUMBER OF URBAN ENCOUNTERS

Use the table below to determine how many encounters your PC might have while moving about the settlement they are currently visiting.

(Number of d100 rolls per 12 hours)

TYPE OF SETTLEMENT DAY NIGHT

<i>Encampment or other</i>	2	1
<i>Hamlet</i>	2	1
<i>Village</i>	4	2
<i>Town</i>	6	3
<i>City</i>	8	4
<i>Metropolis</i>	10	5

Determine how many d100 rolls to make using the table above. If you are in a metropolis, you make 10 d100 rolls per day. For every roll of 25 or below, something happens. Use either the Urban Encounter tables (Chapter 5), the Story Element Interaction Tables (Chapter 14), or a combination of both. You may also have your own encounter tables you wish to use. Feel free to bring whatever resources you want to your personalized solo campaign.



CHAPTER 4: WILDERNESS ENCOUNTERS

What follows is a d100 table of premade wilderness encounters. You can use these every now and then to provide ready-made events for your PCs. Alternately, you can use the tables in Chapter 16 to generate an infinite number of random encounters.

Some of the encounters listed below will result in quests, the generation of which is covered in Chapter 7. Other rolls will result in a monster being encountered, which will take you to Chapter 16.

The encounters below have been somewhat left open-ended so that there is potential for them to be different every time. Use the question/answer mechanic (Chapter 2) to fill in the details. Or, you could use the Story Element Interaction tables (Chapter 14) to spice things up a bit.

WILDERNESS ENCOUNTERS

d100	ENCOUNTER
1-4	Small dungeon or crypt found. Purpose and history unknown. If entering, go to <i>Chapter 8: Random Dungeon Generation</i> .
5	Ready-made camp found, or cosy cave, that could potentially be used as shelter for the night, or a base while exploring. Inhabited?
6	A small creek, babbling pleasantly. Or a large crack, bubbling pungently.
7	A storm on the horizon, lightning dancing underneath dark grey clouds.
8	A sinkhole has opened up nearby.
9	Abandoned, empty town.
11-15	NPC met, who gives PC information about possible quest. Go to Chapter 7 and generate a quest, which you may or may not choose to accept.
16	Abandoned campsite found. Use Q/A rolls to find out more.
17	A tree with what looks like Druid markings.
18	You find survivors of some sort of attack, and they have a tale to tell...
19	Plundered barrow / burial mound. But did they get everything? And what still waits there? (50% mostly empty)
20	On the road, a dropped item. A backpack, a purse with interesting contents / a hat with a note tucked inside / an engraved ring... could be anything. Use Q/A roll to find out details.
21	Interesting traveller. This character has obviously seen some things...
22	Cemetery. Some of the graves have been looted, and most of the tombstones are so old that the names have worn off.
23	Prisoner(s) being escorted in a heavily-armoured cart.

24	Interesting geological feature. Use Q/A mechanic to find out what.
25	You find a discarded backpack with some intriguing contents.
26	An odd noise is coming from some distance ahead...
27	Strange lights in the nearby hills are attracting your attention.
28	You stumble across an orchard, filled with ripe and delicious fruit. The owner is nowhere in sight.
29	Bounty hunters, searching for a fugitive. "You seen anyone?" (Who they are working for is unclear)
30	Sudden and abrupt change in weather
31	Abandoned mine, dwarven or otherwise.
32	You hear howling in the distance. It could be wolves, but the sound is strange somehow...
33	Debris from a recent, large battle. Who fought here, and who won? How recent was this?
34	Humanoid corpse. 25% you find a clue (see Clue table in Chapter 9).
35	A bird (or some other creature – roll Creature Table Chapter 14) begins talking to you, in fluent Common! And not just mindless parroting...
36	A royal/noble personage and their entourage passes in an opulent carriage.
37	A flock of birds (vultures? ravens?) circles over a point somewhere overhead
38	You find an old, ruined monument. Is it to a god, a famous local figure, or something else?
39	A traveller with information/warning about a situation in the next settlement.
40	Unmarked settlement: town/village/hamlet. Human?
41	You reach a bridge over a small river. The bridge is washed out. Travellers are waiting here, unsure what to do.
42	You find an injured beast
43	A farmer invites you into his house for a meal, and possibly some of his home brew ale/mead as well
44	Overturned/broken-down cart. Is it attended?
45-50	Monster ambush. Level-appropriate easy encounter. Go to Chapter 16.
51	An animal wanders across your path. It glances up at you but doesn't seem

particularly bothered by your presence.

52	Trapped creature (humanoid? monster? What type of trap?)
53-55	An abandoned/ruined structure of some kind, which may or may not have a subterranean component.
56	An old hermit. What's he babbling about?
57	A creepy and unsettling token/sign.
58	Traveling merchant
59	A traveling adventurer who is impressed and wants to join your party.
60-65	Monster Encounter: Level-appropriate medium encounter. Go to Chapter 16.
66	A traveller, resting by the side of the road, begins pointing and laughing uproariously at you. Is she mad?
67	Heavily-guarded transport passes.
68	Travelling sage/archivist
69	Bandits (human or otherwise) demand a toll from you.
70-75	Monster: Level appropriate hard encounter.
76	A starving family begging for food or gold
77	A tribe who owns the land demands a tribute from you for passage (and in return will escort you through – whether you like it or not).
78	A travelling troupe of performers (80% Friendly)
79	A travelling merchant, but his wares are not the ordinary. Indeed, much of it is illegal in some way. Is he a smuggler? A drug dealer? A heist thief?
80	Hunters/travellers/adventurers. Camped up and relaxing.
81	You see a low rocky hill, where faces have been carved into the rocks, along with the shapes of various beasts. It is artfully done, and seems to tell some sort of story.
82	You see a track leading away from the road and into the forest/hills. Who knows where it leads...
83	Bandits waylay you and demand all your money
84	On a lonely stretch of road, you see a lone cabin, but cannot tell if it is inhabited or not.
85	A long-forgotten battlefield. How many died here?

86	A tower, visible off the road some distance.
87	Patrol from the nearest settlement
88	Unmarked settlement
89	The road disappears and the place looks nothing like on the map.
90-94	NPC appears with quest. (Use Chapter 7).
95-100	Monster! Level-appropriate encounter. 1-3: Hard, 4: Deadly.



CHAPTER 5: URBAN ENCOUNTERS

You have two options for generating encounters. One is using the Story Element Interaction tables, which are designed to generate an infinite amount of random encounters. These are found in Chapter 14. There is also a table there which determines simple, open-ended urban events which could be interpreted in many

ways. (eg: Fire in building / storm / election etc.). This could also be used. The other is method rolling for a premade encounter from the table below. Some of the encounters listed below will result in quests, the generation of which is covered in Chapter 7. Other rolls will result in a monster being encountered, which will take you to Chapter 16. Consult Chapter 3 for information on the number of encounters per day and other issues.

URBAN ENCOUNTERS

d100	ENCOUNTER
1	You witness a crime and they have a chance to stop the criminal. If you do, you win the favor of the local constabulary. If you try to but fail, the guard gives you an opportunity to help track down the criminal. If you do nothing, you must convince the guard you are not an accomplice.
2	Stampede of pigs
3	A cry rings out through the town. "An army is massing outside the gates!" Are they human, orc, mind flayer? You had better go and find out, or flee right now!
4	A mysterious hooded beggar conspicuously ducks into an alley as they walk by - they appeared to have a disfigurement. Perhaps they were just trying to hide from people.
5	A guided tour proceeds past, as the guide drops a particularly tasty snippet of local knowledge which the PC was unaware of.
6	A shady figure beckons from an alley. They have wondrous items for sale, they say.
7	Two old ladies, witches of some sort by the look of them, beg you to take a creature off their hands. (Roll Creature Table, Chapter 14). "It never shuts up!" they tell you. "Please, we'll pay you! We just want to be rid of the damnded thing!" The creature is the trapped soul of a former adventurer...
8	Two men are arguing about something. One turns to a PC and says, "You look like a reasonable man. What do you think?" Could be literally anything at all, and could result in combat, a job, or just more arguing.
9	Quest board with rewards for deeds done. Someone has rats in their cellar, missing townspeople in the woods nearby, simple things (or complex!) that give you little things to do that keep you exploring the city, making contacts, and earning gold/interesting items. Use Chapter 14 tables or Q/A rolls to generate.
10	A card shark/con artist is busking in the street, a large crowd gathers.

11 Two local thugs are strong arming a merchant for gold. You can help the merchant, but doing so annoys the local gang. Variation: The merchant is a thief, and the thugs are trying to recover their stolen money.

12 You notice a group of villagers attempting to put out a nearby house fire. This looks like it could easily spread to neighbouring houses, possibly affecting the whole town.

13 A peddler attempts to sell you a trinket or minor magic item.

14 A giant rat crawls out of a storm drain and gets into a fight with a dog.

15 Minor earthquake shakes things up and in the ensuing panic looters take advantage. Does the party join them, or stop them?

16 Merchant asking for help stopping local children with slingshots.

17 A young urchin is in an ally, cornered by either thugs or stray dogs.

18 Street is having a block party tomorrow and need help setting up.

19 Someone sentenced to death: You happen across the hanging/beheading scene before it concludes, what do you do?

20-25 Monster: Level appropriate easy encounter.

26 A con man is selling jewels and rare components that you might need.

27 A chamber pot is emptied from above. Make a DC 13 dex save to avoid. If unsuccessful, you disadvantage all charisma and stealth related rolls until you have a bath and change clothes. (Optional: make a con save vs filth fever).

28 A scrap of paper is pressed into your hand by a young man, who looks at you desperately before turning and running away. You turn over the note and read it. "Please help, he's coming for us all!"

29 A member of the local guard asks you what your business is in town.

30 "Stop, thief!" You feel your arms being grabbed. The local guard apprehend you, accusing you of stealing jewels belonging to a noble/royal. Searching your clothes, and/or bag, they successfully turn up the jewels in question. You, however, have never seen them before.

31 A lady / young man on a balcony blows you a kiss and then runs away.

32 A beggar crouches in a dark corner, clearly diseased.

33 Someone mistakes you for a mercenary, famous performer, or an old friend. They have face blindness. 2% of the population have it.

34 A bard strikes up a song and starts following you around.

- 35** A beggar notices the group and offers to guide them around in exchange for coin.
- 36** Bar fight bursts out into the street and may involve the PC.
- 37** Propositioned. Person of the night propositions a player. But they may not be all they seem...
- 38** A drunkard sees you and mistakes them for friends or enemies or perhaps throws up on you.
- 39** A person who claims to be a fan of the PC begins to follow them around
- 40** Snake Oil Salesman has gathered a crowd, and has actors in the group to fool people into buying worthless potions. Bonus: they're not worthless, but definitely not as advertised. A healing potion that's really gaseous form? Make Q/A rolls to determine results.
- 41** Group of smugglers coming out of a sewer grate with a crate of goods.
- 42** An old female fortune teller beckons to you from her tent.
- 43** A man tumbles out a tavern window. He's fully dressed in nobleman's garb. A female half-orc jumps out after him, letting out a warcry as he gets up and runs for his life screaming for help. Do you help her and run him down or do you get in her way? Possible: No matter who you help they both begin attacking you!
- 44** A street dog runs past with a human hand in its mouth - wearing a large, very obvious jeweled ring. Dog chase or find out what happened to the owner of the ring (and hand).
- 45** Someone's horse is spooked and charges through the streets. whether it's dragging a wagon or just a rider, it is panicked and needs to be stopped.
- 46** You find a map, discarded, on the street, or just a fragment of one, which arouses your curiosity. It shows a ruin, and there is a sketch of an artifact. Magical? Perhaps a local mage could help you decode this...
- 47** A drunk just wakes up nearby. "Wha... where am I?! My... my weapons! My belongings! They're gone!"
- 48** You stop to listen to a talented storyteller relate a story about a famous adventurer and his beast companion. Part of the story is unresolved, however, and gets you thinking...
- 49** You feel a thwack in the side of your head, and turn to see that a bunch of drunk young nobles are pelting passers by with rotten vegetables, laughing as they do so!
- 50-55** Monster: Level appropriate medium encounter.
- 56** Your sharp eye spots a pickpocket deftly relieve a noblewoman of an expensive

necklace.

- 57** A wizard is carrying a bagful of potions when suddenly the bag rips (perhaps it catches on a nail sticking out of a building, or it catches on a passing cart) and several potions drop out and smash on the ground, exploding with various dramatic effects.
- 58** A jeweller emerges from his shop, screaming that he's been robbed by dwarves. A nearby dwarf asks him for proof, but all he has to say is, "Of course it's dwarves, they lust after gems constantly!"
- 59** A female priest is castigating a businesswoman who has set up her wares before the temple (of Lathander, perhaps? Any good-aligned god). Except this business is no ordinary business - a female slaver is parading her wares, selling slaves to whoever's buying.
- 60-62** Something occurs, or you find something, that requires a (roll d10) 1: acrobatics / dex check or save, 2: strength or athletics check, 3: stealth check, 4: con check or save, 5: int check, 6: investigation check, 7: arcana check, 8: history check, 9: nature check, 10: religion check. Use Q/A rolls or Story Element Interaction tables (chapter 14) to find out what.
- 63-65** Something occurs, or you find something, that requires a (roll d10), 1: animal handling check, 2: insight check, 3: survival check, 4: medicine check 5: perception check, 6: persuasion check, 7: performance check, 8: deception check, 9: intimidation check, 10: charisma check. Use Q/A roll or Story Element Interaction tables (chapter 14) to find out what.
- 66-69** NPC met, who gives PC information about possible quest. Go to Chapter 7 and generate a quest, which you may or may not accept.
- 70-75** Monster: Level-appropriate hard encounter. Monster on the loose, marauding through the streets.
- 76** You are stopped by the local guard who want to congratulate you on your recent successful quest. How do they know?
- 77** PC hears a rumour about a job that a local priest might have. Apparently, or so the rumour goes, something is going on in the sacred catacombs beneath the streets.
- 78** You pass a house which is all boarded up, the gates locked. A passerby informs you that this is the house of a local nobleman who hasn't been seen in years.
- 79** You see a dice game going on in an alley off the street you are walking down.
- 80** A cleric stands atop a box on the roadside, spouting vitriol and nasty rumours about the town's leader or leaders. The cleric has attracted quite a crowd.
- 81** A group of protestors has set up outside the Town Hall, protesting the new road which is planned to run right through the middle of their settlement, some distance out of town.

- 82 A merchant asks you to mind his cart for him while he chases a thief who has stolen merchandise from it. He then leaves, and doesn't return for a very long time...
- 83 A street urchin appears, promising divine favour if the PC comes and volunteers an hour of service at a nearby temple.
- 84 A shopkeeper is attacking a wasp nest outside of his shop with a broom. He dislodges it and it crashes to the ground, engulfing him in a Swarm of Insects!
- 85 Two half-orcs are engaged in a full-on brawl outside a nearby tavern. Apparently one thinks the other cheated at dice.
- 86 Religious pilgrims making their way quietly through the streets are being mocked and jeered by a group of elven teenagers
- 87 A tattered cloak blows up the street. Catching hold of it, you find a note in one of its pockets.
- 88 Someone has released a hallucinogenic substance into the air, and people are in various states of intoxication.
- 89 A distraught mother cannot find her child and is convinced it has been kidnapped. She is moving from person to person, begging for help.
- 90 A sudden gust of wind whips through the town, sending stalls toppling over, hats flying, stacks of parchment fluttering down the street. Perhaps the PC discovers something as a result.
- 91 A dwarf, armed with greataxe, is threatening a cowering halfling, who is shaking with fear. The dwarf is living with rage, but has just been disarmed by the town guard. What's the situation here? Has the halfling wronged him in some way?
- 92 An overturned cart ahead is causing gridlock - the street is jammed with traffic.
- 93 "Ay oop luv, looking for a good time?" A prostitute (any sex or race) begins soliciting you earnestly.
- 94 Suddenly, out of the blue, you see a mage of some sort simply appear in the middle of the street/alley.
- 95-99 NPC appears with quest (see Chapter 7)
- 100 Monster: Level appropriate deadly encounter.

CHAPTER 6: DUNGEON ENCOUNTERS

d100	ENCOUNTER
1-5	Something occurs, or you find something, that requires a (roll d10) 1: acrobatics / dex check or save, 2: strength or athletics check, 3: stealth check, 4: con check or save, 5: int check, 6: investigation check, 7: arcana check, 8: history check, 9: nature check, 10: religion check. Use Q/A rolls or Story Element Interaction tables (chapter 14) to find out what.
6-10	Something occurs, or you find something, that requires a (roll d10), 1: animal handling check, 2: insight check, 3: survival check, 4: medicine check 5: perception check, 6: persuasion check, 7: performance check, 8: deception check, 9: intimidation check, 10: charisma check. Use Q/A rolls or Story Element Interaction Tables (chapter 14) to find out what.
11-15	NPC gives you information about possible quest. Go to Chapter 7 and generate a quest, which you may or may not accept. (Generate NPC as well – Chapter 13).
16-20	Monster: Level-appropriate easy encounter. Go to Chapter 16.
21-25	Monster: Level-appropriate medium encounter. Go to Chapter 16.
26-30	Level appropriate hard encounter. Go to Chapter 16.
31-35	Level appropriate deadly encounter. Go to Chapter 16. Your PC might want to flee!
36	Dead beast or monster carcass. What happened here?
37	You find a strange growth in this area, on the dungeon walls. Is it a moss of some kind?
38	Part of the floor has crumbled away, revealing a black, empty space below.
39	A door covered in moss, with a large knocker. Looks like it's been transplanted here from someone's garden.
40	You enter a tomblike area. All of the coffins are child-sized.
41	Strange vines have grown all through here, creeping around the stonework and gradually, over time, destroying parts of the masonry. How did they get in here?
42	You see a statue of a wizard in the middle of this area. The plaque beneath reads "I am Fennishaw Eldsight. Speak my name and bring me to life, if you dare!"
43	You hear voices ahead, and turn the corner to see a barbarian parleying with an ogre! Apparently they are discussing what the ogre's price is for releasing the half-orc he is currently holding hostage.

- 44 A voice repeatedly whispers, "What do you seek?" No matter how you respond, it repeats the same question. (Perhaps until you give the *true* answer, at which point, you may get what you seek, but not as you expected!) Who does this voice belong to, if anyone?
- 45 The ceiling above you opens, and an unexpected NPC falls through screaming, hitting the ground in front of you! Roll NPC Tables to find out who it is.
- 46 This area is home to a mining operation. Enslaved humanoid children are toiling away, loading rocks into mine carts for ore processing. Their masters whip and force them to continue on, despite their obvious fatigue.
- 47 A middle-aged woman is slumped against the wall, sobbing. She is dressed in rags.
- 48 From nowhere, you hear a booming voice: "Take up your weapon, adventurer! You dare to trespass here, now you will face me in battle!" But no one appears. At least not yet... You hear laughing...
- 49 Suddenly a vision flickers before you, a vision of your ultimate goal in this dungeon. You do not recognize the room, but get some prior information about what you might be headed towards.
- 50-
55 TRAP! Roll on Traps table to find out what.
- 56 Graffiti on the wall: "Stop! Bridge out ahead! Go back, your doom is at hand!"
- 57 Nearby, you hear a dog barking madly, then another voice telling it to shut up!
- 58 You hear screaming, very faint, as if from far, far away.
- 59 You round the next corner and see two humanoids engaged in a heated quarrel.
- 60 Make a perception check, DC 14. If unsuccessful, you suddenly notice your pack is lighter. Randomly choose one item from your inventory (perhaps figure out a way to randomly roll for it). It has been stolen! You might get it back, but then again...
- 61 You come to a door on which a parchment is nailed. "Dungeon caretaker. Enquiries/complaints within."
- 62 Suddenly the wall behind you explodes, and two adventurers enter through it. One is a goliath who has just punched his way through the masonry, the other appears to be a halfling sorcerer.
- 63 Ahead, two orc guards sit at a guard post. They appear to be playing dice.
- 64 A giant rat runs past you, closely followed by three hungry-looking goblins. They pay you no attention.
- 65 As you move through this area, make a perception check, DC 15. If you fail, you do not see a glyph on the wall and trigger an alarm spell! What comes to check?

66 In a corner, a huge pile of rubbish festers. It is being picked through by some horrid beast or other.

67 You get the distinct impression that you are being followed. You even fancy you can smell whoever it is, and they smell rank.

68 You happen upon a massacre. The corpses of a dozen humanoids lie scattered.

69 A mist swirls about your feet.

70 You feel a hard shove in your back. When you turn to look, is anyone there?

71 Roll perception, DC 14. If successful you notice something in your periphery. A stone in the wall shuts with a scrape. Investigation roll, DC 12, to find the mechanism to open it. Beyond is a (d4) 1-2: passage, 3-4: room, containing an encounter (d4) 1: Easy, 2: Medium, 3: Hard, 4: No encounter. Clue 75%, Individual Loot 50%.

72 An old timer, clearly mad, is perched on a soapbox to the side of this passage, ranting about the current state of political affairs to an audience of one slightly amused boggart.

73 As you round the next corner, you catch sight of a lone humanoid. Make a stealth check, DC 14. If successful, you stay hidden and watch as they move a stone in the wall, place something behind it, then replace the stone. Then they depart.

74 You come across a proper dungeon - a locked room with bars, in which you see several ragged-looking prisoners. "Quick, break us out!" one of them exclaims when he sees you.

75 You come across an ornate door, attended by a spectral figure dressed in opulent clothes. The thing is non-hostile, and manning this door, like a doorman. Roll a d4. On a 1: He praises you and your obvious prowess as an adventurer. He seems to know a lot. The spectral doorman admits opens the door for you. On a 2: He begins insulting you, pointing out how awful your clothes are, how ugly you are, how terrible you smell! Make a wisdom check, DC 15. If you succeed, he congratulates you on your poise in the face of abuse and lets you through the door. On 3-4: He begins debating with you as to why you shouldn't be admitted through the door. Make an intelligence check or a persuasion check, DC 14. If successful, you win the debate and he lets you through the door. The spectral doorkeeper cannot be attacked or moved. And the door only opens for him. (40% boss encounter).

76 A kindly little goblin appears with hat in hand, and begs your help in ridding him of a problem. He has just returned from a trip to the nearest town to find that his home has been taken over! Two levels down, his humble little abode that he shares with his wife and two little goblins, has been invaded by a horrible (insert level appropriate hard encounter here). If he could get your assistance in getting rid of this scourge, he will reward you with all his profits from his recent sales trip - 250 gp! And his wife will cook you a delicious pot of Tunnelslug Stew, finest in the dungeon, they say!

77 You run into some rival adventurers, who happen to be there following the same leads as you. Will you team up with these NPCs? (Use NPC tables to determine who they are, skipping Profession and going straight to Class Tables).

78 You take one more step and... boom! You are in an utterly unfamiliar part of the dungeon. Abandon the map you have so far. You have stepped through a portal, and now are not even sure you are in the same dungeon, realm, or world! Where have you been transported?

79 You find a secret entrance to an opulent room, lined with bookshelves. A fire crackles in the hearth, and richly-patterned rugs and furniture decorate this cosy space. Who lives here?

80 You find small circular openings in the walls. Each contains a scroll. Withdrawing them, you see that they bear writing from some ancient civilization. These could be of great worth to an archaeologist, but first you will need to get them translated. What secrets do they hold? (Roll a d8. The scrolls are in 1: Infernal, 2: Abyssal, 3: Celestial, 4: Draconic, 5: Druidic, 6: Giant, 7: Primordial, 8: Undercommon. If you happen to speak the resultant language, use Q/A rolls to determine what they contain. Perhaps a quest! Or some valuable knowledge. They might be worth something, too, to the right buyer).

81 1d4-1 humanoids are arguing and do not notice your approach. One is a commander, the other(s) subordinate. The subordinate has failed in the execution of some task. The rest of your story will hopefully provide the context here. If you choose to attack, this will be a (d4) 1: Easy, 2-3: Medium, 4: Hard encounter. You may choose an appropriate enemy based on the encounter guidelines in Chapter 16. Individual loot 50% (roll twice, once for each humanoid)

82 You find the shrine of a long-forgotten deity. (Loot Hoard 30%). Perhaps this deity tries to commune with you, attempting to find a new worshipper?

83 You see an ornate historical mural on a nearby wall, faded but obviously painted / carved by a master artist. As you watch, the figures in the mural come to life and begin to play out a scene hitherto unknown to you. You gain knowledge of this episode of history, and possibly of some previously undiscovered location/quest/relic associated with it. (Consult the history of your setting / use Q/A rolls to find out what... player's choice!)

84 You enter a chamber where a sacrificial ceremony is taking place. Several humanoids are gathered around a plinth, about to sacrifice a live beast. Who knows what the outcome of this ritual will be?

85 You get the feeling you are being stalked by something, some invisible force. You see shadows, hear noises, feel a presence, but every time you turn you see nothing. Perhaps it will show itself eventually. Perhaps it is another adventurer, or perhaps... something more sinister.

86 In the next room, a gnome sits at a table in a sparse room before a chess board. He invites you to play. Playing requires a DC 15 deception or intelligence check. If successful, the gnome will gift you with a useful trinket of gnomish invention, or 50 gp. If unsuccessful, you surrender an item of 50 gp worth. You can refuse this

invitation if you wish. The gnome will also just talk if you want - he will welcome the company, and is a wealth of information about the dungeon.

87 You find an underground tavern, where dungeon denizens like to stop and get an ale every now and then before returning to their murderous exploits! It's called The Delver's Rest and the patronage is steady! (If this is too silly, re-roll).

88 You find a secret door to a chamber where an alchemist is busy preparing potions and tinctures of all kinds. He might be open to bartering, but is currently trying to prepare something that will "stop all hell breaking out in this place." If you try to attack him, you find he is protected by an impenetrable magic barrier, which only he can let down.

89 You find a dimensional door into a forest, but can't be sure if this wilderness is real, or simply an illusion to lead you into even greater danger.

90 In this area are some pools of greyish-green slime of unknown nature. Q/A and nature rolls to determine more about their nature.

91 If the party are holding torches, or there are torches or candles present in the area, something blows them all out suddenly.

92 The area is filled with a thick mist/fog, that hangs heavy and low to the ground.

93 In the distance a small girl dressed in rags can be seen standing near the wall. If players move toward her, she will turn and run through the nearest wall and disappear.

94 To the far side three skeletons hang on manacles, if they are inspected 1d6 rats will jump out at the PCs.

95 The ground here is earthen and covered with a top soil. It smells heavily of must and dirt. Root-like tendrils will start to appear out of the ground and start to grow up the walls.

96 A player is bitten on the hand (causing minimal if no damage). What did it?

97 A low rumble, then a deep cracking noise is heard directly above. The area shakes slightly, dust and small debris falls from the ceiling, then it stops.

98 A bard has stopped in this area to belt out a quick song to try and lift his own spirits. He's been lost down here for days! He tells you that he's managed to find his way up to this level with some difficulty, but that this dungeon descends many levels downward. He was held captive by some kind of humanoid until just recently. He's absolutely starving, having had to subsist on dungeon moss and tunnelslugs for weeks.

99 You hear the sound of something heavy being dragged, coming from up ahead.

100 A large group of humanoids comes running down the tunnel towards you, their expressions showing absolute, abject terror. "RUN!" the lead one yells at you. "Save yourself, run, now!!!" Behind them, you see something BIG following...

CHAPTER 7 QUEST GENERATOR

HOW TO GENERATE QUESTS

Quests come about because of problems. So, what possible problems could bring about a quest?

After examining many published adventures, I have identified a set of main conflicts and resultant quests.

Many adventures are formed of one or more of the below quests.

We must remember that *scale* is something to consider. For example, “Invasion” below, might refer to a small band of evil humanoids, or the army of an entire nation.

The table has been kept necessarily vague so that the adventure can easily slot into whatever environment your PC happens to be in, wilderness, urban, or dungeon. Using the Quest Generation Tables in conjunction with Q/A rolls (Chapter 2), you should be able to come up with an adventure that fits within the context of your current campaign.

Generate your initial quest using the table directly below, then roll on the Quest Source Table, and finally proceed to the what-why-when-where-how-who questions listed afterwards to add more detail.

NOTE: I do not pretend that the below list is exhaustive. This is just to get the creative juices flowing. For a more extensive range of quest generation tables, refer to Matthew J. Finch’s outstanding *Tome of Adventure Design*, pp.15-25.

QUEST GENERATION TABLE

d100	PROBLEM	RESULTANT QUEST
01-04	Unjust killing	Revenge
05-08	Crime committed, criminal disappeared	Apprehend / Bounty Hunt
09-12	Item lost	Retrieval
13-16	Tyrant(s) threaten town / business / population (monster / humanoid)	Repel / Sabotage / Deceive / Sabotage / Extort / Entrap
17-20	Environmental disturbance / Strange Weather / Infestation / Plague	Investigate / Solve
21-24	Magical chaos / Curse	Investigate / Lift curse / destroy magic
25-28	Kidnapping / Hostage situation	Rescue / Recover
29-32	Adventurer left some time ago, but is lost	Rescue
33-	Something is rumoured, but undiscovered	Explore / Discover

36	(Artefact, legendary place)	
37-40	Riches rumoured within secure, guarded place	Loot
41-44	Invasion	Repel / Divert
45-48	Person suspected of something	Spy / Gather information
49-52	Important item / message / person needs transporting	Transport / smuggle / escort
53-56	Nefarious / dangerous item being transported	Waylay / Hijack
57-60	Dangerous item exposed / up for grabs	Find / Destroy
61-64	Corrupt noble	Investigate / Implicate / Incriminate / Expose
65-68	Commodity shortage (goods, workforce)	Transport supplies
69-72	Mystery unresolved	Research / Explore / Decode
73-76	Adventurer thrown into life-threatening situation (environmental or otherwise)	Survive
77-80	Worthy creature's life threatened (humanoid / animal / monster)	Protect, eliminate threat
81-84	Execution of innocent party planned	Prevent
85-88	Siege (anything from a small party of goblins surrounding a farmhouse to an army of Imperial Blades surrounding a city!)	Break
89-92	Huge battle about to erupt	Negotiate / Prepare / Mediate / Participate
93-96	Spiritually beneficial place rumoured	Visit / Gain boon
97-00	Foolish individual committed innocent blunder	PC hired to conceal evidence / Return item / Placate

HOW DO YOU HEAR ABOUT THIS QUEST?

The following table can provide more story elements for your quest. For example, if a local temple gives you the quest, then perhaps it involves some deity that they have an interest in. Or, if you roll **65-67: *Event sparks a memory***, then the nature of this event will determine some of the flavour of the quest. Take the required time to figure out what is going on, what the quest is, and how it relates to your PC.

QUEST SOURCE TABLE

d100	Source	d100	Source
1-3	Notice board	50-52	A dream
4-6	NPC	53-55	Local temple gives you the quest
7-9	Tavern rumour	56-58	Rumour picked up at guard station
10-13	Stumble into situation	59-61	Merchant's Guild / merchants
14-16	Guild affiliate	62-64	Noble family entrusts you
17-19	Fellow adventurer	65-67	Event sparks a memory
20-22	Mysterious scroll with info on it	68-70	Divine inspiration
23-25	Hidden piece of paper inside a basic reward / purchase a pc makes	71-73	Overheard conversation
26-28	Treasure map	74-76	Passing traveller
29-31	Found journal - Owner missing	77-79	Entrusted with delivering a parcel. Something compels you to peek inside!
32-34	Partial map	80-83	Herald makes proclamation in market square
35-37	Inheritance - be it a place, an item, or a title.	84-87	Orders from higher command, guild or society (from afar perhaps)
38-40	Geas or Quest Spell	88-90	Note on dead creature
41-43	Unholy visions	91-93	You awake with a map tattooed on you!
44-46	A lost map or letter found	94-97	Natural disaster reveals something
47-49	Sent on mission by friend or relative	98-100	A friend has died as a result of this situation, you must avenge!

WHAT NEXT?

After you have discovered the problem, ask questions such as **WHAT**, **WHY**, **WHEN**, **WHERE**, **HOW** and **WHO**.

All of these questions have answers. You can use our included question/answer mechanic (Chapter 2) Mythic, or your own imagination to come up with the answers.

For example, take the problem “Item Lost.”

WHAT was the item? Was it magical, mundane (but special in some way), was it a map of an even greater treasure, was it a book of spells?

WHY was it lost? Was it stolen, and if so by whom? Or was it lost through stupidity or oversight, or did it simply become misplaced?

WHEN was it lost? Recently, or centuries ago?

WHERE is it rumoured to be? Does anyone have any idea of its location? How is the information to be obtained?

HOW can it possibly be retrieved? Is the place where it is rumoured to be even reachable? Or, if the location is not known, is there some way of discovering the location?

WHO has alerted you to the item’s absence? Is it someone you know, or a local in a place you are travelling through? Or is it someone whose trustworthiness is uncertain?

All of these questions can be answered using Q/A rolls.

RELEVANCE

The answers must also fit with your current situation. For example, if you are out in the middle of a deserted plain, how are you going to receive news about a kidnapping / hostage situation?

Reroll, if you need to, in order to obtain a quest more relevant to your current situation.

GET CREATIVE

The right hand column of the first table, “Resultant Quest” will emerge as the player interacts with the elements therein. For example, the problem “Invasion” results in the Resultant Quest “Repel,” but how to repel? If an orc general is marshalling a small army to take a village, your quest could be to array able villagers against the orcs. Or, you might get a bit craftier and decide to go straight to the general himself, posing as a messenger bringing news of richer spoils elsewhere. So, trickery could form the basis of your quest instead of straight opposition. Or, you could somehow divert another group of monsters to cross paths with the orcs, and let them kill each other off! There are many ways to take the adventure beyond the generic.

RENOWN

After the successful completion of a quest that results in the improvement of welfare for residents of a village, town or city, or other settlement, the PCs might find that their renown increases. This could result in the ability to succeed in haggling down merchants, getting lodgings for free, and receiving such boons as free holy water / blessings from local temples (interpretable as inspiration points) and other things. See Chapter 11 for more information on Renown.

RUMOURS

You could also use one of the many rumours tables available on DM’s Guild to provide you with leads for your quest. Or, roll on the Rumours Tables provided in Chapter 3 and Chapter 10 of this book.

CHAPTER 8: RANDOM DUNGEON GENERATION

Every now and then during a game of Dungeons & Dragons, it is necessary to enter a dungeon! When doing this, it is nice to be surprised, rather than to know what is coming. To this end, a system of random dungeon generation is desirable for solo play.

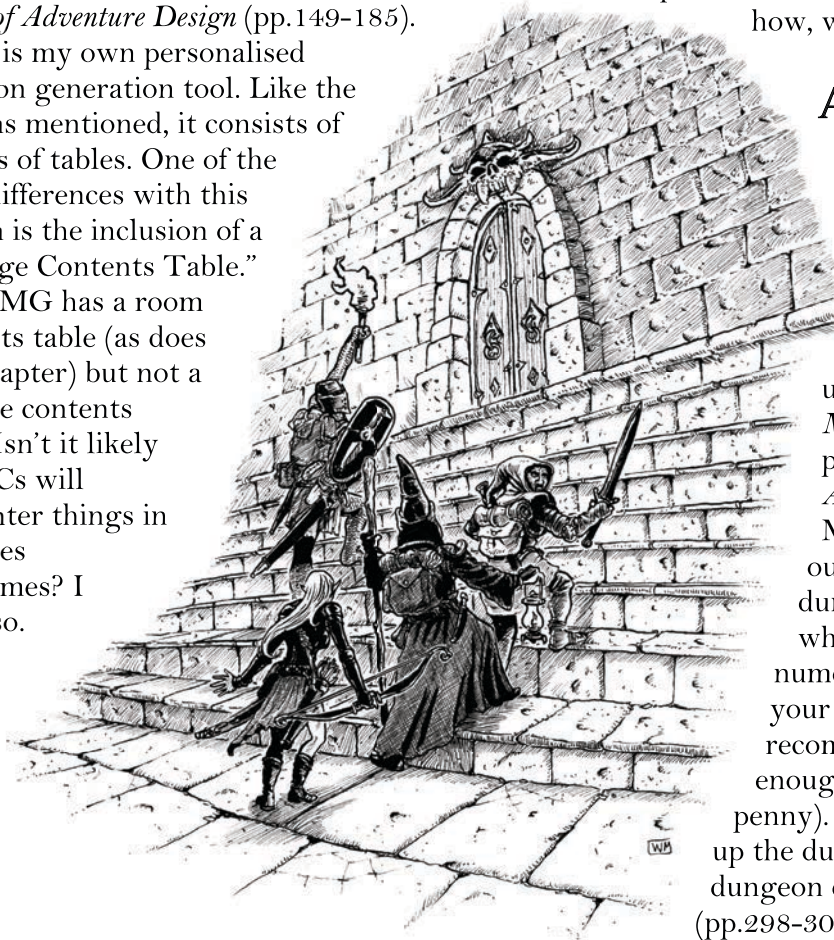
The dungeon generation tables in *Dungeon Master's Guide* (pp.290-301) are a good way to generate dungeons randomly, and contain a good level of detail. Have a look at those, and if you like, pair the tools there with the tools in this chapter.

It is recommended that you map as you go so that you can backtrack if need be. These random dungeons can easily turn into adventures that you then run for players later on, as a DM.

Another dungeon generation system can be found within the pages of the excellent *Tome of Adventure Design* (pp.149-185).

Below is my own personalised dungeon generation tool. Like the systems mentioned, it consists of a series of tables. One of the main differences with this system is the inclusion of a "Passage Contents Table."

The DMG has a room contents table (as does this chapter) but not a passage contents table. Isn't it likely that PCs will encounter things in passages sometimes? I think so.



A REMINDER

Just to reiterate a point made earlier, don't feel beholden to these mechanics. You may wish to use the tables in this chapter to simply provide the basic physical outline of your dungeon, and then use Mythic or Q/A rolls (see Chapter 2) to fill out the details. Or, you could use this generator *sometimes*, and the DMG system at other times.

Occasionally, you may decide that certain things just *happen*, rather than rolling for them. Remember, you are the DM (and player), so if something makes sense within the context of your adventure, go with it. This is a time for you to use your creativity to the utmost. The tables and mechanics provided herein are simply meant to fire your imagination, not provide every single last detail of your adventure. In the words of the great pirate Hector Barbossa, these are more what you'd call "guidelines" than actual rules!

Remember also that things often have a reason for being somewhere, so ask those questions... What, where, why, how, when and who.

A NOTE ON ROOM CONTENTS

When determining the **contents** of the rooms in your dungeon, you could use the *Dungeon Master's Guide*, or perhaps *Tome of Adventure Design* by Matthew J. Finch, an outstanding resource for dungeon generation, which contains numerous tables to dress your dungeon (I cannot recommend this resource enough - worth every penny). Also, feel free to spice up the dungeon with a bit of dungeon dressing. The DMG (pp.298-301) has some great

dungeon dressing tables you could use, providing furniture, natural features and other details.

Kent David Kelly's excellent *Random Dungeon Room Generator*, available on Dungeon Master's Guild, is a great tool for this also and consists of an excel spreadsheet. Every time you hit the "calculate" button, it provides you with a new room description. A great product and very reasonably priced.

ANOTHER APPROACH TO DUNGEON STOCKING

Alternatively, you could take a similar approach to dungeon encounters as that given in Chapter 3, which deals with wilderness and urban encounters. That system encourages you to make a series of d100 rolls to determine how many encounters you experience in a given time period.

Chapter 6 contains a list of dungeon encounters which you can use to pad out your adventure. When you have rolled on that table to the point where events are repeating, then use the tables in Chapter 14 to generate your encounters, or switch to the Room and Passage Contents Tables, found later in this chapter. The question then will be *where* within the dungeon the encounters are situated. So, first determine the number of encounters based on the *activeness* of the dungeon (on the table to follow) If you roll 3 encounters, then every time you enter a new space, use a Q/A roll to determine if this is the place where you have the encounter. Or just decide.

OPTIONAL: TABLE TO GENERATE NUMBER OF RANDOM DUNGEON ENCOUNTERS

Use the table below to determine how many encounters your PC might have while moving through the dungeon. "Activity" refers to how much activity has been taking place within this dungeon of late. Your story, or Q/A rolls, will provide the answer to that.

In the column marked "d100 Rolls" is a figure. This is how many times to roll a d100. For every roll under 25, something happens. Refer to *Chapter 6: Dungeon Encounters*, or *Chapter 14: Story Element Interaction Tables* to find out what.

(Number of d100 rolls per hour)

GENERAL DUNGEON ACTIVITY	d100 rolls
<i>Deathly quiet</i>	1
<i>Quiet</i>	2
<i>Fairly Quiet</i>	3
<i>Active</i>	4
<i>Busy</i>	5
<i>Insane</i>	6

YOUR POOR CLUELESS PC

Sometimes in solo adventuring, it becomes necessary for you, the pseudo-DM, to have a little more knowledge than your PC, and then, knowing the danger they're in, to roll the dice and hope like hell they succeed.

An example here is traps. Sometimes on the tables below, your character will come across a trap, but may not initially know it is there. You will be required to make a perception or investigation or similar roll, and just hope for the best!

Your knowledge and your PC's knowledge, are two different things. I hope that most of

the time, you will be able to be immersed and right there with your PC, and I've tried to structure this soloing system in order to achieve that. Sometimes, however, there are situations when you have to play a kind of pseudo-DM role. Just go with it, it's all part of this style of soloing.

CLUES

You may wonder how it is possible to find clues for something which you, as player and "pseudo DM", have no idea about. The answer to that is, *the clues determine the answer*. So, even though the clues are random, they point towards or foreshadow something, and it is your job to find out what that is.

Perhaps the clues relate to something in another location outside the dungeon. Let Q/A rolls, and your creativity, fill out the details and guide what you think is the significance of the clues.

NOT ENOUGH MONSTERS!

If you find that this dungeon generator is not providing enough combat encounters for your taste, do something crazy like adding 30 to all your Room and Passage Contents rolls. Or, simply use Q/A rolls to determine what is in each room, as in *Is there a monster in this room?* That should move things along a bit quicker!

FIRST QUESTION: HOW BIG IS YOUR DUNGEON?

Use the table below to determine how many rooms are in your dungeon. When your dungeon reaches the room amount specified, then rooms cease to have extra doors and passages tend to dead end. You have discovered the limits of your dungeon. Time to leave!

DUNGEON SIZE TABLE

d20	SIZE
1-3	Tiny: 1d4+2 rooms
4-8	Small: 1d6+4 rooms
9-16	Medium: 4d4+6 rooms
17-18	Large: 5d6+12 rooms
19	Huge: 10d6+24 rooms
20	Limitless

DUNGEON TYPE TABLE

d10	SIZE
1	Lair
2	Tomb / Crypt
3	Abandoned stronghold
4	Temple or shrine
5	Natural caves
6	Maze
7	Mine
8	Planar Gate
9	Guild / cult headquarters
10	Death Trap

BLANKET RULES

When mapping your dungeon, use the following guidelines from p.290 of the DMG:

“If a feature would exceed the boundaries of the page, curtail it. A corridor might turn or come to a dead end at the map’s edge, or you can make a chamber smaller to fit the available space. Alternatively, you can decide that passages leading off the edge of the map are additional dungeon entrances. Stairs, shafts, and other features that would normally lead to levels you don’t plan to map can serve a similar purpose.

The existence of stairs presumes a dungeon with more than one level. If you don’t want a multilevel dungeon, reroll this result, use the stairs as an alternative entrance, or replace them with another feature of your choice.”

STARTING AREA

(You may already know the starting area, but in case you don’t, roll below).

d10	STARTING AREA	Then roll on
1-2	Passage	<i>Passage Table</i>
3-4	Room	<i>Room / Room contents table</i>
5-6	Door	<i>Door Table</i>
7-8	Stairs	<i>Stairs Table</i>
9-10	Open entrance	<i>What is beyond? Roll d4. 1-2: Passage. 3-4: Room. Roll on appropriate table.</i>



PASSAGE TABLE

Roll here, and then, optionally, on Passage Contents (below). Reroll if desired.

d20 RESULT

- 1 *Passage continues $d4 \times 10$ ft.*
- 2 *Passage goes 15 ft and ends at door. Go to Door Table.*
- 3 *Passage goes 30 ft and ends in stairs. Go to Stairs Table.*
- 4 *Passage turns left 90 degrees.*
- 5 *Passage turns right 90 degrees.*
- 6 *Passage dead ends. Return to last feature you want to explore. 40% Secret door. Notice DC (investigation) $d10+7$. If it is there, and found, go to Secret Door Table.*
- 7 *Passage continues $1d4 \times 10$ ft and comes to a four way intersection.*
- 8 *Passage continues $d4 \times 10$ ft and comes to a T-junction.*
- 9 *Passage continues $d6 \times 10$ ft and then you see a side passage leading off to the left.*
- 10 *Passage continues $d6 \times 10$ ft and then you see a side passage leading off to the right.*
- 11 *Passage ends in an open entrance to a room. Go to Room Table.*
- 12 *Door in right wall. Go to Door Table.*
- 13 *Door in left wall. Go to Door Table.*
- 14 *Secret door on passage wall (player's choice which wall). Roll perception DC 15. If successful, go to Secret Door. If not, roll again on Passage Table, continuing along (as your PCs didn't notice.)*
- 15 *Passage narrows ($1d6 \div 2$) $\times 10$ ft. (minimum width 5 ft)*
- 16 *Passage widens ($1d6 \div 2$) $\times 10$ ft. (minimum width 10 ft)*
- 17 *Opening to the left, stairs. Go to Stairs table.*
- 18 *Opening to the right, stairs. Go to Stairs table.*
- 19 *Opening in the floor, straight drop down $1d10 \times 10$ ft to a ($1d4$ roll) 1-2: Passage, 3-4: Room.*
- 20 *Roll on Random architecture table.*

PASSAGE CONTENTS

(Roll after every passage table roll.)

Where a percentage value is given, take that as a direction to make a d100 roll. If your roll is less than or equal to that percentage, then loot or clues is present. Use the Loot Tables in Chapter 17 (or the DMG, p 136) to determine the loot. Base the challenge rating on the last enemy you defeated.

For successful clues, roll on the Clues Table (found later in this chapter).

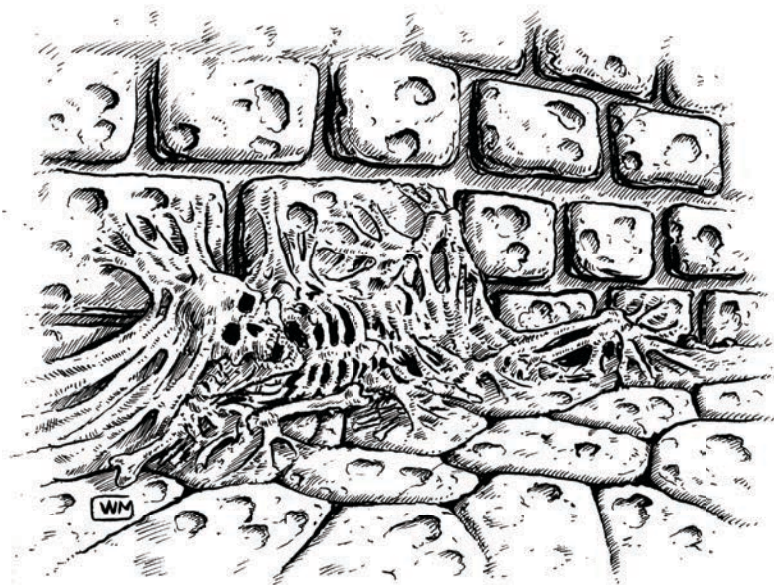
PASSAGE CONTENTS TABLE

d100	RESULT
1-69	<i>Empty</i>
70-80	<i>Empty apart from rubble. Clue 10%. Perception check DC 10 to find.</i>
81-84	<i>Empty apart from corpse. Clue on body 20%.</i>
85-88	<i>Empty apart from multiple corpses. Clue on a body 40%.</i>
89-90	<i>Empty apart from enemies. 1 level-appropriate easy encounter. Loot 15%, Clue 15%</i>
91-92	<i>Empty apart from enemies. 1 level-appropriate medium encounter. Loot 25%, Clue 25%</i>
93-94	<i>Empty apart from enemies. 1 level-appropriate hard encounter. Loot 50%, clue 50%</i>
95-98	<i>Trap! Go straight to Trap Table.</i>
99-100	<i>Loot 60%. Roll DMG individual treasure: Challenge 0-4 table. Add 30 to roll. How did this loot get here?</i>

DOOR TABLE

d100	RESULT
1-20	<i>Standard wooden door, braced with metal, unlocked. Opens onto (roll d4) 1: Passage, 2: Stairs, 3-4: Room.</i>
21-25	<i>Iron bars (portcullis) with lever to the side. You can see through to the room. Pulling the lever will raise the portcullis if unlocked (roll d4 to determine: 1-2 locked, 3-4 unlocked). DC 14 thieves' tools check to unlock, DC 19 strength check to wrench open. Is the lever trapped? Use Q/A and investigation rolls.</i>
26-30	<i>Empty doorway. Perhaps a magic glyph trap, triggering an attack spell (Fire Bolt or other). Make a Q/A roll with the modifier Unlikely (-2) to determine. Beyond doorway is either (d4) 1: Passage, 2: Stairs, 3-4: Room.</i>
31-35	<i>Wooden door, locked. DC 15 thieves' tools check, or it will have to be smashed. (or other valid method, such as Knock spell). Door has AC 12 and 20 hp. Opens into a room.</i>

- 36- Iron door, locked. DC 14 thieves' tools check (or other valid method, such as Knock spell,
40 or smashing it down). Opens onto (roll d4) 1: Passage, 2-4: Room.
- 41- Locked and trapped stone door. DC 15 perception to find trap. If trap disarmed / avoided
45 / triggered, roll d4 to determine what's on the other side. 1: Passage, 2: Stairs, 3-4:
Room.
- 46- Secret door. Does your PC know it's there? Through to (roll d4) 1: hidden passage, 2-4:
50 Hidden chamber.
- 51- Entrance, then 10 ft through to an adjacent passageway. Empty archway, no door.
55
- 56- Locked stone door, secured with a puzzle. A DC 14 intelligence check will enable the
60 puzzle to be solved and the door unlocked. Opens into 1: Passage, 2-4: Room.
- 61- Roll d6. 1-2: Wooden door. 3-4: Stone door. 5-6: Iron door. Roll d6. 1-3: locked, 4-6
80 unlocked. Roll d6. 1: trapped, 2-6 untrapped. Roll d6. 1-2: locked, 3-6: unlocked.
- 76- Trapped door. DC 15 perception to find trap. If trap disarmed / avoided / triggered, roll
80 d4 to determine what's on the other side. 1: Passage, 2-4: Room.
- 81- Locked door, can only be opened with a key which is on the body of a humanoid monster
85 somewhere in this dungeon. There is a reason they do not want anyone to enter.
- 86- Door composed of elemental energy, such as fire or lightning. You can move through it,
90 but you will take 3d8 damage of whatever type it is composed of.
- 91- Heavy stone door, requires athletics check to open (DC 16). -1 hp for every 2 failed
95 strength checks. Opens into room.
- 96- Door is smashed and hanging off its hinges (why?). Leads into a room.
100



STAIRS TABLE

(Note: if it is inappropriate for stairs to go in a particular direction, you may decide they go in a different direction. Eg: down instead of up).

D20 RESULT

1-8	<i>Down one level to a (d4) 1-2: Room, 3-4: Passage.</i>
9	<i>Down one level to a room, add 15 to Room Contents roll</i>
10	<i>Down one level to a room, add 30 to Room Contents roll</i>
11	<i>Down one level to a passage</i>
12	<i>Down one level to a passage, add 15 to Passage Contents roll</i>
13	<i>Down one level to a passage, add 30 to Passage Contents roll</i>
14	<i>Down two levels to a (d4) 1-2: Passage, 3-4: Room</i>
15	<i>Up one level to a room, add 15 to your Room Contents roll</i>
16	<i>Up one level to a room, add 30 to your Room Contents roll</i>
17	<i>Up one level to a passage</i>
18	<i>Up one level to a passage, add 15 to Passage Contents roll</i>
19	<i>Up one level to a passage, add 15 to Passage Contents roll</i>
20	<i>Up two levels to a (d4) 1-2: Passage, 3-4: Room</i>

ROOM TABLE

(When generating exits, make a d100 roll. 50% chance the exit is a door. If so, roll on door table)

d20 RESULT

1-2	<i>Rectangular, dimensions (d4x10)ft x (d4x10)ft. 1d6 exits (including the one you entered by)</i>
3-4	<i>Square, (d4+1) x 10ft. on all sides, 1d4 exits.</i>
5-6	<i>Square (d6 +1) x 10ft. on all sides, 1d6 exits</i>
7-8	<i>Square, (d8+1) x 10ft. on all sides, 1d8 exits</i>
9-10	<i>Rectangle, (d4+1)x10ft x (d8+1) x10ft, 1d6 exits</i>
11-12	<i>Rectangle, (d6+1) x10ft x (d6+2) x 10ft, 1d6 exits</i>
13-14	<i>Circular, d4 x 10 diameter, d4 exits</i>
15	<i>Triangular, d6x10 down one side, other sides whatever shape fits best, d4 exits</i>

- 16 *Pentagonal, d4 x 10 ft. across, d4-2 exits (minimum 1)*
- 17 *Hexagonal, d6 x 10 ft. across, d4-1 exits (minimum 1)*
- 18 *Octagonal, d6 x 10 ft. across, d4-1 exits (minimum 1)*
- 19 *Trapezoidal, d6 x 10 ft roughly on each side.*
- 20 *Rough cave, d12 x 10 width (approx)*

ROOM CONTENTS

At this stage, it might be a good idea to access the room description and contents tables on DMG pp.293-296. These provide flavour by dungeon type (i.e.: lair, tomb, stronghold, temple) and give info on room types and current state. Or, you can simply roll on the table below and adjust the room type to fit the contents determined by the table.

Optional Modifier for Room Contents table based on room size:

Large-sized room: +15

Huge-sized room: +30

NOTE: Some of these results require you to make a series of d100 rolls to determine additional content. You will then proceed to their appropriate tables in order to further determine additional items.

ROOM CONTENTS TABLE

(SD = Secret Door)

d100	CONTENTS
1-4	Level appropriate Deadly Encounter (see Chapter 16). Loot 45%, Clue 75%. Roll DMG Loot table appropriate to encounter.
5-8	Remnants / proof of the boss or BBEG. It looks as though they have been up to mischief in this room.
9-12	Low level minions of the BBEG in this room. Level appropriate easy encounter.
13-20	Dungeon Hazard. 1: sinkhole, 2: fungus, 3: trap, 4: collapsing masonry or other natural hazard, 5: wandering monster, medium difficulty, 6: Player's choice.
21-32	Level appropriate Hard Encounter (see Chapter 16). Clue, Loot, Random, SD all 30%.
33-36	NPC in room investigating. Roll again to find out what they are investigating.
37-40	A previously triggered trap is in this room, with a level appropriate Hard Encounter enemy caught in it / victim to it. Enemy alive, 30%. Loot 10%.
41-52	Level appropriate Easy Encounter (see Chapter 16)

Loot 20%, SD 10%, Clue 30%

53-56 Obstacle of some sort (e.g. rubble, crevasse, sinkhole, underground stream, wild magic field). Athletics or acrobatics check might be required to pass it, or it might be impassable. (Alternatively, roll on Obstacles Table, DMG p.297)

57-67 Level appropriate Medium Encounter (see Chapter 16)
Loot 30%, SD 20%, Clue 30%

68-71 NPC (enemy or ally of the PC) near death (1d4 levels less than you, minimum Level 1), unconscious, Level appropriate Hard Encounter. Enemy or enemies reduced to 50% hp. Loot 50%. A battle has obviously gone on here - the NPC has fought a powerful creature, and lost, but has damaged it somewhat.

72-74 Two level appropriate ([d4] 1-2: Easy, 3-4: Medium) creatures are engaged in battle with each other. You stumble in just as battle starts. How do you react? Hide and wait until a victor emerges? What are they fighting over? Since they are otherwise engaged, you have advantage on stealth checks to creep up. (DC is the creature's passive perception)

75-76 Deserted but for some strange runes and symbols on the floor. Magical? Perhaps.

77-80 Strong NPC (2d4 levels higher than your PC) has just defeated a Level Appropriate Deadly Encounter. Roll d4 to determine attitude. 1-2: They tell you to begone, they stake claim to this dungeon and all within it. Will fight if challenged. However, also will agree to split up and going separate ways, perhaps 3-4: Will team up with you for the remainder of this dungeon, and split the loot, and then will depart. (CR of all encounters from here on increases by 1d4).
Random, SD, Trap all 30%
Roll on NPC table, skipping professions and going straight to classes. NPC level is determined above.

81-84 Empty. Mission relevant loot chance 30%.

85-88 Level appropriate Easy Encounter (see Chapter 16).
Clue, NPC, Boon all 30%

89-92 Accursed or blessed relic, guarded by level appropriate deadly encounter. Q/A rolls to determine nature of relic.

93-100 BOSS / BBEG / Significant NPC Encounter! (Use the details of your story so far, Q/A tables, or Story Element Interaction Tables to determine what). Loot 90%.
Roll d20. 1-19: Roll 1d4 times on Individual Treasure Table. 20: Roll once on Hoard Table. (DMG pp. 136-139).

RANDOM ARCHITECTURE / FEATURE TABLE

d20	ARCHITECTURE / FEATURE
1	Statue
2	Series of alcoves
3	Fountain
4	1d4 Pools
5	Hole in floor
6	Underground terrarium
7	Pillars along each side. Anything hiding there?
8	Catacombs
9	Puzzle of some sort (int check required)
10	Sacrificial plinth
11	Temple / shrine
12	Guard post
13	Trapdoor with ladder
14	Underground stream
15	Natural cavern
16	Ventilation shaft
17	Crystal growth
18	Campsite, abandoned
19	Portal. Takes you to another, random part of the dungeon
20	Edible Fungi / Moss Farm

SECRET DOOR TABLE

d6	BEYOND SECRET DOOR
1-2	Secret door opens into a room. +40 to Room Contents table roll
3-4	Secret door opens onto passage. Roll passage table, + 40 to Passage Contents roll.
5-6	Trapped secret door. Roll on trap table, then on (d4) 1-2: Passage, 3-4: Room. Add 50 to your Passage Contents or Room Contents roll.

TRAP TABLE (MAKE 4 ROLLS)

(Optional: Add the crafter's wisdom mod to the notice DC. If you are rolling to see what trap type someone is caught in, roll until you get an appropriate trap type result.)

d100	TRAP TYPE	NOTICE DC	SAVE DC	Damage
1-6	Poison darts	11	10	(PC level -3) d6 (min 1d6)
7-12	Collapsing Roof	11	10	(PC level -2) d6 (min 1d6)
13-19	Simple Pit	11	11	(PC level -1) d6 (min 1d6)
20-26	Hidden pit	11	12	(PC level -1) d6 (min 1d6)
27-32	Locking pit	11	12	(PC level) d6
33-38	Spiked pit	12	13	(PC level) d6
39-44	Rolling sphere	12	14	(PC level) d6
45-50	Scything blade	13	14	(PC level + 1) d6
51-56	Glyph trap (1d6: fire / cold / force / lightning) Appropriate attack spell	14	15	(PC level + 1) d6
57-63	Magic missile spell	14	15	(PC level + 1) d6
64-69	Poison gas released / Acid Spray	15	16	(PC level + 1) d6
70-76	Room fills with water	15	16	(PC level + 2) d6
77-82	Walls begin closing	16	17	(PC level + 2) d6
83-88	Spears come out of floor	17	18	(PC level + 2) d6
89-93	Spiked grate drops	17	19	(PC level x 1.5 rounded up) d6
94-100	Trapdoor (snakes / acid below?)	18	20	(PC level x 2) d6

CLUE TABLE

After defeating a monster, or on discovering a corpse, clues may be found. Use these clues to form the story of your adventure.

“How can I provide clues when I don’t know the answer to the mystery?”

Answer: The clues determine the mystery.

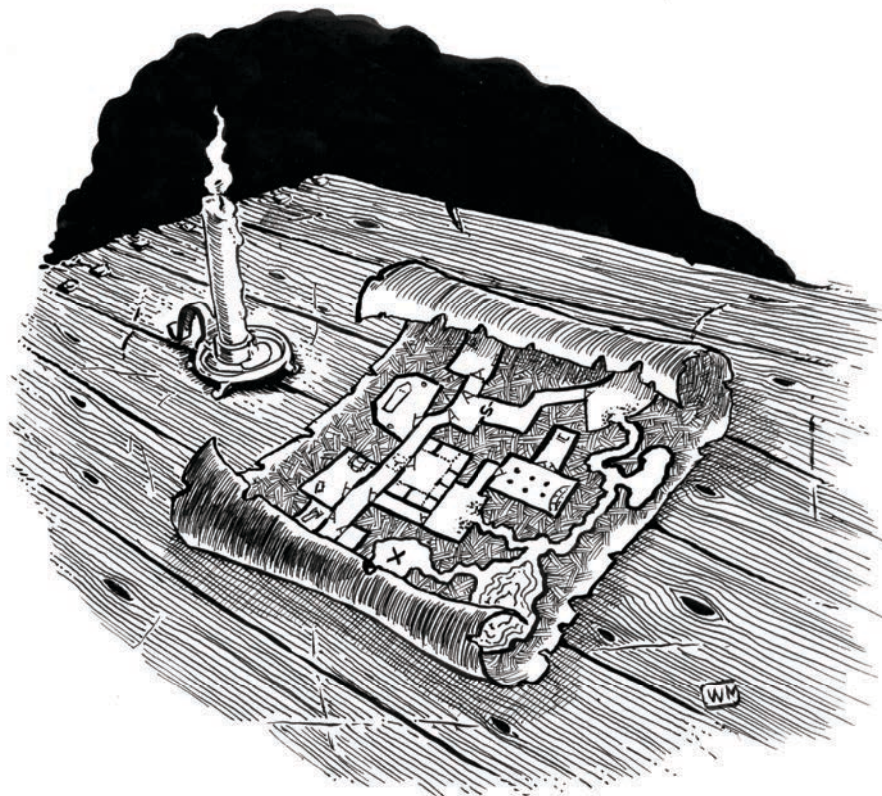
D100	CLUE
1	A broken arrow of a distinctive type.
2	The monster’s / NPCs weapon has dried blood on it. But what type?
3	The carcass or area has a strange odour.
4	There is a strange noise coming from somewhere in this area.
5	You see tracks leading off from this area.
6	1d10 platinum pieces in an ornately embroidered pouch. The embroidery mentions someone’s name.
7	Magical compass, player has to figure out the command word to activate it.
8	The corpse is gripping an envelope. The wax sealed with an unknown sigil.
9	You see fresh blood stains splattered on the wall. One part is still trickling down as you enter the room.
10	The body is covered in map symbols
11	The body is covered in runic tattoos.
12	The body is contorted, showing evidence of reconstructive surgery to head and chest cavity, with attachments & implants below the skin
13	The body is branded with a number, directly behind the neck
14	The body has a significant number of healed wounds, suggesting ongoing punishment and whipping
15	An old wooden toy-horse, that you were used to play with as a child and that you forgot until now
16	You hear loud Ravens/Crows nonstop cawing nearby.

17	You find a pendant with a missing piece.
18	You find sacks of bloody corn and wheat.
19	You notice a bright flash of purplish light just out of the corner of your eye
20	The room/corpse is covered in a thin layer of frost.
21	A note with only the name of the nearby town written in it.
22	Stones patterned in a directional arrow with the words Help me under it.
23	Part of a map
24	Broken weapon with runes on it
25	A holy symbol
26	An adventurer's backpack containing a journal, with entries that stop abruptly.
27	A rope hanging from above. It appears to have been crudely hacked at the bottom end.
28	Graffiti on the wall. "Beware the Great Hall!"
29	In the floor is a hole, and beside it a spade. It appears as if someone started digging and then gave up. Or...
30	A bear or man trap sitting in a pool of blood. Perhaps a severed limb nearby.
31	Tracks, only they are made out in flour.
32	A broken lantern
33	An empty coffin, the lid broken
34	Lying on the floor, a glass chess piece.
35	Broken blade of a sword
36	Singing, distant and mournful.
37	Whispering, from somewhere in the room, disembodied. It stops and starts again, unnervingly.
38	A pile of carefully stacked stones is situated in the middle of this area
39	Loud thumping from either above or below the current area you are in
40	You notice a loose brick in the wall. Peering behind it, you find a hidden scroll. What is written on it? (Q/A or situations table)

41	A hole has been bashed through the wall into an adjoining chamber. This chamber doesn't appear to have any other way in or out.
42	A pack and its contents strewn across the ground. (Suggests live or dead NPC somewhere in the dungeon)
43	There is rubble here, but it has been swept to the walls in neat piles by someone, obviously using a broom.
44	You hear whispering right behind you, but when you turn, no one is there.
45	A severed hand covered in stitches lies on the floor
46	A book of hand-drawn sketches of various humanoids, some of them with large red crosses through them.
47	A body is here, and has been savaged, as if by a wild animal.
48	A shield lies on the ground in two pieces. Whatever ripped through this obviously possesses great strength
49	A platinum piece, glued to the floor.
50	A small ray of light shines through a crack in the ceiling
51	A trail of blood, as if a body were being dragged, leads away. It stops suddenly.
52	A long list of names, all of them crossed out except for the last 5-10. Close to the end is the PCs name.
53	A detailed colour map of the local area, marked with several previously unknown ruins.
54	A chill wind, as if someone opened a door onto an arctic tundra, blows through this area briefly
55	You hear the sound of metal being dragged across stone. It continues for a while and then stops.
56	Suddenly you realize your footfalls have become completely silent
57	Ball bearings or caltrops litter the floor in this area.
58	Geometric shapes drawn in chalk on the floor
59	The floor is covered by a rug. A close inspection will reveal some spots of a dark liquid, possibly blood...
60	A map of a labyrinth neatly made on a piece of parchment.
61	A letter of recommendation from a noble no-one has heard of.
62	The remains of an adventurer lie slumped against the wall. In his hand he holds a vial or a note.

63	Hurried footsteps, coming from somewhere up ahead.
64	A small beast (cockroach?) sits in an alcove. As you pass, it speaks to you!
65	Bucket of entrails from an unknown creature
66	Target practice dummy is nearby
67	The sound of glass smashing comes from somewhere, echoing off the walls.
68	A fine dagger with a retracting blade. Who did it belong to?
69	A piece of shell that looks like it came from a large egg
70	The wall has been carved away, and a large standing stone has been placed in the newly formed alcove. It is covered in strange writing.
71	A large roast meal is laid out on a table, complete with place settings. It is steaming hot and looks delicious, but it totally untouched.
72	Goblin graffiti on the walls
73	A large collection of animal bones, organized into a pile.
74	A cauldron sits in the corner.
75	A hand... it looks severed, but the odd thing is that its made of stone.
76	You find a stone jar containing teeth of all descriptions.
77	An adventurer's journal. Reading through, you see the entries stop suddenly
78	A table and single chair is in the corner. The table is spattered with large globs of wax.
79	An empty net on the ground, torn to shreds.
80	A stack of clay tablets, all with indecipherable runes
81	A lute, but the neck has been smashed from the body and is dangling by the strings.
82	The shrunken head of a kobold
83	Book containing a history of the world - not of this world though.
84	A well, in the middle of the dungeon. A rope hangs down from its top.
85	You step on a stone and hear a click...
86	A clanking sound, followed by a hissing sound, from somewhere below...
87	A jar of pickled eyes.

- 88 There is a campfire circle containing a prepared fire, but it has not been lit.
- 89 Hammered to a nearby door or affixed to the wall is a piece of framed parchment - completely blank.
- 90 An empty brandy bottle.
- 91 A six-sided dice that is all ones.
- 92 A halfling's skull, intact except for a perfect circle removed at the top.
- 93 A large assortment of clay pots in alcoves, all containing noxious-smelling liquids.
- 94 A weapons rack is on the wall, containing several ancient, rusted weapons. A few of these might be able to be restored if taken to an expert.
- 95 A steady flow of moisture down a nearby wall leads you to think you might be below a body of water.
- 96 The sound of children's laughter, echoing from every direction
- 97 A bag of feathers. A successful nature check (DC 12) reveals them to be from a harpy.
- 98 You find a parchment containing what looks like a recipe for a particular kind of potion.
- 99 A pouch of spell components
- 100 Magic item! Relevant to quest. Roll once on table (d4) 1-2: A, 3-4: B



CHAPTER 9: RANDOM WILDERNESS GENERATION

INTRODUCTION

Included in this chapter is an expanded version of the rules given in *Chapter 3: Travelling*. This system is more useful for quest-based play and wilderness-based quests, where your PC or PCs are travelling across wilderness to explore a

certain area, perhaps following up on rumours about activity in that area. Similar to how you might randomly generate a dungeon with the tools in *Chapter 8: Random Dungeon Generation*, the system contained in this chapter generates random terrain and wilderness features. This system can be used whenever you are adventuring through and exploring wilderness without knowing exactly what is within that territory. You can use this when travelling between settlements if you like, or you can use the more stripped-down travelling rules given in Chapter 3.



Large-scale map of part of the author's homebrew world, the Voldreim.

GEOGRAPHICAL FEATURES

Looking at a large-scale map of the Forgotten Realms (or any realm), we can see that the topography is mapped in a very general way. But this is not always how we encounter it in reality. A 30-mile area (one day's travel) that appears forested can contain other features also. 30 miles is actually a pretty long distance, and within

that space you will undoubtedly find many microcosms and smaller environs.

USING THE TABLES

First, determine what sort of general terrain you are travelling through. We call this the *overarching terrain*. This is the dominant terrain in this area, but as mentioned above, within those areas will be smaller environs. Example - a forest will contain clearings, maybe some hills jutting

out of it, an unmarked settlement or two, some monuments. We call these *minor features*.

Once you know the nature of the *overarching terrain*, go to the appropriate table for that terrain type. For every five miles of travel (or less, if you wish - this number was invented because some players find repeated rolling tedious), roll once on this table. It is entirely likely that you will get something in the range of 1-50 or thereabouts, which will result in the continuation of the overarching terrain.

However, numbers higher than this may result in a *minor feature*. Examples of minor features are small woods, hills, monuments, unmarked settlements and the like.

Once you have determined what *minor feature* is present, you can move to the corresponding *minor feature table* to find out exactly what sort of small wood, monument, unmarked settlement (or whatever) it is you have found.

When rolling for encounters in these areas (Chapter 16), use the minor feature as the terrain type. If you are in a small wood, for example, and encounter a monster, use the forest encounter tables in Chapter 16.

You may wish to map as you go so that you can explore further on the return journey!

A NOTE ON PERCENTAGES

Where you see a note such as “Inhabitants are 70% human,” that does not mean that the demographic is 70% human. Whenever you see a percentage value, that is a direction to make a d100 roll. On a roll of (in this example) 70 or less, that means that the inhabitants will be human (mostly). If it is over 70, it means the dominant race will be gnomes, or gnolls, or halflings, or giants, or something else (answers to be determined by Q/A rolls).

GOING AROUND

Of course, unlike a dungeon where you are hemmed in by walls, you can go *around* things in the wilderness. So an encamped army of orcs isn't necessarily something you need to encounter, as long as you stealth past it, or give it a really wide berth. You may even give it such a wide berth that you encounter a whole different minor feature. Use the appropriate skill checks and Q/A rolls to figure out the results of your chosen course of action.

ACTIVE AREAS

You could be travelling towards this area in order to reach a place where activity has been rumoured to be taking place. For example, strange lights have been reported in the area, or savage beasts have been mauling livestock and are rumoured to be lurking here.

When you reach such *Active Areas*, roll on the *Active Areas Table* to determine what you find.

A REMINDER

I'll say it one more time. The mechanics herein are simply meant as triggers for your imagination and creativity. I'd like to think that you are using Mythic or the Q/A formula from Chapter 2 to add detail rather than relying on the tables all the time, which only provide a certain level of detail. Things change from context to context, and also within the larger framework of your campaign story. If a particular roll doesn't make sense or doesn't seem exciting or cool enough for you, then simply adapt what is written to make it work for your story... or roll again! Or, decide that something else happens, player's choice. By all means, keep using the awesome websites and generators and random encounter tables you've been using already for your personal style of solo play. Just add this book to those tools. Solo adventuring is much more fun when it's loose, freeform, creative, just like any group game of D&D. Make it fun for yourself. It's D&D, not reality. It's an escapist art form,

so treat it as such! This is a time to tell stories and be a big kid.

TABLE TO GENERATE NUMBER OF WILDERNESS ENCOUNTERS

(Number of d100 rolls per 12 hours)

POPULATION DENSITY DAY NIGHT

<i>Low</i>	2	1
<i>Medium</i>	4	2
<i>High</i>	6	3

Use this table from Chapter 3 in conjunction with the Random Wilderness Generator, if you wish. Determine how many d100 rolls to make using the table above.

Whatever number you arrive at, make that many d100 rolls. For every roll of 25 or below, you have an encounter.

You could use the premade wilderness encounter tables (Chapter 4), or you could use the Element Interaction Tables (Chapter 14) to determine what it is you meet on the road.

You could also simply ignore the above table and decide that yes, you do have an encounter.

OVERARCHING TERRAIN TABLES

OVERARCHING TERRAIN: ARCTIC

d100 (every 5 miles)	Minor Feature	Size
1-60	Continuing arctic terrain	5 miles
61-65	Icy hills (roll hills and interpret... arctically).	1d4 m.
66-70	Small mountain range / foothills	1d4 m.
71-75	Waterway (probably frozen)	1d4 m.
76-80	Small Wood	1d4 m.
81-85	Rocky outcrop	1d4 m.
86-90	Unmarked Settlement	
91-95	D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature	
96-100	Monster Lair	

OVERARCHING TERRAIN: COASTAL

d100 (every 5 miles)	Minor Feature	Size
1-60	Continuing coastal terrain	5 m.
61-65	Hills / (with cliffs perhaps).	1d4 m.
66-70	Gully	1d4 m.
71-75	Waterway	1d4 m.
76-80	Small Wood	1d4 m.
81-85	Rocky outcrop	1d4 m.
86-90	Unmarked Settlement	
91-95	D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature	
96-100	Monster Lair	

OVERARCHING TERRAIN: DESERT

d100 (every 5 m.)	Minor Feature	Size
1-70	Continuing desert	5 m.
71-75	Oasis (roll Oasis Table)	1d4 m.
76-80	Small mountain range (dry, no snow)	1d4 m.
81-85	Rocky outcrop	1d4 m.
86-90	Unmarked Settlement	
91-95	D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature	
96-100	Monster Lair	

OVERARCHING TERRAIN: FOREST / JUNGLE

d100 (every 5 m.)	Minor Feature	Size
1-52	Continuing forest	5 miles
53-56	Small clearing	
57-60	Large clearing	
61-64	Small wooded gully	1d4 m.
65-68	Large wooded gully	1d4 m.
69-72	Waterway	
73-76	Lake	1d4 m.
77-80	Clearfelled area	1d4 m.
81-84	Rocky outcrop	1d4 m.
85-88	Swamp	1d4 m.
89-92	Unmarked Forest Settlement	
93-96	D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Monster lair	
97-100	Interesting landscape feature	

OVERARCHING TERRAIN: GRASSLAND

d100 (every 5 m.)	Minor Feature	Size
1-56	Continuing grassland	5 miles
57-60	Hills	1d4 m.
61-64	Swamp	1d4 m.
65-68	Gully	1d4 m.
69-72	Waterway	1d4 m.
73-76	Lake	1d4 m.
77-80	Small Wood	1d4 m.
81-84	Rocky outcrop	1d4 m.
85-88	Small mountain range / Foothills	1d4 m.
89-92	Unmarked Settlement	

93-96	D6. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature
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97-100 Monster Lair

OVERARCHING TERRAIN: HILLS

d100 (every 5 m.)	Minor Feature	Size
1-55	Continuing hills	5 miles
56-60	Gully	1d4 m.
61-65	Waterway	1d4 m.
66-70	Lake	1d4 m.
71-75	Small Wood	1d4 m.
76-80	Rocky outcrop	1d4 m.
81-85	Small mountain range / Foothills	1d4 m.
86-90	Unmarked Settlement	
91-85	D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature	

96-100 Monster Lair

OVERARCHING TERRAIN: MOUNTAINS

d100 (every 5 m.)	Minor Feature	Size
1-55	Continuing mountains	5 m.
56-60	Gully	1d4 m.
61-65	Waterway	1d4 m.
66-70	Lake	1d4 m.
71-75	Small Wood	1d4 m.
76-80	Rocky outcrop	1d4 m.
81-85	Small mountain range / Foothills	1d4 m.
86-90	Unmarked Settlement	
91-95	D6. 1-2: Structure/3-4: Monument / 5-6: Interesting landscape feature	

96-100 Monster Lair

OVERARCHING TERRAIN: SWAMP

d100 (every 5 m.)	Minor Feature	Size
1-51	Continuing swamp	5 m.
52-58	Waterway	1d4 m.
59-65	Lake	1d4 m.
66-72	Small Wood	1d4 m.
73-79	Rocky outcrop	1d4 m.
80-86	Unmarked Settlement	
87-93	D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature	
94-100	Monster Lair	

MINOR FEATURE TABLES

MINOR FEATURE: CLEARFELLED AREA TABLE

D100	TYPE OF CLEARFELLED AREA	NOTES
1-50	Clearfelled area	Large section of forest removed for local industry
51-60	Army cutting down trees to build siege weapons. 40% human	50% army still there
61-70	This clear area is the result of a forest fire, not active clearfelling.	DC 12 nature check to discern cause. Q/A rolls to determine cause.
71-80	Clearfelled area contains an unmarked settlement	Roll on Unmarked Settlement Table.
81-90	Area being clearfelled presently. Workers are 70% human. Contracted by nearby large settlement.	Q/A to find out more.
91-100	Area being clearfelled presently. Workers are 70% human. Timber will go to building new Unmarked Settlement	Roll on Unmarked Settlement table. Workers camp nearby

MINOR FEATURE: CLEARING TABLE

D100	TYPE OF CLEARING	NOTES
1-52	Natural clearing, devoid of trees	Is something watching you from the trees? Q/A roll. Do you notice it?
53-58	Druid circle containing standing stones	Q/A roll to see what you can discern. Clue 20%
59-65	Totems and other sinister symbols, possibly dark rituals take place here.	Q/A rolls, medium encounter 10%. Clue 40%
66-71	Clearing contains a pond, watering hole for local wildlife	Easy encounter(beast) 20%. If left alone it will probably just take a drink and leave.
72-77	Abandoned campsite.	Q/A rolls, investigation rolls to find out more. Clue 50%
78-83	Active campsite	Perception check, DC 8, to determine whether you hear the inhabitants before seeing them. 50% friendly.
84-89	Magic at work here - some sort of dimensional rift?	Q/A rolls to see what's happening here!
90-95	Structure present in the clearing.	Roll on Structures table.
96-98	Treant meeting currently in progress	Q/A / Charisma rolls to interact?
99-100	Magical glade. A mage or some other magic user (or fey creatures) has a residence here.	50% friendly. Q/A rolls to determine interaction. Perhaps they have a quest for you!

MINOR FEATURE: GULLY TABLE

D100	TYPE OF GULLY	NOTES
1-50	Standard gully	Characteristic of the overarching terrain
51-57	Gully with a waterway	Roll on waterways table
58-64	Rocky gully containing caves	25% easy encounter. Q/A & investigation rolls to investigate caves. 15% chance they lead to tunnels. 10% NPC.
65-	Gully that looks as if recently caused,	Q/A / nature rolls to discern cause

71	perhaps by an earthquake or other natural disaster... or by a huge creature perhaps!	
72-78	Dry gully containing the bones of many animals. A graveyard of sorts	Q/A nature rolls to find out more
79-85	Heavily wooded gully, an oasis for a particular colony of creatures	Q/A nature rolls to find out more. Are they still here? 25% Easy encounter, 25% clue
86-92	Gully with evidence of mining - an abandoned mining operation	Mines may lead quite far underground. Go to Random Dungeon Generator
93-100	Magical wooded gully. A druid, or wizard, or Fey creatures lives here!	Friendly 50%, Clue 50%

MINOR FEATURE: HILLS TABLE

D100	TYPE OF HILLS	NOTES
1-50	Low, rolling hills	Covered with overarching terrain. In a forest, wooded hills. In grassland, grassy hills.
51-57	Rocky hills abundant with caves, may also possess a network of natural tunnels	Q/A rolls to see whether tunnels are present and whether they are inhabited. Clue 25%
58-64	Slightly higher hills, giving a good view of the surrounding area	Q/A roll to see whether you can see anything of interest. 10% NPC.
65-71	Sharply jutting, rocky hills, practically unscalable	Athletics check to scale, DC 16. Fall damage if fail?
72-78	Dry, low plateau.	Monument 25%
79-85	Slightly wooded hills, small patches of forest.	Easy encounter 25%. Roll on Small wood minor feature table.
86-92	Not hills but barrows of some kind, possibly burial mounds!	Q/A to determine nature of these mounds. May lead to tunnels.
93-100	Hills are home to some sort of colony. 50% humanoid, otherwise some sort of burrowing beast.	Q/A rolls to determine what lurks here.

MINOR FEATURE: INTERESTING LANDSCAPE FEATURE TABLE

D20	TYPE OF LANDSCAPE FEATURE
1	Sinkhole
2	Crevasse caused by earthquake
3	Geiser / Hot Springs
4	Landslide
5	Waterfall
6	Cave Forest
7	Blowhole (if not coastal, roll again)
8	Volcano
9	Interesting rock formations (caused by lava flow?)
10	Madmade tunnel
11	Crater (meteor?)
12	Tar Pit
13	River source / spring / river going underground
14	Quicksand (Perception check to notice?)
15	Skull / facelike formation of rocks.
16	Creature-shaped rocks. Basilisk victim?
17	Petrified forest
18	A lone pillar with runes
19	Hanging tree, with noose
20	1d4 cairns of stone, arranged symmetrically

MINOR FEATURE: LAKE TABLE

D100	TYPE OF LAKE	NOTES
1-50	Medium-sized lake, unmarked on map.	Situated in overarching terrain. 40% easy encounter. Use overarching terrain for encounter table. 10% NPC.
51-55	Medium sized lake, small settlement somewhere on its shores.	Roll on Unmarked Settlement Table
56-60	Smallish lake / pond / watering hole	Q/A to discern whether anything lurks here. 30% medium encounter. Use overarching terrain for encounter table
61-65	Large, unmapped lake, with a waterway running out of it. Could be rideable in a canoe	DC 19 Survival check to craft canoe if trees are nearby. 10% NPC.
66-70	Medium sized lake, small settlement somewhere on its shores.	Roll on Unmarked Settlement Table, adding 20 to roll.
71-75	Large, unmapped lake, with small mountain range by its shores	Roll on Small Mountain Range table.
76-80	Large lake with small woods on its shores	Roll on Small Woods Table
81-85	Medium-sized lakes with many boats	Q/A rolls to determine more. 25% clue. 40% NPC
86-90	Small lake or pond, serves as a lair for some aquatic creature	25% clue
91-95	Medium-sized lake, fish jumping	DC 15 Survival check to catch a fish.
96-100	Sacred pool of some sort. Magical in nature	Q/A to discern whether any rituals are going on / magic user NPCs nearby.

MINOR FEATURE: MONUMENT TABLE

D20	TYPE OF MONUMENT	NOTES
1	Standing stones / Obelisks / Large stone carvings	Q/A to discern more. Might have runes inscribed. 10% NPC.
2	Charcoal burning mound	Q/A rolls to determine what is being burnt here? Orcs?

3	Tribal totem pole	25% easy encounter. Q/A to determine who is nearby, if anyone.
4	Small Shrine	Q/A to determine god it is dedicated to, and also whether it is currently attended
5	Sign to show nearby settlements	50% chance at least one of them isn't on the map. Clue 10%
6	Cliff face with carved faces of gods	Q/A to determine god it is dedicated to, and also whether it is currently attended
7	Statue of ancient leader	Q/A / History rolls to discern more
8	Statue of famous adventurer	Anything hidden here?
9	Significant / tribally important tree or other natural feature.	70% guarded by tribespeople / barbarians
10	Ancient Stone Pillars	Part of ruins? Q/A / History rolls to discern more
11	Ruined stone walls	Q/A / History rolls to discern more
12	Altar / Pedestal	Sacrificial? 50% stained with blood.
13	Large, scattered boulders of interesting shapes	Q/A / Nature rolls to discern more
14	Single tomb of notable identity	25% already looted
15	Mountain of bones	Q/A / Nature rolls to discern more. Clue 25%
16	Ancient battlefield, with monument in remembrance of the dead	Q/A / History rolls to discern more. Clue 25%
17	Burnt down building	Clue 50%
18	Termite or other insect mound	Nature check to discern more. 50% easy encounter (with some insect like being perhaps?)
19	Ley lines	Q/A to discern more, like who drew them here and how long ago?
20	A lone archway in the middle of nowhere!	Portal?

MINOR FEATURE: OASIS TABLE

D100	TYPE OF OASIS	NOTES
1-46	Oasis with pool of refreshing water at its centre. Ideal campsite	Good place for a long rest, especially in a desert
47-52	On reaching it, you discover it is a mirage.	Just deserts.
53-58	Oasis with pool but water is... not quite right. 30% poisoned, or something else. 50% favourable effect.	Q/A rolls / Nature check to discern more
59-64	Oasis contains a travelling caravan of desert merchants	90% friendly. Are you able to approach with stealth so they don't notice you?
65-70	Oasis contains a large camp of desert nomads.	50% friendly. Are you able to approach with stealth so they don't notice you?
71-76	Oasis contains a shrine or temple of some sort	Q/A / Investigation roll to find out more.
77-82	Oasis contains a ruin of some sort	Q/A / Investigation roll to find out more.
83-88	Oasis with bandits / raiders / other adventurers using it as a stopoff point	50% friendly. Are you able to approach with stealth so they don't notice you?
89-94	Oasis with a waypoint / fresh horses / supplies	Restock on some basics! Q/A roll to discern more.
95-100	Some sort of magical barrier here... it could only be described as a Wonderwall.	Q/A rolls / Arcana check to discern nature of barrier.

MINOR FEATURE: ROCKY OUTCROP TABLE

D100	TYPE OF ROCKY OUTCROP	NOTES
1-52	Rocky outcrop	Protruding above overarching terrain.
53-58	Outcrop serves as a vantage point for humanoid scouts	DC 14 perception roll to see if your PC notices. Q/A to discern more.
59-65	Small wood atop this outcrop	Roll on Small Wood table
66-71	If scaled, PC might find a structure or monument on top of this feature	50% structure, 50% monument

72-77	Rocky outcrop is actually an island in the middle of a lake	Roll on Lake Table
78-83	Rocky outcrop is actually an assortment of large boulders scattered around.	Q/A to determine more. How did they get here? 50% medium encounter (possibly with surprise vs you)
84-89	Interesting formation of standing stones atop the outcrop.	DC 12 Survival check to scale this feature and investigate further
90-95	An NPC stands atop this outcrop and is calling out to you, beckoning you to join them up there	Q/A to discern more.
96-100	Outcrop has been fashioned into the face or form of a well-known god.	50% worshippers present. Shrine atop the outcrop? Q/A to discern more.

MINOR FEATURE: SMALL MOUNTAIN RANGE / FOOTHILLS TABLE

d100	TYPE OF SMALL MOUNTAIN RANGE	NOTES
1-55	Standard small mountain range, mostly uniform size, no huge peaks	Will have snow if it is winter or near to winter. DC 16 Survival roll to scale (climbing gear also required)
56-60	Small mountain range with some large peaks	As above
61-65	Small mountain range that appears to possess a large amount of caves	Caves might lead to tunnels / dungeons
66-70	Mountain range appears to be home to a colony / settlement of some kind. Dwarven? Some kind of mountain dwelling creature.	Roll on Unmarked Settlement table.
71-75	Small mountain range covered by forest.	Roll on Small Wood Table.
76-80	Small mountain range, rugged and dangerous, partially wooded. Giant eagles and the like.	Hard encounter 50%
81-85	Bandits / Raiders using these mountains as a hideout. But does your PC know? Perception DC 18 to discern.	Hard encounter 70%
86-90	Small mountain range by lake.	Roll on Lake Table.
91-95	Small mountain range with colony of Giants (or	Q/A rolls to find out more

perhaps other humanoids)!

96-100 Small mountain range containing a (Roll d8) 1: monastery, 2: wizard tower, 3: hidden town, 4: community of druids, 5: secret dwarven kingdom, 6: secret gnomish kingdom, 7: citadel for an assassin's order, 8: Whatever takes your fancy!

Q/A rolls to determine more

MINOR FEATURE: SMALL WOOD TABLE

d100	TYPE OF SMALL WOOD	NOTES
1-55	Standard type of wood for this area	
56-60	Trees dead, as if by some mysterious disease.	Use Q/A rolls to see if you can determine the nature of the affliction
61-65	Ancient wood, twisted, gnarled trees.	Clue 25%
66-70	Serene, Sylvan wood	Q/A rolls to check for signs of life
71-75	Dark, thick wood, full of menace	Hard encounter 20%
76-80	Wood which is in the process of being clearfelled for timber	Q/A rolls to determine who is clearfelling and why
81-85	Wood which has been ravaged by forest fire	Q/A rolls to determine cause of fire
86-90	Wood in which a band of raiding humanoids is currently hiding	Clue 50%. Medium encounter 35%
91-95	Wood containing a clearing containing totem / standing stones	Medium encounter 25%, Clue 10%
96-100	Wood inhabited by humanoid settlement such as elves, gnomes, halflings	Q/A rolls to determine whether you meet them

MINOR FEATURE: STRUCTURE TABLE

d100	TYPE OF STRUCTURE	NOTES
1-4	Mine	10% inhabited
5-8	Cemetery / Tomb	30% haunted / undead
9-12	Small castle / keep	30% deserted (with possible monster inhabitants)

13-16	Manor House	50% inhabited
17-20	Monastery	90% inhabited
21-24	Shrine / Temple	50% humanoid inhabitants
25-28	Watchtower	50% inhabited, 50% humans
29-32	Farm House	80% inhabited, 5% under attack currently
33-36	Fence	Q/A roll / nature roll to determine its purpose
37-40	Windmill	
41-44	Watermill	Roll on Waterway Table
45-48	Old well	50% hidden cave / tunnel at bottom. 30% clue
49-52	Hermit Hut / Cave	70% inhabited, 40% clue
53-56	Lone tavern / inn	90% inhabited. Q/A to discern more
57-60	Roll d4. 1-2: Hunting cabin. 3-4: Fishing Hut.	25% inhabited. Might contain basic supplies. Q/A roll to determine. If fishing hut, (roll d4) roll on 1-2: Waterway Table, 3-4: Lake Table.
61-64	Hideout / Bunker	DC 16 perception check to notice. If you are in familiar / favoured terrain, make at advantage.
65-68	Waypoint. Stopoff for couriers / horse trader	Q/A to discern more. 75% friendly or neutral.
69-72	Training Camp	Q/A to discern more
73-76	Bridge. (Roll d4) 1-2: Small, 3: Medium, 4: Large	Roll on Waterways Table
77-80	Medium Bridge	Roll on Waterways Table
81-84	Large Bridge	Roll on Waterways Table
85-88	Large Castle / Keep	80% inhabited (if uninhabited, then something else will have moved in).
89-92	Ruins	50% hard encounter. 10% deadly encounter. Clue 60%.
93-96	Burial Mounds / Barrows	What lies beneath?
97-100	Wizard Tower	Definitely inhabited. 60% friendly.

MINOR FEATURE: SWAMP TABLE

D100	TYPE OF SWAMP	NOTES
1-50	Standard swamp	Difficult terrain (half movement) 25% easy encounter
51-57	Thick, dense swamp, almost impossible to traverse, extending in all directions forward.	Extremely difficult terrain, movement slowed to quarter of normal.
58-64	Patchy swamp with dry areas. Perfect area for bandits or raiders to have a camp.	Hard encounter 50%. Clue 30%
65-71	Wetland containing many ponds and a network of waterways. May need a small boat to traverse.	Survival check, DC 19, to craft a small kayak. Otherwise, might need to go around, adding travel time.
72-78	Dark, eerie swamp, with an eldritch aura	Something evil hides in here... Q/A rolls to determine what! Clue 10%
79-85	A land forgotten by time! Ancient swamp, small part of a more primeval wilderness that was here before	Hard encounter 50%
86-92	Fey Oasis	50% encounter with fey. Wisdom check (DC 16) or you get totally turned around, lost.
93-100	Swamp inhabited by humanoids who wish to remain hidden from the world.	Q/A rolls to determine whether you meet them.

MINOR FEATURE: UNMARKED SETTLEMENT TABLE.

D100	TYPE OF SETTLEMENT	NOTES
1-52	Standard (d4) 1-2: Hamlet, 3-4: Village	Situated in overarching terrain. Q/A rolls to find out more.
53-56	Nomadic camp	
57-60	Abandoned settlement. Roll d4: 1-2: Hamlet, 3-4: Village.	Q/A rolls to discern cause of abandonment and also how long ago it was abandoned.
61-63	Tower. Appears uninhabited	Q/A to discern whether anything lurks here.
64-67	Tower. Appears inhabited	Q/A rolls to discern more.
68-71	Worker's camp	Appropriate to overarching

		terrain. 70% human, otherwise some other sort of humanoid.
71-74	Hamlet, inhabited	Settlement founded on surrounding industry. 70% human, otherwise some other sort of humanoid.
75-78	Hamlet, but some sort of affliction on the inhabitants	Q/A rolls to discern more. 70% human, otherwise some other sort of humanoid.
79-82	Unmapped village, inhabited	Settlement founded on surrounding industry. 70% human, otherwise some other sort of humanoid.
83-86	Village, but in discord / strife	Q/A rolls to discern more. 70% human, otherwise some other sort of humanoid.
87-90	Hidden town / humanoid colony. A good amount of inhabitants.	How have they remained hidden, and why? Q/A rolls to discern more. 70% human, otherwise some other sort of humanoid.
91-94	Tree hut village	80% humanoid inhabitants (probably wood elves)
95-100	Roll d6. 1: Town is here magically. 2: result of a dimensional rift. 3: Town is illusory but inhabitants still interact with you. 4: Floating town, suspended by magic, 5: Town is a haven for undead, 6: Whatever takes your fancy!	50% hard encounter. Q/A rolls to discern more.

MINOR FEATURE: WATERWAY TABLE

D100	TYPE OF WATERWAY	NOTES
1-50	Stream /river running through	Runs through overarching terrain. 15% waterfall nearby.
51-55	Slightly larger river, might be difficult to ford	Survival check, DC 12 to ford. On a fail, you lose 1d4 perishable goods downstream and are soaked through. If it's cold, you might need to stop and make a fire to dry off.
56-60	A man-made waterway of some sort, irrigation channel perhaps?	Q/A rolls to discern purpose

61-65	Deep but narrow stream. You see something float by! Dex check to grab it.	Clue 50%, otherwise just a branch.
66-70	Large, unmapped river. Could be rideable in canoe.	DC 19 Survival check to craft boat (if in forest or trees are nearby). Q/A rolls and DC 12 History roll to discern more about this river.
71-75	Sizable river with pond areas. Probably quite good for fishing or swimming.	Medium encounter 50%, Clue 25%
76-80	Sizable, unmapped river, spanned by bridge.	Easy encounter 25%. Q/A roll to discern who built the bridge and for what purpose. 35% Unmarked Settlement nearby.
81-85	Meandering river with pier where small boats are tied up. Ferryman?	Q/A rolls to determine purpose of boats.
86-90	This appears to be a drainage channel for a nearby settlement.	Roll on Unmarked Settlement table.
91-95	Humanoids or fey (elves? dryads?) frolicking in the water.	25% get freaky
96-100	Shallow brook... what's that you see there amongst the pebbles?	Loot 20% (use CR of last creature defeated). Clue 40%

When you reach the area where the activity you are investigating is rumoured to be, roll on the following "Active Area" table.

ACTIVE AREA DISCOVERY TABLE

d100	DISCOVERY
01-26	This area contains more proof of the rumours / leads you are investigating. Roll once on Clue Table (this chapter), or on Chapter 14 tables, then roll again on this table.
26-53	You find the beast / monster / cause of the problem you have been looking for. Roll d6. 1-3: Medium Encounter. 4-5: Hard Encounter. 6: Deadly Encounter. (Use Chapter 16). 50% chance you haven't been noticed. On a successful stealth roll (DC=Creature's passive perception), attack with surprise.
54-80	You find the beast / monster / cause of the problem you have been looking for, and an associated structure or dwelling, such as a lair or ruins that they inhabit.

(You could go to Chapter 8: Dungeon Generation from here) When you find them, roll d6. 1-3: Medium Encounter. 4-5: Hard Encounter. 6: Deadly Encounter. (Use Chapter 16).

81-82 You find a lair or dwelling, but it appears currently uninhabited. Perhaps the creature you seek is away causing mischief right now!

83-84 Stealth check from all your PCs. If one check is lower than 14, then the creature has noticed your PCs' arrival and is stalking them, preparing an attack. They will probably be surprised!

85-86 This area is not what it was rumoured to be. Make a d100 rolls. If it is 25 or below, roll on the Wilderness Encounter Table. After resolving the encounter, continue exploring the area and make an investigation check, DC 15. If successful, roll again on this table. If unsuccessful, make another d100 roll (as above)

87-88 You find another party of adventurers investigating the same rumours / leads you are investigating. They are (d4) 1: Hostile, 2-4: Friendly. There are 1d4 members in the party. Roll on NPC tables (skip professions and roll on class tables instead) to determine who they are, then roll again on this table.

89-90 You find a dead party of 1d4 adventurers (use NPC tables if you wish). They have been hacked / maimed savagely, and it appears all their weapons and belongings have been stolen.

91-92 You find a dead party of 1d4 adventurers (use NPC tables if you wish).

93-94 You meet an NPC, who gives you details of another, far more important quest related to this one. Go to Chapter 7: Quest Generation to find out what it is.

95-96 You discover that the creature or target you seek has discovered that something is tracking them, and has departed the area. You could pursue (further rolls on Wilderness generation tables, above), or you could declare the matter solved (10% chance they return once you are gone).

97-98 A mysterious NPC, a lone adventurer, is present here, and has resolved the issue. They give proof too (carcass / spoils of completed quest). They tell you that you may claim the fame of completing this, as long as you accompany them.

99 The target or creature you already seek is dead (possibly by another party of adventurers, who you may meet nearby), but on investigation you discover that the creature did not deserve to die and were probably innocent or were just minding their own business. Whoever gave you these rumours or set you on this quest is either deluded, or else deliberately deceiving you for some reason.

100 The rumour turns out to be some sort of devious trap to lure your PCs into an ambush! Level appropriate deadly encounter.

WILDERNESS CLUE TABLE

d100	CLUE
1	1d4 corpses, beast
2	1d4 corpses, humanoid
3	Severed limb
4	Severed extremity
5	Holes dug in the ground in a variety of locations
6	Strange odour on the air
7	You find a bizarre and haunting monument, such as a totem made of dead bodies, or something equally spooky.
8	A crude sign is staked in the ground, with the head of a humanoid of the same species as yourself atop it. In any language, the words "Warning! Turn back or die!" are garishly scrawled on the piece of wood that forms the sign.
9	Tracks of the creature you are currently seeking
10	You meet an NPC who saw the creature or target earlier.
11	You meet an NPC who got into an altercation with the target. Roll d4. 1-2: They wounded it and were wounded by it. 3-4: They were savaged fled for their life.
12	A burnt area of ground, like a fireball or explosion happened here.
13	Injured beast.
14	Droppings from some strange animal
15	Abandoned campsite
16	Adventurer's belongings, spattered with blood
17	A noose hanging from a tree, but no body
18	A previously triggered trap
19	Wagon tracks leading off the current path you are on
20	Sword marks in the trunk of a tree
21	Hastily scribbled marks in the ground / on the trunk of a tree... someone trying to leave directions? Or is it a warning? Are there words? If so, in what language?
22	Scrawled on a rock: "I've found them. Keep going east, you'll reach me eventually."
23	A stone with ancient runes inscribed

24	A small ruins, as of a shrine or small temple. Interesting inscriptions/graffiti.
25	Broken weapon
26	Ancient coin
27	A halfling / gnome-sized cloak but the bottom edge is ripped and torn
28	An incomplete journal. What's in it? The entries stop abruptly
29	A map of a labyrinth
30	A set of parchment and 3 ink bottles. All the red is used up.
31	A wig of human hair, any colour
32	A discarded pipe smelling strongly of pipeweed, recently used
33	Multiple broken branches - it appears someone or something charged recklessly through here. If not in forest, then you notice large areas of earth churned up.
34	A poster that looks like it was ripped from a wall of a nearby town. Wanted poster? Adventurers wanted? Perhaps a quest source.
35	A ring of keys, apparently goblin or orcish in origin
36	An empty, but ornate, jewellery box.
37	A bag of provisions, ripped and scattered around
38	A discarded boot
39	A child's doll
40	A gold bar (approximately 100 gp in worth) with the words "Imperial Bullion" embossed in the metal.
41	An iron amulet in the shape of a snake eating itself
42	A silver key on a leather thong.
43	A jar that appears empty, but the lid is jammed shut and cannot be opened, no matter how strong you are. Is it shut magically?
44	A tree with the bark worn through on one side.
45	A large clump of fur from some kind of creature.
46	What appears to be a large snakeskin. Something has shed a layer here
47	A disturbingly large pile of poop
48	This area is scattered with bones from many different creatures

49	A campfire, smouldering, large rodent on a spit which is burnt to a crisp, inedible
50	A compass, but the glass is smashed
51	A rock with a target on it, surrounded by a mass of sling stones.
52	Large quantity of blood spattered over the ground / leaves in this area
53	The remnants of a naturally-constructed bivouac
54	From far off, an eerie howling noise.
55	Scrawled on a rock in red paint, crudely written in Common: "Stop! Go no further if you value your life!!"
56	Several empty wineskins and discarded goblets
57	1d10 arrows, high quality, all sticking out of the ground in this area
58	Invitation to an event in a nearby town
59	A small onyx figurine of a beast of some kind (player's choice)
60	A grove of large mushrooms, but most of them have been trampled or destroyed
61	Several plans, as if from a cart or a boat, their ends burned.
62	A locket with a picture of a humanoid female inside
63	A perfectly spherical stone. Is it naturally occurring? Nonetheless, it definitely catches your attention.
64	A book on learning the language Undercommon
65	A wooden token bearing the symbol of a powerful organisation or faction
66	Trailblazing marks.
67	A vial full of some sort of tree sap. On inspection, you see that it has been collected from a particular species of tree that grows in this area (although not commonly)
68	Black-fletched crossbow bolts sticking out of a tree trunk
69	A child-sized sword.
70	A small pouch of seeds
71	An area of pressed-down grass, as if a humanoid had been lying here
72	An empty, abandoned tent
73	A rune, spelt out in stones on the ground
74	A jar of sweets, half empty

75	A jawbone from a creature of some kind
76	The broken blade of a sword
77	Sword marks in a tree trunk
78	A belt pouch full of silver coins from an unknown land
79	About a mile ahead, you see vultures circling in the air
80	A freshly dug grave, empty
81	Funeral pyre. Whatever was burnt here is now just ash
82	Overtaken cart. No-one here, just some random belongings.
83	A wolf (or other sometimes-domesticated beast) starts to follow you. It looks forlorn, as if it has lost its master.
84	A grove of fruit trees
85	In the distance, the sound of a boulder rolling through forest, cracking trees etc
86	Smoke rising about two miles ahead. A lot of smoke, from a specific point
87	A medium sized tree felled and placed over a river which is in full flow.
88	Picked mushrooms lying on a stump to dry
89	Picked moss arranged in one area, possibly as a bed
90	Huge spider web with humanoid belongings stuck to it
91	Disembodied voices float on the breeze... what are they saying?
92	If by water, you see the surface stir. If on land, you feel vibrations beneath your feet.
93	About 500 yards ahead, a flock of birds rises suddenly into the air as if something had disturbed them
94	1d4 corpses, all without heads
95	Large boot tracks in mud
96	Abandoned shack
97	Lost / traumatised humanoid child who doesn't speak a word
98	Empty cave, recently inhabited
99	A bridge, either washed out or deliberately destroyed / burnt
100	Magic item! Relevant to quest. Roll once on table (d4) 1-2: A, 3-4: B

CHAPTER 10 MERCHANTS & SHOPPING

INTRODUCTION

The tables included herein are designed to help you determine whether you can find certain kinds of merchants within the settlement you are currently visiting. First, decide what merchant you are looking for, and then on the table below locate the DC for the existence of such a merchant in your current town.

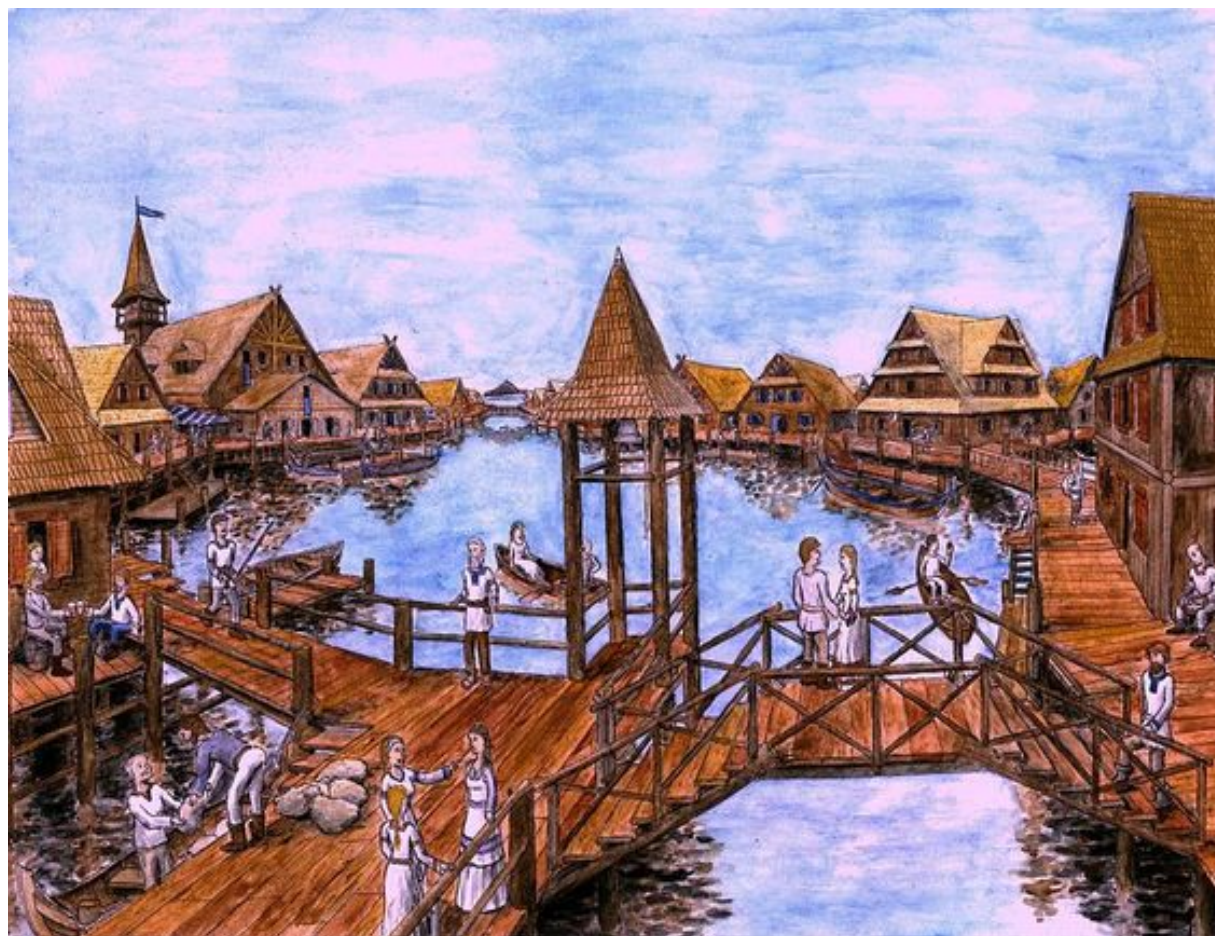
Sometimes the setting information available for a particular town will state that certain merchants are noted as being present in that town. In this case, you may ignore rolling for those merchants and

simply make rolls based on finding specific items (see below).

If trying to find a specialised type of business/institution (e.g. gold finessmith), you may need to make some additional Q/A rolls to see if you can locate that business.

If you find the merchant you are looking for, you may (if you wish) roll on the second table to determine the quality of that merchant.

If you cannot find the exact type of merchant you are looking for, then find an equivalent / similar type of merchant on the list below. Make a d20 roll (unmodified) to determine whether they exist or not. This is not a skill check, simply a roll to check for the occurrence of a merchant, based on the size of the settlement you are currently in.



DC FOR OCCURENCE OF MERCHANTS / INSTUTIONS BASED ON SETTLEMENT SIZE

TYPE OF MERCHANT	Small Settlement	Hamlet	Village	Town	City	Metropolis
Inn / Tavern	10	8	6	4	2	1
Adventuring Supplies	17	14	10	5	2	1
Animals and Mounts	12	11	9	7	5	3
Books and Maps	18	17	15	13	11	9
Jewelry and Gem trader	20	19	18	16	14	12
Armourer	18	16	14	12	10	8
Bank	17	15	13	10	8	6
Tinkerer / Finesmith	18	17	15	13	11	9
Tailor	15	13	11	10	8	6
Potions, poisons, herbs	18	17	16	14	12	10
Religious idols & Blessings	16	15	13	11	9	7
Food & drink seller	14	12	10	8	6	4
Temple (also rituals, funerals, name-giving, weddings)	16	14	12	10	8	6
Spell tomes and scrolls	20	19	17	15	13	11
Thieving supplies	19	18	16	14	12	10
Weapons Shop	17	15	13	11	9	7
Vehicles and transportation	15	12	13	10	8	6
Adventurer's Guild	19	18	16	14	12	10
Magic Items	25	22	19	16	15	14
Blacksmith	12	10	8	6	4	2
Necromancy / Resurrection	20	19	18	17	16	16
Couriers	19	18	17	15	13	11
Brothel	17	15	13	11	9	7
Land Sales	16	15	13	10	8	6

Carpenter / Cooper / Cartwright	15	13	10	8	6	4
Entertainer's Guild	20	18	16	13	11	9
Healer / Physician	18	15	12	10	7	4
Shipping Contracts / Boatbuilding (must be coastal)	19	18	16	14	12	10
Worker's Union (any type)	19	18	16	11	9	7
Stonemason	18	15	12	10	7	4
University	-	-	18	16	14	12
Mercenaries	19	18	17	16	14	12

Once you have determined whether you can find the merchant, make another roll to determine the quality of the merchant.

QUALITY OF MERCHANT (ROLL D20)

Settlem't	Hamlet	Village	Town	City	Metrop.	Quality
1-7	1-6	1-5	1-4	1-3	1-2	<i>Atrocious</i>
8-11	7-10	6-9	5-8	4-7	3-5	<i>Poor</i>
12-15	11-14	10-13	9-12	8-11	9-12	<i>Medium</i>
16-18	15-17	15-17	13-16	12-15	13-17	<i>Good</i>
19-20	18-20	18-20	17-20	16-20	15-20	<i>Excellent</i>

ITEMS

Once you have found the merchant you are looking for, and determined their quality, you need to determine whether they possess the item you require. For this, it is required that you make a judgement as to the rarity of the item you seek. For example, plate armour would be considered common for an armorer, but gnome-sized plate armour would definitely be considered uncommon, perhaps even rare. Legendary

items would include one-of-a-kind type products, for example mithral swords or other such specialty items. For prices, consult the equipment list you are basing your search on. Persuasion rolls might enable you to bring the price down by as much as 20%, based on the disposition of the merchant (you could use NPC tables to determine this).

Roll separately for each item you seek. The roll is a straight D20, no modifier.

DC FOR FINDING ITEMS BY MERCHANT QUALITY

Merchant Quality Common Uncommon Rare Legendary

<i>Atrocious</i>	14	18	20	-
<i>Poor</i>	12	17	19	-
<i>Medium</i>	10	15	18	20
<i>Good</i>	8	13	17	19
<i>Excellent</i>	6	12	16	18

YE OLDE TAVERN TABLE

This table features in *Chapter 3: Travelling*, but I thought it might be useful to repeat it here. Consult DMG, p.113, to create a name for your tavern (or consult the slightly racier one below, eh, nudge nudge), then roll on the table after this one to find out what sort of establishment you have happened upon.

TAVERN NAME GENERATOR TABLE

d20	First Part	Second Part
1	The Gilded	Anvil
2	The Frog and	Eye
3	The Hammer and	Rogue
4	The Golden	Assassin
5	The Black	Dagger
6	The Eye of	Spadger
7	The Sword and	Quipper
8	The Filthy	King
9	The Evil	Wizard
10	The Good	Toad
11	The Stroppy	Bullock
12	The Greasy	Bollock
13	The Naughty	Buttock
14	The Queen and	Cuckold

15	The Leper and	Sabre
16	The Dog and	Strumpet
17	The Sweaty	Nonce
18	The Blessed	Scoundrel
19	The Cunning	Knave
20	The Knight's	Cock

TAVERN TABLE (ROLL 5 TIMES)

**If rumours are present, roll on the Rumours Tables, below.*

d10	Rooms	Quality	Innkeep	Rumours	Customer service
1	None	Atrocious	Male gnome	None	Unfriendly
2	1	Poor	Female halfling	1	Neutral
3	2	Poor	Male dwarf	1	Neutral
4	3	Average	Tiefling	2	Civil
5	4	Average	Human male	2	Civil
6	5	Average	Human female	2	Cordial
7	6	Good	Male Halfling	3	Cordial
8	8	Good	Female gnome	3	Warm & Welcoming
9	10	Excellent	Orc or Half-orc	4	Warm & Welcoming
10	20	Outstanding	Player's Choice	4	Treated like a monarch!

GENERATING RUMOURS

STEP 1: Roll for the subject of the rumour.

d4	SUBJECT	NOTES
1	Person	<i>Consult NPC tables (Chapter 13)</i>
2	Creature	<i>Consult Creature Table (Chapter 14)</i>
3	Place	<i>Consult Rumour location table (below)</i>
4	Thing	<i>Consult Situations table (Chapter 14)</i>

STEP 2: Roll for the substance of the rumour. 4–5 (or however many necessary) rolls on the Situations Table, Chapter 14.

RUMOUR LOCATION TABLE

d12	PLACE
1	In this settlement / area
2	Just outside settlement
3	1d4 miles away, in a structure (consult structure table, Chapter 9)
4	In the nearest forest
5	In the nearest hills
6	In the nearest mountains
7	In the nearest swamp
8	In / beside the nearest body of water
9	In the next village
10	In the next large town
11	In the capital of the realm
12	In the next realm

CHAPTER 11

DOWNTIME ACTIVITIES

INTRODUCTION

My idea is that this chapter will grow through repeated revisions of this book. Initially, it might be a bit scant, but I at least want to give a basic outline of the ways in which we can manage and interpret downtime activities for our solo PC or PCs. This is not pretending to be a comprehensive overview of downtime activities, merely a collection/overview of

the different resources in one place, with a few small ideas added.

Below is a table that attempts to organize different downtime activities by the time taken, results, whether co-operation is possible, requirements and references for further reading. I've given very loose guidelines as to how to structure your downtime activities, which should enable you to make informed decisions about what you want your characters to do in their downtime. For more information, go to the listed references provided for the core material.

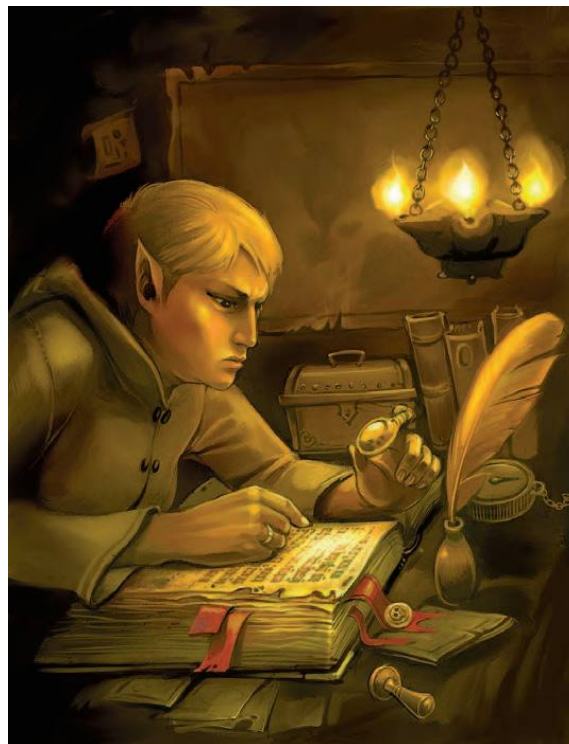
DOWNTIME ACTIVITIES TABLE

Activity	Time Taken	Result	Co-operation	Requirements	Renown use?	Ref
Animal Training	Depends on training	Trained animal companion	Possibly, in assisting (granting advantage) on checks to find the trainer	You must possess the animal you wish to train, and you also need a trainer and money to pay the trainer	Reduction in DC to find the trainer	<i>See below</i>
Building	1 day per 5 sq ft of building. 20 gp per sq ft of building area. From a comfortable house (16000 gp) to a palace (500k gp)	Home / Abbey / Guildhall / Keep / Noble Estate / Manor / Outpost or fort / Palace or large castle / Temple / Tower, fortified / Trading Post	Definitely, probably most effective in securing your workforce and materials. High charisma PCs might be able to get you some good deals.	A plot of land, a royal charter (permission from local authorities), a land grant or a deed Once all that is secured, building materials and labourers will be required.	Used to reduce DC to find materials and workforce.	<i>DMG 128</i>
Buying a magic item	1 workweek	Finding a magic item	Yes, as long as allies are prepared to devote downtime. Possible advantage granted to persuasion checks	100 gp in expenses to find, persuasion check to determine quality of seller	Reduce DC to determine quality of seller	<i>XGTE 126</i>
Carousing	Any amount of time	Unpredictable. Roll on complications	Drinking buddies are always	Money for lifestyle, plus a little more to	Perhaps to get cheaper drinks!	<i>DMG 128, XGTE</i>

		tables (DMG, XGTE)	welcome... perhaps they can keep you out of trouble	fund the hedonism		127
Crafting magical items	1 week for a common item, up to 50 weeks for a legendary item	You possess and can sell the item	Yes, as long as they are proficient with the crafting type, and are willing to devote their downtime to the crafting. Could reduce time by half.	Formula for creating the item, materials for crafting (often highly exotic, requiring travel)	Reduce DC to find materials (but only if they are available locally)	<i>DMG</i> 128, <i>XGTE</i> 126
Crafting non-magical items	1 day per 5gp of item worth, + half the worth in raw materials	Magical / Non-magical items	Yes, as long as they are proficient with the crafting type.	Proficiency with the crafting type	Reduce DC to find materials (but only if they are available locally)	<i>PHB</i> 187 <i>XGTE</i> 128
Gambling	1 week	Consult gambling successes table, XGTE p.130	No	A stake between 10 gp and 1000 gp, then three checks: Insight, Deception & Intimidation. If PC is proficient with a gaming set, this proficiency can replace one of the checks. DC = 5+2d10.	Not usable	<i>XGTE</i> 130
Hosting Banquets & Tourneys	1 day	Increase renown and gain contacts	Possibly	Money to pay everyone, a large property to host the event on, and a series of charisma checks	Reduced DC for bartering prices down	<i>See below</i>
Pit Fighting	1 week of effort	No successful checks=0 gp / 1 success=50 gp win / 2 success = 100 gp win / 3 successes = 200 gp. Complications: To engage in pit fighting, you must consult	No	A series of checks. DC based on the quality of the opposition (random). Three checks: Athletics, Acrobatics, and Con check with a bonus equal to a roll of the PC's largest Hit Die (doesn't spend that die). The PC		<i>XGTE</i> 131

		the complications table also.		can replace one skill check with an attack roll using one of their weapons. DC = 5 + 2d10; generate a separate DC for each check.		
Practicing a Profession	You spend your days working rather than anything else	Comfortable lifestyle	Depends on the profession	Knowledge that the job requires	Dependent on particular profession.	<i>PHB 187</i>
Recuperating	2 days	Recover from a disease or a poison	Co-operation not possible.	After 3 days recuperating, make a DC 15 con save. End an effect that stops regaining hp. Gain adv on saving throws against a disease or poison affecting you for the next 24 hours	No	<i>PHB 187</i>
Religious Service	1 week	Check total: 1-10: No result. 11-20: 1 favour. 20+: 2 favours. (A favour could be an inspiration point, or a promise of assistance from the temple in future)	No	Attendance at a temple whose beliefs and ethos align with the PCs. At the end of 1 week, PC makes either a Religion or Persuasion check. The total of the check determines the benefits of service.	No	<i>XGTE 131</i>
Researching	Perhaps determined by Q/A rolls. You may need to travel to gather information.	More knowledge on mysteries that have come to light during campaign. Perhaps resulting in advantage on subsequent intelligence / history checks	Possibly, as long as they have the necessary charisma / intelligence to assist.	Declare the thing you are researching. Then, visiting libraries, talking to locals, gathering information. Intelligence and investigation checks possibly required.	Reduce DC to find experts in particular areas	<i>PHB 187, XGTE 132</i>

Running a Business	N/A	Discounts in particular type of products / Access to clientele and the information they bring / Renown	Yes	Expertise in the business area, willingness to prop up business if it loses money	Reduce DC to find good staff	<i>DMG</i> 129
Scribing a Spell Scroll	1 day (+ 15 gp) for a cantrip, up to 48 weeks (+ 450k gp) for a Level 9 spell	A spell scroll	Possibly, as long as they possess the requirements	You must be a spellcaster, must have the spell in question prepared, possess components for the spell and have proficiency in the Arcana skill.	No	<i>XGTE</i> 133
Selling a magic item	10 days per investigation check. PC can find buyers for multiple buyers at once	Sale of a magic item	Yes. Another character can use their downtime to assist in finding a buyer (adv. to the Investigation checks)	A magic item to sell, a buyer for said item (not legendary - that takes a quest to find a buyer), DC20 Investigation check to find a buyer	Reduction of DC for Investigation check	<i>DMG</i> 129, <i>XGTE</i> 133
Skill Training	250 days	Learn a new language Trained in a new set of tools	Co-operation not possible.	1 gp per day.	Reduction of DC to find a trainer	<i>PHB</i> 187





LIFESTYLE

The *Player's Handbook*, p.157, contains guidelines on what it costs to live, day to day, in your fantasy setting. It offers a blanket cost for accommodation, food and drink, and all other necessities (and occasionally some luxury). Equipment maintenance is also factored in. An aristocratic lifestyle can cost up to 10 gp a day, but such expenditure will keep you *very* well appointed. Perhaps your PC has the Noble background and simply *must* live in luxury.

If your character is accustomed to living an opulent lifestyle, then a minimum of 4 gp a day will be required to keep them in the style to which they have become accustomed.

If your PC is more of a hermit, then perhaps they like to live off the land, only really using inns and the like when visiting settlements. These characters are experts at hunting and foraging, making camps and other survival techniques, and can survive

in just about any environment without having to pay for it.

But if you can't be bothered with such considerations, then a modest expenditure of 1 gp a day will keep you fed and housed (as long as you can locate an inn, that is!)

RENOWN REIMAGINED

The *Dungeon Master's Guide*, p.129, introduces the concept of renown, mainly in reference to military rank. The way I have run it games as a DM is as more of a reputation-based score. Here I would like to propose a reimagining of the renown stat, with two distinct categories: *local renown*, and *realm renown*.

These scores are gained through successful transactions and other dealings with the public. But what can they be used for? In this version of renown, the stat is used to reduce the DC of skill checks required to investigate for buyers, negotiate prices, persuade workers to take a contract, any number of things *that require charisma (and sometimes intelligence) as a base skill*. The general rule is that every renown point enables you to reduce the DC by 1. The ways in which renown can be used are listed in the main table, above.

Below is a list of ways that renown can be gained.

Local & Realm renown: *Local renown* refers to renown that you have in a particular settlement, and you will have different renown scores for different settlements (Example: your Waterdeep renown score might be 2, but when you arrive in Loudwater you would start from 0 again). Everyone starts at 0 renown unless you have accumulated some *realm renown*. Each *realm renown* point you have accumulated is a point above 0 at which you start in every settlement. **For every 3 new local renown you accumulate, you gain 1 realm renown.** (Note: *Realm renown* used to start above 0 in a new settlement cannot be used to gain more *realm renown*).

WAYS TO GAIN RENOWN

Activity	Local renown
Hosting a tournament	See relevant table, below
Hosting a banquet	See relevant table, below
Winning 4 pit fights	1
Building a keep	6
Building an abbey	4
Crafting and selling a magic item	1
Carousing	For every 3 unfavourable results, -1, and +1 for every 3 favourable results
Practicing a profession	1 for every 50 days
Religious service	1 per every 2 favours
Running a business	1 for every 90 profitable days
Selling a magic item	1 for every 2 successful transactions

If there is an activity you would like to perform not listed here, that you think would gain you local renown, then come up with an appropriate score yourself, using the above as a general guide.

CONTACTS

The other concept I would like to introduce here is the idea of contacts. After successful transactions with a professional, make a charisma check (DC=their wisdom). If successful, you gain them as a contact and may add them to your contact list. An example contact list might be as follows:

Contact	How known
<i>Terrol</i>	Blacksmith (crafted a greataxe for me)
<i>Kulos Femishaw</i>	Purchased a Helm of Comprehending Languages from me
<i>Salena Loress (Druid)</i>	Taught me the formula for making healing potions

Contacts can be used for expediting future transactions. You can possibly use them repeatedly as buyers or suppliers of material or manpower for future transactions, for example giving them first right of refusal on the sale of items. Or they could become useful sources of information, even quest givers. You may have multiple contacts in multiple settlements. Contacts can also include NPC adventurers who can accompany you on quests.

CRAFTING MAGIC ITEMS

Now this is interesting. *Xanathar's Guide To Everything* states that most magic items require exotic items to craft, often requiring travel. You could theoretically base your whole solo campaign around your travel to various lands to collect materials for crafting magic items.

SKILL TRAINING - COSTS AND PROCESS

Before learning a skill, one must find someone who can train you in this skill. For this purpose, use the table in Chapter 10 that lists the different DCs for finding particular merchants in a settlement, based on the size of that settlement. It is the first table in that chapter.

Find the merchant that is closest to the skill you want to learn (eg - if you want to learn how to use smith's tools, use the DC for finding a blacksmith). Then, follow the guidelines given in the core rulebooks.

LEARNING CORE SKILLS / WEAPON SKILLS

Really, learning things like survival or stealth, and becoming proficient in those, as well as learning weapon feats like crossbow expert, can really only come through levelling. As such, the core rules state that you may take these feats (as given in the PHB) whenever you are instructed to increase an ability score (eg at Level 4). You may, instead of increasing an ability, take a feat instead, but you may wish to roleplay the finding of an expert in this. See PHB (pp165-170) for more details.

NEW DOWNTIME ACTIVITY: ANIMAL TRAINING

Animals can be trained for a variety of different purposes. Falconry is an obvious example, as well as perhaps training a wolf to perform basic tasks like scouting ahead. These creature companions can then be taken on journeys and used to accentuate wilderness travel and for any other purpose you care to think of.

First, one must actually acquire an animal, and the best place to do this is in the wild. Wild creatures are healthier and in better condition than pre-captured animals.

Perhaps you have an encounter with a beast that you could see being useful. If you cannot find one in the wild (either by an investigation check, or by coming across one at random), then you may decide to purchase one. This beast may already be tamed, but not trained.

Step 1: Capture and pacify the animal

This is ideally done using non-violent, non-traumatising methods. A strength check and an animal handling check might be required here, as well as a charisma check.

Step 2: Tame the animal.

A significant amount of time must be spent, daily, in acquainting the creature with your presence and getting it used to you. Spend a minimum of two hours per day with the creature, and make an animal handling check. This is ideally done during downtime. Once you manage to do this successfully over three days, the animal is tamed and you can begin to train it.

Step 3: Train the animal.

For this, you will need the help of a trainer. The DC for finding an animal trainer is based on settlement size. Once you have secured a trainer, you will work with them to teach the animal to respond to basic commands given by you. This will take one month. Make three animal handling checks, with a DC of $2d10+5$ (calculate DC separately for each check). Each check covers 10 days. Count how many total checks it takes to reach three successful checks, and multiply the result by 75. This figure represents how much gp you will need to pay the trainer as their fee.



DC FOR FINDING COMPETENT ANIMAL TRAINER

Settlement Size	DC
Small Settlement	20
Hamlet	19
Village	17
Town	15
City	12
Metropolis	10

NEW DOWNTIME ACTIVITY: HOSTING BANQUETS AND TOURNAMENTS

Once you possess a residence (preferably a large one) you can host events, thereby gaining renown. Providing such entertainment is obviously going to cost you a lot of money, but could gain you valuable contacts and gain you renown into the bargain.

Requirements: A large estate, regular- or large-sized castle or keep. Money to pay serving and cooking staff, as well as warriors and other entertainers.

EVENT BUDGETS

Event Hosted	Cost	DC for Cha checks
Banquet	750 gp	<i>2d10+5</i>
Banquet with tourney	3000 gp	<i>2d10+3</i>
Grand banquet with tourney	6000 gp	<i>2d10</i>
Royal banquet with tourney	8000 gp	<i>2d10-3</i>

RESULTS: After doing all this, you make a series of charisma checks, with the DC determined according to the size of the event hosted (as listed in the third column of the above table). Roll a separate DC for each charisma check.

EVENT RESULTS TABLE

Successful checks	RESULT
1 success	1d4-2 contacts (min 1), 1d4-2 renown (min 1)
2 successes	1d4 contacts (min 1), 1d4 renown (min 1)
3 successes	1d4+1 contacts (min2), 1d4+1 renown (min 2)

CHAPTER 12

ROLEPLAY IN THE SOLO FORMAT

The one element that many players have said is missing from solo gaming is the element of roleplay. This is just part and parcel of the format. How do you roleplay with a bunch of mechanics? The simple answer is, you don't.

In the introduction to one of my gamebooks, I proposed the concept that roleplay in the solo format consisted of playing your PC true to form, and making decisions based on their ideals.

With this supplement, I had the idea of going one step further and creating a system to generate possible routes that interactions with NPCs could take. This chapter is something of an experiment - you may find it useful, you may not. As this is a living document, it is expected that this chapter will develop more in further iterations of this document.

Follow the procedure below to determine how people react to situations brought about / opinions offered / actions performed by your PC.

You may determine this by other means, such as a question/answer roll. This is just to be considered as another tool available to you in your solo play.

AGREEING

This system of solo roleplay that I've created is structured around rolls to determine the outcome of interactions. Your PC is trying to get whoever they are interacting with to *agree* with them. In the context of this system, *agreeing* means one of the following things.

- Concurring with their opinion.
- Going along with a course of action they are suggesting.
- Bending to their will.
- Providing details or information requested by the PC.

FRIEND OR FOE?

First, the NPC's relationship to the players must be established.

Are they:

- Foe
- Neutral
- Friend
- Unknown.

A Q/A roll can determine this. If two hobgoblins, armed to the teeth, step out on the road, and the player asks, "Are they friends?" the modifier will be "Highly unlikely" (-4). Or, you may just decide they attack because it fits with the narrative. Obviously, this goes a long way towards dictating how interactions with them develop.

CHARISMA AND EMOTION MODIFIERS

You will make a question/answer roll using two modifiers.

1. Your charisma / intimidation / deception / persuasion / performance modifier.
2. An emotional modifier for the NPC (table below)

EMOTIONS

The NPC's dominant emotion must be determined. This may already be evident from events leading up to this point. If not, use the table below.

Even if you know the NPC's emotion, find it (or its equivalent) on the table below.

The negative or positive modifier will play a part in determining their reaction.

PERSPECTIVE

The emotions listed below are all about perspective. The negative emotions (in the lower number range) are considered to be negative emotions directed *towards* your PC. Likewise with the positive emotions (in the upper number range). If a character possesses one of these positive emotions,

then they are more likely to agree with the PC, and this is reflected in the modifier. To give an example, say an NPC is “Vengeful.” This description is appropriate if the PC has wronged the NPC in some way, or if the NPC thinks this is the case. If the NPC is “Vengeful” towards a group of orcs who raided his farm, then its equivalent emotion in the positive range needs to be found. In this case, “Determined” is probably a good alternative.

CONTEXT

If the emotional modifier doesn’t seem correct to you in terms of whether or not the NPC is willing to agree, then adjust it appropriately. These are guidelines, not ironclad rules.

PROCEDURE:

To determine whether an NPC *agrees* with your PC, find the NPC’s emotion beneath, and the modifier for that emotion. Add your PC’s charisma / intimidation / deception / persuasion / performance modifier (dependent on the situation). Now, taking both those modifiers into account, make a Q/A roll. There is no need to add the likelihood modifier. The emotion and charisma modifiers determine the likelihood of the outcome.

D20 ROLL	RESULT
1-7	<i>NO</i>
8-13	<i>MAYBE</i>
14-20	<i>YES</i>

EMOTIONS TABLE

(Roll to determine emotion if it is not known).

d100	EMOTION	MOD	d100	EMOTION	MOD
1-2	Malicious	-6	51-52	Abrupt / Unpredictable	0
3-4	Vengeful	-6	53-54	Determined	0
5-6	Insane	-5	55-56	Reckless	0
7-8	Disdainful	-5	57-58	Frivolous	0
9-10	Angry	-5	59-60	Mischievous (Good or Evil)	0
11-12	Cocky / Arrogant	-5	61-62	Foolish / Idiotic	+1
13-14	Envious	-5	63-64	Proud	+1
15-16	Afraid	-4	65-66	Amused	+2
17-18	Aloof / Superior	-4	67-68	Serene / Peaceful	+2

19-20	Stressed	-3	69-70	Nostalgic	+2
21-22	Frustrated	-3	71-72	Interested	+3
23-24	Disoriented	-2	73-74	Inspired / Awed	+3
25-26	Disgusted	-2	75-76	Altruistic	+3
27-28	Sad	-2	77-78	Satisfied	+3
29-30	Melancholic / Sad	-1	79-80	Relieved	+4
31-32	Grieving	-1	81-82	Surprised	+4
33-34	Weird	-1	83-84	Confident	+4
35-36	Grumpy	-1	85-86	Enthusiastic	+4
37-38	Resigned	0	87-88	Eager	+5
39-40	Distracted	0	89-90	Affectionate	+5
41-42	Playful / Joking	0	91-92	Grateful	+5
43-44	Shy	0	93-94	Optimistic	+5
45-46	Bored	0	95-96	Happy	+6
47-48	Blase	0	97-98	Euphoric	+6
49-50	Cagy / Mysterious	0	99-100	Joyous	+6

CHAPTER 13 NPC GENERATOR

In your journeys through wilderness or settlements, you will encounter all manner of folk. Below is a selection of tables for determining who they are! You may prefer to use another NPC generation tool. There are literally dozens out there. You may already have an idea for who you are meeting, or you may know some details but not others. Use the tables to fill out whatever you don't already know. Again, the below list is certainly not exhaustive, and you may decide that the result of your first roll is not appropriate, so feel free to roll again.

Roll on the selection of tables below to generate your NPC.



RACE TABLE

Note: This table is formulated according to general Faerun demographics. Decide race yourself, if you wish.

(Adjust according to area. Certain races are more common in some areas).

d100	RACE
1-80	Human
81-87	Halfling
88-92	Dwarf
93-100	Other (Roll below)

OTHER RACE (d20)	
1-3	Elf
4-6	Half elf
7-8	Gnome
9-10	Orc
11	Half Orc
12	Goblin
13	Drow
14	Tabaxi
15	Kenku
16	Tiefling
17	Aasimar
18	Dragonborn
19	Goliath
20	Aarakocra

ALIGNMENT - PROFESSION - GENDER

(Roll 3 times on this table).

d100	GENDER	ALIGNMENT	PROFESSION
1-5	MALE	Lawful Good	Commoner (Unemployed)
5-10			
11-15			
16-20		Neutral Good	
21-25		Chaotic Good	
26-30		Lawful Neutral	
31-35		True Neutral	
36-40			
41-45			
46-50			
51-55	FEMALE	Chaotic Neutral	Tradesperson / Merchant / Artisan / Professional (Roll on Profession Table, below)
56-60		Lawful Evil	
61-65			
66-70			
71-75		Neutral Evil	
76-80			
81-85			
86-90			

91-95		Chaotic Evil	Adventurer (Roll on class and level tables, below)
96-100			

AGE

Roll a d100 for age (multiply by 4 for dwarves and by 6 for elves, then progress to the table below.

PROFESSION TABLE

d100	PROFESSION	d100	PROFESSION
1-2	Farmer	51-52	Miller
3-4	Artist	53-54	Executioner
5-6	Herbalist	55-56	Restauranteur
7-8	Horse trainer	57-58	Priest / Cultist
9-10	Blacksmith	59-60	Engineer
11-12	Finesmith	61-62	Scribe
13-14	Locksmith	63-64	Soldier
15-16	Jeweller	65-66	Banker
17-18	Entertainer	67-68	Apothecary
19-20	Teacher	69-70	Woodcutter
21-22	Armourer	71-72	Tax Collector
23-24	Cook	73-74	Prostitute
25-26	Tailor	75-76	Fishmonger
27-28	Ropemaker	77-78	Butcher
29-30	Fletcher	79-80	Fruiterer

31-32	Cooper	81-82	Conman
33-34	Cartwright	83-84	Petty thief
35-36	Carpenter	85-86	Healer
37-38	Gravedigger / Undertaker	87-88	Butler
39-40	Winemaker	89-90	Clerk
41-42	Ferryman	91-92	Baker
43-44	Boatbuilder	93-94	Cheesemaker
45-46	Ship's Captain	95-96	Innkeeper
47-48	Fortune Teller	97-98	Dung Shoveller
49-50	Handmaiden	99-100	Courier

CLASS TABLE

d12	CLASS
1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

LEVEL TABLE

d20	TIER
1-14	Early: Levels 1-5
15-18	Mid: Levels 5-15
19-20	Late: Levels 15+

And again to determine what level exactly.

EARLY TIER LEVEL (d20)

ROLL	LEVEL
1-6	1
7-11	2
12-15	3
16-18	4
19-20	5

MID TIER LEVEL

d20	LEVEL
1-3	5
4-6	6
7-8	7
9-10	8
11-12	9
13-14	10
15-16	11
17	12
18	13
19	14
20	15

LATE TIER LEVEL

d20	LEVEL
1-6	16
7-11	17
12-15	18
16-18	19
19-20	20

DISPOSITION - ECONOMIC STATUS

Roll twice on this table.

d100	DISPOSITION	ECONOMIC STATUS
1-2	Shy	Destitute / homeless
3-4	Aloof / Superior	
5-8	Foolish / idiotic	
9-10	Cocky / Arrogant	Poor
11-12	Envious	
13-14	Grumpy	
15-16	Mischievous (good or evil)	Just getting by
17-20	Playful / Joking	
21-22	Insane	
23-24	Abrupt / Unpredictable	Can support themselves
25-26	Melancholic / Airy	
27-30	Romantic	
31-32	Frustrated	
33-34	Stressed	Climbing the ladder
35-36	Weird	
37-40	Serene / Peaceful	
41-42	Cagy / Mysterious	Comfortable
43-44	Distracted	

45-46	Sad		86-88	Amused	
47-50	Single-Minded		89-92	Reckless	
51-52	Angry		93-95	Lonely	Royalty-level wealth
53-54	Blase		96-98	Frivolous	
55-56	Joyous		99- 100	Disoriented	
57-60	Vengeful	Well-off			
61-62	Malicious				
63- 64-	Afraid				
65-66	Disgusted				
67-70	Resignation	Rich			
71-72	Nostalgic				
73-74	Envious				
75-76	Determined				
77-80	Pity	Extremely Wealthy			
81-82	Disdain				
83-85	Hopelessness				

NAME:

Coming up with a name is a different thing entirely.

Cast your eye about the area you are sitting in. Select an object and rearrange the letters to form a fantasy name, perhaps changing a few letters to get the name to your liking.

Or, think of a friend's name and do the same.

Alternately, find a fantasy name generator and use that.

PREMADE NPCs

If you can't be bothered with the process of creating an NPC, use one of the many premade NPC resources available on DMs Guild, for example *Friends & Foes I* by Andrew Cawood.

CHAPTER 14 STORY ELEMENT INTERACTION TABLES (RANDOM ENCOUNTERS)

The tables included in this chapter are designed to provide an infinite number of random encounters. I wanted to get beyond just an assortment of d100 tables, towards a system that had infinite usability. Some may think the way I've arranged this system a tad random, and may want to use their own system, which is absolutely fine. What I've tried to do here is set up some factors that can interact to produce some interesting and out of the ordinary results. If you wish, you can always go and use one of the premade encounters in Chapters 4, 5 or 6. The tables here are likely to produce more dramatic results!

They can also be used to answer questions, in place of the question/answer mechanic. If you cannot think of a yes/no question, simply roll on the Situations (Verbs) list below. There are 499 possible single word answers, all of which can be interpreted loosely to give you an answer to just about any question.

There are many random encounter tables available on DMs Guild, so feel free to use such products in place of this chapter.

ENVIRONMENTAL RELEVANCE

Relevance is a factor here. Tailor your generated elements towards your current environment and context, whether it be wilderness, urban or dungeon.

ELEMENT INTERACTION TABLE (ROLL MULTIPLE TIMES)

d20	Element
1-6	<i>Events (Event table - below)</i>
7-8	<i>Creatures (Creature table - below)</i>
9-12	<i>People (NPC table - Chapter 14)</i>
13-20	<i>Situations (Verb List)</i>

Roll initially 4 times to try and generate the seeds of your encounter. If this doesn't provide anything useful, keep the words you have and continue to roll until something presents itself, as many times as you need to, in order to generate something interesting.

For example, rolls of 1, 5, 5, 17 results in two rolls on PEOPLE and one roll each on EVENTS and SITUATIONS. Roll on those tables to see what you get, then use the question/answer mechanic to provide further details.

As you can see, the scope here is endless.

An example roll:

7, 13, 18, 20.

NPCs (Chapter 13): Human Wizard
Situations (verbs): Enjoy, pry, explode.

By linking the above seeds, I came up with an encounter where a wizard, carrying a satchel of potions down the road, has the bag ripped open by some mischievous kids. Potions spill out the road and explode, much to the children's delight, and all manner of magical chaos ensues!

URBAN EVENTS (D100)

d100	EVENT	d100	EVENT
1-2	Wedding	51-52	Gridlocked traffic
3-4	Name-giving day celebrations	53-54	Monster invasion!
5-6	Public holiday	55-56	Conference of Wizards
7-8	Procession	57-58	Graduation ceremony
9-10	Harvest Festival	59-60	Traffic accident
11-12	Festival celebrating a god	61-62	Freakish weather event
13-14	Celebration of a hero's return	63-64	Fire in Building
15-16	Market day	65-66	Notable local figure assassinated
17-18	Religious rally	67-68	Public duel
19-20	Official proclamation	69-70	Large scale fire
21-22	Amnesty	71-72	Sinkhole opens
23-24	Sudden storm / gale force winds	73-74	Local army returning after recent skirmish
25-26	Election / Change of civic leader	75-76	Co-ordinated attack
27-28	Yearly local festival	77-78	Protest
29-30	Assassination	79-80	Flood
31-32	Performance of a play	81-82	Martial law enforced (Reason?)
33-34	Musical concert	83-84	Wild magic eruption
35-36	Buskers performance	85-86	Military conscription
37-38	Orator / storyteller	87-88	Revolution taking place (scale uncertain)
39-40	Alefest	89-90	Public Execution
41-42	Warrior exhibition	91-92	Storm
43-44	Procession of royals	93-94	Plague
45-46	Museum exhibition	95-96	Earthquake
47-48	New building being opened	97-98	Dimensional disruption
49-50	Large army passing through town	99-100	Invading force

WILDERNESS EVENTS (D100)

d100	EVENT	d100	EVENT
1-2	Landslide / Avalanche	51-52	Massed Animals
3-4	Earthquake	53-54	Toll demanded
5-6	Storm	55-56	Distressed NPC
7-8	Druid gathering	57-58	Besieged settlement
9-10	Religious pilgrimage	59-60	Come across structure
11-12	Army encamped	61-62	Battle in progress
13-14	Sudden storm / gale force winds	63-64	Beast / Monster carcass
15-16	Overturned cart	65-66	Monster - easy encounter
17-18	Flash flood	67-68	Monster - easy encounter
19-20	Forest Fire	69-70	Monster - medium encounter
21-22	Local humanoids having a festival	71-72	Monster - medium encounter
23-24	Solar eclipse	73-74	Monster - hard encounter
25-26	Hail (large hailstones?)	75-76	Monster - deadly encounter
27-28	Hurricane	77-78	Volcanic eruption
29-30	Tribal encounter	79-80	Plague (insect / vermin)
31-32	Animal stampede	81-82	Interdimensional Rift
33-34	Tree falls	83-84	Army going to war
35-36	Boulder falls	85-86	Sinkhole Appears
37-38	Unseasonable weather	87-88	Appearance of Tyrant in the area
39-40	Lightning strikes	89-90	Savage raiding party
41-42	Market	91-92	Marauding monster attacking village
43-44	Hunting Party	93-94	Undead awakening
45-46	Farmers harvesting crops		
47-48	Cart passing	95-100	Unmarked Settlement
49-50	Refugees		

The above two tables are ideally combined with further detail to give them a more specific flavour. They are purposefully left quite general in order to be given a unique flavour by other elements.

CREATURES (2D20)

- | | | | |
|-----|-------------------|-----|------------------|
| 2. | Monster! | 21. | Giant Owl |
| 3. | Bear | 22. | Giant Rat |
| 4. | Cat | 23. | Giant Spider |
| 5. | Dire Wolf | 24. | Goat |
| 6. | Dog | 25. | Hawk |
| 7. | Draft Horse | 26. | Mastiff |
| 8. | Eagle | 27. | Mule |
| 9. | Elephant | 28. | Owl |
| 10. | Elk | 29. | Riding Horse |
| 11. | Flying Snake | 30. | Panther |
| 12. | Ape | 31. | Poisonous Snake |
| 13. | Giant Ape | 32. | Pony |
| 14. | Giant Badger | 33. | Rat |
| 15. | Giant Boar | 34. | Raven |
| 16. | Giant Eagle | 35. | Swarm of Insects |
| 17. | Giant Elk | 36. | Swarm of rats |
| 18. | Giant Fire Beetle | 37. | Swarm of ravens |
| 19. | Giant Frog | 38. | Vulture |
| 20. | Giant Lizard | 39. | Weasel |
| | | 40. | Wolf |

SITUATIONS TABLE (VERB LIST)

What follows is a list of 499 verbs that are meant to suggest situations that could come about between other elements such as people, creatures etc. Interpret loosely, there is no need to stick to these words literally sense. Remember that they are *verbs*, so they suggest action. You could also frame a question, and then roll to get a word that might suggest an answer. The list is so broad that it can also be used to give an answer to nearly any question. Roll as many times as you need to, in order to generate something interesting that your PC can interact with.

HOW TO ROLL ON THE SITUATIONS TABLE.

STEP 1: Roll a d10 to determine your hundreds.

d10	Hundreds Range
1-2	0-99
3-4	100-199
5-6	200-299
7-8	300-399
9-10	400-499

STEP 2: Roll d100 to get the 10s and 1s.

(NOTE: d10 and then d100 produces more varied results than 5d100, which results in a lot of rolls in the 200-300 range.)

1.	abandon	49.	barter	97.	choke
2.	abolish	50.	bash	98.	claim
3.	abuse	51.	bawl	99.	climb
4.	accuse	52.	beautify	100.	collaborate
5.	address	53.	beckon	101.	collapse
6.	aggravate	54.	befriend	102.	collide
7.	agitate	55.	beg	103.	command
8.	aid	56.	beguile	104.	complain
9.	aim	57.	belch	105.	compliment
10.	alarm	58.	belittle	106.	conceal
11.	alert	59.	bellow	107.	concoct
12.	alter	60.	bemoan	108.	condemn
13.	amaze	61.	bequeath	109.	confiscate
14.	ambush	62.	berate	110.	conflict
15.	amuse	63.	besiege	111.	confront
16.	annihilate	64.	bestow	112.	confuse
17.	annoy	65.	bet	113.	congratulate
18.	antagonize	66.	betray	114.	congregate
19.	appeal	67.	bewilder	115.	conjure
20.	applaud	68.	bewitch	116.	consecrate
21.	apprehend	69.	bid	117.	consider
22.	approach	70.	bite	118.	construct
23.	argue	71.	blab	119.	contact
24.	arise	72.	blame	120.	contaminate
25.	arouse	73.	blast	121.	contestconverse
26.	arrange	74.	bleed	122.	cook
27.	arrest	75.	bless	123.	corner
28.	ask	76.	blunder	124.	corrupt
29.	assassinate	77.	blurt	125.	cremate
30.	assault	78.	boast	126.	crowd
31.	assemble	79.	bother	127.	crown
32.	astonish	80.	bow	128.	customize
33.	attack	81.	brag	129.	damage
34.	attempt	82.	break	130.	dance
35.	attend	83.	bribe	131.	dare
36.	auction	84.	broadcast	132.	dash
37.	audition	85.	build	133.	dazzle
38.	avenge	86.	capture	134.	deal
39.	avert	87.	careen	135.	debate
40.	babble	88.	caress	136.	decay
41.	badmouth	89.	carry	137.	deceive
42.	bait	90.	carve	138.	declare
43.	ban	91.	catch	139.	decline
44.	banish	92.	celebrate	140.	decompose
45.	baptize	93.	challenge	141.	decorate
46.	bargain	94.	charm	142.	decree
47.	bark	95.	chase	143.	dedicate
48.	barricade	96.	cheat	144.	deduce

145.	deface	196.	endanger	247.	forgive
146.	defeat	197.	endear	248.	fracture
147.	defend	198.	endorse	249.	frame
148.	defuse	199.	enforce	250.	free
149.	deliver	200.	engage	251.	freeze
150.	demand	201.	engineer	252.	fret
151.	demolish	202.	enjoy	253.	frighten
152.	denounce	203.	enlarge	254.	frustrate
153.	deride	204.	enlighten	255.	fumble
154.	despair	205.	enlist	256.	fund
155.	destroy	206.	enquire	257.	fuss
156.	devour	207.	enrage	258.	gallop
157.	dig	208.	enrich	259.	gamble
158.	disappear	209.	enroll	260.	gather
159.	disarm	210.	enshrine	261.	gaze
160.	discipline	211.	ensnare	262.	gesture
161.	discover	212.	entangle	263.	gift
162.	discriminate	213.	enter	264.	giggle
163.	discuss	214.	entertain	265.	give
164.	disgrace	215.	entice	266.	glare
165.	disguise	216.	erect	267.	gleam
166.	disgust	217.	escape	268.	glimpse
167.	dishonor	218.	escort	269.	goad
168.	dismount	219.	evacuate	270.	gob
169.	dispel	220.	evade	271.	goggle
170.	disperse	221.	evict	272.	gossip
171.	display	222.	exaggerate	273.	grab
172.	displease	223.	examine	274.	grapple
173.	dispute	224.	excavate	275.	grieve
174.	disrespect	225.	exchange	276.	guard
175.	disrupt	226.	exclaim	277.	hamper
176.	distill	227.	exclude	278.	harass
177.	distress	228.	execute	279.	harm
178.	disturb	229.	exhibit	280.	help
179.	divert	230.	experiment	281.	hide
180.	dodge	231.	explode	282.	hit
181.	drag	232.	expose	283.	hold
182.	dress	233.	faint	284.	humiliate
183.	drink	234.	fake	285.	hurry
184.	drop	235.	fall	286.	hurtle
185.	drown	236.	falsify	287.	ignite
186.	drum	237.	fashion	288.	impede
187.	dump	238.	flaunt	289.	implore
188.	dupe	239.	flee	290.	imprison
189.	duplicate	240.	fling	291.	infect
190.	earn	241.	flirt	292.	infest
191.	eat	242.	follow	293.	inflame
192.	elude	243.	force	294.	inflict
193.	employ	244.	foresee	295.	inform
194.	enchant	245.	foretell	296.	infringe
195.	end	246.	forge	297.	infuriate

298.	injure	349.	obstruct	400.	rejoice
299.	inspect	350.	offend	401.	remark
300.	inspire	351.	oppress	402.	renege
301.	instigate	352.	order	403.	repair
302.	insult	353.	overhear	404.	research
303.	interfere	354.	overpower	405.	rescue
304.	interrogate	355.	overturn	406.	resist
305.	intimidate	356.	parade	407.	restrain
306.	intoxicate	357.	parley	408.	resurrect
307.	investigate	358.	patrol	409.	reveal
308.	invite	359.	pelt	410.	revolt
309.	involve	360.	penalize	411.	reward
310.	irritate	361.	perform	412.	ridicule
311.	jaywalk	362.	persecute	413.	riot
312.	jeer	363.	persuade	414.	rob
313.	joke	364.	petition	415.	run
314.	jostle	365.	play	416.	rush
315.	kick	366.	plead	417.	salute
316.	kill	367.	plunder	418.	scamper
317.	kiss	368.	pollute	419.	scare
318.	lament	369.	pounce	420.	scavenge
319.	laugh	370.	practice	421.	scream
320.	leap	371.	praise	422.	scrounge
321.	lecture	372.	preach	423.	search
322.	leer	373.	proclaim	424.	secure
323.	look	374.	prohibit	425.	seduce
324.	loot	375.	promote	426.	segregate
325.	lose	376.	pronounce	427.	seize
326.	love	377.	prophesize	428.	sell
327.	lunge	378.	prosecute	429.	ship
328.	lurk	379.	protect	430.	shout
329.	maim	380.	protest	431.	shove
330.	manhandle	381.	provide	432.	show
331.	march	382.	provoke	433.	silence
332.	market	383.	prowl	434.	sing
333.	massacre	384.	pry	435.	slaughter
334.	meddle	385.	punch	436.	sleep
335.	mesmerize	386.	punish	437.	smash
336.	mimic	387.	purchase	438.	sob
337.	misspell	388.	pursue	439.	solicit
338.	mob	389.	push	440.	speak
339.	mock	390.	quarrel	441.	spill
340.	murder	391.	query	442.	spit
341.	mutate	392.	queue	443.	spy
342.	mutilate	393.	rage	444.	stab
343.	nag	394.	raid	445.	stage
344.	narrate	395.	ransack	446.	startle
345.	near	396.	rebel	447.	steal
346.	notify	397.	recite	448.	stop
347.	obscure	398.	recount	449.	strangle
348.	observe	399.	recruit	450.	strike

- | | | | | | |
|------|-----------|------|-----------|------|---------|
| 451. | subdue | 470. | transport | 489. | wield |
| 452. | suffer | 471. | trap | 490. | win |
| 453. | summon | 472. | travel | 491. | wink |
| 454. | surround | 473. | tug | 492. | witness |
| 455. | suspect | 474. | unite | 493. | worship |
| 456. | take | 475. | unleash | 494. | wound |
| 457. | taunt | 476. | unload | 495. | wreck |
| 458. | tease | 477. | unveil | 496. | wrestle |
| 459. | tempt | 478. | vandalize | 497. | write |
| 460. | terrify | 479. | vanish | 498. | yell |
| 461. | terrorize | 480. | victimize | 499. | yield |
| 462. | thank | 481. | violate | | |
| 463. | threaten | 482. | volunteer | | |
| 464. | throw | 483. | wait | | |
| 465. | torment | 484. | warn | | |
| 466. | torture | 485. | wave | | |
| 467. | trade | 486. | weep | | |
| 468. | transform | 487. | welcome | | |
| 469. | translate | 488. | whittle | | |



CHAPTER 15: WHAT DO THE MONSTERS DO? (MONSTER TACTICS)

One problem we frequently run into while solo adventuring is sameness of combat. Because we don't have a DM controlling monster movements, combat can tend to devolve into a "stand adjacent and bash each other" style.

This is something I'm constantly trying to address. Below you'll find a table that attempts to get the monsters moving around a little. These tables are somewhat experimental and will be inappropriate in some encounters. Use these tables if you wish, or completely ignore them and decide the circumstances of combat yourself. Like everything else in this book, this is a tool which you can use or not use, depending on your playing style.

Also, take into account that just because you come across a monster, that does not necessarily mean that combat will take place. What are the monster's intentions? Perhaps it just doesn't *feel* like fighting right now! Or perhaps its intention is to catch you and keep you alive for some other purpose.

So, a monster always has a *reason* to attack (or not attack), whether it be instinct, defending their territory, or cowardice. You may have elements of your story that have already determined the monster's intention, or you may not wish to use the below table

at all. But rolling on this table can provide a random monster encounter with the element of motivation, which can add to your story.

MONSTER FEATS

If monsters have a feat which is characteristic of their attack style, then they will generally use it whenever they get a chance. For example, take the Aurochs, a CR 2 oxen-like creature from *Volo's Guide to Monsters*. It has a feat called *Charge* which enables it to cause extra damage, and knock opponents prone if it moves 20 ft towards the target and hits with a ram attack. So, take it as read that the *Charge* feat constitutes the Aurochs' main attack, and it will use it whenever it can, even if it causes an attack of opportunity.

DISTANCE OF MONSTER FROM PC OR PCs

Ways to determine:

- Roll 1d8. Monster is that many squares away. Or roll 1d10.
- $d10 \times 10 + 20 \text{ ft.}$
- Roll *stealth* for the creature. If successful, place them 1d4 squares away. If *stealth* check is higher than PC's *passive perception*, they can make a *surprise attack*.
- Any other method you care to think of.

MONSTER INTENTIONS / TACTICS TABLE

Add 15 to the roll for BBEGs / Boss Monsters

d100	GENERAL TACTICS
1-4	Monster flees, scared witless at the sight of you!
5-9	Monster is curious and will stay some distance away, checking you out before approaching; if a beast, may be open to befriending. Make charisma check with advantage. If successful, you could take as companion.
10-14	Monster will stalk you, always staying well out of range, perhaps waiting for you to become wounded or disadvantaged in some way.

- 15-19 Monster will stay at distance and make ranged attacks, picking away at you. If you try to come near, it will flee.
- 20-24 Monster may want you caught and kept alive rather than killed. It will fight you to the point of unconsciousness, and then will take you away and attempt to keep you alive for some purpose.
- 25-30 Monster is highly alert and on guard. Any stealth checks to approach it are made at disadvantage
- 31-70 Monster simply attacks, purely out of instinct.
- 71-80 Monster views this area as its territory and you as a challenger. It attacks immediately, trying to drive you backward. It might make strength checks to push you back.
- 81-90 Monster has offspring (or something it wants to protect) nearby, and sees you as a threat. It attacks immediately, possibly guarding a certain area.
- 91-100 Monster barrels straight into combat, seeing your presence here as a personal affront. It is incited to extreme rage.

MONSTER REACTION TABLE (ROUND BY ROUND)

At the start of each combat round (or perhaps every second round) roll for the monster's reaction. If there are multiple monsters, you might roll for the first one, and then the others (if intelligent enough) will base their attacks on the success or failure of their ally. You may also wish to roll separately for each monster.

Optional: If the reaction directly contradicts the overriding tactics, or the situation in general, you may choose to ignore it. Or, perhaps the tide of battle has turned and thus the reaction now makes sense.

Add 10 to the roll for BBEGs / Boss Monsters.

d100	REACTION	d100	
01-04	If monster has dropped to less than 50% hp, it flees (provoking an opportunity attack if necessary), taking double movement.	33-72	Creature uses its main attack
05-08	If you scored 25% or more of the creature's hp in damage during the last round, creature makes a wis check (DC=PC's wisdom+intimidation modifier). If it fails, it moves away from you quickly (taking dash), and provoking an opportunity attack if necessary. If it succeeds, it attacks normally.	73-76	Roll on Random Combat Event Table (eg from my product <i>Slips, Trips and Flying Turnips</i> , or any random event table).
09-12	If you scored 50% or more of the creature's hp in damage during the last round, creature makes a wisdom check	77-80	Enemy takes your presence here as a personal affront, and attempts to intimidate you. It makes an

	(DC=PC's wisdom+intimidation mod). If it fails, the creature disengages and then moves away from the PC up to its movement allowance. Otherwise, it attacks normally.		intimidation check against your wisdom (as DC). If it succeeds, make your next attack at disadvantage. If it fails, it goes straight into melee brawl.
13-16	Creature makes an attack, then moves away, provoking an opportunity attack if necessary.	81-84	Monster inspiration: If the monster has a feat that needs to recharge, it recharges automatically without needing to make a roll.
17-20	If there is more than one enemy attacking the PC, they all attack and then move away in different directions. PC can only choose one on which to make an opportunity attack.	85-88	If your last attack missed, the creature feels a swelling of courage. It makes a wisdom check (DC=PC Charisma). If it succeeds, it attacks with advantage. If unsuccessful, it attacks as normal.
21-24	If there is more than one enemy attacking the PC, one stays in melee and attacks, while another stays at ranged or disengages and moves away to make ranged attacks (if it has ranged attacks), possibly risking an attack of opportunity if enemy has hp to spare. Otherwise, it stays in melee. If there is only one creature, it attacks as normal.	87-92	If the creature won initiative, then it was aware of your presence (even though it may not have appeared to be) and has a surprise attack readied.
25-28	If there is more than one enemy attacking the PC, they move to flank the PC on opposite sides.	93-96	Creature makes an intelligence or perception check (whichever is highest) with the DC being the PC's main combat ability (strength or dex). If successful (and if appropriate for the monster), it discerns information about the PC's combat skill. If it is obviously outclassed, it will take the dash action to get as far from the PC as possible (provoking an opportunity attack if necessary). If it is equally matched or clearly superior to the PC, the PC makes their next attack at disadvantage.
29-32	<i>If combat has not yet started</i> , the monster is busy with something else and does not initially see the PC as a threat. If the PC does not attack, they can probably pass without any incident.	97-100	Monster roars for help / reinforcements, in its own tongue. Make a d100 roll. On a roll of 10 or below, another one of its type appears in two rounds. (This only happens once)

CHAPTER 16: MONSTER ENCOUNTERS FOR THE SOLO PC

A NOTE ON THE TABLES

These tables are split into two parts: **Encounter** and **Monster**. First, roll on the **Encounter Tables** (organized by **level** and **difficulty**) to find out how many of what CR monsters you are facing. Then, progress to the **Monster Tables** (organized by **terrain** and **CR**) to find out exactly what beasties you have to battle! Note: Not all terrain types have every CR provided, especially the more unusual ones such as “Coastal” and “Aquatic.” In such a case, just go with an encounter for which monsters exist in that environment. Also, these tables only go up to level 15, and CRs up to 7. Balanced encounters for solo PCs are lower CR-wise as a monster’s CR is based on the assumption that it is facing a minimum of four PCs! A small supplement will be released in future covering the remaining levels.

The overarching tool is organized so that it is easy to add more monsters and increase the variety of monsters you might encounter. Simply find the monster’s CR, appropriate environment, and then add it to the right table.

Not all of the encounters are exactly to the thresholds given on p.82 of the DMG. One or two of them might be slightly above or below the XP listed there. Keep in mind that they scale upwards within the tables also. For example, “Level 4 Easy” has an XP threshold of 125, but the top roll on that table (5-6 on a d6) has a threshold of 150; a little more difficult.

For the sake of keeping this book at a manageable size, stat blocks are not included, but references to find them are. Also, when encountering the creature, think about how to determine whether your PC knows everything about this monster. If not, then they will not know about resistances, feats, etc, and combat will

reflect that. This is another of those situations where the player potentially knows more than the PC.

ADJUSTED FOR THE SOLO PC

All tables listed here have been adjusted for 1 PC, so there is no need for you to perform any complicated equations or anything like that. **If playing with 2 PCs, refer to the 2 PC conversion chart below.**

The tables are subtly scaled upwards according to difficulty, so the higher you roll, the harder the encounter will be, even on the “easy” tables. A high roll will result in the upper end of “easy.”

If your PC is finding encounters too hard, or too easy (perhaps due to gaining a magical item), then you might choose to move up or down a difficulty tier to make the encounters more appropriate. So, if you’re told to encounter a medium monster, you might choose to make that a hard encounter instead.

Xanathar’s Guide to Everything also has an excellent table entitled “Quick Matchups” on p.91 that offers some challenging encounters for single PCs of each level. Purchasing the core books is a good idea as all of them contain valuable resources for solo players, as well as upping your general player and DM skills.

MULTIPLE MONSTERS AND THEIR STORIES

Here we have another interesting source of story generation. If the tables determine you meet 2 hobgoblins and 4 monodrones in your dungeon, then the question/answer mechanic can be employed (probably after you have defeated them) to determine how this unlikely combination came about. Perhaps the hobgoblins have found some way of controlling the drones, and are using them to attain their goals. As always, the Q/A rolls can sub in for just about any element in this book. But allow these strange combinations to be sources of plot hooks and story enrichment.

However, if the combination of monsters is completely implausible, you have my permission to roll again!

Another idea: you may choose to randomly roll the first monster, and then pick what would be a logical partner for it, rather than make another random roll.

Also, the variety of monsters across the *entire* dungeon - how did that assortment come to be there? This will further inform your story.

Names of monsters and the monster descriptions given in the core material provide story elements also. If you are in a desert and happen to encounter a Guard Drake, the natural question is, what is it guarding? Consider these encounters as potential story triggers, as well as a chance for your PC to bash some skulls! Read the monster description and what motivates the creature, what its habits are. This will suggest other features and creatures that might be nearby. Perhaps if you find Rothe dwelling deep within some dungeon, then some other humanoid - drow or duergar or svirfneblin - is there to farm it. Monsters don't just wait around for adventurers like you to come blundering into dungeons. They have their own agendas and stories.

GENERATING A BBEG (Big Bad Evil Guy or Boss Monster)

Sometimes you need to generate a boss monster. Follow these guidelines.

STEP 1: Roll on the table below.

BOSS DIFFICULTY TABLE

d6	Difficulty
1-2	<i>Medium Encounter</i>
3-5	<i>Hard Encounter</i>
6	<i>Deadly Encounter</i>

STEP 2: Now go and find the level-appropriate medium, hard or deadly encounter table in the tables below. Choose

the option you think is most appropriate, rather than rolling. Or, use the CR to guide your creation of an NPC for your adventurers to face off against. It might be another case of you (as pseudo-DM) knowing more than your PCs. There are a number of great NPC /villain resources on DM's Guild, as well as officially released stuff like Mordenkainen's Tome of Foes which can guide the creation of your villain NPCs. Chapter 4 of the DMG also contains guidelines for the creation of NPC villains.

DO THEY ATTACK?

Aside from you attacking them, do the monsters you encounter always attack you? Perhaps not. Use Q/A rolls, and monster descriptions, to determine whether they flee, approach curiously, or attack you. You could also use the mechanics in *Chapter 15: What Do The Monsters Do?* Don't presume that every encounter will end up in battle. And also, remember if the odds are against you, fleeing is always an option! Visit Chapter 15 for more information on the monster's overall motivation, and round-to-round behaviour.

FLEEING

If things turn bad, and the idea of your PCs dying is absolutely abhorrent to you (keep in mind, it does happen!) then you might want to let them flee. An athletics check or some sort of ingenious escape or diversion might be in order, but keep in mind that creature will still be in that place should you decide to journey back this way! Or, it may decide to pursue.

ANOTHER METHOD

Of course, if you like your solo play a little more unpredictable, you can always simply use the question/answer mechanic to generate your encounters. Just be careful what questions you ask.

2 PC CONVERSION TABLE

Using this table, and the encounter tables that follow, you can create balanced encounters for your deadly duo of adventurers!

TO DETERMINE THIS ENCOUNTER	USE THIS ENCOUNTER TABLE:	TO DETERMINE THIS ENCOUNTER	USE THIS ENCOUNTER TABLE:
2 PCs, L1 Easy	1 PC, L1 Medium	2 PCs, L6 Easy	1 PC, L6 Medium
2 PCs, L1 Medium	1 PC, L1 Deadly	2 PCs, L6 Medium	1 PC, L10 Medium
2 PCs, L1 Hard	1 PC, L2 Hard	2 PCs, L6 Hard	1 PC, L9 Hard
2 PCs, L1 Deadly	1 PC, L2 Deadly	2 PCs, L6 Deadly	1 PC, L10 Deadly
2 PCs, L2 Easy	1 PC, L2 Medium	2 PCs, L7 Easy	1 PC, L7 Medium
2 PCs, L2 Medium	1 PC, L2 Deadly	2 PCs, L7 Medium	1 PC, L8 Hard
2 PCs, L2 Hard	1 PC, L6 Easy	2 PCs, L7 Hard	1 PC, L13 Medium
2 PCs, L2 Deadly	1 PC, L3 Deadly	2 PCs, L7 Deadly	1 PC, L13 Hard
2 PCs, L3 Easy	1 PC, L3 Medium	2 PCs, L8 Easy	1 PC, L8 Medium
2 PCs, L3 Medium	1 PC, L6 Easy	2 PCs, L8 Medium	1 PC, L7 Deadly
2 PCs, L3 Hard	1 PC, L8 Easy	2 PCs, L8 Hard	1 PC, L15 Medium
2 PCs, L3 Deadly	1 PC, L11 Easy	2 PCs, L8 Deadly	1 PC, L15 Hard
2 PCs, L4 Easy	1 PC, L4 Medium	2 PCs, L9 Easy	1 PC, L9 Medium
2 PCs, L4 Medium	1 PC, L5 Medium	2 PCs, L9 Medium	1 PC, L13 Medium
2 PCs, L4 Hard	1 PC, L5 Hard	2 PCs, L9 Hard	1 PC, L13 Hard
2 PCs, L4 Deadly	1 PC, L12 Easy	2 PCs, L9 Deadly	1 PCs, L12 Deadly
2 PCs, L5 Easy	1 PC, L5 Medium	2 PCs, L10 Easy	1 PCs, L10 Medium
2 PCs, L5 Medium	1 PC, L12 Easy	2 PCs, L10 Medium	1 PC, L11 Hard
2 PCs, L5 Hard	1 PC, L8 Hard	2 PCs, L10 Hard	1 PC, L14 Hard
2 PCs, L5 Deadly	1 PC, L13 Medium	2 PCs, L10 Deadly	1 PC, L14 Deadly

SECTION ONE: ENCOUNTER TABLES BY PC LEVEL (ADJUSTED FOR THE SOLO PC)

LEVEL 1 SOLO PC ENCOUNTER CALCULATOR

LEVEL 1: Easy

d4	Encounter
1-2	1 CR 0 monster
3-4	2 CR 0 monsters

LEVEL 1: Medium

d4	Encounter
1-2	1 CR $\frac{1}{8}$ monster
3-4	2 CR 0 monsters

LEVEL 1: Hard

d6	Encounter
1-2	1 CR $\frac{1}{8}$ + 1 x CR 0 monsters
3-4	1 CR $\frac{1}{4}$ monster
5-6	3 CR 0 monsters

LEVEL 1: Deadly

d6	Encounter
1-2	2 CR $\frac{1}{8}$ monsters
3-4	4 CR 0 monsters
5-6	1 CR $\frac{1}{4}$ + 1 x CR 0 monsters

LEVEL 2 SOLO PC ENCOUNTER CALCULATOR

LEVEL 2: Easy

d4	Encounter
1-2	1 CR $\frac{1}{8}$ monster
3-4	2 CR 0 monsters

LEVEL 2: Medium

d6	Encounter
1-2	2 CR $\frac{1}{8}$ monsters
3-4	4 CR 0 monsters
5-6	1 CR $\frac{1}{4}$ + 1 x CR 0 monsters

LEVEL 2: Hard

d6	Encounter
1-2	1 CR $\frac{1}{2}$ monster
3-4	1 CR $\frac{1}{4}$ + 1 x CR $\frac{1}{8}$
5-6	2 CR $\frac{1}{8}$ + 1 x CR 0 monster

LEVEL 2: Deadly

d4	Encounter
1	3 CR $\frac{1}{8}$ monsters
2	2 CR $\frac{1}{4}$ monsters
3	1 CR $\frac{1}{4}$ + 3 x CR 0 monsters
4	3 CR $\frac{1}{8}$ + 1 x CR 0 monster

LEVEL 3 SOLO PC ENCOUNTER CALCULATOR

LEVEL 3: Easy

d6	Encounter
1-2	1 CR $\frac{1}{8}$ + 1 x CR 0 monster
3-4	1 CR $\frac{1}{4}$ monster
5-6	3 CR 0 monsters

LEVEL 3: Medium

d6	Encounter
1-2	1 CR $\frac{1}{2}$ monster
3-4	1 CR $\frac{1}{4}$ + 1 CR $\frac{1}{8}$
5-6	2 CR $\frac{1}{8}$ + 1 CR 0 monster

LEVEL 3: Hard

d4	Encounter
1	1 CR $\frac{1}{4}$ + 4 CR 0 monsters
2	3 CR $\frac{1}{8}$ + 2 CR 0 monsters
3	2 CR $\frac{1}{8}$ + 1 CR $\frac{1}{4}$ monsters
4	1 CR 1 monster

LEVEL 3: Deadly

d6	Encounter
1-2	1 CR $\frac{1}{2}$ + 2 CR $\frac{1}{8}$ monsters
3-4	2 CR $\frac{1}{2}$ monsters
5-6	1 CR $\frac{1}{2}$ + 1 CR $\frac{1}{4}$ + 1 CR 0 monster

LEVEL 4 SOLO PC ENCOUNTER CALCULATOR

LEVEL 4: Easy

d6	Encounter
1-2	1 CR $\frac{1}{8}$ + 2 CR 0 monsters
3-4	1 CR $\frac{1}{4}$ + 1 CR 0 monster
4-6	1 x CR $\frac{1}{2}$ monster

LEVEL 4: Medium

d6	Encounter
1-2	1 CR $\frac{1}{4}$ + 2 CR $\frac{1}{8}$ monsters
3-4	2 CR $\frac{1}{8}$ + 1 CR $\frac{1}{4}$ monsters
5-6	1 x CR 1 monster

LEVEL 4: Hard

d6	Encounter
1-2	1 CR $\frac{1}{2}$ + 2 CR $\frac{1}{8}$ monsters
3-4	3 CR $\frac{1}{4}$ monsters
4-5	2 CR $\frac{1}{2}$ monsters

LEVEL 4: Deadly

d6	Encounter
1-2	1 CR 1 + 1 CR $\frac{1}{4}$ monster
3-4	1 CR $\frac{1}{2}$ + 2 CR $\frac{1}{4}$ monsters
5-6	2 CR $\frac{1}{4}$ + 4 CR $\frac{1}{8}$ monsters

LEVEL 5 SOLO PC ENCOUNTER CALCULATOR

LEVEL 5: Easy

d6	Encounter
1-2	1 CR ¼ + 2 CR ⅛ monsters
3-4	2 CR ⅛ + 1 CR ¼ monsters
5-6	1 x CR 1 monster

LEVEL 5: Medium

d6	Encounter
1-2	1 CR 1 + 1 CR ¼ monster
3-4	2 CR ¼ + 4 CR ⅛ monsters
5-6	1 CR ½ + 2 CR ¼ monsters

LEVEL 5: Hard

d4	Encounter
1	1 CR 2 monster
2	1 CR 1 + 2 CR ¼ monsters
3	3 CR ½ monsters
4	3 CR ¼ + 4 CR ⅛ monsters

LEVEL 5: Deadly

d10	Encounter
1-2	4 CR ½ monsters
3-4	1 CR 3 monster
5-6	1 CR 2 + 1 CR ½ monster
7-8	2 CR 1 + 1 CR ¼ monsters
9-10	3 CR ½ + 3 CR ¼

LEVEL 6 SOLO PC ENCOUNTER CALCULATOR

LEVEL 6: Easy

d6	Encounter
1-2	1 CR 1 monster
3-4	1 CR ½ + 1 CR ¼ monster
5-6	2 CR ¼ + 1 CR ⅛ monster

LEVEL 6: Medium

d6	Encounter
1-2	1 CR 1 + 1 CR ½ monster
3-4	2 CR ½ + 1 CR ¼ monster
5-6	1 CR 2 monster

LEVEL 6: Hard

d4	Encounter
1	2 CR 1 monsters
2	3 CR ½ monsters, 1 CR ¼
3	1 CR 2 + 1 CR ¼ monster
4	4 CR ½ monsters

LEVEL 6: Deadly

d6	Encounter
1-2	1 CR 2 + 1 CR 1 monster
3-4	1 CR 2 + 2 CR ¼ monsters
5-6	1 CR 4 monster

LEVEL 7 SOLO PC ENCOUNTER CALCULATOR

LEVEL 7: Easy

d6	Encounter
1-2	1 CR 1 monster
3-4	3 CR $\frac{1}{4}$ monsters
5-6	2 CR $\frac{1}{2}$ monsters

LEVEL 7: Medium

d4	Encounter
1	1 CR 2 monster
2	1 CR 1 + 2 CR $\frac{1}{4}$ monsters
3	3 CR $\frac{1}{2}$ monsters
4	3 CR $\frac{1}{4}$ + 4 CR $\frac{1}{8}$ monsters

LEVEL 7: Hard

d4	Encounter
1	4 CR $\frac{1}{2}$ monsters
2	1 CR 3 monster
3	1 CR 2 + 1 CR $\frac{1}{2}$ monster
4	2 CR 1 + 1 CR $\frac{1}{4}$ monsters

LEVEL 7: Deadly

d6	Encounter
1-2	1 CR 2 + 2 CR $\frac{1}{2}$ monsters
3-4	1 CR 4 monster
5-6	2 CR 2 monsters

LEVEL 8 SOLO PC ENCOUNTER CALCULATOR

LEVEL 8: Easy

d6	Encounter
1-2	1 CR $\frac{1}{2}$ + 3 CR $\frac{1}{8}$ monsters
3-4	1 CR 1 + 1 CR $\frac{1}{8}$ monster
5-6	1 CR 1 + 1 CR $\frac{1}{4}$ monster

LEVEL 8: Medium

d4	Encounter
1	2 CR 1 monsters
2	3 CR $\frac{1}{2}$ + 1 CR $\frac{1}{4}$ monster
3	1 CR 2 + 1 CR $\frac{1}{4}$ monster
4	4 CR $\frac{1}{2}$ monsters

LEVEL 8: Hard

d6	Encounter
1-2	1 CR 2 + 1 CR 1 monster
3-4	1 CR 2 + 2 CR $\frac{1}{4}$ monsters
5-6	1 CR 4 monster

LEVEL 8: Deadly

d6	Encounter
1-2	4 CR 1 monsters
3-4	7 CR $\frac{1}{2}$ monsters
5-6	1 CR 2 + 2 CR 1 monsters

LEVEL 9 SOLO PC ENCOUNTER CALCULATOR

LEVEL 9: Easy

d6	Encounter
1-2	1 CR 1 + 1 CR ¼ monster
3-4	2 CR ½ + 1 CR ⅛ monster
5-6	1 CR 1 + 1 CR ½ monster

LEVEL 9: Medium

d4	Encounter
1	4 CR ½ monsters
2	1 CR 3 monster
3	1 CR 2 + 1 CR ½ monster
4	2 CR 1 + 1 CR ¼ monsters

LEVEL 9: Hard

d6	Encounter
1-2	1 CR 2 + 2 CR ½ monsters
3-4	1 CR 4 monster
5-6	2 CR 2 monsters

LEVEL 9: Deadly

d4	Encounter
1	1 CR 2 + 2 CR 1 monsters
2	1 CR 3 + 1 CR 2 monster
3	5 CR 1 monsters
4	1 CR 5 monster

LEVEL 10 SOLO PC ENCOUNTER CALCULATOR

LEVEL 10: Easy

d6	Encounter
1-2	1 CR 1 + 1 CR ½ monster
3-4	2 CR ½ + 1 CR ¼ monsters
5-6	1 CR 2 monster

LEVEL 10: Medium

d6	Encounter
1-2	1 CR 3 monster
3-4	1 CR 2 + 1 CR 1 monster
5-6	3 CR 1 monsters

LEVEL 10: Hard

d6	Encounter
1-2	2 CR 2 monsters
3-4	1 CR 2 + 1 CR 1 + 1 CR ½ monster
5-6	4 CR 1 monsters

LEVEL 10: Deadly

d4	Encounter
1	1 CR 5 monster
2	2 CR 2 + 1 CR 1 monster
3	1 CR 3 + 2 CR 1 monsters
4	2 CR 3 monsters

LEVEL 11 SOLO PC ENCOUNTER CALCULATOR

LEVEL 11: Easy

d4	Encounter
1	1 CR 1 + 2 CR ¼ monsters
2	2 CR 1 monsters
3	3 CR ½ + 1 CR ¼ monster
4	1 CR 2 + 3 CR ¼ monsters

LEVEL 11: Medium

d6	Encounter
1-2	1 CR 2 + 2 CR ½ monsters
3-4	1 CR 4 monster
5-6	2 CR 2 monsters

LEVEL 11: Hard

d4	Encounter
1	1 CR 2 + 2 CR 1 monsters
2	1 CR 3 + 1 CR 2 monster
3	5 CR 1 monsters
4	1 CR 5 monster

LEVEL 11: Deadly

d10	Encounter
1-2	3 CR 2 monsters
3-4	1 CR 6 monster
5-6	1 CR 4 + 1 CR 3 monster
7-8	1 CR 2 + 5 CR 1 monsters
9-10	3 CR 2 + 1 CR 1 monster 3875

LEVEL 12 SOLO PC ENCOUNTER CALCULATOR

LEVEL 12: Easy

d4	Encounter
1	4 CR ½ monsters
2	1 CR 3 monster
3	1 CR 2 + 1 CR ½ monster
4	2 CR 1 + 1 CR ¼ monsters

LEVEL 12: Medium

d6	Encounter
1-2	4 CR 1 monsters
3-4	7 CR ½ monsters
5-6	1 CR 2 + 2 CR 1 monsters

LEVEL 12: Hard

d4	Encounter
1	2 CR 3 monsters
2	1 CR 2 + 6 CR 1 monsters
3	3 CR 2 monsters
4	1 CR 6 monster

LEVEL 12: Deadly

d6	Encounter
1	1 CR 7 monster
2	1 CR 4 + 1 CR 2 + 1 CR 1 monster
3	2 CR 4 monsters
4	1 CR 5 + 1 CR 2 monster
5	4 CR 2 monsters
6	2 CR 3 + 1 CR 2 monster

LEVEL 13 SOLO PC ENCOUNTER CALCULATOR

LEVEL 13: Easy

d4	Encounter
1	4 CR ½ monsters
2	1 CR 3 monster
3	1 CR 2 + 1 CR ½ monster
4	2 CR 1 + 1 CR ¼ monsters

LEVEL 13: Medium

d6	Encounter
1-2	7 CR ½ monsters
3-4	1 CR 2 + 2 CR 1 monsters
5-6	1 CR 3 + 1 CR 2 monster

LEVEL 13: Hard

d6	Encounter
1-2	3 CR 2 monsters
3-4	1 CR 6 monster
5-6	1 CR 4 + 1 CR 3 monster

LEVEL 13: Deadly

d6	Encounter
1-2	1 CR 5 + 1 CR 3 monster
3-4	1 CR 6 + 1 CR 1 monster
5-6	3 CR 3 monsters

LEVEL 14 SOLO PC ENCOUNTER CALCULATOR

LEVEL 14: Easy

d6	Encounter
1-2	2 CR 1 + 1 CR ¼ monster
3-4	2 CR 1 + 1 CR ½ monster
5-6	1 CR 2 + 1 CR 1 monster

LEVEL 14: Medium

d6	Encounter
1-2	1 CR 3 + 1 CR 2 monster
3-4	5 CR 1 monsters
5-6	1 CR 5 monster

LEVEL 14: Hard

d6	Encounter
1-2	1 CR 4 + 1 CR 3 monster
3-4	1 CR 2 + 5 CR 1 monsters
5-6	3 CR 2 + 1 CR 1 monster

LEVEL 14: Deadly

d6	Encounter
1-2	5 CR 4 monsters
3-4	1 CR 5 + 1 CR 4 monster
5-6	1 CR 8 monster

LEVEL 15 SOLO PC ENCOUNTER CALCULATOR

LEVEL 15: Easy

d6	Encounter
1-2	1 CR 2 + 1 CR 1 monster
3-4	1 CR 2 + 2 CR ¼ monsters
5-6	1 CR 4 monster

LEVEL 15: Medium

d4	Encounter
1	1 CR 5 monster
2	2 CR 2 + 1 CR 1 monster
3	1 CR 3 + 2 CR 1 monsters
4	2 CR 3 monsters

LEVEL 15: Hard

d6	Encounter
1	7 CR 1 monsters
2	1 CR 7 monster
3	1 CR 4 + 1 CR 2 + 1 CR 1 monster
4	2 CR 4 monsters
5	1 CR 5 + 1 CR 2 monster
6	4 CR 2 monsters

LEVEL 15: Deadly

d4	Encounter
1	1 CR 4 + 2 CR 3 monsters
2	3 CR 3 + 1 CR 2 monster
3	1 CR 6 + 1 CR 4 monster
4	2 CR 5 monsters



SECTION TWO: CREATURE TABLES BY ENVIRONMENT AND CR

AQUATIC TABLES

CR 0: 10 XP: Aquatic

d4	MONSTER	SOURCE
1	Quipper	<i>MM, p.335</i>
2	Sea Horse	<i>MM, p.337</i>
3	Crab	<i>MM, p.320</i>
4	Octopus	<i>MM, p.333</i>

CR 1/8 : 25 XP: Aquatic

d6	MONSTER	SOURCE
1-2	Dolphin	<i>Volo's, p.208</i>
3-4	Merfolk	<i>MM, p.218</i>
5-6	Giant Crab	<i>MM, p.324</i>

CR 1/4: 50 XP: Aquatic

d6	MONSTER	SOURCE
1-2	Constrictor Snake	<i>MM, p.320</i>
3-4	Steam Mephit	<i>MM, p.217</i>
5-6	Kuo-toa	<i>MM, p.199</i>

CR 1/2: 100 XP: Aquatic

d4	MONSTER	SOURCE
1	Reef Shark	<i>MM, p.336</i>
2	Giant Seahorse	<i>MM, p.328</i>
3	Sahuagin	<i>MM, p.263</i>
4	Crocodile	<i>MM, p.320</i>

CR 1: 200 XP: Aquatic

d4	MONSTER	SOURCE
1	Giant Octopus	<i>MM, p.326</i>
2	Seaspawn	<i>Volo's, p.189</i>
3	Swarm of Quippers	<i>MM, p.338</i>
4	Kuo-toa whip	<i>MM, p.200</i>

CR 2: 450 XP: Aquatic

d10	MONSTER	SOURCE
1-2	Giant Constrictor Snake	<i>MM, p.324</i>
3-4	Hunter Shark	<i>MM, p.330</i>
5-6	Merrow	<i>MM, p.219</i>
7-8	Sahuagin Priestess	<i>MM, p.264</i>
9-10	Sea Hag	<i>MM, p.179</i>

CR 3: 700 XP: Aquatic

d4	MONSTER	SOURCE
1-2	Deep Scion	<i>Volo's, p.135</i>
3-4	Killer Whale	<i>MM, p.331</i>

CR 5: 1800 XP: Aquatic

d6	MONSTER	SOURCE
1-2	Giant Shark	<i>MM, p.328</i>
3-4	Sahuagin Baron	<i>MM, p.264</i>
5-6	Water Elemental	<i>MM, p.125</i>

COASTAL TABLES

CR 0: 10 XP: Coastal

d6	MONSTER	SOURCE
1	Lizard	<i>MM, p.332</i>
2	Eagle	<i>MM, p.322</i>
3	Rat	<i>MM, p.335</i>
4	Crab	<i>MM, p.320</i>
5	Scorpion	<i>MM, p.337</i>
6	Blood Hawk	<i>MM, p.319</i>

CR 1/8: 25 XP: Coastal

d8	MONSTER	SOURCE
1	Bandit	<i>MM, p.343</i>
2	Poisonous Snake	<i>MM, p.334</i>
3	Tribal Warrior	<i>MM, p.350</i>
4	Giant Crab	<i>MM, p.324</i>
5	Guard	<i>MM, p.347</i>
6	Kobold	<i>MM, p.195</i>
7	Merfolk	<i>MM, p.218</i>
8	Stirge	<i>MM, p.284</i>

CR 1/4: 50 XP: Coastal

d6	MONSTER	SOURCE
1	Dimetrodon	<i>Volo's p.139</i>
2	Giant Lizard	<i>MM, p.326</i>
3	Giant Wolf Spider	<i>MM, p.330</i>
4	Pseudodragon	<i>MM, p.254</i>
5	Turtle	<i>Morden., p.242</i>
6	Winged Kobold	<i>MM, p.195</i>

CR 1/2: 100 XP: Coastal

d6	MONSTER	SOURCE
1-2	Sahuagin	<i>MM, p.263</i>
3-4	Scout	<i>MM, p.349</i>
5-6	Skulk	<i>Morden., p.227</i>

CR 1: 200 XP: Coastal

d4	MONSTER	SOURCE
1	Giant Eagle	<i>MM, p.324</i>
2	Giant Toad	<i>MM, p.329</i>
3	Harpy	<i>MM, p.181</i>
4	Sea Spawn	<i>Volo's, p.189</i>

CR 2: 450 XP: Coastal

d8	MONSTER	SOURCE
1	Bandit Captain	<i>MM, p.344</i>
2	Berserker	<i>MM, p.344</i>
3	Griffon	<i>MM, p.174</i>
4	Marrow	<i>MM, p.219</i>
5	Ogre	<i>MM, p.237</i>
6	Sahuagin Priestess	<i>MM, p.264</i>
7	Seahag	<i>MM, p.179</i>
8	Quetzalcoatlus	<i>Volo's, p.140</i>

CR 3: 700 XP: Coastal

d10	MONSTER	SOURCE
1-2	Deep Scion	<i>Volo's, p.135</i>
3-4	Manticore	<i>MM, p.213</i>
5-6	Merrenoloth	<i>Morden, p.250</i>
7-8	Vampiric Mist	<i>Morden, p.246</i>
9-10	Veteran	<i>MM, p.350</i>

CR 4: 1100 XP: Coastal

d4	MONSTER	SOURCE
1-2	Banshee	<i>MM, p.23</i>
3-4	Orc War Chief	<i>MM, p.246</i>

CR 5: 1800 XP: Coastal

d4	MONSTER	SOURCE
1-2	Sahuagin Baron	<i>MM, p.264</i>
3-4	Water Elemental	<i>MM, p.125</i>

CR 6: 2300 XP: Coastal

d4	MONSTER	SOURCE
1-2	Cyclops	<i>MM, p.45</i>
3-4	Kuo-toa Archpriest	<i>MM, p.200</i>

CR 7: 2900 XP: Coastal

d4	MONSTER	SOURCE
1-2	Water Elemental Myrmidon	<i>Morden., p.203</i>
3-4	Kuo-toa Archpriest	<i>MM, p.200</i>

DESERT TABLES**CR 0: 10 XP: Desert**

d6	MONSTER	SOURCE
1	Lizard	<i>MM, p.332</i>
2	Hyena	<i>MM, p.331</i>
3	Jackal	<i>MM, p.331</i>
4	Scorpion	<i>MM, p.337</i>
5	Vulture	<i>MM, p.339</i>
6	Giant Fire Beetle	<i>MM, p.325</i>

CR 1/8: 25 XP: Desert

d6	MONSTER	SOURCE
1	Bandit	<i>MM, p.343</i>
2	Flying Snake	<i>MM, p.322</i>
3	Kobold	<i>MM, p.195</i>
4	Poisonous Snake	<i>MM, p.334</i>
5	Tribal Warrior	<i>MM, p.350</i>
6	Young Kruthik	<i>Morden., p.211</i>

CR 1/4: 50 XP: Desert

d6	MONSTER	SOURCE
1	Constrictor Snake	<i>MM, p.320</i>
2	Giant Lizard	<i>MM, p.326</i>
3	Giant Poisonous Snake	<i>MM, p.327</i>
4	Giant Wolf Spider	<i>MM, p.330</i>
5	Pseudodragon	<i>MM, p.254</i>
6	Winged Kobold	<i>MM, p.195</i>

CR ½: 100 XP: Desert

d8	MONSTER	SOURCE
1	Dust Mephit	<i>MM, p.215</i>
2	Firenewt Warrior	<i>Volo's, p.142</i>
3	Gnoll	<i>MM, p.163</i>
4	Hobgoblin	<i>MM, p.186</i>
5	Jackalwere	<i>MM, p.193</i>
6	Scout	<i>MM, p.349</i>
7	Swarm of Insects	<i>MM, p.338</i>
8	Gnoll Hunter	<i>Volo's, p.154</i>

CR 1: 200 XP: Desert

d12	MONSTER	SOURCE
1	Death Dog	<i>MM, p.321</i>
2	Firenewt Warlock of Imix	<i>Volo's, p.143</i>
3	Giant Hyena	<i>MM, p.326</i>
4	Giant Spider	<i>MM, p.328</i>
5	Giant Toad	<i>MM, p.329</i>
6	Giant Vulture	<i>MM, p.329</i>
7	Half Ogre	<i>MM, p.238</i>
8	Meazel	<i>Morden., p.214</i>
9	Stone Cursed	<i>Morden., p.240</i>
10	Thri-keen	<i>MM, p.288</i>
11	Yuan-ti Pureblood	<i>MM, p.310</i>
12	Vargouille	<i>Volo's, p.195</i>

CR 2: 450 XP: Desert

d10	MONSTER	SOURCE
1	Adult Kruthik	<i>Morden., p.212</i>
2	Guard Drake	<i>Volo's, p.158</i>
3	Bandit Captain	<i>MM, p.344</i>
4	Berbalang	<i>Morden., p.120</i>
5	Berserker	<i>MM, p.344</i>
6	Giant Constrictor Snake	<i>MM, p.324</i>
7	Gnoll Pack Lord	<i>MM, p.163</i>
8	Ogre	<i>MM, p.327</i>
9	Yuan-ti Broodguard	<i>Volo's, p.203</i>
10	Ogre Zombie	<i>MM, p.316</i>

CR 3: 700 XP: Desert

d10	MONSTER	SOURCE
1	Giant Scorpion	<i>MM, p.327</i>
2	Hobgoblin Captain	<i>MM, p.186</i>
3	Leucrotta	<i>Volo's, p.169</i>
4	Mummy	<i>MM, p.228</i>
5	Phase Spider	<i>MM, p.334</i>
6	Wight	<i>MM, p.300</i>
7	Yuan-ti Mallison	<i>MM, p.309</i>
8	Bearded Devil	<i>MM, p.70</i>

CR 4: 1100 XP: Desert

d10	MONSTER	SOURCE
1	Couatl	<i>MM, p.43</i>
2	Dybbuk	<i>Morden., p.32</i>
3	Gnoll Fang of Yeenoghu	<i>MM, p.163</i>
4	Lamia	<i>MM, p.201</i>
5	Weretiger	<i>MM, p.210</i>
6	Yuan-ti Mind Whisperer	<i>Volo's, p.204</i>
7	Yuan-ti Nightmare Speaker	<i>Volo's, p.205</i>
8	Stone Defender	<i>Morden., p.126</i>

CR 5: 1800 XP: Desert

d8	MONSTER	SOURCE
1	Air Elemental	<i>MM, p.124</i>
2	Kruthik Hive Lord	<i>Morden., p.212</i>
3	Fire Elemental	<i>MM, p.125</i>
4	Revenant	<i>MM, p.259</i>
5	Tanarukk	<i>Volo's, p.186</i>
6	Spawn of Kyuss	<i>Volo's, p.192</i>
7	Tlincalli	<i>Volo's, p.193</i>
8	Yuan-ti Pitmaster	<i>Volo's, p.206</i>

CR 6: 1800 XP: Desert

d8	MONSTER	SOURCE
1	Cyclops	<i>MM, p.45</i>
2	Hobgoblin Warlord	<i>MM, p.187</i>
3	Medusa	<i>MM, p.214</i>
4	Young Brass Dragon	<i>MM, p.105</i>

CR 7: 1800 XP: Desert

d4	MONSTER	SOURCE
1-2	Lost Sorrowsworn	<i>Morden., p.233</i>
3-4	Yuan-ti Abomination	<i>MM, p.308</i>



DUNGEON / UNDERDARK TABLES

CR 0: 10 XP: Dungeon / Underdark

d10	MONSTER	SOURCE
1	Cranium Rat	<i>Volo's, p. 133</i>
2	Crawling Claw	<i>MM, p.44</i>
3	Giant Fire Beetle	<i>MM, p. 325</i>
4	Homunculus	<i>MM, p.188</i>
5	Lemure	<i>MM, p.76</i>
6	Myconid Sprout	<i>MM, p.230</i>
7	Rat	<i>MM, p.335</i>
8	Scorpion	<i>MM, p.337</i>
9	Shrieker	<i>MM, p. 138</i>
10	Spider	<i>MM, p. 337</i>

CR 1/8: 25 XP: Dungeon / Underdark

d12	MONSTER	SOURCE
1	Boggle	<i>Volo's, p.128</i>
2	Flumph	<i>MM, p.135</i>
3	Giant Rat	<i>MM, p.327</i>
4	Kobold	<i>MM, p.195</i>
5	Manes	<i>MM, p.60</i>
6	Monodrone	<i>MM, p.224</i>
7	Neogi Hatchling	<i>Volo's, p.179</i>
8	Poisonous Snake	<i>MM, p.334</i>
9	Slaad Tadpole	<i>MM, p.276</i>
10	Stirge	<i>MM, p.284</i>
11	Xvaart	<i>Volo's, p.200</i>
12	Young Kruthik	<i>Mord., p.211</i>

CR 1/4: 50 XP: Dungeon / Underdark

d20	MONSTER	SOURCE
1	Deep Rothe	<i>Volo's, p.207</i>
2	Derro	<i>Mord., p.158</i>
3	Drow	<i>MM, p.128</i>
4	Giant Bat	<i>MM, p.323</i>
5	Giant Centipede	<i>MM, p.323</i>
6	Giant Lizard	<i>MM, p.326</i>
7	Giant Poisonous Snake	<i>MM, p.327</i>
8-9	Goblin	<i>MM, p.166</i>
10	Grimlock	<i>MM, p.175</i>
11	Kobold Inventor	<i>Volo's, p.166</i>
12	Kuo-toa	<i>MM, p.175</i>
13	Male Steeder	<i>Mord., p.238</i>
14	Oblex Spawn	<i>Mord., p.217</i>
15-16	Swarm Of Bats	<i>MM, p.337</i>
17	Troglodyte	<i>MM, p.290</i>
18	Violet Fungus	<i>MM, p.138</i>
19	Winged Kobold	<i>MM, p.195</i>
20	Wretched Sorrowsworn	<i>Mord., p.233</i>

CR ½: 100 XP: Dungeon / Underdark

d20	MONSTER	SOURCE
1	Chitine	<i>Volo's, p.131</i>
2	Darkling	<i>Volo's, p.134</i>
3	Darkmantle	<i>MM, p.46</i>
4	Firenewt Warrior	<i>Volo's, p.142</i>
5	Gas Spore	<i>MM, p.138</i>
6	Gazer	<i>Volo's, p.126</i>
7	Gray Ooze	<i>MM, p.243</i>
8	Hobgoblin	<i>MM, p.186</i>
9	Magma Mephit	<i>MM, p.216</i>
10	Myconid Adult	<i>MM, p.232</i>
11	Orc	<i>MM, p.246</i>
12	Orc Nurtured One of Yurtrus	<i>Volo's, p.184</i>
13	Piercer	<i>MM, p.252</i>
14	Rust Monster	<i>MM, p.262</i>
15	Scout	<i>MM, p.349</i>
16	Shadow	<i>MM, p.269</i>
17	Skulk	<i>Mord., p.227</i>
18	Svirfneblin	<i>MM, p.164</i>
19	Swarm of Insects	<i>MM, p.338</i>
20	Swarm of Rot Grubs	<i>Volo's, p.208</i>

CR 1: 200 XP: Dungeon / Underdark

d20	MONSTER	SOURCE
1	Bugbear	<i>MM, p.13</i>
2	Choker	<i>Mord., p.123</i>
3	Duergar	<i>MM, p.122</i>
4	Female Steeder	<i>Mord., p.190</i>
5	Fire Snake	<i>MM, p.265</i>
6	Firenewt Warlock of Imix	<i>Volo's, p.143</i>
7	Ghoul	<i>MM, p.148</i>
8	Giant Spider	<i>MM, p.328</i>
9	Quaggoth Spore Servant	<i>MM, p.230</i>
10	Giant Toad	<i>MM, p.329</i>
11	Goblin Boss	<i>MM, p.166</i>
12	Half Ogre	<i>MM, p.238</i>
13	Kobold Dragonshield	<i>Volo's, p.165</i>
14	Kobold Scale Sorcerer	<i>Volo's, p.167</i>
15	Kuo-toa Whip	<i>MM, p.200</i>
16	Maw Demon	<i>Volo's, p.137</i>
17	Meazel	<i>Mord., p.214</i>
18	Nilbog	<i>Volo's, p.182</i>
19	Vargouille	<i>Volo's, p.195</i>
20	Xvart Warlock of Raxivort	<i>Volo's, p.200</i>

CR 2: 450 XP: Dungeon / Underdark

d100	MONSTER	SOURCE
1-3	Adult Kruthik	<i>Mord.</i> , p.212
4-6	Carrion Crawler	<i>MM</i> , p.37
7-10	Darkling Elder	<i>Volo's</i> , p.134
11-14	Duergar Hammerer	<i>Mord.</i> , p.188
15-17	Duergar Kavalrachni	<i>Mord.</i> , p.189
18-21	Duergar Mind Master	<i>Mord.</i> , p.189
22-25	Duergar Stone Guard	<i>Mord.</i> , p.191
26-28	Duergar Xarrorn	<i>Mord.</i> , p.193
29-31	Gargoyle	<i>MM</i> , p.140
32-34	Gelatinous Cube	<i>MM</i> , p.242
36-38	Ghast	<i>MM</i> , p.148
49-42	Giant Constrictor Snake	<i>MM</i> , p.324
43-46	Gibbering Mouter	<i>MM</i> , p.157
47-50	Grick	<i>MM</i> , p.173
51-54	Guard Drake	<i>Volo's</i> , p.158
55-57	Intellect Devourer	<i>MM</i> , p.191
58-60	Mimic	<i>MM</i> , p.220
61-64	Minotaur Skeleton	<i>MM</i> , p.273
65-67	Nothic	<i>MM</i> , p.236
68-70	Ochre Jelly	<i>MM</i> , p.243

71-73	Ogre	<i>MM</i> , p.237
74-76	Orc Claw of Luthic	<i>Volo's</i> , p.183
77-81	Orc Eye of Gruumsh	<i>MM</i> , p.247
82-85	Orc Hand of Yurtrus	<i>Volo's</i> , p.184
86-90	Orog	<i>MM</i> , p.247
91-95	Quaggoth	<i>MM</i> , p.256
96-100	Yuan-ti Broodguard	<i>Volo's</i> , p.203

CR 3: 700 XP: Dungeon / Underdark

d20	MONSTER	SOURCE
1	Cave Fisher	<i>Volo's</i> , p.130
2	Choldrith	<i>Volo's</i> , p.132
3	Derro Savant	<i>Mord.</i> , p.159
4	Doppelganger	<i>MM</i> , p.82
5	Duergar Screamer	<i>Mord.</i> , p.190
6	Flail Snail	<i>Volo's</i> , p.144
7	Grell	<i>MM</i> , p.172
8	Hell Hound	<i>MM</i> , p.182
9	Hobgoblin Captain	<i>MM</i> , p.186
10	Hook Horror	<i>MM</i> , p.189
11	Minotaur	<i>MM</i> , p.223
12	Neogi	<i>Volo's</i> , p.180
13	Orc Red Fang of Shargaas	<i>Volo's</i> , p.185
14	Phase Spider	<i>MM</i> , p.334
15	Quaggoth Thonot	<i>MM</i> , p.256
16	Slithering Tracker	<i>Volo's</i> , p.191

17	Spectator	<i>MM, p.30</i>
18	Trapper	<i>Volo's, p.194</i>
19	Vampiric Mist	<i>Mord., p.246</i>
20	Wight	<i>MM, p.300</i>

CR 4: 1100 XP: Dungeon / Underdark

d12	MONSTER	SOURCE
1	Babau	<i>Volo's, p.134</i>
2	Barghest	<i>Volo's, p.123</i>
3	Black Pudding	<i>MM, p.241</i>
4	Bone Naga	<i>MM, p.233</i>
5	Chuul	<i>MM, p.40</i>
6	Ettin	<i>MM, p.132</i>
7	Flameskull	<i>MM, p.134</i>
8	Ghost	<i>MM, p.147</i>
9	Neogi Master	<i>Volo's, p.180</i>
10	Orc Blade of Ilneval	<i>Volo's, p.183</i>
11	Yuan-ti Mind Whisperer	<i>Volo's, p.204</i>
12	Yuan-ti Nightmare Speaker	<i>Volo's, p.205</i>

CR 5: 1800 XP: Dungeon / Underdark

d20	MONSTER	SOURCE
1	Adult Oblax	<i>Mord., p.218</i>
2	Beholder Zombie	<i>MM, p.316</i>
3	Drow Elite Warrior	<i>MM, p.128</i>
4	Earth Elemental	<i>MM, p.124</i>
5-6	Kruthik Hive Lord	<i>Mord., p.212</i>
7	Mindwitness	<i>Volo's, p.176</i>
8	Otyugh	<i>MM, p.248</i>
9	Roper	<i>MM, p.261</i>
10	Salamander	<i>MM, p.266</i>
11	Spawn of Kyuss	<i>Volo's, p.192</i>
12	Swarm of Cranium Rats	<i>Volo's, p.133</i>
13	Tanarukk	<i>Volo's, p.186</i>
14- 15	Troll	<i>MM, p.291</i>
16	Umber Hulk	<i>MM, p.292</i>
17	Vampire Spawn	<i>MM, p.298</i>
18	Wraith	<i>MM, p.302</i>
19	Xorn	<i>MM, p.304</i>
20	Yuan-ti Pit Master	<i>Volo's, p.206</i>

CR 6: 1100 XP: Dungeon / Underdark

d8	MONSTER	SOURCE
1	Bodak	<i>Volo's, p.127</i>
2	Chimera	<i>MM, p.39</i>
3	Cyclops	<i>MM, p.45</i>
4	Drider	<i>MM, p.120</i>
5	Duergar Warlord	<i>Mord., p.192</i>
6	Gauth	<i>Volo's, p.125</i>
7	Hobgoblin Warlord	<i>MM, p.187</i>
8	Kuo-toa Archpriest	<i>MM, p.200</i>

CR 7: 1100 XP: Dungeon / Underdark

d8	MONSTER	SOURCE
1	Bodak	<i>Volo's, p.127</i>
2	Chimera	<i>MM, p.39</i>
3	Cyclops	<i>MM, p.45</i>
4	Drider	<i>MM, p.120</i>
5	Duergar Warlord	<i>Mord., p.192</i>
6	Gauth	<i>Volo's, p.125</i>
7	Hobgoblin Warlord	<i>MM, p.187</i>
8	Kuo-toa Archpriest	<i>MM, p.200</i>

FOREST TABLES**CR 0: 10 XP: Forest**

d10	MONSTER	SOURCE
1	Awakened Shrub	<i>MM, p.317</i>
2	Baboon	<i>MM, p.318</i>
3	Badger	<i>MM, p. 318</i>
4	Cat	<i>MM, p.320</i>
5	Deer	<i>MM, p.321</i>

6	Hyena	<i>MM, p.331</i>
7	Owl	<i>MM, p.333</i>
8	Weasel	<i>MM, p.340</i>
9	Goat	<i>MM, p.330</i>
10	Spider	<i>MM, p.337</i>

CR 1/8: 25 XP: Forest

d20	MONSTER	SOURCE
1-3	Bandit	<i>MM, p.343</i>
4	Blood Hawk	<i>MM, p.319</i>
5	Boggle	<i>Volo's, p.128</i>
6	Flying Snake	<i>MM, p.322</i>
7-9	Giant Rat	<i>MM, p.327</i>
10	Giant Weasel	<i>MM, p.329</i>
11	Guard	<i>MM, p.347</i>
12-13	Kobold	<i>MM, p.195</i>
14	Mastiff	<i>MM, p.332</i>
15	Poisonous Snake	<i>MM, p.334</i>
16	Stirge	<i>MM, p.284</i>
17	Tribal Warrior	<i>MM, p.350</i>
18	Twig Blight	<i>MM, p.32</i>
19	Cultist	<i>MM, p.345</i>
20	Noble	<i>MM, p.348</i>

CR ¼: 50 XP: Forest

d100	MONSTER	SOURCE
1-4	Blink Dog	<i>MM, p.318</i>
5-8	Boar	<i>MM, p.319</i>
9-12	Constrictor Snake	<i>MM, p.320</i>
13-17	Giant Badger	<i>MM, p.323</i>
18-21	Giant Bat	<i>MM, p.323</i>
22-25	Giant Frog	<i>MM, p.325</i>
26-29	Giant Lizard	<i>MM, p.326</i>
30-33	Giant Owl	<i>MM, p.327</i>
34-37	Giant Poisonous Snake	<i>MM, p.327</i>
38-41	Giant Wolf Spider	<i>MM, p.330</i>
42-45	Gnoll Witherling	<i>Volo's, p.155</i>
46-49	Goblin	<i>MM, p.166</i>
50-53	Grung	<i>Volo's, p.156</i>
54-57	Kenku	<i>MM, p.194</i>
58-61	Kobold Inventor	<i>Volo, p.166</i>
62-65	Needle Blight	<i>MM, p.32</i>
66-69	Panther	<i>MM, p.333</i>
70-73	Pixie	<i>MM, p.253</i>
74-77	Pseudodragon	<i>MM, p.254</i>
78-81	Sprite	<i>MM, p.283</i>
82-85	Swarm of Ravens	<i>MM, p.339</i>
86-89	Vegepygmy	<i>Volo, p.196</i>
90-95	Winged Kobold	<i>MM, p.195</i>
96-100	Wolf	<i>MM, p.341</i>

CR ½: 100 XP: Forest

d20	MONSTER	SOURCE
1	Ape	<i>MM, p.317</i>
2	Black Bear	<i>MM, p.318</i>
3	Darkling	<i>Volo's, p.314</i>
4	Giant Wasp	<i>MM, p.329</i>
5-6	Gnoll	<i>MM, p.163</i>
7	Gnoll Hunter	<i>Volo's, p.154</i>
8-9	Hobgoblin	<i>MM, p.186</i>
10-11	Lizardfolk	<i>MM, p.204</i>
11-12	Orc	<i>MM, p.246</i>
13	Orc Nurtured One of Yurtrus	<i>Volo's, p.184</i>
14	Satyr	<i>MM, p.227</i>
15	Scout	<i>MM, p.349</i>
16	Skulk	<i>Mord., p.227</i>
17	Swarm of Insects	<i>MM, p.338</i>
18	Vine Blight	<i>MM, p.32</i>
19-20	Worg	<i>MM, p.341</i>

CR 1: 200 XP: Forest

d20	MONSTER	SOURCE
1	Bronze Scout	<i>Mord., p.125</i>
2	Bugbear	<i>MM, p.33</i>
3	Choker	<i>Mord., p.123</i>
4	Dire Wolf	<i>MM, p.321</i>
5	Dryad	<i>MM, p.121</i>
6	Giant Spider	<i>MM, p.328</i>
7	Giant Toad	<i>MM, p.329</i>
8	Gnoll Flesh Gnawer	<i>Volo's, p.154</i>
9	Goblin Boss	<i>MM, p.166</i>
10	Grung Wildling	<i>Volo's, p.157</i>
11	Half Ogre	<i>MM, p.238</i>
12	Harpy	<i>MM, p.181</i>
13	Kobold Dragonshield	<i>Volo's, p.165</i>
14	Kobold Scale Sorcerer	<i>Volo's, p.167</i>
15	Meazel	<i>Mord., p.214</i>
16	Nilbog	<i>Volo's, p.182</i>
17	Quickling	<i>Volo's, p.187</i>
18	Thorny	<i>Volo's, p.197</i>
19	Young Faerie Dragon	<i>MM, p.133</i>
20	Yuan-ti Pureblood	<i>MM, p.310</i>

CR 2: 450 XP: Forest

d100	MONSTER	SOURCE
1-3	Adult Faerie Dragon	<i>MM, p.133</i>
5-8	Ankheg	<i>MM, p.21</i>
9-11	Awakened Tree	<i>MM, p.317</i>
12-15	Bandit Captain	<i>MM, p.344</i>

16-18	Berserker	<i>MM, p.344</i>
19-21	Centaur	<i>MM, p.38</i>
22-23	Darkling Elder	<i>Volo's, p.134</i>
24-27	Druid	<i>MM, p.346</i>
28-30	Ettercap	<i>MM, p.131</i>
31-34	Giant Boar	<i>MM, p.323</i>
35-37	Giant Constrictor Snake	<i>MM, p.323</i>
38-41	Giant Elk	<i>MM, p.325</i>
42-44	Gnoll Pack Lord	<i>MM, p.163</i>
45-47	Grick	<i>MM, p.173</i>
48-51	Grung Elite Warrior	<i>Volo's, p.157</i>
52-55	Guard Drake	<i>Volo's, p.158</i>
56-58	Hobgoblin Iron Shadow	<i>Volo's, p.162</i>
59-62	Lizardfolk Shaman	<i>MM, p.205</i>
63-65	Meenlock	<i>Volo's, p.170</i>
66-69	Ogre	<i>MM, p.237</i>
70-71	Orc Eye of Gruumsh	<i>MM, p.247</i>
72-75	Orc Hand of Yurtrus	<i>Volo's, p.184</i>
76-78	Orog	<i>MM, p.247</i>
79-82	Pegasus	<i>MM, p.250</i>
83-85	Shadow Mastiff	<i>Volo's, p.190</i>
86-88	Swarm of Poisonous Snakes	<i>MM, p.338</i>
89-92	Vegepygmy Chief	<i>Volo's, p.197</i>
93-95	Wererat	<i>MM, p.209</i>

96-98	Will-o-wisp	<i>MM, p.301</i>	7	Iron Cobra	<i>Mord., p.125</i>
99-100	Yuan-ti Broodguard	<i>Volo's, p.203</i>	8	Orc Blade of Ilneval	<i>Volo's, p.183</i>

CR 3: 700 XP: Forest

d12	MONSTER	SOURCE
1	Displacer Beast	<i>MM, p.81</i>
2	Flail Snail	<i>Volo's, p.144</i>
3	Green Hag	<i>MM, p.177</i>
4	Hobgoblin Captain	<i>MM, p.186</i>
5	Orc Red Fang of Shargaas	<i>Volo's, p.185</i>
6	Owlbear	<i>MM, p.249</i>
7	Phase Spider	<i>MM, p.334</i>
8	Redcap	<i>Volo's, p.188</i>
9	Vampiric Mist	<i>Mord., p.246</i>
10	Veteran	<i>MM, p.350</i>
11	Werewolf	<i>MM, p.211</i>
12	Yuan-ti Malison	<i>MM, p.309</i>

CR 4: 1100 XP: Forest

d12	MONSTER	SOURCE
1	Banshee	<i>MM, p.23</i>
2	Barghest	<i>Volo's, p.123</i>
3	Couatl	<i>MM, p.43</i>
4	Girallon	<i>Volo's, p.152</i>
5	Gnoll Fang of Yeenoghu	<i>MM, p.163</i>
6	Hobgoblin Devastator	<i>Volo's, p.161</i>

9	Stone Defender	<i>Mord., p.126</i>
10	Wereboar	<i>MM, p.209</i>
11	Weretiger	<i>MM, p.210</i>
12	Yeth Hound	<i>Volo's, p.201</i>

CR 5: 1800 XP: Forest

d8	MONSTER	SOURCE
1	Gorgon	<i>MM, p.171</i>
2	Oaken Bolter	<i>Mord., p.126</i>
3	Revenant	<i>MM, p.259</i>
4	Shambling Mound	<i>MM, p.270</i>
5	Troll	<i>MM, p.291</i>
6	Werebear	<i>MM, p.208</i>
7	Wood Woad	<i>Volo's, p.198</i>
8	Yuan-ti Pit Master	<i>Volo's, p.206</i>

CR 6: 2300 XP: Forest

d10	MONSTER	SOURCE
1-2	Hobgoblin Warlord	<i>MM, p.187</i>
3-4	Annis Hag	<i>Volo's, p.159</i>
5-6	Chimera	<i>MM, p.39</i>
7-8	Cyclops	<i>MM, p.45</i>
9-10	Wyvern	<i>MM, p.303</i>

CR 7: 2900 XP: Forest

d8	MONSTER	SOURCE
1	Giant Ape	<i>MM, p.323</i>
2	Grick Alpha	<i>MM, p.173</i>
3	Korred	<i>Volo's, p.168</i>
4	Lost Sorrowsworn	<i>Mord., p.233</i>
5	Oni	<i>MM, p.239</i>
6	Shadow Dancer	<i>Mord., p.225</i>
7	Venom Troll	<i>Mord., p.245</i>
8	Yuan-ti Abomination	<i>MM, p.308</i>

GRASSLAND/PLAIN TABLES**CR 0: 10 XP: Grassland / Plain**

d8	MONSTER	SOURCE
1	Cat	<i>MM, p.320</i>
2	Deer	<i>MM, p.321</i>
3	Eagle	<i>MM, p.322</i>
4	Goat	<i>MM, p.330</i>
5	Hyena	<i>MM, p.331</i>
6	Jackal	<i>MM, p.331</i>
7	Vulture	<i>MM, p.339</i>
8	Lizard	<i>MM, p.332</i>

CR 1/8: 25 XP: Grassland / Plain

d8	MONSTER	SOURCE
1	Blood Hawk	<i>MM, p.319</i>
2	Flying Snake	<i>MM, p.322</i>
3	Giant Weasel	<i>MM, p.329</i>

4	Guard	<i>MM, p.347</i>
5	Poisonous Snake	<i>MM, p.334</i>
6	Stirge	<i>MM, p.284</i>
7	Tribal Warrior	<i>MM, p.350</i>
8	Cultist	<i>MM, p.345</i>

CR 1/4: 50 XP: Grassland / Plain

d10	MONSTER	SOURCE
1	Axe Beak	<i>MM, p.317</i>
2	Boar	<i>MM, p.319</i>
3	Elk	<i>MM, p.322</i>
4	Giant Poisonous Snake	<i>MM, p.327</i>
5	Giant Wolf Spider	<i>MM, p.330</i>
6	Gnoll Witherling	<i>Volo's, p.155</i>
7	Goblin	<i>MM, p.166</i>
8	Panther	<i>MM, p.333</i>
9	Riding Horse	<i>MM, p.336</i>
10	Wolf	<i>MM, p.341</i>

CR ½: 100 XP: Grassland / Plain

d12	MONSTER	SOURCE
1	Cockatrice	<i>MM, p.42</i>
2	Giant Goat	<i>MM, p.326</i>
3	Giant Wasp	<i>MM, p.329</i>
4	Gnoll	<i>MM, p.163</i>
5	Gnoll Hunter	<i>Volo's, p.154</i>
6	Hobgoblin	<i>MM, p.186</i>
7	Jackalwere	<i>MM, p.193</i>
8	Orc	<i>MM, p.246</i>
9	Orc Nurtured One of Yurtrus	<i>Volo's, p.184</i>
10	Scout	<i>MM, p.349</i>
11	Swarm of Insects	<i>MM, p.338</i>
12	Worg	<i>MM, p.341</i>

CR 1: 200 XP: Grassland / Plain

d10	MONSTER	SOURCE
1	Bronze Scout	<i>Mord., p.125</i>
2	Bugbear	<i>MM, p.33</i>
3	Giant Eagle	<i>MM, p.324</i>
4	Giant Hyena	<i>MM, p.326</i>
5	Giant Vulture	<i>MM, p.329</i>
6	Gnoll Flesh Gnawer	<i>Volo's, p.154</i>
7	Goblin Boss	<i>MM, p.166</i>
8	Hippogriff	<i>MM, p.184</i>
9	Meazel	<i>Mord., p.214</i>
10	Thri-keen	<i>MM, p.288</i>

CR 2: 450 XP: Grassland / Plain

d12	MONSTER	SOURCE
1	Ankheg	<i>MM, p.21</i>
2	Aurochs	<i>Volo's, p.207</i>
3	Centaur	<i>MM, p.38</i>
4	Druid	<i>MM, p.346</i>
5-6	Giant Boar	<i>MM, p.323</i>
7	Giant Elk	<i>MM, p.325</i>
8	Gnoll Pack Lord	<i>MM, p.164</i>
9	Griffon	<i>MM, p.174</i>
10	Hobgoblin Iron Shadow	<i>Volo's, p.162</i>
11-12	Ogre	<i>MM, p.237</i>
13	Ogre Bolt Launcher	<i>Mord., p.220</i>
14	Ogre Howday	<i>Mord., p.221</i>
15	Orc Eye of Gruumsh	<i>MM, p.247</i>
16	Orc Hand of Yurtrus	<i>Volo's, p.184</i>
17	Orog	<i>MM, p.247</i>
18	Pegasus	<i>MM, p.250</i>
19	Sabre-toothed Tiger	<i>MM, p.336</i>
20	Bandit Captain	<i>MM, p.344</i>

CR 3: 700 XP: Grassland / Plain

d10	MONSTER	SOURCE
1	Hobgoblin Captain	<i>MM, p.186</i>
2	Leucrotta	<i>Volo's, p.169</i>
3	Manticore	<i>MM, p.213</i>
4	Ogre Chain Brute	<i>Mord., p.221</i>
5	Phase Spider	<i>MM, p.334</i>
6	Sword Wraith Warrior	<i>Mord., p.241</i>
7	Vampiric Mist	<i>Mord., p.246</i>
8	Veteran	<i>MM, p.350</i>

CR 4: 1100 XP: Grassland / Plain

d10	MONSTER	SOURCE
1	Barghest	<i>Volo's, p.123</i>
2	Couatl	<i>MM, p.43</i>
3	Gnoll Fang of Yeenoghu	<i>MM, p.163</i>
4	Hobgoblin Devastator	<i>Volo's, p.161</i>
5	Iron Cobra	<i>Mord., p.125</i>
6	Ogre Battering Ram	<i>Mord., p.220</i>
7	Orc Blade of Ilneval	<i>Volo's, p.183</i>
8	Stone Defender	<i>Mord., p.126</i>
9	Wereboar	<i>MM, p.209</i>
10	Yeth Hound	<i>Volo's, p.201</i>

CR 5: 1800 XP: Grassland / Plain

d6	MONSTER	SOURCE
1-2	Bulette	<i>MM, p.34</i>
3-4	Gorgon	<i>MM, p.171</i>
5-6	Oaken Bolter	<i>Mord., p.126</i>

CR 6: 2300 XP: Grassland / Plain

d10	MONSTER	SOURCE
1	Chimera	<i>MM, p.39</i>
2	Cyclops	<i>MM, p.45</i>
3	Hobgoblin Warlord	<i>MM, p.187</i>
4	Mouth of Grolantor	<i>Volo's, p.149</i>

HILL TABLES**CR 0: 10 XP: Hills**

d8	MONSTER	SOURCE
1	Baboon	<i>MM, p.318</i>
2	Deer	<i>MM, p.321</i>
3	Eagle	<i>MM, p.322</i>
4	Goat	<i>MM, p.330</i>
5	Hyena	<i>MM, p.331</i>
6	Raven	<i>MM, p.335</i>
7	Vulture	<i>MM, p.339</i>
8	Lizard	<i>MM, p.332</i>

CR 1/8: 25 XP: Hills

d12	MONSTER	SOURCE
1	Bandit	<i>MM, p.343</i>
2	Blood Hawk	<i>MM, p.319</i>
3	Boggle	<i>Volo's, p.128</i>
4	Giant Weasel	<i>MM, p.329</i>
5	Guard	<i>MM, p.347</i>
6	Kobold	<i>MM, p.195</i>
7	Mastiff	<i>MM, p.332</i>
8	Neogi Hatchling	<i>Volo's, p.179</i>
9	Poisonous Snake	<i>MM, p.334</i>
10	Stirge	<i>MM, p.284</i>
11	Tribal Warrior	<i>MM, p.350</i>
12	Xvart	<i>Volo's, p.200</i>

CR 1/4: 50 XP: Hills

d12	MONSTER	SOURCE
1	Axe Beak	<i>MM, p.317</i>
2	Boar	<i>MM, p.319</i>
3	Giant Wolf Spider	<i>MM, p.330</i>
4	Gnoll Witherling	<i>Volo's, p.155</i>
5	Goblin	<i>MM, p.166</i>
6	Kobold Inventor	<i>Volo's, p.166</i>
7	Panther	<i>MM, p.333</i>
8	Pseudodragon	<i>MM, p.254</i>
9	Swarm of Bats	<i>MM, p.337</i>
10	Swarm of Ravens	<i>MM, p.339</i>
11	Winged Kobold	<i>MM, p.195</i>
12	Wolf	<i>MM, p.341</i>

CR 1/2: 100 XP: Hills

d12	MONSTER	SOURCE
1	Firenewt Warrior	<i>Volo's, p.142</i>
2	Giant Goat	<i>MM, p.326</i>
3	Gnoll	<i>MM, p.163</i>
4	Gnoll Hunter	<i>Volo's, p.154</i>
5	Hobgoblin	<i>MM, p.186</i>
6	Orc	<i>MM, p.246</i>
7	Orc Nurtured One of Yurtrus	<i>Volo's, p.184</i>
8	Scout	<i>MM, p.349</i>
9	Swarm of Insects	<i>MM, p.338</i>
10	Worg	<i>MM, p.341</i>

CR 1: 200 XP: Hills

d20	MONSTER	SOURCE
1-2	Brown Bear	<i>MM, p.319</i>
3	Bugbear	<i>MM, p.33</i>
4	Dire Wolf	<i>MM, p.321</i>
5	Giant Eagle	<i>MM, p.324</i>
6	Giant Hyena	<i>MM, p.326</i>
7	Goblin Boss	<i>MM, p.166</i>
8	Half-ogre	<i>MM, p.238</i>
9	Harpy	<i>MM, p.181</i>
10	Hippogriff	<i>MM, p.184</i>
11	Fire Snake	<i>MM, p.265</i>
12	Bronze Scout	<i>Mord., p.125</i>
13	Meazel	<i>Mord., p.214</i>
14	Firenewt Warlock of Imix	<i>Volo, p.143</i>

15	Giant Strider	<i>Volo p.143</i>
16	Gnoll Flesh Gnawer	<i>Volo, p.154</i>
17	Kobold Dragonshield	<i>Volo, p.165</i>
18	Kobold Scale Sorcerer	<i>Volo, p.167</i>
19	Nilbog	<i>Volo p.182</i>
20	Xvart Warlock of Raxivort	<i>Volo, p.200</i>

CR 2: 450 XP: Hills

d20	MONSTER	SOURCE
1-2	Ogre	<i>MM, p.237</i>
3-4	Giant Boar	<i>MM, p.323</i>
5	Giant Elk	<i>MM, p.325</i>
6-7	Gnoll Pack Lord	<i>MM, p.163</i>
8-9	Griffon	<i>MM, p.174</i>
10	Orog	<i>MM, p.247</i>
11	Pegasus	<i>MM, p.250</i>
12	Peryton	<i>MM, p.251</i>
13	Quetzalcoatlus	<i>Volo's, p.140</i>
14	Ogre Howdah	<i>Morden, p.221</i>
15	Ogre Bolt Launcher	<i>Morden., p.220</i>
16	Shadow Mastiff	<i>Volo's 190</i>
17	Orc Hand of Yurtrus	<i>Volo's, p.184</i>
18-19	Hobgoblin Iron Shadow	<i>Volos, p.162</i>
20	Aurochs	<i>Volo's, p.207</i>

CR 3: 700 XP: Hills

d10	MONSTER	SOURCE
1	Green Hag	<i>MM, p.177</i>
2	Hobgoblin Captain	<i>MM, p.186</i>
3	Manticore	<i>MM, p.213</i>
4	Neogi	<i>Volos, p.180</i>
5	Ogre Chain Brute	<i>Morden, p.221</i>
6	Orc Red Fang of Shargaas	<i>Volos, p.185</i>
7	Phase Spider	<i>MM, p.334</i>
8	Redcap	<i>Volos, p.188</i>
9	Werewolf	<i>MM, p.211</i>
10	Veteran	<i>MM, p.350</i>

CR 4: 1100 XP: Hills

d12	MONSTER	SOURCE
1-2	Barghest	<i>Volos, p.123</i>
3	Ettin	<i>MM, p.132</i>
4	Gnoll Fang of Yeenoghu	<i>MM, p.163</i>
5	Hobgoblin Devastator	<i>Volos, p.161</i>
6	Iron Cobra	<i>Mord, p.125</i>
7	Neogi Master	<i>Volos, p.180</i>
8	Ogre Battering Ram	<i>Morden, p.220</i>
9	Orc Blade of Ilneval	<i>Volo's, p.183</i>
10	Stone Defender	<i>Mord, p.126</i>
11	Wereboar	<i>MM, p.209</i>
12	Yeth Hound	<i>Volo's, p.201</i>

CR 5: 1800 XP: Hills

d8	MONSTER	SOURCE
1	Bulette	<i>MM, p.34</i>
2	Gorgon	<i>MM, p.171</i>
3	Hill Giant	<i>MM, p.155</i>
4	Oaken Bolter	<i>Morden, p.126</i>
5	Revenant	<i>MM, p.259</i>
6	Tanarukk	<i>Volos, p.186</i>
7	Troll	<i>MM, p.291</i>
8	Werebear	<i>MM, p.208</i>

CR 6: 2300 XP: Hills

d6	MONSTER	SOURCE
1	Annis Hag	<i>Volos, p.159</i>
2	Chimera	<i>MM, p.39</i>
3	Cyclops	<i>MM, p.45</i>
4	Galeb Duhr	<i>MM, p.139</i>
5	Hobgoblin Warlord	<i>MM, p.187</i>
6	Mouth of Grolantor	<i>Volos, p.149</i>

CR 7: 2900 XP: Hills

d4	MONSTER	SOURCE
1-2	Stone Giant	<i>MM, p.156</i>
3-4	Young Copper Dragon	<i>MM, p.111</i>

ICE STEPPE / MOUNTAIN TABLES**CR 0: 10 XP: Ice Steppe / Mountain**

d4	MONSTER	SOURCE
1	Goat	<i>MM, p.330</i>
2	Owl	<i>MM, p.333</i>
3	Eagle	<i>MM, p.322</i>
4	Hawk	<i>MM, p.330</i>

CR 1/8: 25 XP: Ice Steppe / Mountain

d6	MONSTER	SOURCE
1	Blood Hawk	<i>MM, p.319</i>
2	Guard	<i>MM, p.347</i>
3	Kobold	<i>MM, p.195</i>
4	Stirge	<i>MM, p.284</i>
5	Tribal Warrior	<i>MM, p.350</i>
6	Young Kruthik	<i>Morden, p.211</i>

CR 1/4: 50 XP: Ice Steppe / Mountain

d6	MONSTER	SOURCE
1	Aarakocra	<i>MM, p.12</i>
2	Derro	<i>Morden, p.158</i>
3	Kobold Inventor	<i>Volos, p.166</i>
4	Pseudodragon	<i>MM, p.254</i>
5	Star Spawn Grue	<i>Morden, p.234</i>
6	Winged Kobold	<i>MM, p.195</i>

CR ½: 100 XP: Ice Steppe / Mountain

d10	MONSTER	SOURCE
1-2	Firenewt Warrior	<i>Volos, p.142</i>
3-4	Giant Goat	<i>MM, p.326</i>
5-6	Orc	<i>MM, p.246</i>
7-8	Ice Mephit	<i>MM, p.215</i>
9-10	Orc Nurtured One of Yurtrus	<i>Volos, p.184</i>

CR 1: 200 XP: Ice Steppe / Mountain

d12	MONSTER	SOURCE
1	Bronze Scout	<i>Morden, p.125</i>
2	Brown Bear	<i>MM, p.319</i>
3	Duergar Soulblade	<i>Morden, p.190</i>
4	Firenewt Warlock of Imix	<i>Volos, p.143</i>
5	Giant Eagle	<i>MM, p.324</i>
6	Giant Strider	<i>Volos, p.143</i>
7	Gnoll Flesh Gnawer	<i>Volos, p.154</i>
8	Half Ogre	<i>MM, p.238</i>
9	Harpy	<i>MM, p.181</i>
10	Hippogriff	<i>MM, p.184</i>
11	Kobold Dragonshield	<i>Volos, p.165</i>
12	Kobold Scale Sorcerer	<i>Volos, p.167</i>

CR 2: 450 XP: Ice Steppe / Mountain

d10	MONSTER	SOURCE
1	Adult Kruthik	<i>Morden, p.212</i>
2	Aurochs	<i>Volos, p.207</i>
3	Bandit Captain	<i>MM, p.344</i>
4	Berserker	<i>MM, p.344</i>
5	Duergar Hammerer	<i>Morden, p.188</i>
6	Duergar Kavalrachni	<i>Morden, p.189</i>
7	Duergar Mind Master	<i>Morden, p.189</i>
8	Duergar Stone Guard	<i>Morden, p.191</i>
9	Duergar Xarrorn	<i>Morden, p.193</i>
10	Giant Elk	<i>MM, p.325</i>
11	Griffon	<i>MM, p.174</i>
12	Guard Drake	<i>Volos, p.158</i>
13	Ogre	<i>MM, p.237</i>
14	Ogre Bolt Launcher	<i>Morden, p.220</i>
15	Ogre Howdah	<i>Morden, p.221</i>
16	Orc Claw of Luthic	<i>Volos, p.183</i>
17	Orog	<i>MM, p.247</i>
18	Peryton	<i>MM, p.251</i>
19	Polar Bear	<i>MM, p.334</i>
20	Saber-toothed Tiger	<i>MM, p.336</i>

CR 3: 700 XP: Ice Steppe / Mountain

d10	MONSTER	SOURCE
1	Basilisk	<i>MM, p.24</i>
2	Duergar Screamer	<i>Morden, p.190</i>
3	Hell Hound	<i>MM, p.182</i>
4	Manticore	<i>MM, p.213</i>
5	Ogre Chain Brute	<i>Morden, p.221</i>
6	Orc Red Fang of Shargaas	<i>Volos, p.185</i>
7	Vampiric Mist	<i>Morden, p.246</i>
8	Veteran	<i>MM, p.350</i>
9	Winter Wolf	<i>MM, p.340</i>
10	Yeti	<i>MM, p.305</i>

CR 4: 1100 XP: Ice Steppe / Mountain

d6	MONSTER	SOURCE
1	Barghest	<i>Volos, p.123</i>
2	Ettin	<i>MM, p.132</i>
3	Iron Cobra	<i>Morden, p.125</i>
4	Ogre Battering Ram	<i>Morden, p.220</i>
5	Orc Blade of Ilneval	<i>Volos, p.183</i>
6	Stone Defender	<i>Morden, p.126</i>

CR 5: 1800 XP: Ice Steppe / Mountain

d10	MONSTER	SOURCE
1	Air Elemental	<i>MM, p.124</i>
2	Bulette	<i>MM, p.34</i>
3	Kruthik Hive Lord	<i>Mord, p.212</i>
4	Oaken Bolter	<i>Mord, p.126</i>
5	Revenant	<i>MM, p.259</i>
6	Tanarukk	<i>Volos, p.186</i>
7	Troll	<i>MM, p.291</i>
8	Werebear	<i>MM, p.208</i>
9	Young Remorhaz	<i>MM, p.258</i>
10	Umber Hulk	<i>MM, p.292</i>

CR 6: 2300 XP: Ice Steppe / Mountain

d8	MONSTER	SOURCE
1	Annis Hag	<i>Volos, p.159</i>
2	Chimera	<i>MM, p.39</i>
3	Cyclops	<i>MM, p.45</i>
4	Duergar Warlord	<i>Mord, p.192</i>
5	Galeb Duhr	<i>MM, p.139</i>
6	Mammoth	<i>MM, p.332</i>
7	Wyvern	<i>MM, p.303</i>
8	Young White Dragon	<i>MM, p.101</i>

CR 7: 2900 XP: Ice Steppe / Mountain

d6	MONSTER	SOURCE
1-2	Bheur Hag	<i>Volos, p.160</i>
3-4	Lost Sorrowsworn	<i>Morden, p.233</i>
5-6	Stone Giant	<i>MM, p.156</i>

SWAMP TABLES

CR 0: 10 XP: Swamp

d4 MONSTER SOURCE

1	Rat	<i>MM, p.335</i>
2	Raven	<i>MM, p.335</i>
3	Frog	<i>MM, p.322</i>
4	Spider	<i>MM, p.337</i>

CR 1/8: 25 XP: Swamp

d10 MONSTER SOURCE

1-2	Giant Rat	<i>MM, p.327</i>
3-4	Kobold	<i>MM, p.195</i>
5-6	Poisonous Snake	<i>MM, p.334</i>
7-8	Stirge	<i>MM, p.284</i>
9-10	Tribal Warrior	<i>MM, p.350</i>

CR 1/4: 50 XP: Swamp

d12 MONSTER SOURCE

1	Bullywug	<i>MM, p.35</i>
2	Constrictor Snake	<i>MM, p.320</i>
3	Giant Frog	<i>MM, p.325</i>
4	Giant Lizard	<i>MM, p.326</i>
5	Giant Poisonous Snake	<i>MM, p.327</i>
6	Mud Mephit	<i>MM, p.216</i>
7	Oblex Spawn	<i>Mord, p.217</i>
8	Star Spawn Grue	<i>Mord, p.234</i>
9	Swarm of Ravens	<i>MM, p.339</i>
10	Vegepygmy	<i>Volo, p.196</i>

11	Winged Kobold	<i>MM, p.195</i>
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12	Wretched Sorrowsworn	<i>Morden, p.233</i>
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CR 1/2: 100 XP: Swamp

d8 MONSTER SOURCE

1	Crocodile	<i>MM, p.320</i>
2	Darkling	<i>Volos, p.134</i>
3	Lizardfolk	<i>MM, p.204</i>
4	Orc	<i>MM, p.246</i>
5	Scout	<i>MM, p.349</i>
6	Skulk	<i>Morden, p.227</i>
7	Swarm of Insects	<i>MM, p.338</i>
8	Swarm of Rot Grubs	<i>Volos, p.208</i>

CR 1: 200 XP: Swamp

d8 MONSTER SOURCE

1	Ghoul	<i>MM, p.148</i>
2	Giant Spider	<i>MM, p.328</i>
3	Giant Toad	<i>MM, p.329</i>
4	Meazel	<i>Morden, p.214</i>
5	Thorny	<i>Volos, p.197</i>
6	Vargouille	<i>Volos, p.195</i>
7	Yuan-ti Pureblood	<i>MM, p.310</i>
8	Bugbear	<i>MM, p.33</i>

CR 2: 450 XP: Swamp

d12	MONSTER	SOURCE
1	Darkling Elder	<i>Volos, p.134</i>
2	Ghast	<i>MM, p.148</i>
3	Giant Constrictor Snake	<i>MM, p.324</i>
4	Guard Drake	<i>Volos, p.158</i>
5	Lizardfolk Shaman	<i>MM, p.205</i>
6	Meenlock	<i>Volos, p.170</i>
7	Ogre	<i>MM, p.237</i>
8	Orc Eye of Gruumsh	<i>MM, p.247</i>
9	Shadow Mastiff	<i>Volos, p.190</i>
10	Swarm of Poisonous Snakes	<i>MM, p.338</i>
11	Vegepygmy Chief	<i>Volos, p.197</i>
12	Will-o-wisp	<i>MM, p.301</i>

CR 3: 700 XP: Swamp

d8	MONSTER	SOURCE
1	Flail Snail	<i>Volos, p.144</i>
2	Green Hag	<i>MM, p.177</i>
3	Redcap	<i>Volos, p.188</i>
4	Sword Wraith Warrior	<i>Morden, p.241</i>
5	Vampiric Mist	<i>Morden, p.246</i>
6	Wight	<i>MM, p.300</i>
7	Yuan-ti Malison	<i>MM, p.309</i>
8	Bugbear Chief	<i>MM, p.33</i>

CR 4: 1100 XP: Swamp

d6	MONSTER	SOURCE
1	Chuul	<i>MM, p.40</i>
2	Ghost	<i>MM, p.147</i>
3	Lizard King / Queen	<i>MM, p.205</i>
4	Orc War Chief	<i>MM, p.246</i>
5	Wereboar	<i>MM, p.209</i>
6	Yuan-ti Mind Whisperer	<i>Volos, p.204</i>

CR 5: 1800 XP: Swamp

d8	MONSTER	SOURCE
1	Adult Oblex	<i>Morden, p.218</i>
2	Allip	<i>Morden, p.116</i>
3	Catoblepas	<i>Volos, p.129</i>
4	Giant Crocodile	<i>MM, p.324</i>
5	Revenant	<i>MM, p.259</i>
6	Shambling Mound	<i>MM, p.270</i>
7	Troll	<i>MM, p.291</i>
8	Water Elemental	<i>MM, p.125</i>

CR 6: 2300 XP: Swamp

d4	MONSTER	SOURCE
1	Bodak	<i>Volos, p.127</i>
2	Annis Hag	<i>Volos, p.159</i>
3	Chimera	<i>MM, p.39</i>
4	Hobgoblin Warlord	<i>MM, p.187</i>

CR 7: 2900 XP: Swamp

d10	MONSTER	SOURCE
1-2	Lost Sorrowsworn	<i>Morden, p.233</i>
3-4	Maurezhi	<i>Morden, p.133</i>
5-6	Venom Troll	<i>Morden, p.245</i>
7-8	Young Black Dragon	<i>MM, p.88</i>
9-10	Yuan-ti Abomination	<i>MM, p.308</i>

URBAN TABLES**CR 0: 10 XP: Urban**

d4	MONSTER	SOURCE
1	Rat	<i>MM, p.335</i>
2	Raven	<i>MM, p.335</i>
3	Frog	<i>MM, p.322</i>
4	Spider	<i>MM, p.337</i>

CR 1/8: 25 XP: Urban

d12	MONSTER	SOURCE
1	Bandit	<i>MM, p.343</i>
2	Boggle	<i>Volo's, p.128</i>
3	Cultist	<i>MM, p.345</i>
4	Flying Snake	<i>MM, p.322</i>
5	Giant Rat	<i>MM, p.327</i>
6	Guard	<i>MM, p.347</i>
7	Kobold	<i>MM, p.195</i>
8	Mastiff	<i>MM, p.332</i>
9	Mule	<i>MM, p.333</i>
10	Noble	<i>MM, p.348</i>

11	Pony	<i>MM, p.335</i>
12	Stirge	<i>MM, p.284</i>

CR 1/4: 50 XP: Urban

d20	MONSTER	SOURCE
1	Acolyte	<i>MM, p.342</i>
2	Draft Horse	<i>Volo's, p.321</i>
3	Giant Centipede	<i>MM, p.323</i>
4	Giant Poisonous Snake	<i>MM, p.327</i>
5	Kenku	<i>MM, p.194</i>
6	Kobold Inventor	<i>Volo's p.166</i>
7	Oblex Spawn	<i>Morden., p.217</i>
8	Ox	<i>Volo's p.207</i>
9	Pseudodragon	<i>MM, p.254</i>
10	Riding Horse	<i>MM, p.336</i>
11	Skeleton	<i>MM, p.272</i>
12	Smoke Mephit	<i>MM, p.217</i>
13	Swarm of Bats	<i>MM, p.337</i>
14	Swarm of Rats	<i>MM, p.339</i>
15	Swarm of Ravens	<i>MM, p.339</i>
16	Winged Kobold	<i>MM, p.195</i>
17	Wretched Sorrowsworn	<i>Morden., p.233</i>
18	Zombie	<i>MM, p.316</i>
19	Goblin	<i>MM, p.166</i>
20	Giant Wolf Spider	<i>MM, p.330</i>

CR ½: 100 XP: Urban

d8	MONSTER	SOURCE
1	Crocodile	<i>MM, p.320</i>
2	Darkling	<i>Volo's, p.134</i>
3	Giant Wasp	<i>MM, p.329</i>
4	Shadow	<i>MM, p.269</i>
5	Skulk	<i>Morden., p.227</i>
6	Swarm of Insects	<i>MM, p.338</i>
7	Thug	<i>MM, p.350</i>
8	Warhorse	<i>MM, p.340</i>

CR 1: 200 XP: Urban

d10	MONSTER	SOURCE
1	Ghoul	<i>MM, p.148</i>
2	Giant Spider	<i>MM, p.328</i>
3	Half Ogre	<i>MM, p.328</i>
4	Kobold Scale Sorcerer	<i>Volo's, p.167</i>
5	Meazel	<i>Morden., p.214</i>
6	Specter	<i>MM, p.279</i>
7	Spy	<i>MM, p.349</i>
8	Stone Cursed	<i>Morden., p.240</i>
9	Yuan-ti Pureblood	<i>MM, p.320</i>
10	Animated Armour	<i>MM, p.10</i>

CR 2: 450 XP: Urban

d12	MONSTER	SOURCE
1	Bandit Captain	<i>MM, p.344</i>
2	Cult Fanatic	<i>MM, p.345</i>
3	Gargoyle	<i>MM, p.140</i>
4	Darkling Eldet	<i>Volo's, p.134</i>
5	Ghast	<i>MM, p.148</i>
6	Guard Drake	<i>Volo's, p.158</i>
7	Meenlock	<i>Volo's, p.170</i>
8	Priest	<i>MM, p.348</i>
9	Mimic	<i>MM, p.220</i>
10	Wererat	<i>MM, p.209</i>
11	Will o' Wisp	<i>MM, p.301</i>
12	Rug of Smothering	<i>MM, p.20</i>

CR 3: 700 XP: Urban

d10	MONSTER	SOURCE
1	Doppelganger	<i>MM, p.82</i>
2	Giff	<i>Morden., p.204</i>
3	Knight	<i>MM, p.347</i>
4	Orc Red Fang of Shargaas	<i>Volo's, p.185</i>
5	Phase Spider	<i>MM, p.334</i>
6	Slithering Tracker	<i>Volo's, p.191</i>
7	Vampiric Mist	<i>Morden., p.246</i>
8	Veteran	<i>MM, p.350</i>
9	Water Weird	<i>MM, p.299</i>
10	Wight	<i>MM, p.300</i>

CR 4: 1100 XP: Urban

d8	MONSTER	SOURCE
1	Babau	<i>Volo's, p.136</i>
2	Couatl	<i>MM, p.43</i>
3	Deathlock	<i>Morden., p.128</i>
4	Dybbuk	<i>Morden., p.132</i>
5	Ghost	<i>MM, p.147</i>
6	Incubus	<i>MM, p.285</i>
7	Succubus	<i>MM, p.285</i>
8	Orc Blade of Ilneval	<i>Volo's, p.183</i>

CR 5: 1800 XP: Urban

d8	MONSTER	SOURCE
1	Adult Oblax	<i>Morden., p.218</i>
2	Allip	<i>Morden., p.116</i>
3	Banderhobb	<i>Volo's, p.122</i>
4	Cambion	<i>MM, p.36</i>
5	Gladiator	<i>MM, p.346</i>
6	Revenant	<i>MM, p.259</i>
7	Swarm of Cranium Rats	<i>Volo's, p.133</i>
8	Vampire Spawn	<i>MM, p.298</i>

CR 6: 2300 XP: Urban

d4	MONSTER	SOURCE
1	Bodak	<i>Volo's, p.127</i>
2	Invisible Stalker	<i>MM, p.192</i>
3	Mage	<i>MM, p.347</i>
4	White Abishai	<i>Morden., p.163</i>

CR 7: 2900 XP: Urban

d6	MONSTER	SOURCE
1	Black Abishai	<i>Morden., p.160</i>
2	Lost Sorrowsworn	<i>Morden., p.233</i>
3	Maurezhi	<i>Morden., p.133</i>
4	Oni	<i>MM, p.239</i>
5	Shadow Dancer	<i>Morden., p.225</i>
6	Shield Guardian	<i>MM, p.271</i>

CHAPTER 17: LOOT TABLES

INDIVIDUAL TREASURE TABLES

The amounts contained in these tables are often multiples of 10 or 100. You may choose to roll another die on top of that to provide a bit more randomness to the amount.

The DMG also has individual treasure tables on p.136 which you may prefer to use.

CR 1/8 Individual Treasure Table

d6	Treasure
1	1d6 cp
2	3d6 cp
3	5d6 cp
4	4d6 sp
5	3d6 ep
6	3d6 gp

CR 1/4 Individual Treasure Table

d6	Treasure
1	3d6 cp
2	5d6 cp
3	4d6 sp
4	3d6 ep
5	3d6 gp
6	1d6 pp

CR 1/2 Individual Treasure Table

d6	Treasure
1	5d6 cp
2	4d6 sp
3	3d6 ep
4	3d6 gp
5	1d6 pp
6	1 x 10 gp gem

CR 1 Individual Treasure Table

d6	Treasure
1	4d6 sp
2	3d6 ep
3	3d6 gp
4	1d6 pp
5	1 x 10 gp gem
6	2 x 10 gp gem

CR 2 Individual Treasure Table

d6	Treasure
1	4d6 sp
2	3d6 ep
3	3d6 gp
4	5d6 gp
5	1d6 pp
6	2 d6 pp

CR 3 Individual Treasure Table

d6	Treasure
1	5d6 sp
2	4d6 ep
3	5d6 gp
4	6d6 gp
5	2d6 pp
6	3d6 pp

CR 4 Individual Treasure Table

d6	Treasure
1	4d6 ep
2	5d6 gp
3	6d6 gp
4	2d6 pp
5	3d6 pp
6	1d6 50 gp gems

CR 5 Individual Treasure Table

d6	Treasure
1	1d10 x 10 cp, 1d6 x 5 ep
2	1d8 x 50 sp, 6d6 gp
3	1d6 x 10 ep, 1d6 x 10 gp
4	2d8 x 10 gp
5	2d6 x 10 gp, 1d10 pp
6	2d8 x 10 gp, 1d4 50 gp gemstones

CR 6 Individual Treasure Table

d6	Treasure
1	4d6 x 100 cp, 1d6 x 10 ep
2	1d10 x 50 sp, 1d6 x 10 gp
3	1d8 x 10 ep, 2d6 x 10 gp
4	1d10 x 20 gp
5	3d8 x 10 gp, 1d6 x 2 pp
6	3d6 x 50 gp, 3d4 50 gp gemstones

CR 7 Individual Treasure Table

d6	Treasure
1	4d6 x 100 cp, 1d6 x 10 ep
2	6d6 x 10 sp, 2d6 x 10 gp
3	3d6 x 10 ep, 2d6 x 10 gp
4	4d6 x 10 gp
5	2d6 x 10 gp, 3d6 pp
6	3d6 x 10 gp, 1d6 50 gp gemstones

CR 8 Individual Treasure Table

d4	Treasure
1	3d6 x 10 gp, 2d6 pp
2	6d6 x 10 gp
3	2d8 x 10 gp, 1d4 x 10 pp
4	4d10 PP, 1d4 100 gp gems

CR 9 Individual Treasure Table

d4	Treasure
1	3d6 x 10 gp, 2d10 pp
2	8d6 x 10 gp
3	1d8 x 10 pp
4	6d10 pp, 1d10 50 gp gems

CR 10 Individual Treasure Table

d4	Treasure
1	3d6 x 12 gp, 4d6 pp
2	7d8 x 10 gp
3	1d10 x 10 pp
4	6d10 pp, 1d8 100 gp gms

CR 11 Individual Treasure Table

d4	Treasure
1	4d6 x 10 gp, 3d10 pp
2	5d6 x 10 gp, 3d6 pp, 1d4 50 gp gems
3	1d10 x 10 pp
4	1d100 pp, 1d8 100 gp gems

CR 12 Individual Treasure Table

d4	Treasure
1	4d6 x 12 gp, 1d8 x 5 pp
2	1d6 x 50 gp, 1d6 x 5 pp, 1d4 50 gp gems
3	2d4 x 100 gp, 1d6 x 12 pp
4	1d100 pp, 1d10 100 gp gems

CR 13 Individual Treasure Table

d4	Treasure
1	4d6 x 100 sp, 1d6 x 100 gp 740 gp
2	1d6 x 100 ep, 1d6 x 100 gp 900 gp
3	2d6 x 100 gp, 1d6 x 10 pp 1800
4	2d6 x 100 gp, 2d6 x 10 pp 2400

CR 14 Individual Treasure Table

d4	Treasure
1	4d8 x 100 sp, 1d6 x 100 gp
2	1d8 x 100 ep, 1d8 x 100 gp
3	2d8 x 100 gp, 1d4 x 10 pp
4	1d12 x 10 pp, 2d8 100 gp gems

CR 15 Individual Treasure Table

d6	Treasure
1	4d10 x 100 sp, 1d8 x 100 gp
2	1d10 x 10 pp, 1d10 x 100 gp
3	1d20 x 100 gp, 1d4 x 10 pp
4	1d20 x 10 pp, 1d10 100 gp gems

TREASURE HOARD TABLE

If you have the DMG, use the Treasure Hoard Tables on pp.137-139. If you don't own the DMG, or want to try something different, the table below should generate a fairly balanced hoard. The numbers here are often rounded by 10 or 100. To make the amounts more realistic, you could decide on a random number that is near to the result you obtained.

How to use: The most important column is the one to the far right, containing percentile values. Before you roll in a column for a particular kind of treasure (GP, PP, Gems etc), you need to make a

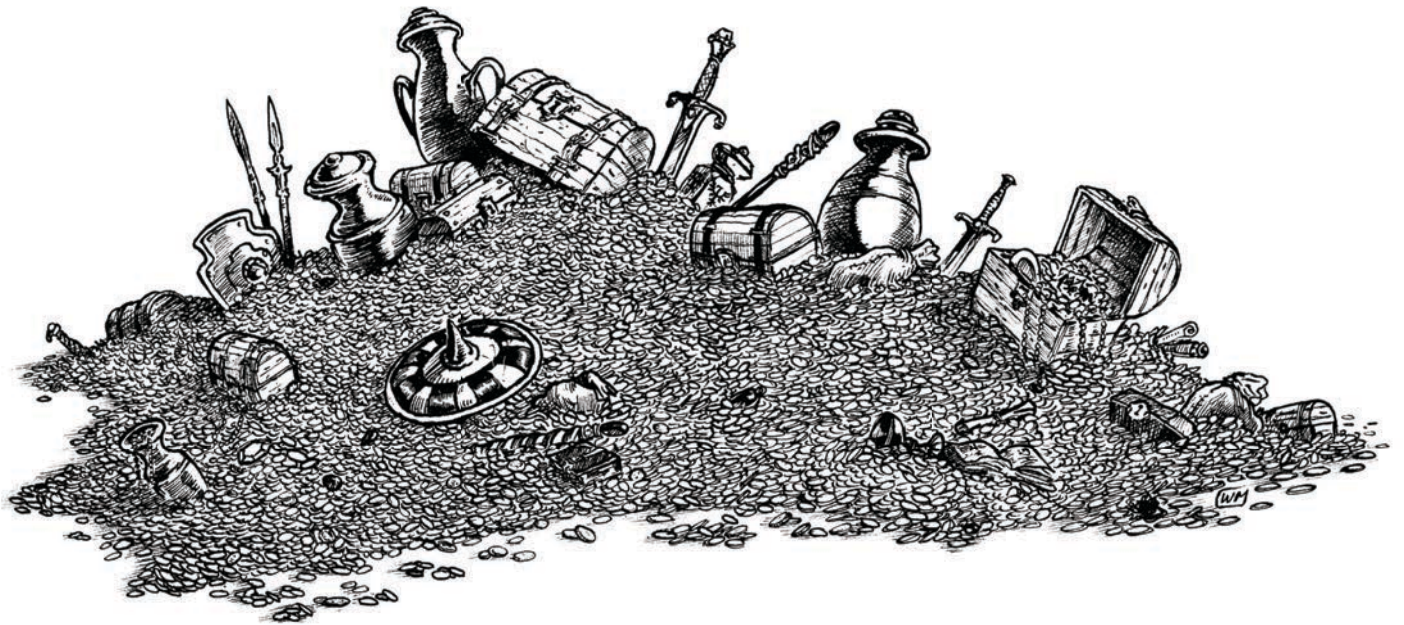
d100 roll. If the roll is equal to or lower than the given percentage for that row, then you may roll for that treasure type.

M.I. stands for magic items. If you succeed in the percentile roll for that column, then you may roll for magic items. **Example - "1d4: D"** means that you may make 1d4 rolls on Magic Item Table D in the *Dungeon Master's Guide*.

Gems: "1d4: 10 gp" means you may roll 1d4 times on the 10 gp gemstone table in the DMG. Otherwise, just describe the gems as "10 gp gems" on your inventory. Note: The table continues on the following page.

CR	CP	SP	EP	GP	PP	Gems	M.I	%
1/8	1d10x100	1d4 x 100	3d12 x 10	1d4 x 50	3d6	1d4: 10 gp	-	50%
1/4	1d20x100	1d8 x 100	1d10 x 50	1d4 x 100	3d12	1d8: 10 gp	-	50%
1/2	1d20x100	1d8 x 100	1d12 x 100	1d6 x 100	2d20	1d8: 10 gp	-	50%
1	1d20x100	1d8 x 100	1d12 x 100	1d10 x 100	4d12	1d8: 10 gp	1d4: A	50%
2	1d20x100	1d8 x 100	1d12 x 100	1d12 x 100	1d6 x 10	1d4: 50 gp	1d4: A	50%
3	1d20x100	1d8 x 100	1d12 x 100	3d6 x 100	1d6 x 5	1d4: 50 gp	1d6: A	50%
4	1d20 x 150	1d8 x 200	1d12 x 100	2d12 x 100	1d6 x 5	1d4: 50 gp	1d6: A	50%
5	1d20 x 150	1d8 x 200	1d12 x 100	2d12 x 100	1d6 x 5	1d6: 50 gp	1: B	50%
6	2d20 x 100	4d12 x 100	2d12 x 100	1d12 x 100	1d4 x 10	1d4:100 gp	1: B	60%
7	2d20 x 100	4d12 x 100	2d20 x 100	2d12 x 100	1d6 x 10	1d6: 100 gp	1d4: B	60%
8	2d20 x 100	5d12 x 100	2d12 x 100	2d12 x 80	2d8 x 10	1d8:100 gp	1d4: B	60%

9	3d20 x 100	4d12 x90	2d12 x 70	2d12 x 150	2d8 x 20	2d6:100 gp	1d4: C	60%
10	3d20 x 100	4d12 x90	2d12 x 70	2d12 x 200	4d8 x 10	2d8: 100 gp	1d4: D	60%
11	3d20 x 100	4d12 x 100	2d12 x 100	3d12 x 200	2d6 x 35	1d4: 500 gp	1d4: D	65%
12	3d20 x 100	4d12 x 100	2d12 x 100	4d12 x 100	2d6 x 50	1d6:500	1d4: E	65%
13	4d20 x 100	4d20 x 100	2d12 x 100	4d10 x 100	2d6 x 50	1d6: 1000	1d4: F	65%
14	4d20 x 100	4d20 x 100	2d20 x 100	3d20 x100	1d4 x 100	1d6:1000	1: G	70%
15	4d20 x 100	4d20 x 100	2d20 x 100	3d20 x2100	1d12 x 60	1d6: 1000	1: H	70%



CHAPTER 18: EXAMPLE GAMEPLAY SESSION

EXAMPLE SOLO PLAY SESSION

If you have never used a style like this to generate a solo adventure before, the information in this book could all seem a bit overwhelming. With this in mind, I've included below an example session to demonstrate how the mechanics included in this book could be used.

The following was generated using the *quest-based play* model (described in Chapter 1). This style of play involves the players receiving quests through a variety of sources, perhaps basing themselves in a certain area. The quests build on each other thematically (if you want) and together comprise what you might call a solo campaign.

Getting Started

Obviously, you will need PCs before you can do anything! Create a PC (or PCs) at whatever level you would like to start adventuring at. There are no restrictions here. Go wild. If you are playing tabletop, perhaps create a physical token or use a miniature. If playing virtually, create your PC in Roll20 or Fantasy Grounds and prepare to get into some serious adventure! Just as with a party adventure, create a backstory for your characters and equip them fully. Flesh them out in great detail. Backstory, ideals, bonds, will all add depth to your solo campaign.

I personally like to solo with two PCs. I like this because the PCs can interact with each other, and the encounters tend to be a little more action-packed. Also, it justifies the use of death saves.

The other thing you will need is information on your campaign world. Well, a little information perhaps, the bare bones. For example, what is the name of the town or area you are currently in, and what is some information that your PCs might know about this area? Use DM's Guild resources for info on the Forgotten Realms, or if you are soloing through your own

homebrew world, then all you will need is your imagination! Keep track of the info as you go, however. You will generate a lot of detail for your homebrew world as you move through your adventures.

The Quest

In the *quest-based play* model, the first step is to generate a quest for yourself. The alternative to this is to start simply making your PCs interact with the local environment, which generally leads to action eventually. This is called *freeform solo play* and is probably more suited to those who have had some experience with solo systems such as the *Mythic GM Emulator*. If you are just getting started with solo play, then use the quest-based model.

I start my session with two Level 2 PCs:

- Brommar Theldrak, male dwarf paladin.
- Rhakhar, male ranger.

Straight away, I am interested in how these two came to meet each other, so I'm going to make a couple of preliminary Q/A (question/answer) rolls to flesh out this bit of history. Below is an example of how you might frame yes/no questions to get these answers. (Details on how to make Q/A rolls are found in Chapter 2).

Question/Answer Roll Result Table

D20 ROLL	RESULT
1-6	NO
7-12	MAYBE
13-20	YES

Question: *Have Brommar and Rhakhar known each other for a long time?*

(Straight d20, no modifier. There's no reason why this would be likely or unlikely).

D20 roll: 2 - No.

Answer: They just met recently.

Question: *Did they meet in the town of Hourglass (where they are currently situated)?*

(Again, straight d20, no mod)

D20 roll: 9 - Maybe.

Answer: Since I got maybe, I decide that they met somewhere *near* Hourglass (a large town in my homebrew world, the Voldreim). Perhaps they met on the way to Hourglass and decided to travel together to provide each other company. At other times, you might decide that the “maybe” result means something different. Perhaps “maybe” prompts you to have your character make a skill or ability check to see if they succeeded in making friends with someone, or learning a piece of information, and use the outcome of that check to give you your yes or no answer.

OK, I think that’s all the info I need on how they met. Now to give these two a quest. To do this, I proceed to *Chapter 7: Quests, and How To Generate Them*.

The first table in that chapter is the Quest Generation Table. I make a d100 roll on that table.

Quest Generation Table

D100 roll: 23 - Magical Chaos/ Curse.

Very interesting! But I need more details, so I progress to the next table, the Quest Source Table, to find out how the PCs received this quest. Another d100 roll is required (you’ll be making a few of these).

Quest Source Table

D100 roll: 43 - Treasure map.

Hmm, ok. A treasure map that reveals a magical curse? Well, it’s not too hard to fill out the details here. There is treasure to be had somewhere, but some sort of magical chaos stands in its way. I’ll decide that Brommar had the map (he found it on the body of a dead orc), and this is what has brought him to Hourglass. When Brommar met Rhakhar, he decided it was probably a good idea to team up with this human ranger, as he could use the help on his quest to follow this treasure map!

A little more information on the nature of this quest is required, so I head to *Chapter 14: Story Element Interaction Tables*.

I’m going to make a series of rolls on the Situations Table. This table, consisting of 499 verbs, can be used for a variety of different purposes, including providing detail to any situation. There is a special way of rolling on that table which you will discover when you use it, but to put it simply, it results in a number from 1-499. The result of each roll will be a single word, which you can interpret however you want in the current context. I’m choosing to make five rolls. In general, you just keep rolling until you feel you have a sufficient level of words to prompt the story.

Story Element Interaction Tables

Roll 1: 222 - Exaggerate

Roll 2: 371 - Praise

Roll 3: 336 - Mimic (!)

Roll 4: 184 - Drop

Roll 5: 453 - Summon

Interpreting The Rolls

Ok, interesting results! “Praise” could suggest a temple, so I decide that the treasure map leads to a temple. “Summon” gives me some clues about the “Magical Chaos” mentioned earlier. Perhaps some dark priest has summoned some otherworldly beings to protect the treasure he has hidden in the temple, but the presence of these beings has upset the balance in the area, so that the local town is experiencing all sorts of bizarre occurrences.

Sometimes the table produces words that work perfectly in a D&D context. When you pair the concept of treasure with the word “Mimic” that instantly conjures up certain images! There could be a mimic in here somewhere... perhaps the chest is a mimic, or the idol of the god being worshipped is a mimic. This might be something the PCs discover later. However, I know that 2 Level 2 PCs against a CR 2 monster is likely to end up with me having to roll up new PCs, so perhaps I’ll choose *not* to interpret this in

the way I just discussed! I'll come back to this.

"Drop" and "Exaggerate" could be interpreted a number of ways. Perhaps a magic item was dropped and disintegrated, and this is what has caused the magical chaos. Perhaps the size of the treasure has been exaggerated, or you feel the nature of the magical chaos has been exaggerated by the locals. They've definitely heard about it, and rumours abound as to what is causing it, many of them completely over the top. So you can see that using a system like this requires you to get fairly creative, using your imagination to loosely interpret a number of words and situations. Since you're playing the role of DM and player, you need to be able to switch between wearing those different hats as and when necessary.

The words from the situation table can be interpreted a number of different ways, and your adventure should provide the context.

Asking More Questions

More information on the quest can be provided through asking the questions *WHAT, WHEN, WHERE, HOW, WHY, AND WHO.*

WHAT - What is the nature of the curse? Let's decide now. A dark cultist or similar has his base beneath a temple, where he has summoned some sort of being or beings, and is causing mischief around Hourglass, perhaps using the disturbance to steal wealth from local businesses and individuals. The presence of the otherworldly being has produced an unstable magic field which is causing bizarre occurrences in the area. Brommar knows this due to his possession of the treasure map.

WHEN - When did this happen? Let's make a Q/A roll.

Question: *Did the disturbance happen recently?*

d20 Roll: 9 (Maybe).

From this answer, I deduce that no-one really knows when it happened, but the effects have only been seen in the past, let's say, year. Long enough for someone to

make a map detailing where the source of the disturbance, and the location of the wealth, is alleged to be.

WHERE - Where does the treasure map point to? To establish this, we can use the Rumour Location Table, found in Chapter 3 and Chapter 10. A handy little table for establishing locations at random.

Rumour Location Table

d12 Roll: 1 - In this settlement / area.

So, the treasure map points to somewhere *within* Hourglass. We already know it's in a temple, so perhaps this is a cursed temple that everyone avoids now. This has obviously been a source of trouble for the villagers for some time! Our two PCs are going to be lauded as heroes if they can solve this problem, perhaps gaining some renown in the local area.

HOW - How will they gain access to the temple? Well, I'm deciding that it was locked, boarded up and barricaded some time ago by the priest in charge, with the help of the townsfolk. He can let Brommar and Rhakhar in, but he will be locking the door behind them again. If they are successful, they can signal their victory by ringing the temple bells.

WHY - Why did this happen? It sounds like it's a result of the dark cultist's nefarious schemes. As yet, the PCs don't know.

WHO - Who caused it to happen? Here we could either roll on NPC tables to create a villain, or we could just charge in and find out who the villain is later. Alternatively, we could choose an NPC from a resource such as *Mordenkainen's Tome of Foes*, probably making sure they are an appropriate challenge for our PCs. Or, we could select an appropriate CR monster from *Monster Manual*. In this book, *Chapter 16: Monster Encounters for the Solo PC* contains a wealth of resources for structuring any tier and difficulty encounter. For a final battle, you could set up a hard or deadly encounter.

Ok, so, we have the basics of the quest! Time to set our PCs loose so they can get to the bottom of this mystery.

Quest Underway

Brommar and Rhakhar set out, making their way through the streets of Hourglass. This is an ideal time for some urban encounters! From Chapter 3, we can use the *Table to Generate Number of Urban Encounters*. This is a *town*, and it is daytime, so that means we make 6 d100 rolls every 12 hours. But it doesn't take 12 hours to get from one side of Hourglass to the other, so I decide instead to make 2 d100 rolls. Not because it's chronologically accurate, but because there's more chance of my PCs getting an encounter from 2 rolls, rather than 1! I'm all about creating action. For every d100 roll of 25 or under, we get an urban random encounter.

d100 roll 1: 41

d100 roll 2: 10

The second roll triggers a random encounter, so we go to *Chapter 5: Urban Encounters*. That's another d100 roll.

Urban Encounter Table (Chapter 5)

d100 roll: 5 - *A guided tour proceeds past, just as the guide drops a particularly tasty snippet of local knowledge which the PC was unaware of.*

Very interesting! I wonder if the snippet has anything to do with the temple we are heading to? Time for a Q/A roll.

Question: *Does the snippet of knowledge concern the temple we are heading towards?*

d20 roll: 18 (Yes).

Great, but I need details! Time for some rolls on the Situations Table (Chapter 14).

Roll 1: 272 - Gossip

Roll 2: 275 - Grieve

Roll 3: 172 - Displease

Roll 4: 84 - Bribe

Interpretation

The rumour goes that the widow of the priest who was killed when the temple was invaded still grieves to this day. She spreads gossip that the temple cannot manage its own affairs, and should be punished for this state of affairs, and those in charge prosecuted. But the priesthood has tried to silence her with hush money. It

seems that they are trying to cover something up...

Intriguing. My PCs take this knowledge onboard as they make their way towards the temple. Perhaps they don't want that priest letting them in after all, he could be in on all this. Perhaps they should try to find another way in.

Brommar and Rhakhar reach the temple.

Question: *Do they see anyone around who looks like they might know something?*

d20 roll: 15 (Yes).

Excellent. But who? Let's roll on the NPC tables (Chapter 13). These tables provide all the necessary details to furnish infinite NPCs.

NPC Table Results (multiple rolls)

Race / Gender: *Lawful Good Human Male.*

Let's give him a name: Thane Dornett. (use whatever tools you want to name your NPCs)

Trade: *Gravedigger.*

Disposition: *Amused.*

Economic Status: *Just getting by.*

A local gravedigger knows how to get into the temples via the catacombs, as he has taken many bodies down there in the past. But he finds it hilarious that they want to get inside the temple. Are they out of their minds? He is giggling a lot, and Brommar wonders, is he drunk? (*Q/A roll = maybe*).

"There is a drain which connects to the catacombs, just over there." He points to the entrance, at the side of the street.

Brommar and Rhakhar thank the gravedigger, and make their way over to the drain, which sits outside the temple. Lifting the cover off, they lower themselves down and find themselves in a passage.

Random Dungeon Generation

All right, we're in a dungeon! That didn't take too long, did it? From here, the obvious place to go is *Chapter 8: Random Dungeon Generation*. This will map the dungeon as you explore it, so you never know what is around the next corner.

I've just decided that beneath the drain cover, they find a passage, so I go straight to the Passage Table and roll there.

Passage Table

d20 roll: 3 - *Passage goes 30 ft and ends in stairs. Go to Stairs Table.*

I map the above out on my flipmat and then roll on the Stairs Table. But first, I need to find out if there's anything *in* the passage, so I roll on the Passage Contents Table.

Passage Contents Table

d100 roll: 54 - *Empty.*

Ok. On to the Stairs Table.

Stairs Table

d20 roll: 16 - *Up one level to a room, add 30 to your Room Contents roll*

Ok, this is interesting. My two PCs go up a floor, and then there's a direction about how to roll on a future table. But for now, we have arrived in a room, so I need to roll on the Room Table.

Room Table

d20 roll: 7 - *Circular, d4 x 10 diameter, d4 exits*

A circular room, how appropriate for a temple. Since we went up a floor, perhaps we are now actually within the temple itself. I roll a d4 and get 3, multiply that by 10 for 30 ft diameter, which I draw out on the flipmat. I roll a d4 again to get the number of exits and get 4, so I map one exit to the north, west, east, and there's already the exit to the south through which I entered. Time to roll on the Room Contents Table, adding 30 to the roll as previously instructed.

Room Contents Table

d100 roll: 12+30=42 - *Level appropriate Easy Encounter (see Chapter 16). Loot 20%, SD 10%, Clue 30%.*

And already we have our first encounter, after about 10 minutes of solo play. What have we found here?

We need to go to Chapter 16 to find out what creature or creatures we have

encountered, but first let's look at those percentile numbers: Loot 20%, SD 10%, Clue 30%. What do those mean?

What they are is directions to make d100 rolls. Once the encounter is done, I'll make 3 d100 rolls. For loot, if the roll equals or is below 20, there is loot in the room (probably individual loot, which will be based on the creature's CR). Same deal for SD (Secret Door) and Clue. There are tables for those too. For Loot, we use the loot tables in Chapter 17, or the tables in the Dungeon Master's Guide (p.133 onwards).

Encounter

Let's go to Chapter 16 and work out the details of the encounter. It's an easy encounter, but I have 2 PCs, so I need to consult the 2 PC Conversion Table. From this table I can see that a Level 2 easy encounter for my two PCs is equivalent to a Level 2 medium encounter for a single PC. From here I go back to the start of the chapter and find the page containing the Level 2 Solo PC Encounter Calculator. I roll on the medium table.

Level 2 Medium. d6 roll: 2 - *2 CR 1/8 monsters.*

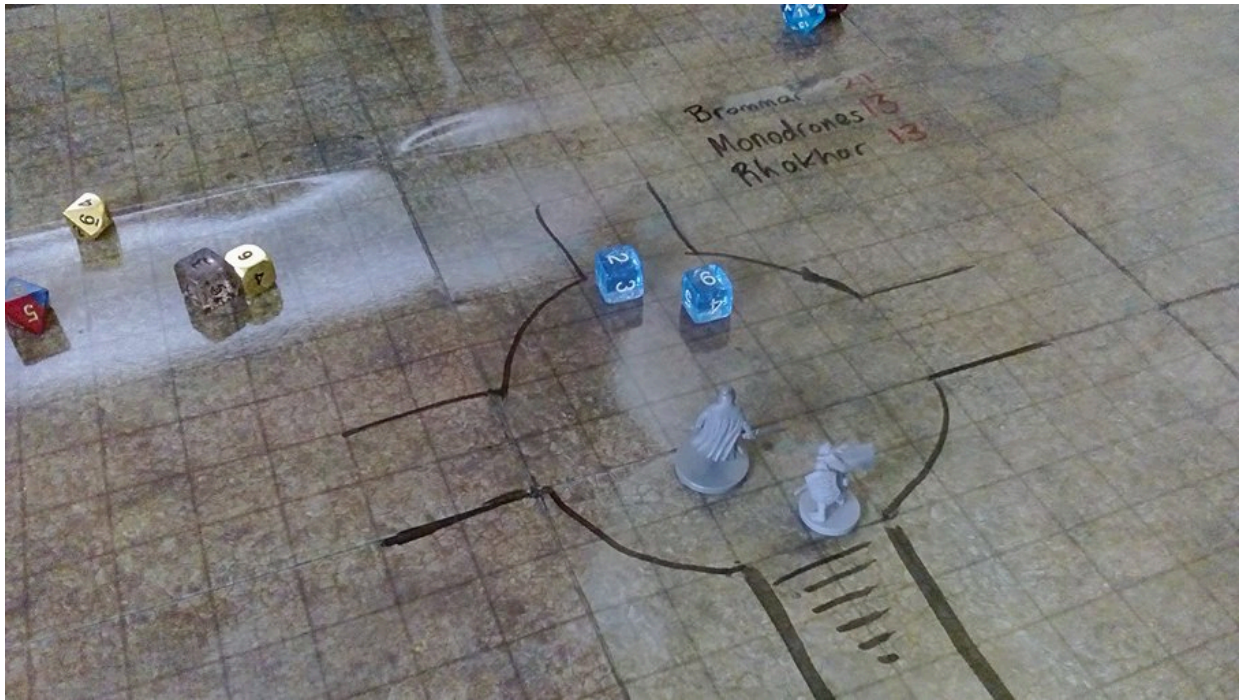
Now I know the number and CR of the monsters I am to face, and the environment (hmm... should I use Dungeon, or Urban? I'm gonna go with Dungeon), I go further on in the chapter to find the CR 1/8 Dungeon Creature Table.

d12 roll: 6 - *Monodrone*

All right, so I'm facing off against 2 Monodrones! Weird, how did they come to be here? Perhaps these things are what the Cultist is summoning?

I roll a d8 to determine how many squares away the monodrones are. There are a few suggested ways to determine monster distance suggested in Chapter 15, and this is the one I usually use. I roll a 4, so the monodrones are 20 ft away. You could also roll separately for each creature, especially if they are different species.

Time for combat!



Time to kick some monodrone ass! Using 2 d6s as tokens for the monodrones.

Combat

In Chapter 15 I have provided a couple of optional tables and some mechanics (let's be honest - all these systems are optional!) to determine how monsters might behave. They provide a bit of flavour to basic encounters, and can also get monsters moving around a bit. First I'm going to roll on the Monster Intentions / Overriding Tactics Table.

Monster Intentions / Overriding Tactics Table

d100 roll: 74 - *Monster views this area as its territory and you as a challenger. It attacks immediately, trying to drive you backward. It might make strength checks to push you back.*

No puny monodrone is gonna push my boys back! Although, this tactic roll does tell me more about their intention, and solidifies the plot point that they were placed here as guards. Hmmm...

Time to roll initiative and get this thing done!

I roll initiative and write the order directly on the flipmat, as you can see above. Flipmats rule. You can see how these things are such great accessories for solo

play, they just add another level of engagement.

Straight away, my dwarven paladin Brommar moves up and destroys the first monodrone with one sweep of his greatsword Orenmir. Now it's the remaining monodrone's turn, and I go to the second table in Chapter 15, which is a round-by-round monster reaction table. Again, you might just ignore this and decide what you think the creature would do yourself. I like rolling as it adds an air of unpredictability.

Monster Reaction Table (round by round)

d100 roll: 59 - *Creature uses its main attack.*

This is the most common result from this table, with about a 40% chance of occurring every round. Other rolls are dependent on circumstance. One roll might direct the monster to flee if it has lost 50% or more of its hp, otherwise it will use its main attack, as above. Generally, they attack.

Occasionally I roll a d4 to determine which of my PCs the monster attacks, but in this case I decide the monodrone will go for Brommar, who is now just two squares away, and just killed its ally so it's pretty

brassed off. But against Brommar's AC 18?
No chance.

Monodrone attack: 19 + 2 = 21.

Why you little...

The modron pokes Brommar with its javelin, but then just rolls 1 damage. Puny little sucker. Time for Rhakhar to finish this!

Which he does, and combat is done.

I make a d100 roll to determine if there is loot here, as per the earlier direction. It comes up at 16...

Loot Roll (30%)

d100 roll: 16 - Yes.

Nice. From here I go to the loot tables in Chapter 17 and roll on the CR 1/8 Individual Treasure Table.

12 sp, yaayyyy! I make a note of this in my inventory, and also give 25 xp to each of my PCs. (2 CR 1/8 monsters = 50 xp, divided between two PCs).

Is there anything else in the room, I wonder. First, I'll make an investigation check for both characters. They both roll low, unfortunately, so even if there was something to find, they aren't gonna find it. If they rolled a bit higher, I would then make a Q/A roll to determine whether there was actually anything to find.

I'll also make rolls for Secret Door (10%) and Clue (30%).

For the clue roll, I get a 56 on my d100, which tells me there are no clues in here. If there were, I would go and roll on the *Clue Table* in Chapter 8.

Onward we go, back to the Passage Table. I decide to take the east tunnel. A passage contents roll turns up nothing. Journeying east, we find a door, smashed, hanging off its hinges, and a room beyond. The Room Contents roll gives me the following.

Room Contents Table

d100 roll: 12+30=42 - NPC (enemy or ally of the PC) near death (1d4 levels less than you, minimum Level 1), unconscious, Level appropriate Hard Encounter. Enemy or enemies reduced to 50% hp. Loot 50%. A battle has

obviously gone on here - the NPC has fought a powerful creature, and lost, but has damaged it somewhat.

What have we stumbled on here?

The L2 hard encounter for 2 PCs comes up as a Scout, a CR 1 creature. A few rolls on the NPC table, and I know that the scout is a man. The NPC on the ground is a man too, a sorcerer, but is presently unconscious.

Who is the villain here?

My PCs don't know, but I as pseudo-DM (I use that phrase a fair bit) can ask some questions.

Question: Does the scout seem to react favourably to our arrival?

(Straight d20, no modifier. There's no reason why this would be likely or unlikely).

D20 roll: 4 - No.

Answer: Ok, so Brommar gets a bad feeling from this guy. I also decide I'm going to roll on the disposition table for this guy, and I get **89: Reckless.**

It's not looking good, and the Scout is saying nothing to make us believe he is a good guy. Looks like we're into it again! Long story short, Brom and Rhakh make short work of the scout (who was at half hp anyway) and then revive the sorcerer. Turns out his name is Farriss Bokkello, and there's a possibility he might know something about the goings-on in here.

Question: Was Farriss a prisoner here?

d20+2 (likely) roll: 9 + 2 = 11 - Maybe.

Farris is delirious and we can't get much sense out of him. Perhaps he manages to mutter a few words.

Let's roll on the Situations Table and see exactly what words he mutters!

4 rolls on the Situations Table gives us the following words:

Near - Transform - Wound - Collaborate.

OK, perhaps these aren't the exact words that Farriss says, but this is the general gist that Rhakhar and Brommar get. What can they interpret from these words?

Interpreting the Situation Table Words

The room where the main bad guy is hiding out is nearby, and this is where Farriss was kept prisoner. He tried to escape but was caught and wounded by the scout. Farriss did manage to get a couple of hits in though. Perhaps now you could help him escape?

Rhakhar tries to ask him if he was held prisoner there, but a Q/A roll determines that he doesn't get any sense out of the sorcerer, who is in very poor shape.

Leaving Farriss there, the boys decide to search for a secret door back in the main room. Q/A says it's there, and returning there, Rhakhar makes a successful investigation check and they find it.

Final Encounter

Right, so I'm thinking that I should probably design this encounter. Since the scout encounter (which was supposed to be "hard") was a bit of a pushover for my PCs (any number of things can skew an encounter in a particular direction), I'm going to make the next one "deadly", just so I feel justified in gaining a treasure hoard.

Once more, I go to the 2 PC Conversion Table, and see that a 2-PC Level 2 deadly encounter is equivalent to a single-PC Level 3 deadly encounter. Rolling on that table, I get the following.

Level 3 deadly d6 roll: 6 - 1 CR ½ + 1 CR ¼ + 1 CR 0 monster.

OK, that sounds pretty deadly all right, especially for a couple of Level 2 PCs! But I want to make this a proper boss fight, so I'm going to choose (rather than roll randomly) a nice combo of creatures that suit the storyline I've developed already.

Dungeon CR ½: Skulk
Dungeon CR ¼: Oblex Spawn
Dungeon CR 0: Homunculus

That's my trio. The Skulk somehow managed to summon an Oblex Spawn, whose presence here is disturbing the

natural equilibrium. He also has a Homunculus as a minion, and these are the three that my guys will find when they stumble through the secret door! (They learnt that the chamber was behind a secret door from the sorcerer Farriss).

But first, is it trapped, and do my PCs notice?

If it's trapped, then either the Skulk crafted the trap, or took advantage of an existing trap and decided to use that room as a base. I think the second is the more likely scenario, as Skulks are more known for their cunning than their crafting abilities, so I make a Q/A roll.

Question: Is this room trapped?

d20+4 (highly likely) roll: 12 + 4 = 16 - Yes.

Did the skulk take advantage of an existing trap?

d20+4 (highly likely) roll: 19 + 4 = 23 - Yes (emphatically).

Skill checks

But the question is, do my boys think to look for it, (perception or insight check) and if so, do they notice it?

It is expected that as you will play, you will make skill checks as you see appropriate for your PCs. For this purpose, you can use the DCs given on p.238 of the DMG as your guide.

Difficulty	DC
Very Easy	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30

What is the likelihood they will notice the trap? I don't really know, so in this situation I would go with *moderate*, a pretty safe DC for most situations.

The other option is to return to the Random Dungeon Generator (Chapter 8) to roll on the Traps Table.

This generates the basic details of any trap, including Trap Type, Notice DC, Save DC and Damage.

I choose the second option, and make four rolls on the Trap Table, which generates the following trap.

Trap Table Rolls

Trap Type: (96) - *Trapdoor*

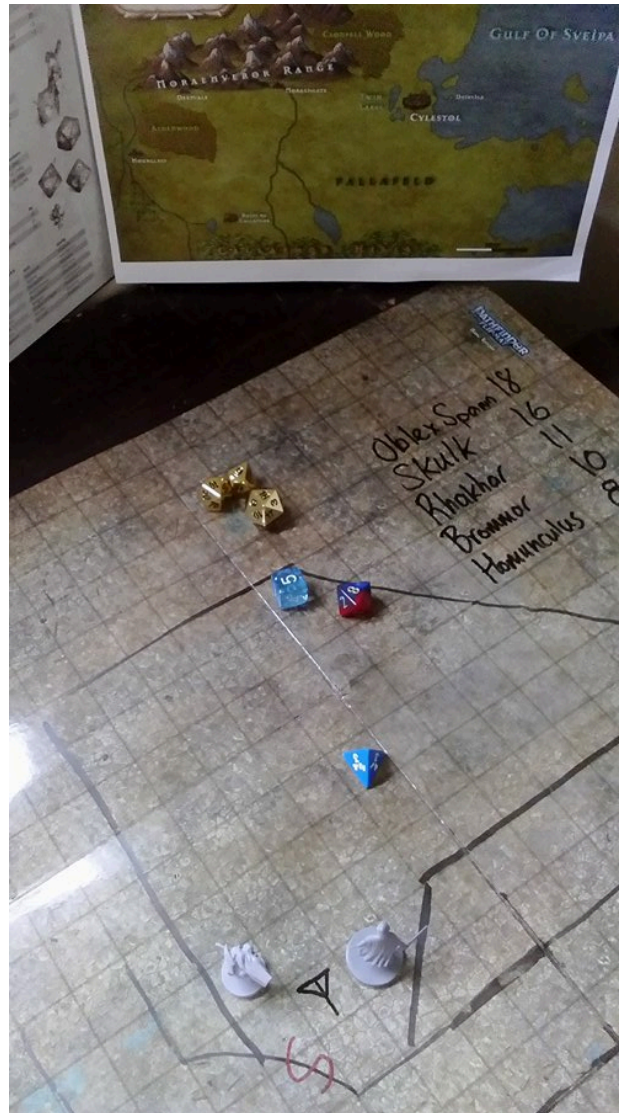
Notice DC: (27) - *DC 11*

Save DC: (92) - *DC 17 (Yikes!)*

Damage: (46) - *2d6*

Thankfully, both Brommar and Rhakhar make the dexterity save to avoid the trapdoor! Now, they stand face to face with their adversaries, the cause of all this recent chaos in Hourglass! Seeing their three enemies, Brommar and Rhakhar must find their inner courage - this could very well be a fatal encounter if they don't keep their nerve!

Three d8 rolls (one for each creature) establishes the distance of the creatures from Brommar and Rhakhar. Then, we roll initiative (I choose not to roll on the Monster Intentions Table for this encounter) and the heat is on!



Brommar and Rhakhar vs Skulk, Oblex Spawn & Homunculus.

I decide to roll on the Monster Reaction table every now and then during this encounter. The Oblex Spawn has the first attack, and it rolls 14 on the reaction table: *Creature makes an attack, then moves away, provoking an opportunity attack if necessary.* Rhakhar takes advantage of this and lashes out at the spawn, causing 8 hp of damage. The skulk then moves on Brommar, and I roll on the reaction table, getting 27: *If there is more than one enemy attacking the PC, they move to flank the PC on opposite sides.* The Skulk moves in and makes its first attack on Brommar, reducing him to 5 hp on its first attack! Things are looking dire! Since the Skulk is invisible, I rule that Brommar and Rhakhar will have

disadvantage on all their attacks. They are hideously underprepared for this encounter. Despite Brommar using Lay on Hands on himself, he still does not manage to turn the tide of battle.

The battle continues, and the Oblex Spawn is defeated, but the Skulk and Homunculus are not, and finally, flanking poor Brommar, they down him.

In a last desperate bid, Rhakhar grabs Brommar under the arms and drags him out (successful athletics check) provoking opportunity attacks from both the Homunculus and the Skulk, which somehow miss... Rhakhar gets Brommar out to the adjoining chamber. As this is their lair, I decide that the Skulk does not follow, and they are able to escape.

Rhakhar makes a medicine check on Brommar, bringing him back from the brink.

Next time, perhaps I'll think twice before setting up a deadly encounter! The encounter did what it said on the tin; it was definitely deadly for my PCs. If they had rolled a little better, and if they didn't have disadvantage, perhaps they might have survived, but as it was they were incredibly fortunate to escape with their lives. The Skulk and the Oblex Spawn that he summoned still hold sway in this cursed temple!

Perhaps our two PCs will go and do some research so they can find out how to defeat this thing, or just use their cunning and come up with a way to defeat an invisible monster. Or, perhaps they will leave it to some more experienced adventurers.

SUMMARY

So basically, you can see that using this system requires you to jump all over the place, accessing different tables from different chapters when needed. Get familiar with the contents menu on the left of the pdf. Open it using the bookmarks icon. Getting to grips with this will enable

you to move very quickly between the tables and tools you need to access.

RESOURCES USED

Many thanks to the authors of the following resources, which were used in the creation of this book, *The Solo Adventurer's Toolbox*.

- *Dungeon Master's Guide / Player's Handbook / Xanathar's Guide to Everything* by Wizards of the Coast.
- *Expanded Armory & Gear* by Jason Mendell
- *Traders & Merchants!* by Warlock Homebrew
- *Massive Profession Addition* by Benjamin Brews
- *Martial Arms Training Manual* by Clan Crafter Hralding
- *Loot The Room Trinkets* by Loot The Room
- *Loot The Room Trinkets Too* by Loot The Room
- *100 Creepy Yet Meaningless Encounters for Caverns & Dungeons* by Grim's Amazing d100 Tables

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