## Example Random Encounter Tables

The following are different tundra environments across varying levels of gameplay, complete with random encounter tables you can use when the players are traversing them. You can plug these right into your games, modify them to better suit your campaign, or simply use them as inspiration for creating and running your own river encounters.

Each environment has a DC determining its foraging difficulty and an activity level suggesting how often to roll for a random encounter. Creature names with asterisks have new stat blocks listed at the end of the document, and those with two asterisks have stat blocks listed right after the encounter table. There is also some information on the types of weather events likely to happen in these environments and what their DC range should be.

Not every encounter is meant to be a fight the players should be forced into. If the players are on the lower end of the level range, some of the encounters might be overwhelming for them, and they should have the option to attempt to avoid combat through other interactions, hiding, or fleeing. You can avoid encounters that seem like they wouldn't fit the current situation or modify them as needed.

### Ice Pine Tundra (Level 1-4)

\*\*Activity Level:\*\* 1 Encounter per 4 Hrs. of Travel <br>

\*\*Foraging DC:\*\* 20 <br>

\*\*Navigation DC:\*\* 10 (15 without roads or markers) <br>

\*\*Weather DC:\*\* Save DCs for weather events range from 10-15.

* Boreal region that earned its name from the pine forests spread across its landscape interspersed with open stretches of hill snow
* Recently a trio of renegade crone apprentices have abandoned their teachers and come here seeking to test their mystic powers
* They attempted to summon and bind creatures from the fey wild to their will, but the kallikantzaroi they conjured have proven unruly and now rampage across the wilds unchecked
* The kallikantzaroi have disrupted the wilds with rampant deforestation and their presence is driving the wild life to behave more erratically

### Winter Cursed Vale

* This valley once bloomed with life and was home to bustling fiefdom
* The valley has fallen under a curse that plunged it into never ending winter
* What’s worse, the dead no longer lay quite here and the valley is plagued by roaming undead
* Coming and going from the valley is dangerous and those still living here fight for survival every day
* Hill giants in the surrounding areas of taken advantage of the chaos and regularly lead bands of ogres into the vale to pillage whatever they can find
* The current state of the ruling nobility and their possible connection to the curse remain a mystery

### The Far Glaciers

* This partially frozen sea is home to a remote archipelago with no known settlements and few visitors
* Even animal life here is rare as the islands extreme cold make them inhospitable
* Though much of the islands here are buried under thick sheets of ice, some scholars believe these islands were not always this way and may have been home to an ancient advanced civilization
* A few artifacts have been discovered here to lend credence to this theory, but few who explore the glaciers return to tell the tell
* The deathly cold and glacial hazards spell doom for many explorers, but those who’ve ventured deeper into the ice and made it back alive rave about forgotten horrors buried within the ice and mighty constructs powered by arcane technology never seen before
* These ravings a generally dismissed as a result of the madness one experiences from venturing into the deepest, coldest recesses of the world

### The Demon Wastes

* This wasteland in the far north exists near a planar overlay with a demonic realm
* The demonic influence has warped the land, and it is beset by frequence incursions of warmongering demons seeking to slaughter everything in their path
* Demon worshipping barbarian tribes flock to the demon wastes, looking to test their might and prove their worth to their demon gods
* The land does not take kindly to its desecration by these demonic forces. Aggressive elementals and supernatural wildlife fiercely attacks anyone who they see as intruding on their lands.