



Random Tables

Grassland Encounters



Creatures, Non-Combat, Locations, Items.

Support for Volo's & Mordenkainen's

GRASSLAND ENCOUNTER TABLES

VGtM = Volo's Guide to Monsters.
MToF = Mordenkainen's Tome of Foes

GRASSLAND ENCOUNTERS (LEVELS 1-4)

d8+d12

2	1 gorgon or 1d4 giant eagles
3	1d4 giant vultures or 1d3 pegasi
4	2d4 orcs or roll on Orc Encounters lvl 1-4
5	1d4 scarecrows or 1d6 hobgoblins mounted on worgs
6	1d6 lions or 1d6 cockatrices
7	1d2 elephants or 1d4 bronze scouts (MToF)
8	1d2 ankhegs or 1d2 swarms of insects
9	2d4 goblins and 1 bugbear or roll on Goblinoid Encounters lvl 1-4
10	2d6 tribal warriors on riding horses or roll on Mount & Riders lvl 1-4
11	2d6 elk or roll on Beast Encounters
12	1d3 centaurs or roll on Humanoid Encounters
13	3d6 hyenas and 1d2 giant hyenas or roll on Beast Encounters
14	2d4 axe beaks or roll on Beast Encounters
15	1d2 tigers or 2d4 bandits mounted on pteranodons
16	1d4 gnolls on giant hyenas or roll on Gnolls lvl 1-4
17	1d3 rhinos or 1 leucrotta (VGtM)
18	1d4 scouts on hippogriffs or 2d6 jackals and 1d2 jackalweres
19	1d4+1 thri-kreen or 1d2 vampiric mists (MToF)
20	1 bulette or 1 oaken bolter (MToF)

GRASSLAND ENCOUNTERS (LEVELS 5-10)

d8+d12

2	1d2 tyrannosaurus rexes or 1d2 howlers (MToF)
3	1d4 manticores or 2d6 griffons
4	1d3 air elementals or 2d4 stegasauruses (VGtM)
5	1d4 tigers and 1d4 weretigers or 2d4 ankylosaurus
6	4d6 gnolls lead by a gnoll pack lord or roll on Gnolls lvl 5-10
7	1 bulette or 1d6+1 ogres led by 1 ogre battering ram (MToF)
8	1d4 ogres mounted on elephants or 2d6 aurochs (VGtM)
9	2d4 berserkers on riding horses or roll on Mounts & Riders lvl 5-10
10	2d6 centaurs or 1d4+2 yeth hounds (VGtM)
11	Roll on Grassland lvl 1-4 or 2d4 elephants
12	1d4 triceratops or 2d6+2 rhinos
13	3d6 tribal warriors lead by 2d4 scouts or 1d4 iron cobras (MToF) with 1 stone defender (MToF)
14	2d6 orcs led by 1 orc war chief or roll on Orc Encounters lvl 5-10
15	1 cyclops or 2d4 sword wraith warriors (MToF)
16	3d6 hobgoblins lead by a hobgoblin captain or roll on Goblinoid Encounters lvl 5-10
17	1 chimera or 1d4+1 brontosauruses (VGtM)
18	2d6+3 bugbears lead by a bugbear chief or 1 spring eladrin (MToF)
19	1d4 gorgons or 1d3 hill giants and 1 mouth of Grolantor (VGtM)
20	1 young gold dragon



GRASSLAND ENCOUNTERS (LEVELS 11+)

d8+d12

2	1 adult gold dragon or 1 zaratan (MToF)
3	2d4 gorgons
4	2d6 gnolls and 1d4+2 gnoll fangs of Yeenoghu mounted on giant hyenas
5	6d6 hobgoblins on riding horses lead by 1 hobgoblin warlord
6	5d6 centaurs or 2d4 gnolls and 1 flind (VGtM) mounted on leucrottas (VGtM)
7	1d4+2 chimeras or 1 cadaver collector (MToF)
8	2d4 hill giants or 2d4 sword wraith warriors (MToF) led by 1d2 sword wraith commanders (MToF)
9	3d6 elephants 2d6 gnoll flesh gnawers (VGtM) led by 1 shoosuva (VGtM)
10	3d6 veterans mounted on warhorses
11	Roll on Grassland lvl 5-10 or 1d6+2 brontosauruses (VGtM)
12	2d6 triceratops
13	2d4 air elementals or 1d4 spring eladrin (MToF)
14	3d6 phase spiders or 1d6 hill giants with 1d3 mouths of Grolantor (VGtM)
15	2d4 weretigers and 1d6 tigers
16	1 djinni and 1d4 air elementals or 1d2 eidolons (MToF)
17	1d4 tyrannosaurus rexes or 1d4+1 howlers (MToF)
18	1 cyclops with 2d4 elephants
19	1d3 djinni
20	2 young gold dragons or 1 elder tempest (MToF)

LOCATION TABLES

Use Wilderness, Semi-Civilized or Unusual table for an encounter location.

The Grassland Location Detail and Grassland Combat Terrain can be used to customize the location.



GRASSLAND EDGE OF WILDERNESS LOCATIONS

In italics are optional extra details.

d8+d12

- | | |
|----|--|
| 2 | A grassy mesa covered in mushrooms (<i>a storm is approaching</i>) |
| 3 | A grove of dying shrubs and a narrow cave entrance (<i>the area is in an area affected by a mirage arcana</i>) |
| 4 | A copse of birch trees (<i>the area is sacred to a power of air</i>) |
| 5 | Hot springs by a wide hollow (<i>near a pair of hidden cave entrances</i>) |
| 6 | An area of rock-strewn ground (<i>there is an inscription here in Goblin</i>) |
| 7 | An reed-filled stream near a weathered rock. (<i>there is a covered rowboat</i>) |
| 8 | A deep ditch surrounded by dirt (<i>there are several ant hills</i>) |
| 9 | A field of tall grass. (<i>there is smoke from a fire</i>) |
| 10 | A steep-sided mesa (<i>rain is falling</i>) |
| 11 | A stream flowing into a deep river and a few saplings (<i>there is bright sunshine</i>) |
| 12 | A shallow hollow by a rapid stream. (<i>there is the bones of a boar</i>) |
| 13 | A ring of pink mushrooms surrounded by mud (<i>close to a waterfall into a shallow lake</i>) |
| 14 | A meadow of heath with a patch of pinkish flowers (<i>there is a torn tent</i>) |
| 15 | A copse of palm trees. There is a mound of rocks (<i>close by is a muddy sinkhole</i>) |
| 16 | A clear stream with banks of exposed rock (<i>close by is a steep hill</i>) |
| 17 | A large enchanted pool fed by a spring and a weathered rock (<i>something is shouting for help nearby</i>) |
| 18 | Insect-covered shrubs with a patch of golden flowers (<i>there is a wagon wheel</i>) |
| 19 | A vegetable garden (<i>there is a dusty wind from the north-west</i>) |
| 20 | A shallow valley with a collapsed sinkhole (<i>close by is a grove of dead trees</i>) |

GRASSLAND SEMI-CIVILIZED LOCATIONS

In italics are optional extra details.

d8+d12

- | | |
|----|---|
| 2 | A ruined tomb by a deep stream (<i>nearby is a Mordenkainen's magnificent mansion</i>) |
| 3 | A shrine to a power of love (<i>it is misty</i>) |
| 4 | A covered tunnel entrance by a shrine to a power of protection (<i>there are pig tracks that look recent</i>) |
| 5 | A ferry over a deep river (<i>the area is protected by a spirit</i>) |
| 6 | A dusty hamlet and a drying waterhole (<i>there is a foul stench in the air</i>) |
| 7 | A green slope with a small beast pen (<i>there is a wanted poster</i>) |
| 8 | A deep waterhole surrounded by crops (<i>there is a bright tent</i>) |
| 9 | A lonely windmill (<i>there are several scarecrows</i>) |
| 10 | A worn path by an abandoned campsite (<i>nearby is a rugged ravine</i>) |
| 11 | A winding track up a grassy slope (<i>it is dusty</i>) |
| 12 | A shallow river and a hut (<i>near a steep trail</i>) |
| 13 | Stepping stones over a dried-up river (<i>there is a brisk breeze from the south-west</i>) |
| 14 | An abandoned hamlet (<i>there is a spectacular view</i>) |
| 15 | A group of brown tents (<i>close by is a shrine to a power of life</i>) |
| 16 | An aqueduct feeding a field of crops (<i>nearby is the fresh corpse of a humanoid</i>) |
| 17 | An ornate tomb (<i>there are giant hyena tracks less than a day old</i>) |
| 18 | A group of circular tents by a shallow waterhole (<i>there is a programmed illusion here</i>) |
| 19 | A tower sheltered by a line of trees (<i>there are the remains of a giraffe</i>) |
| 20 | A bridge over a deep ravine (<i>nearby is a crumbling aqueduct</i>) |



GRASSLAND UNUSUAL LOCATIONS

d8+d12

- 2 A brightly-decorated watchtower sits where a reed-filled stream joins a river. Two bridges are disguised by a *hallucinatory terrain*.
- 3 A putrid river flows around a squat mesa. The summit is lined by rocks and skulls. At night there is a temple from the Shadowfell.
- 4 **The Resplendent Tomb.** A gold dragon is entombed below a magnificent tomb. Its spirits advises those who come in need.
- 5 A large pool is surrounded by fields of wavy blue grass. Marriage and other rituals performed here are blessed by a deity of love.
- 6 A path through pink flowers ends at a cave entrance. Hidden nearby are other entrances. A *forbiddance* wards the area from undead.
- 7 Overgrown gardens surround the ruins of an old temple of the sun. The area is being used to keep a variety of livestock.
- 8 **The Vigorous Escarpment.** Several ledges of flowers stand out on red cliffs. Insects fill the air and animal warrens dot the area.
- 9 A huge lizard skull is overgrown by grass and moss. A wooden shrine of nature sits beside it, with abundant offerings of flowers.
- 10 Old walls encircle huts and beasts pens. A stone tablet marks the area as protected by a spirit of the sky. Several horses are tied up.
- 11 A stone aqueduct carries water to a large field of wheat. Signs of recent activity include trenches, piles of dirt, a fence and a spade.
- 12 **Monolith of the Hounds.** Atop a barren mesa is a clockwork pillar from another time. A spectral pack from the Shadowfell is tied to it.
- 13 A permanent rainbow moves up and down a valley, descending into mist. Currently a group of bright tents is setup at one end.
- 14 A ford over a deep river is marked wooden poles. Ponies are often seen here in large numbers, as if something calls to them.
- 15 There is a ferry over a wide river, worked by a group of silent river spirits. The sounds of crickets can be heard at all times.
- 16 **Haghollow Hill.** An enchanted river flows up a hillside, disappearing into a shaft at the top. Shimmering runes mark several cave mouths.
- 17 Steam and mist surround pools fed by hot springs. During storms a *Mordenkainen's magnificent mansion* forms, lasting for a week.
- 18 An apparently empty village is built into a giant tree. Frogs of many sizes inhabit it and watch intruders, as if they are of one mind.
- 19 A gigantic stone armory is sheltered by lines of trees. A local legend tells of ancient weapons stored in caves beneath the armory.
- 20 **Lodge of the Green.** A majestic inn dominates a verdant meadow. On nights of a full moon the fey come to visit in large numbers.



GRASSLAND LOCATION DETAIL

Minor details to add to other locations

d8+d12

- 2 A thorny patch of bright flowers
- 3 A metal statue of a sun deity
- 4 A well of clear water or a pile of ivory
- 5 The diseased corpse of a rhinoceros
- 6 A partially collapsed stone wall or a few tumbleweeds
- 7 Several large ant hills
- 8 A moss-covered barrow
- 9 A muddy waterhole
- 10 A low wooden fence or a prickly bush heavy with fruit
- 11 Several arrows in the ground
- 12 A wounded and unconscious predator
- 13 A rocky outcrop
- 14 A tree with a large nest
- 15 A hut on stilts or a wasp nest
- 16 A garden of bright flowers
- 17 A pit of rotting bodies
- 18 A large pile of stones (or bones)
- 19 The skeletons of several beasts arranged in a circle
- 20 A wooden sign warning of aggressive druids in the vicinity

GRASSLAND COMBAT TERRAIN

This terrain provides obstacles and things to use in combat.

d8+d12

- 2 A slow river with a ford (or stepping stone)
- 3 An overgrown cave entrance
- 4 An abandoned barn
- 5 A hedge of razorbush
- 6 A stream with a rowing boat pulled up
- 7 A line of tall trees or an unattended wagon with 2 draft horses
- 8 A recently dug trench with a spade or a stone bench
- 9 A pond with several wallowing boars (or giant boars)
- 10 An area of deep mud (difficult terrain)
- 11 A pavilion tent or a thick hedge
- 12 A beast pen holding ponies
- 13 Sinkhole (count as Quicksand - DMG pg 110) or roll on Grassland Hazards & Obstacles
- 14 An overturned chariot (or wagon)
- 15 A deep well covered with a wooden lid
- 16 A low cliff covered with foliage
- 17 A wooden watchtower with a bronze bell
- 18 A bubbling pool with a periodic geyser of water
- 19 A treehouse with a corpse hanging from it
- 20 A hidden cache (Perception check to spot if near) with potion of speed (or roll on Minor Grassland Treasures)

BEASTS & HUMANOIDS

These tables can be used as alternative low-level Grassland encounter tables

BEAST ENCOUNTERS (LEVELS 1-4)

d8+d12

2	1 giant elk or 1 <i>brontosaurus</i> (VGtM)
3	2d4 giant weasels or 1d2 griffons
4	1d3 swarms of insects or 1d8 giant poisonous snakes
5	2d6 boars or 1d3 giant boars
6	1d2 elephants or 2d4 <i>hadrosauruses</i> (VGtM)
7	2d4 giant wasps or 2d6+6 Deer
8	1d2 tigers or 2d6 cows (rothe, VGtM)
9	1d3 rhinos or 2d6+2 <i>velociraptors</i> (VGtM)
10	1d6 lions or 1d6 pteranodons
11	2d6 goats and 2d4 giant goats or 2d6 wolves led by 1 worg
12	3d6 riding horses or 3d6 hyenas
13	2d4 worgs or 1d3 aurochs (VGtM)
14	2d4 axe beaks or 1d4 leopards (<i>panther</i> stats)
15	3d6 elk or 1d2 ankylosauruses
16	3d4 jackals or 1d6 giant wolf spiders
17	1d4 giant vultures or 1d4 <i>deinonychuses</i> (VGtM)
18	1d3 allosauruses or 2d4 stinges
19	1d4+1 giant hyenas or 2d6 flying snakes
20	1 triceratops or 1 <i>stegosaurus</i> (VGtM)



GRASSLAND MOUNTS

For medium-size npcs & leaders, with options for other sizes.

d4+d6

2	hippogriff or <i>triceratops</i>
3	warhorse or <i>allosaurus</i>
4	giant hyena or <i>hadrosaurus</i> (VGtM)
5	axe beak or <i>pteranodon</i>
6	riding horse or <i>aurochs</i> (VGtM)
7	giant goat or worg
8	giant boar or pony
9	rhino or elk
10	elephant or griffon

GRASSLAND HUMANOIDS (LEVELS 1-4)

d8+d12

2	1d2 veterans
3	1 wereboar
4	1d3 ogres or 1d4 hobgoblins and 1 ogre bolt launcher (MToF)
5	1d6 orcs led by 1 orc eye of Gruumsh or roll on Orc Encounters lvl 1-4
6	1d2 scouts mounted on griffons or 1 ogre battering ram (MToF)
7	1 orog mounted on a worg or roll on Orc Encounters lvl 1-4
8	1d6 jackalweres or 1d4 goblins carried by 1 ogre howdah (MToF)
9	1d4 Commoners with 3d6 Goats or 1d2 ogre chain brutes (MToF)
10	1d4 gnolls mounted on giant hyenas or roll on Gnoll Encounters lvl 1-4
11	1d6+1 tribal warriors mounted on axebeaks
12	1d3 centaurs
13	1d6 hobgoblins mounted on worgs or roll on Goblinoid Encounters lvl 1-4
14	2d6 bandits lead by 1 bandit chief
15	3d4 goblins or roll on Goblinoid Encounters lvl 1-4
16	1 druid with... (roll on Beast Encounters) or 2d4 scouts
17	1d4 bugbears with 1 goblin or roll on Goblinoid Encounters lvl 1-4
18	1d4+1 thri-kreen
19	1 gnoll fang of Yeenoghu and 2d4 hyenas or roll on Gnoll Encounters lvl 1-4
20	1 weretiger

GRASSLAND CHARACTER RACES

Use this table for tribal warriors, scouts and other NPCs

d4+d6

2	Hill dwarf or kobold (VGtM)
3	Tiefling or orc (VGtM)
4	Half-orc
5	Lightfoot halfling or tabaxi (VGtM)
6	Human
7	Dragonborn (gold) or aasimar (VGtM)
8	High elf or goblin (VGtM)
9	Half-elf or hobgoblin (VGtM)
10	Forest gnome or bugbear (VGtM)

NON-COMBAT ENCOUNTERS

GRASSLAND NON-COMBAT CREATURE ENCOUNTERS

Most encounters below retreat, hide or surrender in combat. or searching for mate or hungry or scavenging or marked in some way

d8+d12

- 2 A saddled **pteranodon** (or **hippogriff**) is carrying an unconscious rider. It lands nearby and looks hopeful.
- 3 A **psychic gray ooze** (telepathy 60 ft.) is crossing plains to reach a friend. Scared of strange world and asks for travel advice.
- 4 A pack of enchanted **lions** trail group, acting friendly towards one character. Aid party if in trouble and bear symbol of local faction.
- 5 A wounded **rhinoceros** (or **mammoth**) has been attacked and is nudging a dead companion. There are recent tracks of ivory hunters.
- 6 Several **pixies** and **satyrs** are picking berries. Invite group to join them in making drinks and an evening of revelry at nearby gathering.
- 7 A herd of inquisitive **ponies** (or **riding horses**) watches group. One inquisitive member has a saddle and stuffed saddlebags.
- 8 A **flying snake** is carrying a small tube with message but is stuck in a net. Friendly if rescued. Message relates to local villain (or ruler).
- 9 Several halfling **commoners** led by a **druid** travel on wagons. They are trader and entertainers. Engage the party in friendly conversation.
- 10 Several **tribal warriors** have a large herd of cattle (or other livestock) which they are driving to a market. Hail party for news and talk.
- 11 A **cambion** (or **succubus** / **incubus**) is driving a colorful wagon. They are a trader in unusual pets from different planes and terrains.
- 12 A uniformed **scout** on a scarred **griffon** hails group. Asks them about plans and warns them of renowned goblinoid (or gnoll) raiders.
- 13 An **invisible stalker** (or **air elemental**) is the ancient spirit of a fallen people. Tries to guide them through area and shown local ruins.
- 14 A **goblin** (or **goblin boss**) on a **giant wolf spider** invites party to join for food. Is a scholar on spiders and currently cooking spider stew.
- 15 A few **thri-kreen** are keen to trade for metal. Observing a two week period of non-violence. One can speak Goblin (or Draconic)
- 16 A philosophical **frost giant** has traveled far on a quest to find a family of cloud giants and their cloud castle. But keeps getting distracted.
- 17 A talking **phase spider** (Int 12, Common) is a Feywild (or *Shadowfell*) guide. Can take party to a crossing for secrets or a riddle contest.
- 18 A pair of **veterans** drive a covered wagon with several domesticated animals. Looking to settle down and build a farm nearby.
- 19 A few **deep gnomes** (or **kuo-toa**) are trying to find a way back down to the Underdark. Totally afraid of everything above ground.
- 20 A community of shapechangers hide in a herd of **elk**. Include at least **druid**, **oni**, **hag** and **adult gold dragon**. Have a pact to maintain peace. Try to figure out if any of group are shapechangers.

QUICK GRASSLAND NPCs

d4+d6

- 2 Circu is an agitated **aarakocra** scholar adorned with copper rings. They are researching something connected to a quest of the party.
- 3 Xanaphia is a grumbling **green hag** carrying a rusty spade. They adore music and ask lots of questions about the characters.
- 4 Galinndan is a bald **noble** with an outrageous hat. They are traveling the world, stopping every hour to paint their surroundings.
- 5 Lian is a stylish **druid** wearing a cloak of feathers. They train horses and constantly make horse-related puns.
- 6 Grigor is a lithe **tribal warrior** with a crooked posture. They love making philosophical quotes and have two enthusiastic dogs.
- 7 Sai is a proud **veteran** (Stealth +3, Survival +2, Armor Class 15 - breastplate). They constantly puff away at a smoking pipe. They protect the local wilderness and attempt to follow at a distance.
- 8 Glory is a heartbroken tiefling **spy** carrying a harp on their back. They are attempting to write a book describing different forms of love.
- 9 Tibor is a **berserker** with fresh tattoos on a **giant lizard** (or a *dinosaur*). They seek glory at any cost and offer their services as a guide.
- 10 Jandar is an expressive **mage** (or **archmage**) with gemstone teeth. They are cursed by a nearby warlock and have a reputation as a thief.

GRASSLAND HAZARDS AND OBSTACLES

Encounters to hinder, threaten or inconvenience the characters. Option to combine with a creature encounter.

d8+d12

- 2 A shrine of the sky with a talking animal statue. It is protected by a **hallow** spell and can cause a curse (or **geas**)
- 3 An abandoned wagon with recent tracks leading away
- 4 A thunderstorm is approaching
- 5 Large amounts of dust (or *harmless insects*). Disturbing causes light or heavy obscurement.
- 6 A heavy (or *ghostly*) mist descends around party
- 7 An **simple pit trap** (DMG pg 122) camouflaged with foliage
- 8 A large dust devil (or *whirlwind*)
- 9 Sinkhole (count as Quicksand - DMG pg 110) or a nest of angry wasps
- 10 Heavy rain (or *hail*) (Heavy Precipitation - DMG pg 110)
- 11 A stampede of wild (or *domestic*) herd beasts
- 12 A flooded river crossing or a recently dug pit with a trapped animal
- 13 Gusting winds (Strong Wind - DMG pg 110)
- 14 Several beasts (or *corpses*) infected with disease (DMG pg 257)
- 15 An area (or *maze*) of razorgive (DMG pg 110)
- 16 A large insect swarm is approaching (as *insect swarm*)
- 17 Brush fire and smoke or several patches of quicksand (DMG pg 110)
- 18 Flash floods
- 19 An ancient shrine protected by *forbiddance*
- 20 A portal to the Upper Planes (or a *plane of air*) in a shallow hillside cave (or a crossing to the Feywild)

GRASSLAND OBJECTS AND TREASURES

GRASSLAND MUNDANE ITEMS

Discarded objects, quick loot or extra NPC equipment

d8+d12

- 2 a packed up tent or a wagon wheel
- 3 a leather journal with animal pictures
- 4 an explorer's pack or cooking pot
- 5 a short bow
- 6 a well made shoe or a flute
- 7 a belt pouch full of colored sand
- 8 a wooden shield or bucket filled with water
- 9 a quiver of arrows
- 10 an bedroll or a wooden figurine of a horse
- 11 a leather saddle
- 12 a reed basket or an animal pelt
- 13 a half-finished map of local landmarks
- 14 a torch or a sack of trail rations
- 15 a wooden mask of a lion
- 16 a walking staff or a dagger
- 17 a handcart
- 18 an empty water flask or an elephant's tusk
- 19 a spear with runes in Goblin
- 20 a Potion of Speed or roll on Minor Treasures

GRASSLAND MINOR TREASURES

d8+d12

- 2 A long piece of ivory inscribed with small writing and pictures. It describes the saga of a local legend. Worth 1000 gp
- 3 Arrow of Slaying
- 4 1d4 transparent red garnets that glow different colors as the winds shift. Worth 250 gp each.
- 5 Potion of Speed or 1d2 beans from a Bag of Beans
- 6 A piles of drawings of local landmarks with short descriptions
- 7 Potion of Flying or Potion of Greater Healing
- 8 2d6 silvered arrows or 2d4 tents
- 9 Dust of Dryness or Dust of Disappearance
- 10 A military saddle or cartographer's tools
- 11 Potion of Animal Friendship or 2d10 Ammunition +1
- 12 Artisan's tools (leatherworker's tools, painters supplies or weaver's tools)
- 13 Spell Scroll of wind wall (or fly)
- 14 Furs and pelts of grassland beasts worth 75 gp
- 15 Quaal's Feather Token (any)* or Potion of Gaseous Form
- 16 3d6 carved figurines depicting different grassland animals. Worth 25 gp each
- 17 Potion of Clairvoyance or Elemental Gem (air)
- 18 A pouch with 20 lb. of saffron or a chariot
- 19 Spell Scroll of control weather (or wind walk)
- 20 A book describing various nearby ruins. A note promises a reward if returned to its archmage owner. or a spyglass



GRASSLAND MAGIC ITEMS (d20)

Use 1d8 for Uncommon items, 1d8+8 for Rare, 1d4+16 for Very Rare & Legendary

1d20

- 1 Bracers of Archery or Quiver of Elhonna
- 2 Stone of Good Luck or Eversmoking Bottle
- 3 Wind Fan
- 4 Saddle of the Cavalier or Gloves of Missile Snaring
- 5 Bag of Tricks - Grassland (1d8 - 1. jackal; 2. vulture 3. boar 4. leopard (**panther** stats) 5. giant wasp; 6. pteranodon ; 7. lion ; 8. rhinoceros)
- 6 Eyes of the Eagle or Bag of Holding
- 7 Winged Boots
- 8 Boots of Springing and Striding
- 9 Arrow-Catching Shield or Horseshoes of Speed
- 10 Cape of the Mountebank or Figurine of Wondrous Power - Bronze Griffon
- 11 Ring of Animal Influence or Wings of Flying
- 12 Boots of Speed or Heward's Handy Haversack
- 13 Sun Blade or Ring of Free Action
- 14 Figurine of Wondrous Power - Golden Lions (or Marble Elephant)
- 15 Staff of Healing or Bag of Beans
- 16 Ring of Evasion or Censer of Controlling Air Elemental
- 17 Staff of the Four Winds (as staff of frost except spells are gust of wind - 1 charge, wind wall - 3 charges, fly - 3 charges, wind walk - 6 charges)
- 18 Horseshoes of a Zephyr or Dancing Sword
- 19 Carpet of Flying or Ring of Elemental Command - legendary
- 20 Oathbow or Ring of Djinni Summoning - legendary

ACTIVITIES & COMPLICATIONS

GRASSLAND ENCOUNTER ACTIVITY OR STATE

d8+d12

- 2 One or more are close to death or *infected with a disease*
- 3 They are investigating (or *playing with*) an item (roll on Grassland Mundane Items)
- 4 They are washing themselves or *one of them is mutilated (or mutated) in some way*
- 5 One or more are injured (not at full hit points or reduced speed);
- 6 They are fleeing a nearby threat (or *disaster*)
- 7 They are making lots of noise or *they are resting*
- 8 They are chasing (or *being chased by*) something or *they are waiting for someone (or something)*
- 9 They are in (or *washing in*) a water source or *they are tired*
- 10 They are stalking (or *being stalked by*) something or *they are eating*
- 11 They are hiding (or *resting*) in long grass or *they are drinking (or collecting) from a water source*
- 12 They are hiding from (or *watching*) a threat or *near to their home*
- 13 They are partway through (or *starting*) a journey (or *migration*)
- 14 They are sheltering from bad weather or *they are searching for sustenance (or a companion)*
- 15 They have young with them or *they are making a new home*
- 16 One or more of them are trapped in (or by) something or *one of them is close to giving birth*
- 17 They are investigating a dead body (roll on Quick Grassland NPCs) or *they guard the local area*
- 18 They bear markings (or *symbols*) of a sky deity (or a local faction)
- 19 One is larger than normal (extra hit points) or *they are running*
- 20 One is a shapechanger or *they are haunted (or harassed) by another creature*

GRASSLAND ENCOUNTER SENTIENT ACTIVITY

Options for humanoids or other sentients. They are...

d8+d12

- 2 searching for the party (or *other adventurers*)
- 3 playing a game or *spying on someone else*
- 4 building (or *destroying*) something or *fishing*
- 5 patrolling for threats or *performing a ritual*
- 6 talking (or *trading*) with someone (roll on Quick Grassland NPCs) *
- 7 driving (or *stealing*) wagons or *foraging for sustenance (or herbs)*
- 8 lighting (or *putting out*) a fire or *making music*
- 9 following a guide (or *trail*); or *hunting a beast*
- 10 playing with a pet or *searching for a person (or place)*
- 11 lost or *preparing (or consuming) food*
- 12 herding (or *stealing*) domesticated beasts or *relaxing*
- 13 hiding in long grass for an ambush or *partway through a journey*
- 14 putting up (or *taking down*) tents or *gathering firewood*
- 15 digging (or *filling in*) a hole or *intoxicated*
- 16 making (or *following*) a map or *telling a story*
- 17 training beasts or *display the symbol of a local deity (or faction)*
- 18 having a celebration (or *argument*); or *sowing crops*
- 19 holding a funeral (or *wedding*); or *scavenging for valuables*
- 20 creating some art or *competing in a game with lots of running*

ENCOUNTER COMPLICATION OR ENHANCEMENT

d8+d12

- 2 There is a *permanent illusion* (or Mordenkainen's magical mansion).
- 3 There are *centaurs* (or roll on Grassland Humanoids) here (or nearby) as allies (or servants / mercenaries)
- 4 There is a *hallucinatory terrain* here of a mesa
- 5 There is a line of tall trees or roll on Grassland Combat Terrain
- 6 There is a hidden item (or *cache*) here. A *potion of flying* or roll on Minor Grassland Treasures
- 7 There is a stream with a rowing boat pulled up or roll on Grassland Combat Terrain
- 8 There are *lions* here (or nearby) as pets (or guards). For alternatives roll on Grassland Beasts
- 9 There is an area of deep mud or roll on Grassland Combat Terrain
- 10 There is a prisoner in the encounter or a lone traveler nearby. Roll on Quick Grassland NPCs
- 11 There is a wagon (or a circle of wagons) pulled by *draft horses*
- 12 There are recent tracks of goblinoids (or roll on an appropriate encounter table) in the area
- 13 There is a herd of boars ready to stampede or roll on Grassland Hazards and Obstacles
- 14 The creatures are carrying a magic item (or it is *hidden nearby*). Roll on Magic Items - Grassland
- 15 There is a brush fire and smoke or roll on Grassland Hazards & Obstacles
- 16 Several tents are setup inside a permanent *forbiddance*
- 17 A large insect swarm is approaching (as *insect swarm*) or roll on Grassland Hazards and Obstacles
- 18 Nearby is a herd of *elephants* (or pick from Grassland Encounters Level 11+) those encountered try not to disturb.
- 19 There is a group of adventurers of similar (or lower) level to the party in the area. They have a connection to the encounter.
- 20 There is an elemental (or *planar*) portal here or there is a crossing to the Feywild



OTHER ENCOUNTER TABLES

GNOLLS (LEVELS 1-4)

d4+d6

2	1d4 gnolls and 1 cult fanatic (of Yeenoghu) or 1d6 gnolls with 1d6 gnoll witherlings (VGtM)
3	1 gnoll fang of Yeenoghu and 1d4+1 hyenas or 1d4+1 gnoll hunters (VGtM)
4	3d4 hyenas led by 1 gnoll mounted on a giant hyena or 1d4+1 gnoll flesh gnawers (VGtM)
5	2d4 gnolls led by 1 gnoll pack lord or 2d4 gnolls led by 1d3 gnoll hunters (VGtM)
6	1d4+1 gnolls and 1 gnoll fang of Yeenoghu or 1d4 gnolls and 1 leucrotta (VGtM)
7	2d6 gnolls or 2d4 gnolls led by 1d2 gnoll flesh gnawers (VGtM)
8	1d4+1 gnolls and 1d4 cultists led by 1 gnoll pack lord
9	2d4 gnolls and 2d4 hyenas or 2d4 gnolls with 1d2 gnoll hunters (VGtM) led by 1 gnoll pack lord
10	1d4 gnolls mounted on giant hyenas or 1d3 Flesh Gnawers (VGtM) led by 1 gnoll pack lord

GNOLLS (LEVELS 5-10)

d4+d6

2	2d6 gnolls and 1d2 barluras led by 1 gnoll pack lord or 2d6 gnoll hunters (VGtM) with 1d3 leucrotta (VGtM)
3	2d6 gnolls with 2d4 giant hyenas led by 1 gnoll fang of Yeenoghu or 3d6 gnolls with 1d2 trolls led by 1 flind (VGtM)
4	3d6 gnolls with 1d2 trolls led by 1 gnoll pack lord or 2d6 gnoll witherlings (VGtM) and 2d4 ghouls led by 1 gnoll fang of Yeenoghu
5	3d6+3 gnolls led by 1 gnoll pack lord or 2d6 gnolls and 2d4 gnoll hunters (VGtM) led by 1 flind (VGtM)
6	3d6 gnolls led by 1 gnoll fang of Yeenoghu or 3d6 gnolls led by 1 gnoll pack lord bonded with 1 shoosuva (VGtM)
7	2d6+6 gnolls with 1d3 trolls or 2d6 gnolls led by 1 gnoll pack lord mounted on a leucrotta (VGtM)
8	1 gnoll fang of Yeenoghu with 1 Hezrou or 2d4 gnoll flesh gnawers (VGtM) and 1 gnoll fang of Yeenoghu bonded to 1 shoosuva (VGtM)
9	2d6 gnolls with 1d3 gnoll fangs of Yeenoghu led by 1 gnoll pack lord or 2d6 gnoll hunters (VGtM) with 1d4 trolls
10	1d3 gnoll fangs of Yeenoghu on giant hyenas with 4d6 hyenas or 2d6+2 gnolls and 1d3 leucrotta (VGtM) led by 1 gnoll pack lord



GOBLINOID ENCOUNTERS (LEVELS 1-4)

d4+d6

2	1d4 hobgoblins mounted on axebeaks with 1d2 swarms of ravens or 1 barghest (VGtM) with 1d4 goblins
3	1d6+1 goblins mounted on wolves or 1 barghest (VGtM)
4	1d4 bugbears or 1d3 hobgoblin iron shadows (VGtM)
5	2d6 goblins or 1d6+1 goblins and 1 nilbog (VGtM) with 1d3 swarms of giant rats
6	2d4 goblins led by 1 goblin boss or 1d4 goblins with 1 nilbog (VGtM) led by 1 bugbear
7	1d6+1 hobgoblins or 2d4 goblins with 1 nilbog (VGtM)
8	1d6+1 goblins led by 1 bugbear or 1d4 hobgoblins and 1 hobgoblin iron shadow (VGtM)
9	1d4 hobgoblins mounted on worgs or 1d6+1 goblins and 1 nilbog (VGtM) led by 1 goblin boss
10	1d3 hobgoblins with 1 hobgoblin captain or 1 hobgoblin devastator (VGtM)

GOBLINOID ENCOUNTERS (LEVELS 5-10)

d4+d6

2	2d4 hobgoblins led by 1 hobgoblin warlord mounted on axebeaks
3	2d6 hobgoblins with 1d6+1 giant wasps led by 1 bugbear chief or 2d4 hobgoblins and 1 hobgoblin devastator led by 1 hobgoblin warlord
4	1d6 bugbears and 1d6 goblins with 1d6+2 hobgoblins led by 1 hobgoblin captain
5	2d6 hobgoblins led by 1 hobgoblin warlord or 1d4 ogre howdahs (MToF) each carrying 4 goblins
6	1d6+3 bugbears led by 1 bugbear chief or 2d6 hobgoblins with 1 hobgoblin devastator (VGtM) led by 1 hobgoblin captain
7	2d4 hobgoblins and 1 hobgoblin captain mounted on worgs
8	2d6+2 goblins on wolves led by 1 goblin boss on a dire wolf or 2d6 goblins with 2d4 bugbears led by 1d2 barghests (VGtM)
9	1 hobgoblin captain and 1d6 hobgoblins mounted on griffons
10	2d6 goblins and 1d2 goblin bosses with 1d3 ogres or 2d4 hobgoblin iron shadows (VGtM) led by 1 hobgoblin devastator (VGtM)



MOUNTS AND RIDERS (LEVELS 1-4)

d4+d6

- 2 1d4 gnolls on giant hyenas
- 3 2d4 guards on ponies
- 4 1d4 goblins and 1 goblin boss on giant wolf spiders
- 5 1 knight on a warhorse
- 6 1d6 tribal warriors on riding horses
- 7 1 orog mounted on a dire wolf
- 8 1d2 berserkers mounted on axe beaks or 1d4 goblins carried by 1 ogre howdah (MToF)
- 9 1d4 hobgoblins mounted on worgs
- 10 1d2 scouts on griffons

MOUNTS AND RIDERS (LEVELS 5-10)

d4+d6

- 2 1 knight on a young gold dragon
- 3 1 hobgoblin captain and 1d6 hobgoblins mounted on griffons
- 4 2d6 orcs on rhinoceroses
- 5 1d4 ogres mounted on elephants
- 6 1 gladiator with 1d4+1 berserkers on warhorses
- 7 1d6+2 veterans on allosauruses (or giant boars)
- 8 2d6+2 goblins on wolves led by 1 goblin boss on a dire wolf
- 9 1d3 druids mounted on triceratops
- 10 1d2 bugbear chiefs on tyrannosaurus rexes

ORC ENCOUNTERS (LEVELS 1-4)

d4+d6

- 2 1d2+1 orcs led by 1 orc war chief or 1d4 orc nurtured ones of Yurtrus (VGtM) led by 1 orc hand of Yurtrus (VGtM)
- 3 1d3 orcs with 1 orog and 1 orc eye of Gruumsh; or 1d2 orcs led by 1 orc blade of Ilneval (VGtM)
- 4 1d3 orcs with 1 ogre or 1 orc red fang of Shargaas (VGtM) mounted on a giant bat
- 5 1d4 orcs led by 1 orc eye of Gruumsh or 1 orog mounted on a dire wolf
- 6 1d6 orcs or 1d4 orcs with 1 orc nurtured one of Yurtrus (VGtM)
- 7 1d4 orcs led by 1 orog or 1d4+1 orcs with 1 orc claw of Luthic (VGtM)
- 8 1d4+1 orcs with 1d4 commoner slaves or 1d2 orc red fangs of Shargaas (VGtM)
- 9 1 orc eye of Gruumsh served by 1 orc or 1 orc claw of Luthic (VGtM) with 1 aurochs (VGtM)
- 10 1 orc war chief mounted on a dire wolf or 1 tanarukk (VGtM)



ORC ENCOUNTERS (LEVELS 5-10)

d4+d6

- 2 1 orc war chief and 1d4+1 orogs all mounted on giant boars or 2d4 orogs on aurochs (VGtM)
- 3 2d4+2 ogrillons (half-ogres) with 1 orc eye of Gruumsh and 1 troll or 2d4 orc red fangs of Shargaas (VGtM)
- 4 2d4 orcs with 1d2 trolls or 3d4 orcs with 2d4 aurochs (VGtM)
- 5 2d6+2 orcs with 1d4 ogres or 1d6+2 orcs with 2d6 orc nurtured ones of Yurtrus (VGtM) led by 1d3 orc hands of Yurtrus (VGtM)
- 6 4d6 orcs or 3d6 orcs led by 1 tanarukk (VGtM)
- 7 2d6+2 orcs led by 2 orogs or 2d6 orcs with 1d2 orogs led by 1 orc blade of Ilneval (VGtM)
- 8 3d6 orcs led by 1 ettin or 2d6 orcs with 1d2 orc claws of Luthic (VGtM) and 1d3+1 aurochs (VGtM)
- 9 1d3 orc eyes of Gruumsh with 2d4 orcs and 1d3 ogres or 2d6 orcs led by 1 orc blade of Ilneval (VGtM) with 1d2 orc eyes of Gruumsh
- 10 2d6 orcs with 1 orc war chief and 1 orc eye of Gruumsh or 1d6+6 orcs led by 1 orc war chief with 1 tanarukk (VGtM)

MORE ENCOUNTERS

This has been inspired by encounter tables in the 2E and 5E DMGs and tables from many classic D&D Modules.

Table Rolls for other terrains are available or upcoming in my [DMs Guild Titles](#).

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