

TABLE ROLLS... ARCTIC ENCOUNTERS

Simple Encounter Charts for Arctic terrain

by Duncan Thomson



Tables at Low (1-4), Mid (5-10) and High (11+) levels with support for Volo's Guide
to Monsters and Mordenkainen's Tome of Foes

Extra tables for Arctic locations, beasts, humanoids, gnolls, kobolds and orcs.

ARCTIC ENCOUNTER TABLES

VGtM = Volo's Guide to Monsters.

MToF = Mordenkainen's Tome of Foes

LOW LEVEL ENCOUNTERS (LEVELS 1-4)

d8+d12 Low-level Arctic Encounter

2	1 Young Remorhaz
3	1 Winter Wolf leading 1d3+1 Wolves
4	2d4 Tribal Warriors lead by 1d3 Berserkers
5	2d4 Ice Mephits or 1 Warlock of the Archfey (VGtM) with 3d4 Commoners
6	1 Druid with 1 Polar Bear, Wolf or Giant Owl
7	1 Saber-Toothed Tiger or 1d3 Guard Drakes (white, VGtM)
8	1d4 Berserkers or 1d2 Vampiric Mists (MToF)
9	1 Winter Wolf
10	2d6 Orcs or roll on Orc Encounters
11	1d6+1 Wolves
12	1d2 Polar Bears
13	2d6 Tribal Warriors
14	2d6 Blood Hawks or 2d6 Elk (reindeer)
15	2d6 Gnolls or roll on Gnoll Low-level Encounters
16	2d6+4 Kobolds or roll on Kobold Encounters
17	1 Giant Owl
18	1d4 Scouts
19	1d2 Yetis
20	1 White Dragon Wyrmling

MID LEVEL ENCOUNTERS (LEVELS 5-10)

d8+d12 Mid-level Arctic Encounter

2	1 Young White Dragon
3	1 Air Elemental and 2d4 Ice Mephits or 1 Warlock of the Fiend (VGtM) with 1 Berserker and 1d3 Guard Drakes (white, VGtM)
4	1 Abominable Yeti
5	1d2+1 Sabertooth Tigers or 1 Warlock of the Great Old One (VGtM) with 1 Cult Fanatic and 2d4 Cultists
6	1d3 Air Elementals
7	1d4+1 Winter Wolves or 1 Warlock of the Archfey (VGtM) with 2d4 Scouts and 1d3 Berserkers
8	2d6+4 Gnolls with 1 Troll and 1 Gnoll Fang of Yeenoghu or roll on Gnoll Mid-level Encounters
9	1d2 Frost Giants or 2d4 Vampiric Mists (MToF)
10	1d4 Mammoths or 1 Winter Eladrin (MToF)
11	Roll on Arctic Levels 1-4 table or 1 Frost Salamander (MToF)
12	5d6 Tribal Warriors lead by 1d4+1 Berserkers
13	3d6 Orcs lead by 1 Orc Warchief or roll on Orc Mid-level Encounters
14	1d4 Trolls or 1 Bheur Hag (VGtM) with 1d6 Ogres
15	2d6 Orcs lead by 1 Eye of Gruumsh with a Polar Bear or roll on Orc Mid-level Encounters
16	1d3 Young Remorhazes
17	1d2+1 Winter Wolves and 2d6 Wolves or 1 Bheur Hag (VGtM) with 1d3 Trolls
18	2d4 Yetis
19	1d3 Werebears
20	1 Remorhaz



HIGH LEVEL ENCOUNTERS (LEVELS 11+)

d8+d12 High-level Arctic Encounter

2	1 Ancient White Dragon or 1 Boneclaw (MToF) bonded to 1 Archmage
3	1d2 Djinni or 1 Storm Giant Quintessent (VGtM)
4	1 Adult White Dragon or 1 Nightwalker (MToF)
5	1d3+1 Werebears or a coven of 3 Bheur Hags (VGtM)
6	1 Abominable Yeti and 2d4 Yetis or 1 Boneclaw (MToF) bonded to 1 Mage
7	2d4 Air Elementals or 2d4 Winter Wolves with 2d6 Orcs and 1 Tanarukk (VGtM) led by 1 Orc Blade of Ilneval (VGtM)
8	3d6 Berserkers or 1 Boneclaw (MToF)
9	2d4 Trolls or 1d3+1 Frost Salamanders (MToF)
10	3d6 Mammoths
11	Roll on Arctic Levels 5-10 table or 1d3+1 Winter Eladrin (MToF)
12	1d4+2 Frost Giants or 1 Frost Giant Everlasting One (VGtM)
13	1 Orc Warchief mounted on a Winter Wolf with 1d3+1 Eyes of Gruumsh and 6d6 Orcs
14	1 Remorhaz or 1 Dire Troll (MToF)
15	1d3+1 Frost Giants and 1d4+1 Trolls or 4d6 Gnolls with 1d3+1 Gnoll Fangs of Yeenoghu led by 1 Flind (VGtM)
16	1 Gnoll Pack Leader leading 5d6 Gnolls and 1d4 Trolls
17	1 Remorhaz with 1d2 Young Remorhazes or 1d4 Frost Giants led by 1 Frost Giant Everlasting One (VGtM)
18	1d4+1 Frost Giants with a pet Young White Dragon
19	2 Young White Dragons
20	1 Roc or 1 Elder Tempest (MToF)

LOCATION TABLES

WILDERNESS LOCATIONS

In italics are optional extras that can be added if desired.

d8+d12 Arctic Wilderness Locations

2	A frosty twisted tree (<i>near to an icy arcane-made mansion</i>)
3	An enchanted grove of stunted trees (<i>which is a wild magic zone (roll on the Wild Magic Surge table when a spell is cast)</i>)
4	A glacier (<i>it is by the lair of a beast or monster</i>)
5	A clear river with a small island (<i>protected by a nearby druid</i>)
6	A cave entrance (<i>near to a glacier</i>)
7	A fish-filled river into a small lake (<i>near to a bleak ornate tomb</i>)
8	An iced over pool of water with a hole cut out (<i>the area is cursed ground</i>)
9	A dead area of sedge (<i>currently it is windy</i>)
10	A pile of rocks (<i>currently it is snowing</i>)
11	An iced over pool (<i>there is fresh snow on the ground</i>)
12	An area of discoloured snow (<i>currently hailstones are falling</i>)
13	A decaying area of lichen (<i>near to a frigid stream with a small bridge</i>)
14	A steep hill with patches of slippery ice (<i>currently there is freezing rain</i>)
15	An area of slippery ground (<i>it is by the lair of a beast or monster</i>)
16	A rapid river with a ford (<i>nearby is the fresh corpse of a monster</i>)
17	A fissure (<i>the area is sacred to a power of night</i>)
18	A shallow river meeting a stream (<i>near to a fissure</i>)
19	A dying lone tree (<i>near to a sheltered hamlet</i>)
20	A cave entrance (<i>currently there is bright sunshine</i>)

SEMI-CIVILIZED LOCATIONS

d8+d12 Arctic Semi-Civilised Locations

2	A brightly-painted monastery
3	A sheltered mill
4	An abandoned ice sculpture
5	A lonely shrine to a power of air
6	A decorated obelisk
7	A tent
8	A ruined beast pen
9	A sheltered igloo
10	An ancient shrine to a forgotten power
11	A bleak wooden hut
12	A tent on the side of a low hill
13	A stunted garden
14	A frozen mansion
15	A sacred shrine to a power of winter
16	An old bridge
17	A part-buried farm
18	An abandoned inn
19	A sheltered orcish temple to a power of dragons
20	A gloomy burial ground

UNUSUAL LOCATIONS

d8+d12 Arctic Unusual Locations

2	An overgrown hot spring. It is associated with a type of creature: fey
3	A fissure. The area is linked to a mysterious prophecy
4	A stone circle. The area is floating above the surrounding terrain
5	A famous castle half-buried in snow and ice. It is cursed by a power of love
6	An old stone arch. The area is used as a burial ground
7	Hot springs. A very rare herb grows here, known for healing properties
8	A frozen tomb. It is associated with a powerful ghost
9	A flat glacier. Permanent mists surround the area
10	A grand statue made from ice. The area is associated with frost magic
11	A narrow river with stepping stones. The area is a monster graveyard
12	The skeleton of a massive monster. It is used as a place of art
13	A giant's castle. The area has a portal to a shadow realm
14	A bridge made of force. It is associated with a type of creature: frost giant
15	A dwarven armoury half-buried in snow and ice. The area is touched by wild magic
16	A dwarven inn made from clouds. It is associated with a type of beast: owl
17	A mountain made from crystal. An ancient danger lies here, trapped
18	An abandoned ship. A beautiful lighthouse is here, partly built
19	An icy waterfall leading underground. It is associated with a shapeshifting hag
20	An active glacier. A dragon died here in ages gone past



BEASTS & HUMANOIDS

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

BEAST ENCOUNTERS (LEVELS 1-4)

d8+d12 Arctic Beast Encounters

2	1 Young Remorhaz
3	1 Winter Wolf with 1d4 Wolves
4	1 Griffon
5	1 Winter Wolf
6	1d3 Saber-Toothed Tigers
7	1d2 Polar Bears or 1d2 Guard Drakes (white, VGtM)
8	2d6 Blood Hawks
9	1 Brown Bear
10	1 Saber-Toothed Tiger
11	2d4 Wolves
12	1 Polar Bear
13	1 Giant Owl
14	2d6 Elk (reindeer)
15	2d4 Mastiffs with a sled
16	1d4+1 Giant Owls
17	1 Manticore
18	1 Giant Elk (reindeer)
19	1 White Dragon Wyrmling
20	1 Mammoth



HUMANOID ENCOUNTERS (LEVELS 1-4)

d8+d12 Arctic Humanoid Encounters

2	1 Werebear
3	1d2 Ogres with 1d2 Half-ogres or 1 Warlock of the Archfey (VGtM) with 2d4 Tribal Warriors
4	2d6 Tribal Warriors led by 1 Berserker
5	1d4+1 Half-ogres or 2d4 Tribal Warriors with 1d2 Guard Drakes (white, VGtM)
6	2d4 Winged Kobolds or roll on Kobold Encounters
7	1d4 Berserkers or 1 Warlock of the Archfey (VGtM)
8	1d2 Ogres
9	2d6+6 Kobolds or roll on Kobold Encounters
10	3d6 Tribal Warriors
11	2d6 Orcs or roll on Orc Low-level Encounters
12	1d4 Scouts with a 2d4 Mastiffs pulling a sled
13	1 Druid with... (roll on Beast Encounters)
14	2d6 Gnolls or roll on Gnoll Low-level Encounters
15	2d6 Bandits led by 1 Bandit Captain
16	3d6 Commoners
17	1 Druid and 1d4 Scouts
18	1d4+1 Orcs led by 1 Orc Warchief or roll on Orc Low-level Encounters
19	1 Scout guiding.. (roll on Humanoid Encounters)
20	1 Troll

ARCTIC CHARACTER RACES

Use this table for tribal warriors, scouts and other NPCs

d4+d6 Arctic Character Races

2	Lightfoot Halfling
3	High Elf or Aasimar (any, VGtM)
4	Tiefling or Orc (VGtM)
5	Half-orc
6	Human
7	Dragonborn (white) or Goliath (VGtM)
8	Half-elf or Kobold (VGtM)
9	Mountain Dwarf or Tabaxi (VGtM)
10	Rock Gnome

ARCTIC HAZARDS AND EVENTS

d4+d6 Arctic Hazards and Events

2	Vivid coloured lights fill the sky
3	An avalanche near or by the PCs
4	A heavy mist descends around the PCs
5	Area of Slippery Ice (DMG pg 110)
6	Area of Thin Ice (DMG pg 110)
7	Snow (heavy precipitation, DMG pg 110)
8	Strong winds (DMG pg 110)
9	Snow Blizzard
10	Crevasse opens up

OTHER ENCOUNTER TABLES

GNOLL ENCOUNTERS - LOW (LEVELS 1-4)

d4+d6 Gnoll Encounters

2	1d4 Gnolls and 1 Cult Fanatic (of Yeenoghu) or 2d4 Gnoll Witherlings (VGtM) led by 1d3 Ghouls
3	1 Gnoll Fang of Yeenoghu and 1d4+1 Hyenas or 1d4+1 Gnoll Hunters (VGtM)
4	1d4 Gnolls and 1d4 Ghouls 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 1d6 Gnolls with 1d6 Gnoll Witherlings (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 Manes 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

GNOLL ENCOUNTERS - MID (LEVELS 5-10)

d4+d6 Gnoll Encounters

2	2d6 Gnolls and 1d2 Barlgura led by 1 Gnoll Pack Lord
3	2d6 Gnolls with 2d4 Ghouls 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
8	2d4 Gnolls with 1 Hezrou or 2d4 Gnoll Flesh Gnawers (VGtM) with 1 Gnoll Fang of Yeenoghu bonded with 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	1 Gnoll Fang of Yeenoghu with 1 Hezrou

KOBOLD ENCOUNTERS (LEVELS 1-4)

d4+d6 Kobold Encounters

2	2d4 Winged Kobolds and 1d4+1 Bloodhawks or 2d4 Winged Kobolds led by 1 Kobold Scale Sorcerer (VGtM)
3	2d6 Kobolds and 1d4+1 Winged Kobolds or 1d4+1 Kobold Inventors (VGtM) with... (roll on Beast Encounters)
4	2d4+2 Kobolds with 1d6 mantraps or 4 Kobolds carried by 1 Ogre Howdah (MToF)
5	2d4 Winged Kobolds or 2d6 Kobolds led by 1 Kobold Scale Sorcerer (VGtM)
6	3d6 Kobolds or 2d6 Kobolds led by 1 Kobold Dragonshield (VGtM)
7	2d6 Kobolds with 1 Brown Bear or 2d6 Kobolds with 1 Guard Drake (VGtM, white)
8	1d4+1 Kobolds with... (roll on Beast Encounters)
9	2d6+2 Kobolds with 1d4+1 Stirges in a cage or 2d4 Kobolds and 1d4 Kobold Inventors (VGtM)
10	1d6+1 Kobolds led by 1 Ogre or 1d4+1 Kobold Dragonshields (VGtM)

ORC ENCOUNTERS - LOW (LEVELS 1-4)

d4+d6 Orc Low-Level Encounters

2	1d2+1 Orcs led by 1 Orc Warlord 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 Winter Wolf (VGtM)
6	1d6+1 Orcs or 1d6 Orcs with 1 Orc Nurtured One of Yurtrus (VGtM)
7	1d4+1 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 Polar Bear
10	1 Orc War Chief mounted on Dire Wolf or 1 Tanarukk (VGtM)



ORC ENCOUNTERS - MID (LEVELS 5-10)

d4+d6 Orc Mid-Level Encounters

2	1 Orc Warchief and 1d4+1 Oros all mounted on Dire Wolves
3	2d4+2 Ogrillon (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 Oros or 2d6 Orcs with 1d2 Oros 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 Polar Bears
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 Warchief and 1 Orc Eye of Gruumsh or 1d6+6 Orcs led by 1 Orc Warchief 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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