

Dungeon Master's Random Encounter Table	
Roll a D20 to determine which random encounter to use in your game!	
D20 Roll	Encounter
1	The party stumbles into the territory of a pack (2d6) of wolves who attack in order to protect their puppies.
2	A frantic stranger approaches the party explaining that they returned to their village to find everyone had disappeared without a trace.
3	A group of kids have made trinkets out of trash and approach the party, trying to sell them
4	Rumors are spreading about a body recently found and there is a debate on whether it was a suicide or a murder
5	A priest offers to bless the party's armor and weapons if they help him gather supplies for refugees he is housing in the church
6	A bar fight breaks out!
7	The party comes across a traveling circus who has lost one of their dangerous animals
8	A bridge that the party has to cross is blocked by a sleeping troll.
9	A bard sings a song that talks about the party's adventures in great detail
10	A person in a coat full of magic items promises a free item if the party can answer three riddles. They will attack if the party gets them wrong.
11	A fork in the road has two signs: one pointing left reading "Go left" and one point right reading: "Whatever you do, do not go left"
12	A group of rangers in full camouflage are hunting while trying to be stealthy, but they are embarrassingly clumsy and catch the party's attention
13	The party passes a group of ravens that are repeating cries of help they have heard nearby
14	A sick stranger lies against a tree and explains that he is a messenger who has grown very ill and cannot finish his delivery
15	A mystical griffin needs soldiers to help battle an encroaching wave of wyverns and sends griifin minions to recruit the party
16	A woman needs feedback on a love poem she is giving to her crush and wants the party to be with her for moral support as she delivers it to him
17	Dotted around in the forest are stones with markings on them that come together to form a map to a hidden treasure
18	The party is flung into a space loop made by eladrin who are protecting their master's castle
19	A group of nymphs dance and sing, trying to lure the players towards them so they can attack and eat them
20	A wild magic stone activates when a party member steps on it and switches all characters' conciousness into a different character's body