

# DUNGEON TABLES



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A GM's work is never done, so to make things easier on you, behold a series of tables to help you flesh out encounters, towns, adventures, treasure hoards—your world. Let the dice guide you or use the charts as inspiration.

## TRINKETS AND TREASURES

Gold is good, but it can get boring. Need some interesting items to go in a *bag of holding*? Have a bunch of bandits that require killing? Did your adventurers find a corpse and pilfer its pockets? (Of course, they did.) Add a dash of flavor to a treasure

chest or even provide a hook for another adventure with a roll of the dice.

This table provides fifty unique items of varying value and with two ways to roll:

- 1) d10 for a specific value bracket
- 2) percentile dice to leave it all up to fate!

### COPPER PIECE ITEMS

d10	d100	Item	Value
1	1–2	A simple tin locket with a lock of black hair curled inside.	1–9 cp
2	3–4	A rough-spun pouch containing fourteen glass marbles in various colors.	1–9 cp
3	5–6	A loose approximation of a duck, carved from light wood.	1–9 cp
4	7–8	Three 2-inch-tall tin soldiers and one tin orc.	1–9 cp
5	9–10	A thumbnail-sized piece of quartz crystal, wrapped in wire and strung on a cord.	1–9 cp
6	11–12	A flour-sack dolly with yellow yarn hair. It's missing one of its button eyes.	1–9 cp
7	13–14	A thin wooden case, containing several broken pieces of charcoal, chalk, and a ruler.	1–9 cp
8	15–16	A jam jar filled with fireflies. The fireflies are somehow still alive.	1–9 cp
9	17–18	A stained piece of parchment with a handwritten recipe for macarons.	1–9 cp
10	19–20	A polished granite stone with a hole through the middle.	1–9 cp

## SILVER PIECE ITEMS

d10	d100	Item	Value
1	21–22	A small, paper-wrapped package containing decorative wooden hair sticks.	1–9 sp
2	23–24	A heavy book titled <i>The Many Faces of Perun</i> . Dozens of flowers are pressed between its pages.	1–9 sp
3	25–26	A journal bound in cloth-covered board. Many pages have been torn out.	1–9 sp
4	27–28	Half the playing pieces for a game of knights and kobolds.	1–9 sp
5	29–30	A deck of 54 fortune-telling cards.	1–9 sp
6	31–32	A strand of coral beads.	1–9 sp
7	33–34	A wide-toothed comb made of carved bone. One of the teeth is chipped.	1–9 sp
8	35–36	A wooden box containing four dark-green taper candles bound in white ribbon.	1–9 sp
9	37–38	A dusty, floppy purple velvet hat with a broken egret plume on one side.	1–9 sp
10	39–40	A crown made of woven grape vines and decorated with glass beads.	1–9 sp

## GOLD PIECE ITEMS

d10	d100	Item	Value
1	41–42	A bone whistle that sounds like a scream when played.	1–9 gp
2	43–44	A silver ring engraved with roses.	1–9 gp
3	45–46	Three snow-white rabbit pelts.	1–9 gp
4	47–48	A sack of small gears of various sizes and metals.	1–9 gp
5	49–50	An incomplete set of cartographer's tools.	1–9 gp
6	51–52	A stuffed green and blue hummingbird.	1–9 gp
7	53–54	A crystal phial with a cork stopper, filled with deep-red ink.	1–9 gp
8	55–56	A dented pewter tankard engraved with a scene of wolves killing a stag.	1–9 gp
9	57–58	A pink silk handkerchief with the initials <i>IK</i> embroidered in one corner.	1–9 gp
10	59–60	Four yards of red satin ribbon wound on a wooden spool.	1–9 gp

## BETTER GOLD PIECE ITEMS

d10	d100	Item	Value
1	61–62	A shortbow with no string. There are dull notches in the wood as if someone has gnawed on it.	10–20 gp
2	63–64	A purple butterfly the size of a human hand pinned in a case.	10–20 gp
3	65–66	A bottle of brambleberry wine with a handwritten tag reading "to us."	10–20 gp
4	67–68	An elaborately engraved fox skull with cut green gems in the eye sockets.	10–20 gp
5	69–70	A porcelain doll in a purple satin dress. In the breast pocket of the dress is a folded slip of paper with a childish sketch of a smiling sun.	10–20 gp
6	71–72	Ten ghoul teeth strung on a silver chain.	10–20 gp
7	73–74	A gold necklace holding a phial of scented oil. It smells of lilacs and elderberry with undertones of cinnamon.	10–20 gp
8	75–76	A brass doorknob etched with the image of a wandering bear.	10–20 gp
9	77–78	A metal and enamel mask in the shape of a raven's face.	10–20 gp
10	79–80	A pair of elbow-length kid gloves.	10–20 gp

## GREAT GOLD PIECE ITEMS

d10	d100	Item	Value
1	81–82	A stone statuette in the shape of a tree with its branches twisted around a bronze disk for the moon.	21–50 gp
2	83–84	A single teardrop earring embellished with pink tourmaline.	21–50 gp
3	85–86	A silver filigree tikka dotted with seed pearls.	21–50 gp
4	87–88	A blank spellbook bound in scarred wyvern hide.	21–50 gp
5	89–90	A fascinator made of gold filigree and bright blue feathers.	21–50 gp
6	91–92	A large magnolia blossom made from fine bone china.	21–50 gp
7	93–94	A box of tarnished silverware (service for six), missing three forks.	21–50 gp
8	95–96	A silver brooch in the shape of a raven's skull, filled with dried flowers.	21–50 gp
9	97–98	Two tiny silver crescent moon pendants inlaid with gemstone chips, one waxing (onyx and amethyst), one waning (opal and ruby).	21–50 gp
10	99–100	A gold engagement ring with the center stone missing.	21–50 gp

## INSTANT TOWN

Create a settlement from the ground up! After the town is set, add flavor (and maybe even quest hooks) with points of interest, some random encounters (many are combat but not all have to be!), and resident NPCs, each with their own quirks.

### SETTLEMENT OVERVIEW

d6	Settlement Type (Population)	d6	Feature	d10	Geographic Feature
1	Settlement (20–100)	1	High walls	1	River
2	Hamlet (100–500)	2	Sprawling development	2	Lake
3	Village (500–2,000)	3	Tiered rings	3	Mountains
4	Town (2,001–5,000)	4	Densely packed buildings	4	Desert
5	City (5,001–25,000)	5	Decaying fortifications	5	Fields
6	Metropolis (>25,000)	6	Subterranean tunnels	6	Foothills

### CITY CENTER

d8	Descriptor	d8	Element
1	Imposing	1	Tower
2	Ornate	2	Palace
3	Modest	3	Longhouse
4	Crowded	4	Marketplace
5	Crumbling	5	Temple
6	Ominous	6	Gallows
7	Fortified	7	Keep
8	Abandoned	8	Jail



## UNUSUAL POINT OF INTEREST

### d10 Point of Interest

- 1 An ancient cemetery that no one in town seems to notice or remember.
- 2 A deep well that screams when you draw water from it.
- 3 A T-shaped alleyway that supposedly reveals the object of your greatest desire at noon on the solstice.
- 4 A staircase up to a door that leads to nowhere. If you knock and say the right phrase, the door opens to wherever you wish to go.
- 5 A grove of thirteen perfectly identical fruit trees.
- 6 Crossroads with a dark silhouette of a humanoid imbedded in the cobblestones. The silhouette moves when no one is watching.
- 7 Birds avoid the area completely. They do not fly over it or land within its borders.
- 8 There's a flower that blooms by moonlight. Its scent is so sweet, it makes even the most battle-hardened soldier weep from pure joy.
- 9 If you step on the cobblestones on a particular street in the right pattern, they glow briefly. The kids know how.
- 10 The bell towers all chime in unison at twelve minutes to midnight. On their own.

## ENCOUNTERS: TIER 1 (LEVELS 1–4)

### d6 Encounter

- 1 1d6 **swarms of rats** + 1 **giant rat** that rise up from the sewers or a midden heap.
- 2 1d6 **thugs** on the prowl for easy victims.
- 3 A **kenku** thief, proficient at pickpocketing and subterfuge.
- 4 3d4 **kobolds** who are bolder than they are smart.
- 5 A **bar brawl** (see *Creature Codex*), because who doesn't love a good fight.
- 6 A **dhampir** (see *Creature Codex*) looking for a civilized bite to eat.

## ENCOUNTERS: TIER 2 (LEVELS 5–10)

### d6 Encounter

- 1 A **Cats of Ulthar** (see *Creature Codex*) swarm, slinking from the darkness.
- 2 4d6 **oxen** stampeding through the streets.
- 3 A **vampire spawn**, newly created, confused, and hungry.
- 4 A **night hag**, disguised as a kindly old woman selling strange trinkets.
- 5 2d4 **ratfolk mercenaries** (see *Creature Codex*), sent to cause trouble.
- 6 A **raven** that follows the party, attempting to take their shinies.

## NPC GENERATOR

<b>d100</b>	<b>Race</b>	<b>d100</b>	<b>Midgard Race</b>
01–07	Sprite	01–07	Minotaur
08–14	Elf	08–14	Centaur
15–21	Half-elf	15–21	Elfmarked human
22–28	Dragonborn	22–28	Bearfolk
29–35	Dwarf	29–35	Dwarf
36–42	Tiefling	36–42	Shadow fey
43–49	Gnome	43–49	Gnome
50–56	Halfling	50–56	Halfling
57–63	Half-orc	57–63	Gnoll
64–70	Kenku	64–70	Ravenfolk
71–77	Lizardfolk	71–77	Kobold
78–84	Aasimar	78–84	Gearforged
85–91	Goblin	85–91	Ratfolk
92–100	Human	92–100	Human

<b>d20</b>	<b>Profession</b>	<b>d20</b>	<b>Quirk</b>
1	Blacksmith	1	Thinks money will solve all problems. Causes most of their problems themselves.
2	Shopkeeper	2	Has a limp in their left leg from a work-related incident.
3	Housekeeper	3	Painfully shy and self-conscious. Overcompensates with obnoxious braggadocio.
4	Farmer	4	Loves animals but is allergic to everything with fur.
5	Clothier	5	Is a teetotaler.
6	Weaver	6	Wears only one sock. Claims it's more comfortable that way.
7	Guard	7	Carries an unusually large number of handkerchiefs on their person at all times.
8	Engraver	8	Desperately wants to be an adventurer but is too afraid of failure (and dismemberment) to take the chance.
9	Bookbinder	9	Was once transformed into a snake for three days. They still hiss when they speak.
10	Scribe	10	Has an enthusiastic and slightly unsettling obsession with fruit.
11	Street sweeper	11	Writes surprisingly good poetry.
12	Grocer	12	Speaks with a flat affect. It's impossible to get them to express any emotion at all.
13	Florist	13	Is convinced the birds are out to get them.
14	Cartographer	14	Compulsively taps every coin they receive twice before putting it away.
15	Thief	15	Is blind but can see auras around every living creature.
16	Forger	16	Enjoys playing practical jokes on others but hates it when someone does the same to them.
17	Carpenter	17	Has a bit of fabric they keep in their pocket that they rub for luck.
18	Jeweler	18	Studies horology and astronomy as a hobby.
19	Tavern keeper	19	Enjoys nothing more than a hot bath and a bowl of sweets.
20	Unemployed	20	Is afraid of fireflies.

# TAVERN GENERATOR

The tavern is a staple of games everywhere, but creating new and interesting ones can be tiring, especially if your PCs travel from town to town often! Roll up names for a tavern and fill out your tavern keeper, food, drinks, and attributes unique to each establishment.

## TAVERN NAME GENERATOR (ROLL TWICE)

d20	Name Part One	Name Part Two
1	The Spicy	Boar
2	The Giant	Owlbear
3	The Sleepy	Hammer
4	The Cozy	Wineskin
5	The Pink	Cookpot
6	The Black	Cockatrice
7	The Curious	Spoon
8	The Bloated	Cask
9	The Holy	Cellar
10	The Pitted	Nightingale
11	The Golden	Unicorn
12	The Pale	Imp
13	The Petrified	Mushroom
14	The Hollow	Apple
15	The Keen	Knife
16	The Horned	Bed
17	The Lonely	Mask
18	The Feathered	Cloche
19	The Murky	Hyacinth
20	The Transcendent	Beetle

## TAVERN ATTRIBUTE

d10	Attribute
1	There are two stone wells out back. One is filled with water. The other is filled with liquid moonlight.
2	At 2:02 p.m. every day, a rat runs across the floor. It can be caught and killed. The next day, a rat appears again, running the exact same route. No one ever sees where it comes from.
3	Folks who sleep in Room 2 always wake up missing one sock.
4	The beams of the walls and ceiling grow branches that blossom with fragrant yellow flowers on the spring solstice.
5	The cask of red wine behind the bar never needs refilling.
6	In the evenings, a snowy owl perches in the rafters. On occasion, it swoops down and deposits a feather in front of a chosen patron, and it bites the hand of anyone else who tries to take it. The feather is a <i>feather token</i> .
7	Every once in a while, a knot in a wood wall opens and reveals an eye. The eye watches for a while before closing again and returning to normal wood. It is never the same knot and never the same eye.
8	The reflection in the mirror at the top of the stairs doesn't match what's on this side of it.
9	Folks sleeping on the second floor occasionally hear footsteps, pacing across the ceiling above them. There is no third floor.
10	A huge, majestic tree grows outside the front door. Its crinkled leaves grow pure white, and it grows deep-crimson fruit the size of a fist on the full moon. Locals say that a unicorn died in that spot and the tree grew from its corpse.



## TAVERN KEEPER QUIRK

### d12 Trait

- 1 Likes animals more than people.
- 2 Studied for years to be a wizard but never mastered any spells other than *mage hand* and *prestidigitation*.
- 3 Viscerally despises the color purple.
- 4 Keeps a robust collection of romance novels in their private quarters. Most of them are signed.
- 5 Actively avoids using words over two syllables long.
- 6 Keeps a “lucky” mummified white dragon foot hidden behind the bar.
- 7 Has two identical siblings with nearly identical names. They take joy from confusing new patrons.
- 8 Used to perform at a traveling circus. Is still a moderately talented sword swallower and fire juggler.  
Knows how to energize a crowd.
- 9 Is a wicked card sharp.
- 10 Knows exactly how much coin is being tossed on a table by the sound alone.
- 11 Keeps a pet mouse hidden in their pocket.
- 12 Has a closet dedicated entirely to their collection of capes and cloaks.

## FOOD AND DRINK

d10	Name	Description
1	White Dragon Stew	A mix of wild mushrooms sautéed with shallots served in a cream broth and topped with chopped mandrake.
2	Baba Yaga’s Brew	Mulled red wine topped with a floater of grain alcohol and served on fire.
3	Fathomless Depths	Squid ink pasta with kelp and quipper rounds.
4	Dark Forest Stroganoff	<i>Hearty</i> dumplings with wild boar meatballs and a thick brown sauce.
5	Spotted Cow	Vanilla milk, served cold or hot, with a swirl of spiced tea and spoonful of tapioca pearls.
6	Cluck and a Peck	A small baked hen, stuffed with seasoned grits, polenta, or other milled grain.
7	Roasted Fire Beetle	A giant fire beetle roasted in its own juices. Served with clarified butter.
8	Birds on a Branch	A skewer of five juvenile stirges, slow cooked over an open flame. Served over a bed of seasonal vegetables.
9	Bilge Rat’s Bile	A mug of warm brown ale mixed with a shot of whiskey and egg whites. A guaranteed hangover cure!
10	Cavy Pot Pie	Rich, fatty rodent meat cooked in a savory pastry crust with root vegetables and a thick gravy.

## ENVIRONMENTAL ENCOUNTERS

Strange, wondrous, or disturbing things happen all the time when adventurers go adventuring. Use a result from this table as a plot seed, an additional element of an existing quest, or toss it in your party's path to create a moment of discovery and roleplay.

### ENVIRONMENTAL ENCOUNTERS

d100	Encounter
1–3	A tree that bears an uncanny resemblance to a dragon head.
4–6	A skeleton with its hand wrapped around a jeweled dagger embedded between its ribs.
7–9	A dry and cracked fountain carved with intricate scenes of forest creatures and humanoids frolicking. Every face in the carving has been chipped off.
10–12	An overgrown stone circle with a flat altar stone. The central stone covers a hidden hollow.
13–15	A sinkhole the size of a small house, surrounded by <i>will-o'-wisps</i> .
16–18	A sandstone monolith with an engraving in Abyssal that reads, “And so [...] shall enter the world, the pink sky shall weep beneath the hollow moon, and so shall we rejoice.”
19–21	A massive tower engulfed in thorny vines.
22–24	A strange glass sphere, big enough to sit four people within, that seems to have crash-landed.
25–27	Stepping stones that lead to nowhere in particular.
28–30	A cave with huge glowing crystals, covering the walls and ceiling.
31–33	The fossilized remains of an ancient red dragon.
34–36	An abandoned cart with three large cages in the back. The cage doors are broken open, and within each are two sets of manacles, also broken. All seem to be sized for Medium humanoids.
37–39	A tunnel that runs beneath a massive glacial lake. The tunnel’s walls are covered with swirling cave drawings that look like tentacles.
40–42	A not-yet-awakened treant. It looks like a normal tree, except for a slumbering face in the bark.
43–45	A ziggurat, five stories tall, made of matte black stone and seemingly untouched by the elements.
46–48	An oasis full of lush, tropical plants, elegant marble sculptures—and no signs of life whatsoever.
49–51	A well-manicured hedge maze in the middle of the wilderness, days from any civilization.
52–54	A crystal-clear watering hole that is 40 feet wide and 400 feet deep. A gold coin glints at the bottom.
55–57	A cliffside with dozens of faces carved into the stone.
58–60	A twisted tree nearly 50 feet wide with a narrow opening in the hollow trunk.
61–63	An open stone temple on an overlook. The temple has tall pillars supporting a decoratively carved roof.
64–66	A toadstool ring 10 feet wide made of brightly colored mushrooms of all types.
67–69	A wooden doorframe standing on its own with no other structures in the vicinity.
70–72	A 20-foot-tall block of blue ice that sings when you get within 5 feet of it.
73–75	A primitive well, lined with granite and topped with a stone that reads, “For all who thirst,” in Sylvan.
76–78	A swarm of blue butterflies. When a butterfly is touched, it vanishes in a puff of pink smoke.
79–81	Spikey succulents with large purple flowers that only bloom at night and smell like rotting meat.
82–84	A bright blue glacial lake surrounded by snowdrops that are in bloom regardless of season.
85–87	A shoreline covered in bits of tumbled bone.
88–90	A subterranean lake filled with bioluminescent algae, causing the water to glow blue when it’s disturbed.
91–93	Large fungi with floating, balloon-like pods anchored by a thick vine.
94–96	Hundreds of stones piled into the shape of a flying eagle, its wings spanning more than 100 feet.
97–100	A 20-foot hole full of dozens and dozens of boots. Upon inspection, they’re all left-footed boots.

# DUNGEON DRESSING

From sounds and smells that PCs may encounter to, well, *actual* encounters, build an engaging dungeon for your party to crawl their way through.

## SMELLS

d20	Smell
1	Moldy
2	Dank
3	Dusty
4	Rotten
5	Decaying
6	Ashy
7	Fresh
8	Clean
9	Earthy
10	Sickly sweet
11	Fragrant
12	Floral
13	Burnt
14	Acrid
15	Metallic
16	Grassy
17	Smoky
18	Musty
19	Tangy
20	Sulfurous

## SOUNDS

d20	Sound
1	Dripping
2	Shrieking
3	Trickling
4	Grinding
5	Clattering
6	Banging
7	Whispering
8	Hissing
9	Crying
10	Laughing
11	Snapping
12	Clattering
13	Footsteps
14	Skittering
15	Cracking
16	Clanking
17	Whistling
18	Humming
19	Buzzing
20	Slurping

## SURFACE TEXTURES

d20	Texture
1	Slimy
2	Dry
3	Crumbling
4	Smooth
5	Wet
6	Mossy
7	Fuzzy
8	Squishy
9	Rough
10	Pitted
11	Muddy
12	Gritty
13	Sandy
14	Hard
15	Soft
16	Solid
17	Porous
18	Oily
19	Slick
20	Bumpy

## AIR

d10	Airflow	d10	Air Quality
1	Still	1	Humid
2	Gentle	2	Stagnant
3	Gusting	3	Frigid
4	Howling	4	Hot
5	Whirling	5	Warm
6	Whipping	6	Pleasant
7	Swirling	7	Chilly
8	Calm	8	Dry
9	Slight	9	Cold
10	Suffocating	10	Damp



## DOMESTIC ITEMS AND QUANTITY (ROLL TWICE)

d20	Quantity	Domestic Item	d20	Quantity	Domestic Item
1	2d10	Sacks, flour	11	3d6	Cords of firewood
2	2d6	Sacks, coffee	12	2d4	Buckets, ash
3	2d10	Bags, empty	13	2d4	Buckets, empty
4	6d4	Barrels, empty	14	1d4	Chamber pots, empty (thank the gods)
5	6d4	Barrels, grain	15	2d4	Pewter plates
6	3d4	Casks, wine	16	2d6	Sets of pewter flatware
7	3d4	Coffins, empty	17	6d6	Linen napkins
8	3d4	Coffins, occupied	18	1d4	Meat hooks, hanging
9	2d6	Crates, empty	19	6d4	Sewing needles
10	2d6	Crates, vegetables (fresh or rotting)	20	10d10	Skeins of rough wool yarn

## INTERIOR DESIGN ELEMENTS

d20	Element
1	Intricate floor mosaic in shades of blue and green
2	Cracked yet elegantly carved stone columns
3	Ceiling beams carved to look like winding serpents
4	Elaborately painted wall murals of a mountain range at sunset
5	Racks, hooks, chains, and other elements of torture bolted into the walls and floor
6	A curved, stepped floor, resembling an amphitheater
7	An elegant stone bathing pool, green with algae
8	Twelve stone plinths, each with a 12-inch statue of a different beautiful elf in semi-sheer silk robes
9	A circular pit in the center of the room, 20-feet wide and 40-feet deep
10	A chessboard-pattered tile floor, featuring red and black squares, each 24 inches wide
11	A huge orrery, 30 feet tall, made of tarnished brass and silver, the smallest sphere of which is 12 inches in diameter, the largest 12 feet
12	A dozen long stone troughs filled with soil and dead plants
13	A wall carved with a stone relief of a fruiting apple tree
14	A ceiling painted to resemble the heavens with no familiar constellations
15	A floor carved with hundreds of screaming faces
16	A single stone sarcophagus in the exact center of the room, carved with a name, but the name has been chipped away
17	A dozen long stone troughs filled with rotting and congealed blood
18	A dry fountain
19	A long room with a raised dais on the far side
20	Walls covered with strange reliefs of various humanoids, all looking as if they are in pain or afraid, caught partially trapped in the wall

## VARIOUS OBJECTS TO COME UPON

d20	Object
1	A broken longbow
2	Cracked and gnawed bones
3	A perfectly round sphere of quartz, three inches in diameter, with a large crack
4	A life-size statue of a humanoid in a long robe, its face obscured by a draped hood
5	Five rusted longswords
6	A shattered full-length mirror
7	A long dining table, set with service for eight, covered in a thick layer of dust
8	Piles of old, moldering clothes
9	A humanoid skeleton in tarnished armor
10	A dented pewter goblet
11	A moth-eaten taxidermy dire wolf head, missing most of its teeth
12	A single black feather the length of a human arm
13	Lots and lots of spider webs—but no spiders
14	Decaying tapestries so dirty and worn, their images are no longer discernable
15	A crumpled banner from a forgotten kingdom
16	A cracked ceramic ewer
17	Fourteen arrows scattered about the room, all missing their arrowheads
18	Three empty bookshelves
19	A pile of paver stones, carefully stacked
20	Keys to a lock that no longer exists

## ENCOUNTERS

d20	Encounter	CR	d20	Encounter	CR
1	2d4 <b>swarms of rats</b>	1–4	11	An <b>empty cloak</b> (see <i>Tome of Beasts</i> )	1/4
2	A <b>wererat</b>	2	12	A pair of <b>animated armors</b>	3
3	A <b>gelatinous cube</b>	2	13	A <b>chimera</b>	6
4	2d6 <b>giant bats</b>	1–6	14	A <b>goreling</b> (see <i>Creature Codex</i> )	1/4
5	A <b>black pudding</b>	4	15	Three <b>doppelrats</b> (see <i>Tome of Beasts</i> )	9
6	1d4 <b>phase spiders</b>	3–10	16	A <b>corpse thief</b> (see <i>Creature Codex</i> )	1/2
7	2d6 <b>rust monsters</b>	1–8	17	An errant <b>dogmole</b> (see <i>Tome of Beasts</i> )	3
8	A <b>manticore</b>	3	18	A <b>tveirherjar</b> (see <i>Creature Codex</i> )	7
9	A <b>mimic</b>	2	19	A hungry <b>otyugh</b>	5
10	Four <b>ghasts of Leng</b> (see <i>Creature Codex</i> )	10	20	A <b>blemmyes</b> (see <i>Tome of Beasts</i> )	8

## MILDLY MAGICAL CURIOS

These curios feature some minor magical effect. They won't give a bump to stats or an obvious edge in combat, but clever players can find plenty of ways to put these items to use!

### MILDLY MAGICAL CURIOS

d100	Curio
1–2	A thin, silver ring with a round, center stone. The stone's color changes when the ring is rotated around your finger once.
3–5	A linen shirt that never needs to be ironed.
6–7	A felted brown toy goat that bleats when squeezed.
8–10	A black top hat that, when doffed, causes the sound of applause to echo around the wearer.
11–12	An orange glass butterfly that periodically flutters its wings.
13–15	A pink quill pen that writes without ink.
16–17	A white and blue ceramic mug that warms or cools its contents to the ideal temperature.
18–20	A deck of cards that shuffles itself.
21–22	A human skull that cackles madly when a joke is told within 10 feet of it.
23–25	A glass perfume bottle that creates a cascade of illusory cherry blossom petals when spritzed (it also smells of cardamom and cinnamon).
26–27	A delicate, 18-inch silver necklace chain that repairs itself when broken.
28–30	Three purple taper candles that never get any shorter, no matter how long they burn.
31–32	A tiny porcelain rabbit that animates and hops in a circle when set on a flat surface.
33–35	A bouquet of dried roses that become fresh and rejuvenated when flourished.
36–37	A white lace parasol that creates three possible illusory effects beneath its open canopy: a soft flurry of snowflakes, gently shifting rainbow lights, or tiny, flitting songbirds.
38–40	A palm-sized notebook that always has at least one more blank page.
41–42	A 5-foot piece of twine that never gets tangled.
43–45	A black glass ball with a flat base, 4 inches in diameter, which projects a glowing replica of the night sky onto the walls and ceilings.
46–47	Four 3-inch tin soldiers that animate and skirmish when you yell, "To arms!"
48–50	A blue clay pot, roughly the size of a loaf of bread. Any plant potted in it survives indefinitely without water or sunshine.
51–52	A combat dummy that heals any damage done to it after 24 hours.
53–55	A set of crystal salt and pepper shakers that never need to be refilled. They cannot provide more than 26 ounces of salt or pepper in a 24-hour period.
56–57	A pair of gray wool socks that stays warm and dry no matter the traveling conditions.
58–60	A knitted yellow plush octopus that, when hugged, hugs back with all of its arms, hums happily, and turns a pale pink.
61–62	A petticoat that gives your skirt just the right amount of swirl when you twirl.
63–65	A self-cleaning handkerchief.
66–67	A hinged, velvet-lined jewelry box. When opened, it plays a well-known lullaby while an illusory gold dragon rises from the interior and flies in a figure-eight above the box.
68–70	A set of steel carving knives that never get dull.
71–72	A black quill pen with a shining gold nib. It requires no ink but writes in a glowing gold script in the air. Text remains in place for 60 seconds before dissolving in a shower of golden sparkles.

73–75	A cookie jar that always looks empty at first glance.
76–77	A shimmering silver veil that flutters even in the absence of a breeze.
78–80	A silver bracelet in the shape of a snake biting its tail. Its wearer may use a bonus action to mentally command the snake to a location within 5 feet of them. Once it reaches the desired location, it reconnects to itself and becomes inanimate.
81–82	Brown leather boots that add 3 inches to the wearer's height, despite not having high heels.
83–85	A pouch of shimmering pink dust. Use an action to toss a handful of dust into the air. The dust settles on the ground into a pattern determined by the owner (the pouch contains 1d20 uses of dust).
86–87	A small harp that plays when left on its own.
88–90	A pocket-sized frame of carved wood that allows you to use an action to hold the frame up and capture an image within the frame of whatever is seen through it (the image lasts for 10 days before fading).
91–92	A rug, 4 feet by 6 feet, woven with an intricate pattern of vines and leaves. On close observation, birds, fairies, and a faun can be seen capering through the pattern before disappearing.
93–95	A red glass phial that releases an innocuous wisp of green vapor when uncorked.
96–97	A simple wooden bowl that causes its contents to taste like chocolate mousse.
98–100	A pair of steel shears that cannot cut fabric, paper, yarn, or hair but can cut through metal and stone with ease.

## TRAVEL CHALLENGES AND COMPLICATIONS

Travel is often glossed over in the rush to the next adventure. Add some spice to the days or weeks your PCs spend getting from Point A to Point B! Tables are sorted by terrain type for ease of troublemaking.

### ARCTIC OR TUNDRA

#### d10 Challenge/Encounter

- 1 **Phantom Camp.** A camp with a roaring bonfire and a thick, inviting tent sits empty and unattended. Any creature that gets within 15 feet of the fire must succeed on a DC 15 Wisdom saving throw or be charmed and sit by the fire for the next 8 hours, at which point they can repeat the saving throw. Charmed creatures do not gain the benefits of a long rest. If anyone attempts to physically remove a charmed creature from the area, they resist; if the charmed creature is removed from the affected area for 10 minutes, the charm effect fades. Once a creature succeeds on the saving throw, they are immune to the effect for 24 hours.
- 2 1d6 mischievous **ice bogies** (see *Tome of Beasts 2*) play pranks.
- 3 **Snowstorm.** A massive storm moves in, creating treacherous traveling conditions and limiting visibility. Travel speed is halved for a day.
- 4 A **meetee-kolen-ol** or a **quiet soul** (see *Creature Codex*) haunts the remains of a tent.
- 5 **Cold Snap.** The temperature plunges unexpectedly. For the next 24 hours, all creatures must succeed on a DC 14 Constitution saving throw every 6 hours and at the end of every short or long rest or suffer one level of exhaustion.
- 6 1d4 **glacial corruptors** (see *Tome of Beasts 2*) guard an empty grave.
- 7 2d4 **rimewing moths** (see *Creature Codex*) are drawn to the flame of the campfire.
- 8 **Thin Ice.** A river cuts across the landscape, frosted over with a layer of ice. If a creature attempting to cross the river reaches the center, the ice cracks beneath them. They must succeed on a DC 14 Dexterity saving throw or plunge into the icy water and take 1d4 cold damage per round in the water. Any creature on the ice within 5 feet of the break must succeed on the same saving throw or suffer the same consequences.
- 9 A hoard of 2d4 **ice mephits** pours from an unseen chasm.
- 10 A snowy **owl** observes the party from above.

COASTAL OR OCEAN

d10 Challenge/Encounter

- 1 A water horse (see *Creature Codex*) stands on the shore, disguised as a fisherman.
- 2 **Tidal Wave.** A massive wave surges onto the shore, crashing over everything and everyone. All creatures in the area must make a DC 18 Strength saving throw. On failure, they take 6d6 bludgeoning damage and are swept 300 feet directly away from the body of water. On success, they take half as much damage and move 150 feet.
- 3 A rum gremlin (see *Tome of Beasts*), with 1d4 rats, skulks near the docks.
- 4 **Quicksand.** The ground within a 30-foot radius is surprisingly viscous, though it looks no different than the surrounding terrain. Any creature entering the affected area immediately sinks by 1 foot, and their speed is reduced to zero. Further movement causes the creature to sink 1d4 feet every round until they are submerged up to their chest, at which point the sinking stops and they are considered restrained. If the stuck creature stops struggling, they stop sinking. A creature can free themselves by spending 10 minutes slowly moving through the quicksand; another creature can free a stuck creature by succeeding on a DC 20 Strength check.
- 5 1d4 sahuagin prowl the shore.
- 6 A kelp drake (see *Tome of Beasts 2*) lies coiled in a tide pool.
- 7 **Tidal Pools.** Tidal pools of various sizes and depths pockmark the landscape here. Maneuvering between or through them is tricky; the area for the next half a day is considered difficult terrain.
- 8 A plesiosaurus wails, tangled in a discarded fishing net.
- 9 **Storm.** Heavy clouds and torrential rains roll in. Visibility is reduced, all creatures within the storm are heavily obscured, and travel speed is halved for a day.
- 10 1d6 giant crabs feast on fish trapped in a tidal pool.





## DESERT OR WASTELANDS

### d10 Challenge/Encounter

- 1 A curious **fennec fox** (see *Tome of Beasts* 2) that, if fed or otherwise treated kindly, leads the party to a small, buried cache of treasure concealing 50 gp and a gold-and-emerald ring. If the fox is attacked, 2d6 additional fennec foxes arrive and attack the party.
- 2 **Quicksand.** The ground within a 30-foot radius is surprisingly viscous, though it looks no different than the surrounding terrain. Any creature entering the affected area immediately sinks by 1 foot, and their speed is reduced to zero. Further movement causes the creature to sink 1d4 feet every round until they are submerged up to their chest, at which point the sinking stops and they are considered restrained. If the stuck creature stops struggling, they stop sinking. A creature can free themselves by spending 10 minutes slowly moving through the quicksand; another creature can free a stuck creature by succeeding on a DC 20 Strength check.
- 3 A false oasis inhabited by a **sand hag** (see *Tome of Beasts*).
- 4 A **mirager** (see *Tome of Beasts*) hopes for an easy meal.
- 5 1d4 **death dogs** roam the wastes.
- 6 **Sandstorm/Dust Storm.** A massive storm blows in, clogging your lungs, scouring your skin, and limiting visibility. The storm lasts for 1d4 hours, during which travel speed is halved. After each hour of traveling, each creature must succeed on a DC 16 Constitution saving throw or suffer one level of exhaustion.
- 7 A pair of **flying snakes** defends a clutch of eggs hidden in the sand.
- 8 **Mirage.** A shimmering shape moves on the horizon, promising companionship or shelter. Every creature who can see the mirage must succeed a DC 14 Wisdom saving throw or be charmed by the mirage and spend all of their movement moving toward it for the next 10 minutes, though it remains out of reach. A charmed creature resists any attempts made to stop them, but they repeat the saving throw at the end of each round.
- 9 **Heat Wave.** The sun beats down and creates unbearably harsh conditions. For the next 24 hours, all creatures must succeed on a DC 14 Constitution saving throw every 6 hours or suffer one level of exhaustion.
- 10 A **coatl** in humanoid form rests in the shade of a ruined structure.



## FORESTS

### d10 Challenge/Encounter

- 1 **Swollen River.** The river here has breached its banks and washed out the bridge. Crossing requires a successful DC 16 Strength (Athletics) check or the creature is swept downriver for half a mile before finally reaching the shore and suffering one level of exhaustion.
- 2 A **weeping treant** (see *Tome of Beasts*) watches the burial place of an ancient elven druid.
- 3 1d4 **woodwoses** (see *Creature Codex*) skulk nearby, wary of outsiders.
- 4 **Wandering Hut.** A dilapidated wooden hut sits among the trees. Inside, it has one 40-foot-square room with a fireplace, utensils and pots for cooking, a small rough table with two chairs, and a bed. It seems abandoned and offers protection from the wind and the rain. If the PCs take a short or long rest within the hut, they emerge in a completely different area of the forest than where they entered.
- 5 A pair of **owlbears** guards a nest.
- 6 **Blocked Path.** A large tree has fallen and blocks the path. If the PCs are traveling by cart and cannot devise a way through, they must double back and find another path, losing half a day of travel in the process.
- 7 A mischievous blue **faerie dragon** plays pranks from the treetops.
- 8 **Thunderstorm.** A thunderstorm rumbles above the canopy, and a heavy rain begins to fall. Visibility is reduced, the ground becomes muddy and slippery, and travel speed is halved for a day.
- 9 **Overgrown Path.** The vines and vegetation have overtaken the path. The PCs must succeed a DC 14 Wisdom (Survival) check to continue in the proper direction. On failure, they lose half a day walking off course before they realize their mistake.
- 10 A **unicorn** bleats, injured and stuck in a rusty iron bear trap.

## GRASSLANDS OR PLAINS

### d10 Challenge/Encounter

- 1 **Overgrown Path.** Grasses and other plant life have overtaken the path. The PCs must succeed in a DC 14 Wisdom (Survival) check to continue in the proper direction or lose half a day walking off course before they realize their mistake.
- 2 **Insect Swarm.** A swarm of buzzing, biting gnats surrounds the PCs. Each creature must succeed on a DC 12 Constitution saving throw or become diseased, wracked with fever and chills, and suffer one level of exhaustion. This condition can be removed by a *lesser restoration* or similar spell, or with a successful DC 12 Wisdom (herbalism kit) check.
- 3 A **giant weasel** stalks the party through the tall grass, more curious than aggressive.
- 4 **Swollen River.** The river here has breached its banks and washed out the bridge. Crossing requires a successful DC 16 Strength (Athletics) check or the creature is swept downriver for half a mile before finally reaching the shore and suffering one level of exhaustion.
- 5 A **three-headed cobra** (see *Creature Codex*) suns itself on a boulder.
- 6 **Deluge.** Heavy clouds and torrential rains roll in. Visibility is reduced (all creatures within the storm are heavily obscured), the ground becomes muddy and slippery, and travel speed is halved for a day.
- 7 A nighttime mist appears, concealing a **swarm of wolf spirits** (see *Tome of Beasts*).
- 8 A herd of 25 **deer** is stalked by 3 **panthers**.
- 9 4d4 **alliumites** (see *Creature Codex*) spring up, angry at being trod upon.
- 10 **Sinkhole.** The ground beneath the PCs' feet crumbles and gives way as a massive sinkhole opens beneath them. Every creature within a 30-foot radius must succeed on a DC 12 Dexterity saving throw or fall 30 feet, taking 3d6 bludgeoning damage and becoming buried. A buried creature takes 1 hour to dig itself out and suffers one level of exhaustion or can be dug out in half the time by another creature.

## HILLS OR MOUNTAINS

### d10 Challenge/Encounter

- 1 A pair of **hill giants** hurls stones and yells insults.
- 2 2d4 **bereginyas** (see *Tome of Beasts*) roam, eager to inflict harm.
- 3 **Avalanche/Landslide.** A rumbling sound is the only warning before a mass of snow and/or rock hurtles down the mountainside. All creatures in its path must succeed on a DC 14 Dexterity saving throw or take 6d6 bludgeoning damage and become buried in debris. A buried creature takes 1 hour to dig itself out and suffers one level of exhaustion. They can be dug out in half that time by another creature.
- 4 **Rope Bridge.** A bridge made of rope and rotting wood spans a chasm 50 feet wide and 150 feet deep. A creature weighing less than 150 pounds can cross without issue. If 150 pounds or more is placed on the bridge at once (whether one or multiple creatures), the ropes begin to fray. They break completely after 6 seconds (1 round). Any creatures on the rope bridge when it breaks must succeed on a DC 18 Dexterity saving throw to grab the remaining ropes or plunge into the chasm below.
- 5 **Blocked Path.** A landslide blocks the path. The PCs must find a way over or through it or else backtrack and find another route, losing half a day of travel in the process.
- 6 An **adult silver dragon** in humanoid form strolls along the mountain paths, ruminating.
- 7 **Snowstorm/Rainstorm.** A massive storm moves in, creating treacherous traveling conditions and limiting visibility. Travel speed is halved for a day.
- 8 Dark clouds roll in, bringing with them 2d4 **alkonost**s (see *Creature Codex*).
- 9 3d4 **aarakocra** patrol the borders of their aerie.
- 10 A pair of **hippogriffs** nests in the crags above the path.

## JUNGLE OR RAIN FOREST

### d10 Challenge/Encounter

- 1 A **giant ape** watches the party from the canopy.
- 2 A pair of **awakened shrubs** and an **awakened tree**, or one **shambling mound** are unhappy at the intrusion.
- 3 **Overgrown Path.** Vines and vegetation have overtaken the path. PCs must succeed a DC 14 Wisdom (Survival) check to continue in the proper direction. On failure, they lose half a day walking off course before they realize their mistake.
- 4 **Thunderstorm.** A thunderstorm rumbles above the canopy, and a heavy rain begins to fall. Visibility is reduced, the ground becomes muddy and slippery, and travel speed is halved for a day.
- 5 1d4 **giant wasps** hassle the group.
- 6 **Insect Swarm.** A swarm of buzzing, biting gnats surrounds the PCs. Each creature must succeed on a DC 12 Constitution saving throw or become diseased, wracked with fever and chills, and suffer one level of exhaustion. This condition can be removed by a *lesser restoration* or similar spell, or with a successful DC 12 Wisdom (herbalism kit) check.
- 7 **Swollen River.** The river here has breached its banks and washed out the bridge. Crossing requires a successful DC 16 Strength (Athletics) check or the creature is swept downriver for half a mile before finally reaching the shore and suffering one level of exhaustion.
- 8 An **alseid** (see *Tome of Beasts*) observes the party from the shadows.
- 9 **Blocked Path.** A massive tree has fallen and blocks the path. If the PCs are traveling by cart and cannot devise a way through, they must double back and find another path, losing half a day of travel in the process.
- 10 3d4 **lemurfolk** (see *Tome of Beasts*) track the party, wary of strangers in their lands.



## SWAMP, MARSH, OR BOG

### d10 Challenge/Encounter

- 1 A **green hag** inhabits a moss-covered hut.
- 2 **Fog.** A dense fog rises around you, obscuring your vision and slowing travel for 1d6 hours. For the duration, everything within the fog is heavily obscured, and travel speed is halved.
- 3 3d6 **bullywugs** attempt to capture trespassers.
- 4 **Deep Water.** The muck and mud give way to waist-deep water with a sludgy bottom. It can be traversed by foot, but all speed is halved, causing slow travel. Any creature under 3 feet tall finds the water level above their head.
- 5 A **bagiennik** (see *Tome of Beasts*) bathes in a pool.
- 6 A **moss lurker** (see *Tome of Beasts*) waits for a good moment to strike.
- 7 **Swamp Gas.** The passing of the characters disturbs the rotting vegetation, stirring up toxic gases. Every creature within a 30-foot radius must succeed on a DC 16 Constitution saving throw or take 1d6 poison damage. A creature who enters or starts their turn in the affected area must repeat the saving throw. The gasses linger for 1 minute unless dispersed.
- 8 3d4 **giant leeches** (see *Tome of Beasts 2*) lurk below the water's surface.
- 9 **Insect Swarm.** A swarm of buzzing, biting gnats surrounds the PCs. Each creature must succeed on a DC 12 Constitution saving throw or become diseased, wracked with fever and chills, and suffer one level of exhaustion. This condition can be removed by a *lesser restoration* or similar spell, or with a successful DC 12 Wisdom (herbalism kit) check.
- 10 **Foxfire.** A shimmering, ethereal light appears in the distance, hovering just above the ground like wisps of luminescent fog. Any creature who can see the light must succeed on a DC 14 Wisdom saving throw or be charmed and must spend all of their movement moving toward the light for the next 10 minutes, though it seems always just out of reach. A charmed creature resists any attempt to stop them, but they repeat the saving throw at the end of each round.

## UNDERWORLD

### d10 Challenge/Encounter

- 1 2d4 **giant bats** roost in the craggy ceiling.
- 2 **Submerged Tunnel.** The tunnel ahead is filled with water and has a swift current. Any creature who wishes to proceed must succeed on a DC 14 Strength check. Or be carried away by the current.
- 3 **Cave-In.** Something about your passage disturbed the structural integrity of the area. Creatures within a 60-foot radius must succeed on a DC 16 Dexterity saving throw or take 6d6 bludgeoning damage and become buried in debris. A buried creature takes 1 hour to dig itself out and suffers one level of exhaustion. It can be dug out in half that time by another creature.
- 4 A **skitterhaunt** (see *Tome of Beasts*) looks for a new host.
- 5 **Subterranean River.** A rushing river cuts across the path. Crossing requires a successful DC 16 Athletics check or the creature is swept downriver for half a mile before finally reaching the opposite shore, and suffers one level of exhaustion.
- 6 A **pombero** (see *Tome of Beasts*) lurks in its lair.
- 7 A **gelatinous cube.** Because of course.
- 8 **Tight Fit.** The tunnel narrows and becomes nearly impassable. Movement is halved for any creature of Medium size. Creatures of Large size or larger cannot fit through the tunnel as is.
- 9 1d4 **darkmantles** hide in the gloom.
- 10 **Uneven Footing.** The ground is rocky and uneven. Travelers must scramble up and over sharp inclines or squeeze between obstacles. The path for the next half a day is considered difficult terrain.

## MONSTERS BY TERRAIN

Tables in this section generate monster encounters based on where you find them, in a spread of difficulties. Some results may be easy, while others are deadly. Most come with a bit of scenario to help create a fuller encounter with the monster. Feel free to tweak, modify, and supplement to fit your campaign.

### ARCTIC OR TUNDRA

#### 2d20 Encounter

- |    |   |
|----|---|
| 2  | 2d8 <b>ice mephits</b> cause harm and misery for the pure enjoyment of it.  |
| 3  | 2d4 hungry <b>roggenwolves</b> (see <i>Creature Codex</i> ) surround the party in hunting formation.  |
| 4  | A <b>glacial behemoth</b> (see <i>Tome of Beasts 2</i> ) is a dire threat to nearly any party.  |
| 5  | 1d4 + 4 <b>kamaitachi</b> (see <i>Tome of Beasts 2</i> ) swarm the party—whom they view as intruders.   |
| 6  | An inexplicably thawed patch of land suggests a <b>boreal dragon wyrmling</b> (75%) or a <b>young boreal dragon</b> (25%) (see <i>Tome of Beasts 2</i> ) lair nearby.   |
| 7  | 1d4 + 6 <b>beli</b> (see <i>Tome of Beasts</i> ) dart in and out of the fray.   |
| 8  | The party comes upon a seemingly abandoned campsite with tattered tents and a cold, snow-covered fire ring. Upon closer inspection, the party discovers five humanoid corpses within the tents. One of the corpses is a <b>quiet soul</b> (see <i>Creature Codex</i> ). |
| 9  | 1d4 + 2 <b>lindworms</b> (see <i>Tome of Beasts</i> ) skitter across the ice and snow.  |
| 10 | 2 <b>snow cats</b> (see <i>Creature Codex</i> ) accompany a <b>druid</b> through the snow.  |
| 11 | A <b>hoarfrost drake</b> (see <i>Tome of Beasts 2</i> ) guards an empty white dragon lair.  |
| 12 | 3 <b>sluagh swarms</b> (see <i>Tome of Beasts</i> ), whisper and claw from the darkness.  |
| 13 | An <b>a-mi-kuk</b> (see <i>Tome of Beasts 2</i> ) ambushes the party.   |
| 14 | Frozen skeletons in the snow turn out to be the same number of <b>glacial corruptors</b> (see <i>Tome of Beasts 2</i> ) as there are members of the party, plus 1.  |

table continued next page



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- 15 2 **snow giants** (75%, see *Tome of Beasts* 2) or 2 **snow giants** and a **frost giant** cut a hole in the ice to fish something out.
- 16 2d4 + 2 **mahoru** (75%, see *Tome of Beasts*) or the same number of **akhlut** (25%, see *Tome of Beasts* 2) gnaw thin patches into the ice above.
- 17 A **warmth thief** (see *Tome of Beasts* 2) is desperate to ease its pain and suffering.
- 18 A **white dragon wyrmling** (50%) or a **young white dragon** (50%) searches for a new lair.
- 19 1d4 **winterghasts** (see *Tome of Beasts* 2) feast on the frozen corpse of a mammoth.
- 20 A strange, stunted forest stands before the party, seemingly nothing remaining of the trees but broken, rotting stumps and a few scraggly bushes. As the party approaches, the stumps—in truth 2d4 **shadow blights** (see *Creature Codex*)—rise up onto their roots and attack.
- 21 A **remorhaz** bursts from beneath the snow with a bone-chilling shriek.
- 22 1d8 + 1 **ice bogies** (see *Tome of Beasts* 2) arrive to play tricks on the party while they camp for the night.
- 23 A **qiqirn** (50%) or a **corrupted qiqirn** (50%) (see *Tome of Beasts* 2) linger around the outskirts of the nearest town.
- 24 If the party makes a fire when they stop to camp, a **chill haunt** (see *Tome of Beasts* 2) approaches and attacks them. If they kill the creature and continue travelling, it returns to life 24 hours later and follows them, catching up with them the next night (48 hours after it was originally slain). This continues until they put the creature to rest (see the Restless Undead section of the creature's description).
- 25 2 **snow terrors** try to outdo one another with their kills.
- 26 2 **polar bears** (75%) or an **ursa polaris** (25%, see *Creature Codex*) defend an ice cave. Within the cave sleep two young.
- 27 1d4 **rime worm grubs** (75%) or 1d4 **rime worm grubs** and 1 **adult rime worm** (25%) (see *Tome of Beasts*) wriggle from beneath the snow.
- 28 A small herd of 1d4 + 1 **mammoths** (75%) or the same number of **oliphants** (25%, see *Creature Codex*) roams the frozen land.
- 29 1d4 + 2 **frost moles** (see *Tome of Beasts* 2) have dug the same number of snow pits beneath the party's path.
- 30 2d4 + 4 **fraughashar** battle 2 **einherjar** (see *Tome of Beasts*). The einherjar are friendly to the party and, if the party joins the fray with them against the fraughashar, silently lead the PCs back to their camp where 3 more einherjar and 3 **ravenfolk warriors** (see *Tome of Beasts*) await. They offer the party food, drink, and rest in return for their aid.
- 31 A crooked hut groans under the weight of the snow and ice. Within, a **snow hag** (see *Creature Codex*) waits, offering medicines and other remedies—for a price.
- 32 A **sapphire jelly** (see *Tome of Beasts* 2) resembles the ice around it.
- 33 A **fang of the Great Wolf worg** (see *Creature Codex*) just happens upon the group.
- 34 An icy-cold **metee-kolen-ol** (see *Creature Codex*) searches for people to sacrifice to its frigid god.
- 35 A cloud of 2d6 **rimewings** (see *Creature Codex*) descend from the cloudy sky and surround the party.
- 36 An **ice maiden** (75%) or an **ice maiden** and 2 servants (a **wolf reaver dwarf** and a **bandit lord**, both under the Kiss of the Frozen Heart effect) (25%) (see *Tome of Beasts*) seeks just one more lover.
- 37 The party stumbles upon a cave within the ice and snow. If they investigate, they discover dozens of giant snowballs inside the cave. Within the snowballs are frozen corpses of various arctic creatures—a few snow hares, one harefolk with a few copper or silver in its pouch, the leg of a mammoth, and even a boreal dragon wyrmling. The cave is the home of 2d6 **giant snow beetles** (see *Tome of Beasts* 2), currently out scavenging. If the party lingers too long, the creatures return and attack the party.
- 38 2d4 **winter wolves**, hunt and howl in the cold.
- 39 A sudden snowstorm whips up . . . within is a **frostveil** (75%) or a **theullai** (25%) (see *Tome of Beasts*). Its true nature is obscured by the swirling snow and ice.
- 40 A hulking **ogre**, lumbers through the snow.

COASTAL OR OCEAN

**2d20 Encounter**

- 2 2d4 **sahuagin** (75%) or 2d4 **sahuagin** swim in the company of a **yavalnoi** (25%, see *Tome of Beasts 2*).
- 3 Tide pools boast a riot of marine life, including hermit crabs, sea stars, tiny fish, and a **purple slime** (see *Creature Codex*).
- 4 2 **kelp drakes** (see *Tome of Beasts 2*) circle a fresh shipwreck.
- 5 A **ningyo** (see *Creature Codex*) is pulled up by a fishing net or circling in the waters.
- 6 3d4 + 3 **merrow** have no aim but to kill and destroy.
- 7 A sunken ship lies beneath the waves on the ocean floor. Within the ship sleeps a **devil shark** (see *Creature Codex*).
- 8 1d4 **giant water scorpions** (see *Tome of Beasts 2*) hide beneath the surface.
- 9 A **tidehunter** (see *Tome of Beasts 2*), cloaks itself in the shallow surf. As soon as a creature comes within 5 feet of it, the tidehunter attacks.
- 10 This portion of the coastline is strewn with bleached, cracked bones and 3d4 skulls of all types—humanoid, beast, and monster—half-buried in the sand. In reality, every skull is a **bone crab** (see *Tome of Beasts*). When a creature gets within 5 feet of one crab, they all attack.
- 11 A **carnivorous ship** (see *Tome of Beasts 2*) cruises the waters.
- 12 A slumbering **zaratan** drifts by in the distance. It is impossible to awaken.
- 13 A **sea hag** (75%) or a coven of **sea hags** (25%) lairs within a polluted grotto.
- 14 A **cipactli demon** (see *Creature Codex*) creeps from the deeps to feast on the party while they sleep.
- 15 A school of 1d4 **plesiosauruses** is ready to eat anything that crosses their path.
- 16 A raiding party of 2d4 + 1 **deep ones** (75%) or 2d4 + 1 **deep ones** and a **deep one hybrid priest** (25%) (see *Tome of Beasts*), prowls the coast.
- 17 The party's ship passes above the lair of a **nihileth** (see *Creature Codex*), deep beneath the surface. A horde of 2d6 + 3 **nihilistic zombies** (see *Creature Codex*) are drawn by the sound of the keel as it breaks the waves, and they attack.
- 18 2d6 **reef sharks** hunt schools of fish.
- 19 Geothermal vents bubble below the surface. 1d4 **fire-infused water elementals** (see *Tome of Beasts 2*) call this portion of the sea their home and defend it if they feel it is threatened.
- 20 A flock of 4d6 **alkonost** (see *Creature Codex*) wheels and loops through the dark storm clouds. Their song echoes across the waves, and they herald a coming storm but otherwise do not attack unless provoked.
- 21 A pod of 4d4 **killer whales** breaches the surface.
- 22 2d4 **bandits** (50%) or 2d4 **bandits** and a **bandit captain** (50%), guard their coastal sea cave hideout.
- 23 A playful (though no less deadly) **sea dragon wyrmling** (75%) or a **young sea dragon** (25%) (see *Tome of Beasts*) hunts for prey.
- 24 2d4 **merfolk** drive away a **killer whale**.
- 25 1d4 + 1 **haleshi** (see *Tome of Beasts 2*) approach the party as they settle down for a meal, interested in sharing their food. They are particularly interested in purchasing any pastries or sweets the party may have, offering handfuls of pearls in exchange for the desserts.
- 26 Lights dance in the dark depths, far beneath the surface. If the party investigates, they are lured into the lair of a **gulpers behemoth** (see *Tome of Beasts 2*).
- 27 Three fast-moving canoes approach: two hold 2 **cueyatl** and one carries a **cueyatl sea priest** (50%) or 2 **cueyatl warriors** and a **cueyatl moon priest** (50%) (see *Creature Codex*).
- 28 1d4 hungry **weresharks** (see *Tome of Beasts 2*) drift by in shark form if within the water or humanoid form if on the shore.

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- 29 A massive coral reef spreads out along the floor of the ocean, teeming with life. Nestled among the urchins and swaying anemones is a **coral drake** (see *Tome of Beasts*).
- 30 A **giant eagle**, swoops down to pluck a fish from the water.
- 31 An **alpha fish** (see *Tome of Beasts 2*) defends its territory.
- 32 A river empties into the ocean. In its marshy delta live  $3d4 + 3$  **garroter crabs** (50%, see *Tome of Beasts*) or the same number of **bearmit crabs** (50%, see *Creature Codex*).
- 33 A trio of **water elementals** rise from the waves to watch the party out of curiosity. They do not attack unless provoked.
- 34 An **ikuchi** (see *Tome of Beasts 2*) is sighted just off the bow of the ship. There is a 50% chance it is aggressive and attacks and a 50% chance that it passes by if left unharassed.
- 35 A **drowned maiden** (see *Tome of Beasts*) languishes. She was once a young woman from a nearby village who fled to the shore out of grief upon discovering her fiancé was unfaithful. She slipped on the ledge above the sea and fell into the waters, her heavy skirts quickly dragging her under.
- 36 A **giant octopus** attacks! When the party fights it, 3 rounds later, a **hunter shark** (50%) or a **giant shark** (50%) are drawn by the sound of thrashing and the scent of blood.
- 37  $3d4$  **crabs** accompanied by  $2d6$  **giant crabs**, scuttle and pinch nearby.
- 38  $1d4$  **shoreline scrappers** (see *Creature Codex*), search for metal objects to add to their shells.
- 39 A **drakon** (see *Tome of Beasts*), soars above—and beneath—the waves.
- 40 A pair of fisherfolk stand beside the remains of a broken rowboat, obviously in distress. When the party arrives to help, they're thankful and accept any aid given to them. A pair of **water horses** (see *Creature Codex*) in disguise, the couple searches for an opportunity to lure one member away to drown and consume them.
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## DESERT OR WASTELANDS

### 2d20 Encounter

- 2 An **ammut** (see *Creature Codex*) pursues an **accursed defiler** (see *Tome of Beasts*).
- 3 5 + 2d4 **subek** (see *Tome of Beasts*) soak up the sun alongside a riverbed. They are friendly if the waters are low (75%), or in the aggressive throes of flood fever if it is the rainy season (25%).
- 4 A wandering **apaxrusl** (75%) or **zalikum** (25%) (see *Tome of Beasts 2*) is no longer bound by its master's will.
- 5 The curve of the dune ahead resembles every other dune the party has passed so far, but this one happens to be a **dune mimic** (see *Tome of Beasts*).
- 6 In the distant sky circle 3d4 **giant vultures** in the company of a **neophron demon** (see *Creature Codex*) in giant vulture form.
- 7 A **sandwurm** (75%) or a **sathaq worm** (25%) (see *Tome of Beasts*) hides in its lair beneath the sands.
- 8 Broken bits of stone and masonry rise from the sand, a jagged silhouette on the horizon. Within the ruins waits a **wind eater** (see *Creature Codex*).
- 9 5 + 1d4 **serpopards** (see *Tome of Beasts*) hunt in a pack.
- 10 A pack of 4 + 2d4 hungry **brimstone locusthounds** (see *Tome of Beasts 2*) swarms over the ridge toward the party.
- 11 A **chronalmental** (see *Tome of Beasts*) flickers and wavers like a heat mirage.
- 12 1d4 **jackals** flee from a **giant scorpion**.
- 13 A **wasteland dragon wyrmling** or **young wasteland dragon** (see *Creature Codex*) is drawn from its lair by the scent of intruders.
- 14 An **oculo swarm** (see *Tome of Beasts*) wanders amid the buried ruins of a long-lost magocracy.
- 15 3 **desert giants** (see *Tome of Beasts*) follows their herd of 5d10 **camels** from one oasis to another. The giants are not aggressive but are fiercely protective of their herd.
- 16 A **minotaur skeleton**, raised by some fell magics to destroy whatever living creatures it finds, assaults the party without notice.
- 17 4d4 **dust goblins** (75%, see *Tome of Beasts*) or 4d4 **dust goblins** and a **dust goblin chieftain** (25%, see *Creature Codex*) troop by with a marching chant in an ancient tongue that is off beat from their footsteps.
- 18 A dark shadow stretches along the ground toward the party, potentially unnoticed among the rest of the shadows. The **sand silhouette** (see *Tome of Beasts*) begins its attack with its Haunted Haboob ability.
- 19 A **sand spider** (see *Tome of Beasts*) lies in wait.
- 20 A low hollow is filled with 2d4 **cactids** (see *Tome of Beasts*).
- 21 A swarm of 3d4 **kezai** (see *Tome of Beasts 2*) fills the air, their giant wings thrumming.
- 22 An **angatra** (see *Tome of Beasts*) creeps along the dunes.
- 23 2d4 **swarms of manabane scarabs** (see *Tome of Beasts*) glow faintly waiting for magical energy to approach.
- 24 A **sanddrift drake** (see *Tome of Beasts 2*) bursts from within a sand dune.
- 25 A mass of sand shifts and moves, following the party at a distance. Once spotted, the **fragrite** (see *Creature Codex*) shifts into glass form and approaches the party, gibbering in Terran about being alone. If it reaches the party, it gets too excited and uses its Spontaneous Explosion ability, and once in sand form, darts 15 feet away and repeats the process.
- 26 A pristine, refreshing oasis waits in the distance. In reality, it is an **oozasis** (see *Tome of Beasts*). It may attack the party once they have made camp or settled in for a rest, or it remains placid and uses its Waters of Unfathomable Compulsion ability to coerce the party into carrying out a task.
- 27 An amphora, half-buried in the sand, contains a trapped **djinni**. If the amphora is broken, the djinni is freed, and though they cannot grant wishes, they agree to do a favor for their liberator it as long as the favor is within their power.

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- 28 A covered and concealed pit (15 feet in diameter, 8 feet deep) stands in the party's path. It takes a successful DC 16 Wisdom (Perception) check to spot it. If it goes unnoticed, the two party members at the front of the marching order must succeed on a DC 15 Dexterity (Acrobatics) check or fall into the pit as the ground collapses from beneath them. At the bottom of the pit wait  $8 + 2d4$  **exploding toads** (see *Creature Codex*).
- 29 A roving herd of  $5 + 2d4$  **rift swine** (see *Tome of Beasts*) appears on the horizon.
- 30 Dozens and dozens of skeletons lie half-buried in the sand, wearing corroded and crumbling remnants of armor. If the party investigate,  $3 + 2d4$  **tveirherjar** (see *Creature Codex*) rise from the sand and attack.
- 31 A dry oasis bakes in the hot sun, the dead palm fronds rustling in the scorching wind. Beside the dry well lies a **gray thirster** (see *Tome of Beasts*).
- 32  $3 + 1d4$  **basilisks** rise up from their tunnels beneath the sand.
- 33 The wind swirls, picking up sand and dust. From this scorching wind emerges a mysterious **edimmu** (see *Tome of Beasts*).
- 34 A **three-headed cobra** (see *Creature Codex*) lies curled atop a dune—above a long-destroyed and buried temple. Nothing but crumbling stone and sand remains.
- 35 A broken and abandoned cart lies half-buried. Amid the spoiled and desiccated foodstuffs, tattered clothes, and crumbling books, the party finds an **idolic deity** (see *Tome of Beasts*). The creature does not immediately attack, but instead allows itself to be picked up and taken, sowing a sense of discord in the minds of the party's divine casters. If at any point the party attempts to discard, destroy, or otherwise rid themselves of the **idolic deity**, it attacks.
- 36  $3d4$  unshackled **anubians** (see *Tome of Beasts*), whose charge has long since collapsed into dust, seek revenge against anyone who looks like a spellcaster.
- 37 An **eonic drifter** (75%, see *Tome of Beasts*) or an **eonic savant** (25%, see *Tome of Beasts 2*) tinkers with its crystal belt.
- 38 A **desert troll** (see *Creature Codex*) lurks beneath the sand. When the party passes near, it uses its Erupt ability and attacks.
- 39 The heat shimmers on the sand, resolving itself into the humanoid form of a **mirager** (see *Tome of Beasts*).
- 40 An awakened **pillar of the lost magocracy** (see *Creature Codex*) looms in the distance.



**2d20 Encounter**

- 2 High-pitched cries of alarm and sounds of smashing wood catch the characters attention. If they investigate, they find a **chuhaister** (see *Creature Codex*), destroying a diminutive village, while 4d6 **sprites** fly in the air around the creature, attempting to force it back with their tiny weapons.
- 3 1d6 **millitaurs** (see *Tome of Beasts*) surge from the undergrowth. The characters have crossed into their territory, but the millitaurs only fight if necessary and are friendly if the PCs treat them with respect.
- 4 1d6 **nyctli** (75%) or 1d4 **nyctli swarms** (25%) (see *Tome of Beasts* 2) erupt from the shadows and swarm the party.
- 5 Two bear cubs tumble out from between the trees and are startled to see the party. As they flee, their mother **black bear** charges.
- 6 A huge tree stands in the forest, burnt and hollowed-out, as if struck by lightning. An old woman sits beside the tree and smiles in welcome as the party approaches. The woman is an **ala** (see *Tome of Beasts*) in human form, and she is pleased at the sight of such delicious-looking individuals.
- 7 A curious **flithidir** (see *Tome of Beasts* 2) follows the party in bird form.
- 8 A **savager** (see *Tome of Beasts*) barrels through the trees.
- 9 A cry for help rises from the branches above. A mage is trapped, wrapped in a thick cocoon of silk. He has no memory of how he got there. A few minutes later, the **chelicerae** (see *Tome of Beasts*) returns and attacks the party, targeting spellcasters first.
- 10 A hungry **chameleon hydra** (see *Tome of Beasts* 2) hides in the thick branches above.
- 11 2d4 **awakened shrubs** with 1d4 **twig blights** move through the trees.
- 12 A **nichny** (see *Tome of Beasts*) stalks the characters through the forest.
- 13 A **spider drake** (see *Creature Codex*) lurks in the dark branches above. As the party passes beneath it, it releases its Poison Breath and then attacks. Its silk-wrapped hoard is hidden in a shallow cave within eyesight of the ambush.
- 14 1d4 **wereboars** are generally unpleasant and aggressive.
- 15 1d4 **dancing foliage** (see *Tome of Beasts* 2) move amid the trees and tend to the plants.
- 16 At first glance, the party may mistake this small red, dragon-like creature for a pseudodragon. As it approaches, however, they may make a DC 14 Intelligence (Nature) or Wisdom (Insight) check; on a success, they realize the creature is a **crimson drake** (see *Tome of Beasts*) before it attacks.
- 17 A friendly **pseudodragon** wants some company for a while.
- 18 1d4 **wood wards** (see *Tome of Beasts* 2) shamble through the forest.
- 19 A **pine doom** (see *Tome of Beasts* 2) observes the characters and attacks if they harm the forest in any way.
- 20 A terrifying **elophar** (see *Creature Codex*) barrels through the trees toward the party.
- 21 A **colláis** (see *Tome of Beasts* 2) stalks the woods around a small woodland village.
- 22 A helpful **ghillie dubh** (see *Tome of Beasts* 2) looks to guide the party out of danger.
- 23 1d4 **jaculi** (see *Tome of Beasts*) dive out of the trees at the party, targeting the shiniest and most valuable items worn or carried by the characters. As soon as they acquire the items, they flee back into the trees with their captured treasure and return to their hoards.
- 24 A **green knight of the woods** (50%) (see *Creature Codex*) or a **thornheart guardian** (see *Tome of Beasts* 2) seeks to test one of the PCs in battle.
- 25 A passel of 4d4 wild **boars** snuffles in the dirt. They are territorial and easily startled.
- 26 A warm and welcoming hut waits amid the trees. If the characters enter, they find a fire burning in the hearth and enough beds for all of them. The hut is an elaborate illusion woven by an **azeban** (see *Creature Codex*), which sneaks in to paw through the PCs' belongings while they sleep.

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- 27 A **tree Skinner** (see *Tome of Beasts* 2) delights in causing destruction.
- 28 2d4 **will-o'-wisps** accompany a **green hag**.
- 29 An **alchemical skunk** (see *Tome of Beasts* 2) forages for food.
- 30 A **wampus cat** (see *Tome of Beasts*) in humanoid form, lingers beside a small woodland river.
- 31 A figure flickers in and out of view as it glides toward the party. The **deathwisp** (see *Tome of Beasts*) raises its weapon and attacks.
- 32 A **green dragon wyrmling** emits a squeaky roar, angry at the party invading its territory.
- 33 A **giant frilled lizard** (see *Tome of Beasts* 2), suns itself on a fallen tree.
- 34 A **forest drake** (see *Creature Codex*) lumbers through the woods, breathing fire into the underbrush.
- 35 A group of 2d4 **lymarien** (see *Tome of Beasts* 2), roosts in the trees around a thicket. Within the thicket is a tiny fawn, curled up, awaiting its parent's return.
- 36 An **owlbear** stomps through the woods, hooting to signal that it is out hunting.
- 37 1d4 **forest marauders** (see *Tome of Beasts*) come screaming out of the trees to attack the party.
- 38 An **aniwyte** (see *Tome of Beasts* 2) in ogre form, lumbers through the trees.
- 39 A large shadow passes overhead as a **Derendian moth abomination** (see *Tome of Beasts* 2) swoops down to attack.
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- 40 Cackling and shrieking echoes amidst the trees as **Baba Yaga** (see *Creature Codex*) flies her mortar and pestle through the forest. If she spots the characters, roll a d10: on a 1–5, she is in a friendly mood; on a result of 6–10, her **iron teeth** (see *Creature Codex*) have temporarily left her, and she is feeling foul and capricious.
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## GRASSLANDS OR PLAINS

### 2d20 Encounter

- 2 As the characters travel, a successful DC 15 Wisdom (Perception) check allows them to notice they are about to walk through a patch of wild onions. If they fail or walk through the wild onion patch anyway, a group of 5d4 **alliumites** (see *Creature Codex*) swarm the characters, enraged by the insult. If the party spots the creatures and are kind to them, a **garlicle** (see *Tome of Beasts* 2) approaches and requests they kill the pack of **carnivorous sod** (see 39 below) that has been plaguing them.
- 3 A **chimera** roars, bleats, and hisses, defending its territory.
- 4 The ground here becomes soggy, and a light mist drifts in. A **vapor lynx** (see *Tome of Beasts*) coalesces out of the fog and taunts the characters before attacking.
- 5 A warband of 2d4 **goblins** (50%) or 2d4 **goblins** with just as many **worgs** (25%) or 2d4 **goblins** with just as many **worgs** and commanded by a **bugbear** (25%) marches to a fight.
- 6 A band of 2d4 grassland **harefolk** (see *Tome of Beasts* 2) stealthily surround and observe the party. If any of the characters are lycanthropes, they attack. If not, they continue to observe until they know the party's intentions are good—or at least not actively evil.
- 7 A herd of 3d6 **deer** grazes in the field, being stalked by 1d4 + 1 **wolves** (75%) or 1d4 **tigers** (25%).
- 8 A group of 1d4 + 1 **loxoda** (see *Tome of Beasts*) crosses paths with the characters.
- 9 1d4 **lions** feed on a fresh kill.
- 10 3d4 **compsognathus** (50%) or 3d4 **swarms of compsognathus** (50%, see *Tome of Beasts* 2), converge on the party from within the high grass.
- 11 1d4 + 1 **orcs** cross the plain. When they spot the party, they grin and advance.
- 12 A stealthy **zanskaran viper snake** (see *Tome of Beasts*) winds its way through the grass toward the party.
- 13 A **cockatrice** defends a nest with three eggs.
- 14 A pale-white pygmy goat trundles in the nearby field. A character with a passive Perception of 14 or higher notices the goat is also wearing a floppy white hat. The goat is actually an **alp** (see *Creature Codex*), following the party until they bed down for the night, when it can afflict them with nightmares.
- 15 2d4 **stirges** descend on the party to feed.
- 16 An injured rabbit hobbles across the path before the characters and pauses to take long, labored breaths. It acts sad and pathetic—or happy and friendly—whatever it must do to get the characters to adopt it. It is a **treacle** (see *Tome of Beasts*), and its goal is to be carried by one of the characters so that it can feed using its Blood Drain ability. (Feel free to have it take on another appearance if one PC has shown an affinity for a particular kind of small animal.)
- 17 1d4 + 4 **kobolds** (50%) or 1d4 + 4 **kobolds** and a **kobold chieftain** (50%, see *Tome of Beasts*) are hunting game. Or PCs.
- 18 3 **serpentine lamia** (75%) or 3 **serpentine lamia** and a **matriarch serpentine lamia** (25%, see *Creature Codex*) are on a trade expedition for new fineries.
- 19 A **mngwa** (75%) or a **mngwa** and 1d4 **nkosi** (50%, see *Tome of Beasts*), stalks the party through the long grass.
- 20 A herd of 2d4 **lystrosaurus** (see *Creature Codex*), root through the dirt for food. They are not aggressive, but if spooked, they defend themselves.
- 21 1d4 **axe beaks** race across the plain. Do they even notice the party?
- 22 A woman's scream echoes across the field. If the characters don't immediately investigate, a second scream follows the first. If the characters follow the source of the sound, they are ambushed by a **crocotta** (see *Tome of Beasts* 2).
- 23 A fully tacked **riding horse** is grazing in the field unattended. Within its saddle bags are 10 days' worth of rations, a bedroll, two full waterskins, and 30 gp. The owner was killed by **goblins** some ways off, and the horse escaped with its life. The owner's body is nowhere nearby.

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- 24 A band of 2d4 + 3 bloodthirsty **gnolls** ambush the party.
- 25 2d4 **giant honeybees** (see *Tome of Beasts 2*) dip and buzz in intricate patterns across the field, searching for flowers. They are not aggressive unless attacked.
- 26 A pack of 2d4 feral **worgs** bays and chases the PCs.
- 27 A herd of 1d4 + 2 **ophidiotaurs** won't pass up the opportunity to hunt the characters.
- 28 2d4 curious **erina scroungers** (50%) or 2d4 **erina scroungers** and 1d4 **erina defenders** (50%, see *Tome of Beasts*) pop out of the ground within 10 feet of the characters.
- 29 1d4 **giant wasps** attack immediately. Jerks.
- 30 An **ogre** lies flat on their back, asleep in the grass.
- 31 As the party travels, any characters who succeed on a DC 10 Wisdom (Perception) check spot a burrow roughly 4 feet in diameter. The burrow extends for 30 feet. Inside sleep 2d4 + 2 **pestilence swarms** (see *Tome of Beasts 2*) that only rouse if attacked or if a source of light is brought within the burrow.
- 32 The party is accosted by 1d4 + 3 **bandits** (50%) or 1d4 + 3 **bandits** and a **bandit captain**.
- 33 1d4 **serpopards** (see *Tome of Beasts*) move in for the kill.
- 34 A **scrofin** (see *Tome of Beasts 2*) wanders in search of a worthy opponent.
- 35 The party finds a deep spring filled with clear, cool water. This is an obvious watering hole for many creatures, and the party easily spots footprints of predators and prey of all sizes in the mud around the pool. Within the spring lives a **water elemental**.
- 36 1d4 + 1 **chupacabras** (see *Creature Codex*) descend on the party in the night.
- 37 A **cyclops** roams, out searching for a meal.
- 38 A **bulette** burrows up beneath the party.
- 39 1d4 + 2 **carnivorous sod** (see *Tome of Beasts 2*) rise up from the earth.
- 40 A **qwyllion** (see *Tome of Beasts*) weaves a hut out of dried grasses.
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## HILLS OR MOUNTAINS

### 2d20 Encounter

- 2 An **azi dahaka** (see *Creature Codex*) is perched on a peak high above the trail. It is currently distracted by creating a massive storm. The PCs have advantage on Stealth checks.
- 3 A scouting party for a nomadic pack of **mountain striders** (see *Tome of Beasts* 2) crosses paths with the characters. They refuse to leave until the characters move on, wary of outsiders crossing paths with the rest of the herd.
- 4 A **manticore** roars, out on the hunt.
- 5 During the night, a swarm of  $1d4 + 2$  **giant vampire bats** (50%) or **giant albino bats** (50%) (see *Creature Codex*) descend upon the characters.
- 6 The character with the highest passive Perception notices a fresh skeleton in the snow or amid the rocks not far from the path. There is nothing of use on the body. Half an hour later, the characters come across a **stuhac** (see *Tome of Beasts*), hoping to lure the party astray.
- 7 A **brown bear** sleeps in a covered recess just off the pathway. It is only aggressive if awoken.
- 8  $1d4 + 2$  **griffons** circle the sky above the characters. If the characters have horses or other equine-like creatures in their midst, one of the griffons lets out a piercing cry and all of them dive toward the party.
- 9 A **tusked skyfish** (see *Tome of Beasts*) drifts into camp while the characters are sleeping. If the characters are roused and move out of the skyfish's path, it drifts straight through camp and continues on its way, searching for more sedentary prey. If it reaches a sleeping creature before it is noticed, it uses its Tendril Curtain ability.
- 10 Bones clutter the pathway and the surrounding area. The character with the highest passive Perception notices strands of pale blue webbing amid the bones, just as the bones begin to shudder and float of their own accord. A moment later,  $1d4$  **balloon spiders** (see *Tome of Beasts* 2) descend on the party.
- 11 During the night, a band of  $3d4$  **black sun orcs** (see *Creature Codex*) raid the party's camp.
- 12 The ground beneath the characters begins to rumble and shake. On the next round, a **bulette** erupts!
- 13 The ground beneath the characters begins to rumble and shake. On the next round, a **purple worm** erupts!
- 14 A thunderstorm rolls in. With it come  $4d4$  **azza gremlins** (see *Tome of Beasts*).
- 15 A curious **giant weasel** approaches to investigate the camp but doesn't attack unless attacked. It can be temporarily befriended with offerings of food.
- 16 3 **ogres** decide to toy with the party. They attack the PCs, content to disarm and bully—or render a character unconscious, wait for them to wake up, and then beat them into unconsciousness again.
- 17 A flock of  $2d4 + 2$  **narsharks** (see *Tome of Beasts* 2) swoops and dives through the sky above the characters. Once they spot the party, they descend to feast.
- 18 A strange, circular ritual site with a single standing stone in the center is guarded by a **goat man** (see *Tome of Beasts*).
- 19 A **fear liath** (see *Creature Codex*) stalks the characters. It spends hours or days on the edge of their vision, nothing more than a shadow seen out of the corner of their eye or footsteps heard in the space between their own, until it grows tired of the game or is caught out and attacked.
- 20 The character with the highest passive Perception hears guttural arguing coming from around the upcoming bend. If they investigate, they find an **ettin**. Its two heads are in an angry debate in Giant about the giant spider it's killed. If the ettin spots the characters, it attacks.
- 21 A **roc** nest can be seen in the distance as a conglomeration of tents, wagons, and splintered bits of nearby homes. If the characters investigate, there's a 50% chance the roc is within its nest.
- 22 A **derro explorer** (see *Tome of Beasts* 2) has ventured to the surface with a pack of  $2d4$  **dogmoles** (see *Tome of Beasts*) to hunt for surface dwellers. The dogmoles have visible scars and fresh whip marks along their hide. If the derro explorer is killed, any remaining dogmoles immediately become passive and only continue to attack the characters if cornered.

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- 23 A **wyvern** swoops down upon the characters with a terrifying roar.
- 24 2d4 **axe beaks** trot up, grumpy and aggressive.
- 25 A **redcap** (see *Tome of Beasts*) branfishes their pike; thier cap is nearly dry.
- 26 A band of 2d4 **bandits** (50%) or 2d4 **bandits** and a **bandit captain** descend upon the characters, looking for gold and goods.
- 27 A **mountain nymph** (see *Tome of Beasts 2*) watches the party from afar. If any of the party disrespect the land, she turns wrathful, and they become the quarry in her hunt.
- 28 A massive **blemmyes** (see *Tome of Beasts*) is drawn by the smell of living flesh.
- 29 A pack of 3d4 **worgs** stalk the party through the craggy pathways.
- 30 A **hippogriff** circles the party. If any characters or creatures with the group are of size Small or smaller, the hippogriff swoops in to grab them.
- 31 As the characters round a bend, a valley opens up below them. In the basin is an **ychen bannog** (see *Tome of Beasts*), lost and separated from its herd. It is not hostile and flees if attacked.
- 32 A **child of Yggdrasil** (see *Creature Codex*) creeps down the cliffside to ambush the characters below.
- 33 An alluring song floats in on the breeze. A flock of 1d6 **harpies** is nesting on a nearby cliffside. Characters must succeed on a DC 11 Wisdom saving throw or be charmed as per the harpy's *alluring song* ability.
- 34 A war band of 3d4 **gnolls** attacks the characters, slavering and growling.
- 35 An **elophar** (see *Creature Codex*) stumbles down the path toward the characters.
- 36 A **hill giant**, grumbles about how hungry they are, dragging their massive club along the ground.
- 37 1d4 **bearfolk** (75%, see *Tome of Beasts*) or 1d4 **bearfolk** and a **bearfolk chieftain** (25%, see *Creature Codex*) surround the characters on the road and demand to know their business. As long as the characters are mostly good-aligned and/or are on route to do good deeds, the bearfolk allow the characters to pass.
- 38 Along icy peaks, an **avalanche screamer** (see *Tome of Beasts 2*) hunts for prey, and the characters look like an easy meal.
- 39 A cave mouth opens not far from the path. If the characters succeed on a DC 12 Wisdom (Perception) check, they hear the labored breathing of a large creature. Within, a **flab giant** (see *Tome of Beasts*) sleeps.
- 40 While the characters are sleeping, 2d4 **giant wolf spiders** creep into their camp.



## JUNGLE OR RAIN FOREST

### 2d20 Encounter

- 2 1d4 **death butterfly swarms** (75%) or 1d4 **greater death butterfly swarms** (25%) (see *Tome of Beasts*) flutter chaotically.
- 3 A placid pond is laced with vines and fallen branches. A **bukavac** (see *Tome of Beasts*) waits within with only eyes and horns visible above the water.
- 4 Several strangely lifelike statues are haphazardly arranged in a clearing. A few are broken, all are missing at least one appendage. As the party examines the statues, 2d4 **cockatrices** (50%) or 2d4 **basilisks** (50%) emerge from the undergrowth.
- 5 2d4 **warlock's trumpetbloom** (see *Creature Codex*) shuffle through the undergrowth in search of a meal.
- 6 Smoke rises from the trees off the path but not too far in the distance. If the party investigates, they see an **ashen custodian** (see *Tome of Beasts* 2) and her **forest drake** (see *Creature Codex*) companion wandering the edges of the fire, igniting the deadfall. If the party attacks, they defend themselves, otherwise they're peaceful (though suspicious).
- 7 A **parzz'val** (see *Tome of Beasts* 2) waits patiently for the party to pass by its hiding spot so it can feed.
- 8 2d4 **prismatic beetle swarms** (see *Tome of Beasts*) perch passively in the trees. They only attack if provoked, but if any party members are rendered unconscious by the beetles' *glittering carapace* ability, a **bloom hydra** (see *Tome of Beasts* 2), hiding in the canopy above, reaches down with its tendrils to feast on the easy prey.
- 9 1d6 **vines of Nemthyr** (see *Creature Codex*) are drawn by the commotion of the party's travel.
- 10 4d6 **howler baboons** (see *Tome of Beasts* 2) screech from the canopy.
- 11 A **titanobra** (see *Tome of Beasts*), defends its territory.
- 12 3d6 **terror birds** (see *Creature Codex*) lope through the undergrowth.
- 13 2d6 **apes** (75%) or 1d6 **apes** and a **giant ape** (25%) posture at one another. Their internal conflict would break if an external one arrived.
- 14 4d4 **compsognathus** (50%) or 2d4 **swarm of compsognathus** (25%) or a **tricenatorus** (25%) (see *Tome of Beasts* 2) tromp through the foliage.
- 15 2d4 **arboreal grapplers** (75%) or 2d4 **asanbosam** (25%) (see *Tome of Beasts*) loom in the trees above.
- 16 A **shambeling mound** (50%) or an **arborcyte** (50%) (see *Tome of Beasts*) waits silently with bones and a mostly decayed corpse engulfed within its vines.
- 17 A **diminution drake** (50%) or a **vine drake** (50%) (see *Tome of Beasts* 2) scurries out of the underbrush.
- 18 1d4 **shadowfey forest hunters** (see *Tome of Beasts*) track a **carbuncle** (see *Creature Codex*).
- 19 2d4 **saber-toothed tigers** lounge about but are easily roused.
- 20 A **huecambra** (see *Tome of Beasts* 2), mostly hidden in the river's shallows, appears to be a small chest's worth of gemstones strewn in the mud just below the surface of the water.
- 21 4d4 **sunset raptors** (see *Creature Codex*) guard the crumbling remains of a wizard's tower.
- 22 A grove of 3d6 **bulbous violets** (see *Tome of Beasts* 2) pushes aside leaves in search of prey.
- 23 A swarm of 6d6 **acid ants** (see *Creature Codex*) flow from a disturbed nest.
- 24 2d4 **cueyatl** and a **cueyatl sea priest** (75%) or 2d4 **cueyatl warriors** and a **cueyatl moon priest** (25%) (see *Creature Codex*), escort a cluster of bedraggled, enslaved sailors to their settlement.
- 25 3d6 **archaeopteryx** (see *Creature Codex*) guard their tree-top nests.
- 26 Not exactly hidden, but blended into the trees is a settlement of 3d6 **lizardfolk** (75%) or 2d6 **lizardfolk**, a **lizardfolk shaman**, and a **lizard queen** (25%).
- 27 A **serpentfolk of Yig** (see *Creature Codex*) disguised as a lost wanderer, or a **berstuc demon** (see *Tome of Beasts*) disguised as a forest spirit beseeches the party for aid, begging the heroes to allow them to join the group. They bide their time until they can strike.

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- 28 2d4 **swarm of insects** (50%) or 2d4 **swarm of poisonous snakes** (50%).
- 29 A grove of trees is strangely shrouded in shadow. In the center, a **razorleaf** (see *Tome of Beasts*) resides.
- 30 A deep river rushes alongside the party. Within is a **kappa** (see *Creature Codex*) who follows the group, playing pranks and causing mischief. It leaves the party be if they gift it with food and even aids them if they're especially polite.
- 31 A party of 2d4 **centaurs** scout the migration paths for their herd.
- 32 A **duskthorn dryad** (75%) or a **duskthorn dryad** protected by a **vine troll skeleton** (25%) (see *Tome of Beasts*) sabotages a dying tree.
- 33 2d4 **kongamat**, swarm down from their aeries.
- 34 A **giant centipede** or a **giant boar** searches for food among a pile of dead ferns.
- 35 A large burrow has been dug under the overturned root ball of a toppled tree. Within the burrow sleeps a **peluda drake** (see *Creature Codex*).
- 36 A voice in the middle distance cries to the party to deliver a message. It is a messenger recently slain near a **ghost boar** (50%) or an **elder ghost boar** (50%) (see *Tome of Beasts*). The boar won't stay incapacitated much longer.
- 37 A **kot bayun** (see *Tome of Beasts*) stalks the group for 4d10 hours before showing itself. Depending on the party's actions during this time, the kot bayun may attempt to put the party to sleep and then attack, or it may speak to them and offer help or healing if they show themselves to be shrewd and intelligent (especially if they manage to notice the kot bayun before it's prepared to reveal itself).
- 38 A sweet scent fills the air. If the party follows the smell, they find a small lake, with bones of creatures scattered about the edges. Nearby, a **horned serpent** (see *Creature Codex*) lies in wait.
- 39 A **glass gator** (see *Tome of Beasts*), sleeps along a riverbank.
- 40 1d4 **ravenala** (see *Tome of Beasts*) are peaceful unless provoked. They wish only to guard the jungle and interrogate the party as to their intentions within their borders. If the party has come to destroy plants or kill innocent creatures within, the ravenala attempt to turn them away or, as a last resort, subdue and imprison them.
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## RUINS

## 2d20 Encounter

- 2 A **medusa** guards her lair.
- 3 2d6 **clockwork beetles** (75%) or 2d4 **clockwork beetle swarms** (25%) (see *Tome of Beasts*) pour out of cracks in the walls.
- 4 A **mummy** awakens from its slumber.
- 5 A lawful good **fane spirit** is pursued by a **fleshspurned** (see *Tome of Beasts 2*).
- 6 3d6 **stirges** swarm and bite and pierce.
- 7 A **yowler** (see *Tome of Beasts 2*), prowls the halls for revenge.
- 8 1d6 **gricks** (75%) or 2d4 **gricks** and a **grick alpha** (25%) hunt for food in a pack.
- 9 A **cauldronborn** (see *Creature Codex*) senses potions in the remnants of a laboratory.
- 10 Within a ruined armory await 3d6 **rust monsters**, excited at the prospect of a meal.
- 11 1d4 **ghasts of Leng** (50%) (see *Creature Codex*) or a **greater ghast of Leng** (50%) (see *Tome of Beasts 2*) rush toward their prey.
- 12 A **faceless wanderer** (see *Tome of Beasts 2*), haunts the halls.
- 13 3d6 **swarms of bats** screech above. (Oh gods, they're in my hair!)
- 14 A **sigilian** (see *Creature Codex*) or a **rune swarm** (see *Tome of Beasts 2*) hide within a ruined library.
- 15 A **fate eater** (see *Tome of Beasts*) curled within a remote corner of the ruin seems willing to trade information—if the party has information it deems valuable.
- 16 2d4 **phase spiders** lair in a webbed hall.
- 17 1d4 **mold zombies** (see *Creature Codex*) are just, like, *really* gross.
- 18 A **gelatinous cube**, nearly invisible, blocks a passageway.
- 19 1d4 **dread walker excavators** (see *Tome of Beasts 2*) search for something.
- 20 A **boot grabber** (see *Creature Codex*) and 1d4 **darkmantles** work in tandem.
- 21 A **black pudding** blends in with the mold and shadows of the walls and floor.
- 22 A **wicked skull** (see *Tome of Beasts 2*) pretends to be a poor soul transformed and trapped by an evil necromancer.
- 23 A **flesh golem** (75%) or a **stone golem** (25%) stands silent, abandoned by its master.
- 24 1d4 **ghouls** or an **angatra** (see *Tome of Beasts*) roam, hungry for flesh.
- 25 A room filled primarily with piles of various creatures' bones shows flashes of gold, weapons, and other loot. Beneath the piles, lying in wait, is a hungry **otyugh**.

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- 26 A **walled horror** (see *Tome of Beasts 2*) waits, entombed in the passage.
- 27 1d6 **dipsa** (75%) or 1d4 **cobbleswarms** (25%) (see *Tome of Beasts*) lurk on a bridge or along the edge of a crevasse.
- 28 A trail of rat corpses show no obvious wounds. A relevant Medicine check reveals they are all missing their hearts. If the party follows the trail, it leads to a **gaunt one** (see *Tome of Beasts 2*).
- 29 An **oni** smiles, willing to barter for knowledge.
- 30 A **bone collective** (see *Tome of Beasts*) watches the party from the shadows.
- 31 A **gorgon** stamps its hooves, preparing to charge.
- 32 1d4 **clacking skeletons** (75%) or a **skeleton monarch** (25%) (see *Creature Codex*) lurch to action.
- 33 3d6 **swarms of rats** flee from a **wraith**.
- 34 1d4 **giant centipedes** or 1d4 **horakh** (see *Tome of Beasts*) lunge, angry at intrusion into their home.
- 35 A room contains a bunch of junk, a few sparkles of gold, and a single treasure chest—the chest is a **mimic**.
- 36 A **zeitgeist** (see *Tome of Beasts 2*) is trapped in time and driven mad.
- 37 A **gibbering mouther** wails and shrieks.
- 38 2d6 **skeletons** (75%) or 2 **husks** (25%) (see *Tome of Beasts 2*) have no purpose except violence.
- 39 An **akaasit** (see *Tome of Beasts 2*) moves toward an unknown destination, attacking only if attacked, but otherwise ignoring the party.
- 40 1d4 **animated armors** stand guard within a treasury.
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#### SWAMP, MARSH, OR BOG

##### 2d20 Encounter

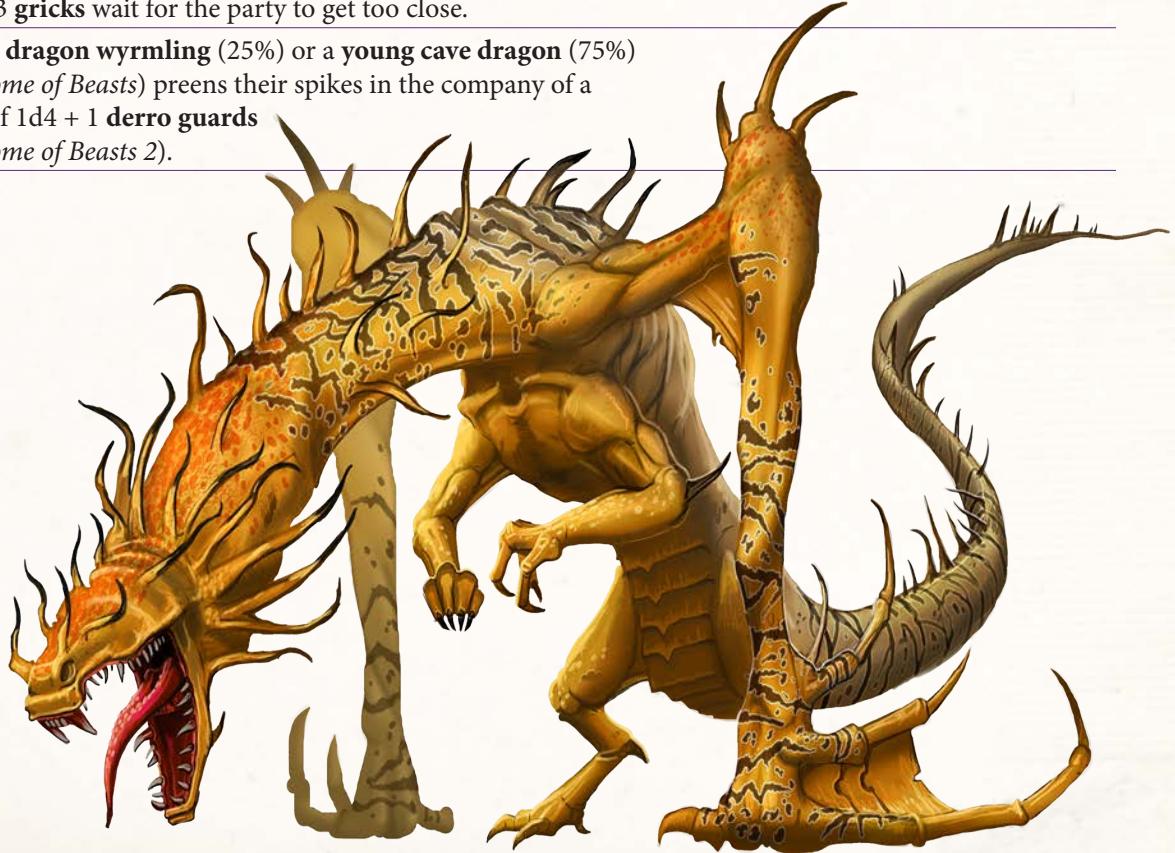
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- 2 1d4+1 **viirets** (see *Tome of Beasts 2*) feast on a diseased tree. They are not aggressive to the party unless attacked—but if a party member currently suffers from disease of any kind, the viirets target them.
- 3 A mass of 2d4 **putrid haunts** (see *Tome of Beasts*) lies in the muck, waiting with the patience of the dead. Er, undead. Whatever.
- 4 A wind picks up, bringing the scent of rot and decay from a nearby hollow. If the party investigates, they discover 2d4 **wind demons** (see *Creature Codex*) dancing and whirling above a tarry pit of animal skeletons. The demons harass the party immediately—they don't necessarily attack but fling vile matter and try to draw the party into the muck.
- 5 A **murgrik** (see *Tome of Beasts 2*) emits its dispiriting wail. Ahh! *AHHHHH!*
- 6 A hungry **gbahali** (see *Tome of Beasts*) lies in wait to ambush unsuspecting prey.
- 7 1d4 **resinous frogs** or 1d4 **spurred water skates** (see *Tome of Beasts 2*) are probably more of a nuisance than a threat.
- 8 A waiting **lou carcolh** (see *Creature Codex*) half-submerged in a pool, has spread its six tongues across the party's path.
- 9 You're pretty sure there's nothing . . . just some bubbles surfacing.
- 10 A **corrupting ooze** swims through the muck and mire. It is especially potent if the party happens to be wading through the deeper portions of the marsh or swamp.
- 11 A **kappa** (see *Creature Codex*) hides within a pool beside the party's path.
- 12 A **swamp naga** (see *Tome of Beasts 2*) at first politely asks the party to vacate their swamp. If they refuse, the swamp naga resorts to force.
- 13 A dead **mindrot thrall** (see *Tome of Beasts*) remains half-concealed on a corpse beneath their cloak. If anyone attempts to investigate the corpse, the remaining blisters on its skin burst. For the next minute, any creatures within 5 feet of the corpse must succeed on a DC 13 Constitution saving throw or become infected with mindrot spores.
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- 14 A **putrescent slime** or a **befouled weird** (see *Tome of Beasts 2*) ambushes any who come near their stagnant pool.
- 15 3d4 **dipsa** (see *Tome of Beasts*) slither through the muck.
- 16 1d4+2 **anophiloii** (see *Creature Codex*) have just emerged from hibernation and are *hungry*.
- 17 A shambling **peat mammoth** (see *Tome of Beasts 2*) searches for creatures to engulf.
- 18 A pair of **mandriano** with a pack of 3d6 **flesh reavers** (see *Creature Codex*) prowl for living prey.
- 19 2d4+3 **quipper** are worked into a feeding frenzy.
- 20 2d4+2 **miremals** (see *Tome of Beasts*) craft paths through the swamp that lead to a **black dragon wyrmling** (75%) or a **young black dragon** (25%). If confronted by the party, they obsequiously offer to help lead the group to safety and instead lead them to their master.
- 21 A **crocodile** (75%) or a **giant crocodile** (25%) looks for an easy meal.
- 22 The crumbling foundation of a forgotten stone labyrinth peeks from beneath the water, covered in slime and moss. A **lost minotaur** (see *Creature Codex*) wanders the remains of its former prison.
- 23 A **mangrove treant** (see *Tome of Beasts 2*) claims to be willing to leave the party in peace as long as they vow not to harm the swamp or its inhabitants.
- 24 A **giant poisonous snake** (75%) or a **giant constrictor snake** (25%) strikes!
- 25 2d4 **boloti** (see *Tome of Beasts*) attempt to drown or otherwise kill the party members to store them in their larder. If the boloti are defeated, a successful DC 17 Wisdom (Perception) check or DC 14 Wisdom (Investigation) check reveals other corpses, both humanoid and beast, and their belongings decaying within a mostly submerged hollow log.
- 26 A **marsh dire** (see *Tome of Beasts 2*) waits to pull travelers into a watery grave.
- 27 A river runs through this portion of the swamp, likely the first fresh water the party has seen in some time. If they approach the riverbank, a **water leaper** (see *Tome of Beasts*) attacks.
- 28 1d4+2 **will-o'-wisps**, attempt to lead the party astray.
- 29 A **zombie** covered in 4d4 **necrotic ticks** (see *Creature Codex*) lurches from the bog.
- 30 A strange, unnatural fog fills the area as the party moves forward. Ahead, a **kirikari** (see *Tome of Beasts 2*) lies in wait.
- 31 A **blood hag** (see *Tome of Beasts*) flees with a face she has obtained. If an opportunity presents itself, the hag uses the stolen face to later manipulate or trick members of the party.
- 32 An **ahuizotl** (see *Creature Codex*) snatches a precious belonging from a party member before diving back beneath the water.
- 33 A fiercely territorial **lake troll** (see *Tome of Beasts*) protects its home.
- 34 A swarm of 3d4 **aridni** (see *Tome of Beasts*) search for humanoids to capture and sell off as slaves.
- 35 A hungry **cipactli demon** (see *Creature Codex*) devours its previous victim at home in the swamp.
- 36 A **bagiennik** (see *Tome of Beasts*) bathes in a murky pool. If the party leaves it undisturbed, it finishes its bath in a benevolent mood and later aids them.
- 37 A **swampgas bubble** (75%) or a **swamp lily** (25%) (see *Tome of Beasts 2*) is not entirely what it seems.
- 38 A **yann-an-oed** (75%) or a **venom maw hydra** (25%) (see *Creature Codex*) emerge from the murky water.
- 39 This area of the swamp is filled with an overabundance of frogs and toads, even more so than usual. They grow in number the deeper the party goes until they arrive at a perfectly round pool with one large boulder in the center. On the boulder sits the **toad king** (see *Tome of Beasts 2*). If approached with deference (and if the party was peaceful to the mundane frogs and toads), the toad king bestows upon them a quest (see toad king entry for some quest options).
- 40 A **troll**. It's hungry. It's always hungry.

## UNDERWORLD

### 2d20 Encounter

- 2 A rogue **pale screamer** (see *Tome of Beasts 2*) pulls itself from a slow-moving subterranean river.
- 3 1d4 + 2 **basilisks** are roused from their slumber by the encroaching party.
- 4 A dark lake stretches out across a portion of the cave, and 2d4 **cavefish zombies** (see *Tome of Beasts 2*) lurch and slide from the water to attack the party.
- 5 An **ichneumon** (see *Creature Codex*) sucks on an egg, surrounded by the bones of the cave dragon.
- 6 A humanoid figure moves in the shadows, darting around corners, letting the party catch glimpses, but not enough to see it clearly. If the party follows, the figure (a **drow** under the effects of ophio spores) lures them to a cluster of **ophio fungi** (see *Tome of Beasts 2*).
- 7 A **gibbering mouther** is trailed by a swarm of 2d4 + 4 **stirges**.
- 8 2d4 **derro guards** (75%) or 2d4 **derro guards** and a **derro explorer** (25%) (see *Tome of Beasts 2*) walk in tight formation.
- 9 2d4 **cavelight mosses** (see *Tome of Beasts*), glow softly in the darkness.
- 10 1d4 + 2 **pestilence swarms** (see *Tome of Beasts 2*) awaken if anyone in the party is carrying a light source.
- 11 1d4 **echo demons** (see *Creature Codex*) chatter in the darkness of a large, empty cave.
- 12 A **behir** darts out of the shadows at the unsuspecting party.
- 13 2d4 + 3 **crimson shamblers** (see *Tome of Beasts 2*) leave puddles of crimson slime in their wake.
- 14 A seemingly empty cave is strewn with desiccated corpses. A **ghostwalk spider** (see *Tome of Beasts 2*) waits within.
- 15 A hungry **xorn** swims half submerged in earth, on the hunt for precious metals and gemstones.
- 16 A **boot grabber** (see *Creature Codex*), lurks beneath 1d4 + 3 **darkmantles** hanging like stalactites.
- 17 A thick, black goo drips down the wall—it's a **black pudding** waiting for an adventurer to get too close.
- 18 1d6 **deep trolls** (see *Tome of Beasts 2*) move swiftly in a hunting party.
- 19 A swarm of 2d4 **ghoul bats** (see *Tome of Beasts 2*) shriek through the darkness.
- 20 1d4 + 3 **gricks** wait for the party to get too close.
- 21 A **cave dragon wyrmling** (25%) or a **young cave dragon** (75%) (see *Tome of Beasts*) preens their spikes in the company of a band of 1d4 + 1 **derro guards** (see *Tome of Beasts 2*).





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- 22 When the party is resting, 1d4 **bilbies** (see *Tome of Beasts 2*) approach and rummage through their packs and belongings. The bilbies are primarily on the hunt for food but swipe other items if in a hurry (if they are spotted and flee, for instance), only to abandon the items later when they realize they are not edible.
- 
- 23 An **ettercap** herds 5d10 **spiders**. The spiders attack in waves of ten and continue to attack until the ettercap is killed, at which time they flee into the cracks and crevices of the cave.
- 
- 24 A herd of 3d4 **cave goats** (see *Tome of Beasts 2*) is unbothered by the party's presence.
- 
- 25 A **roper** stands patient and waiting.
- 
- 26 Several strange pathways of slick, mucus-like slime appear and lead down a tunnel. If the party investigates, the slime trails lead to a cluster of 2d4 **strobing fungi** (see *Tome of Beasts 2*), perched on a ledge. A subterranean lake 40 feet below is filled with 3d6 **quippers** and 1d4 **swarms of quippers**.
- 
- 27 3d4 **swarms of bats** in the company of a **giant vampire bat** (50%) or a **giant albino bat** (50%) (see *Creature Codex*) screech and flap in the gloom.
- 
- 28 A migrating swarm of 4d4 **pixie's umbrellas** (see *Tome of Beasts 2*) float silently.
- 
- 29 A **somberweave** (see *Tome of Beasts 2*) lairs in a small cave.
- 
- 30 A bubbling tar pit obstructs much of the cave or tunnel, with skulls and other bones rising to the surface of the **tar ooze** (see *Tome of Beasts 2*) within. If the party gets within 5 feet of the pit or if they pass by without inspecting it, the ooze attacks.
- 
- 31 A pair of **drow** accompany a **drider** on some miserable task.
- 
- 32 A vast tunnel sprawls before the party, almost unbearably hot and filled with glittering crystals. It is the lair of a **crystalline monolith** (see *Tome of Beasts 2*).
- 
- 33 2d4 + 2 **night scorpions** (see *Tome of Beasts*) skitter through the darkness.
- 
- 34 A **woe siphon** (see *Tome of Beasts 2*) silently stalks the party.
- 
- 35 A **deathweaver** (see *Tome of Beasts 2*) toys with 1d4 + 3 **web zombies** (see *deathweaver entry*) amid the corpses in its lair.
- 
- 36 A **kaveph** (see *Tome of Beasts 2*) punches the air with a **sema** (see *Tome of Beasts 2*) perched on its shoulder.
- 
- 37 3d4 **kallikantzaros** (see *Creature Codex*) keep their saws sharp and ready.
- 
- 38 A **deep drake** (see *Tome of Beasts*) clings to the ceiling.
- 
- 39 A **mineral ooze** (see *Tome of Beasts 2*), sparkles prettily in the light of 2d4 **lantern beetles** (see *Tome of Beasts 2*).
- 
- 40 A **cloaker** trails after the party, waiting for an opportunity to pick off a straggler or injured member.

URBAN

**2d20 Encounter**

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- 2 A **servant of the vine elf** (see *Creature Codex*) drinks at the local tavern, night after night. He isn't a problem immediately, but the longer he remains, the more unhappy the townsfolk become.
  - 3 2d4 **bandits** (75%) or 2d4 **bandits** and a **bandit captain** (25%) emerge from the shadows to shake down the party.
  - 4 A **bouda** (see *Tome of Beasts*) stalks a home on the outskirts of town.
  - 5 A **karakura** (see *Creature Codex*) lives within the basement of a local tavern during the day. By night, it is a well-known and well-loved patron who drinks and carouses in the room above.
  - 6 3d4 **shadow boxers** (see *Tome of Beasts 2*) prowl the alleyways and rooftops.
  - 7 An **alehouse drake** (see *Tome of Beasts*) roosts in the rafters of a tavern, causing numerous problems for the tavern keeper.
  - 8 A **faceless wanderer** (see *Tome of Beasts 2*) lurks in the darkened alleyways behind a busy tavern or market. The first hints that the creature is about may be the patrons inside suffering the effects of its *memory drain* ability.
  - 9 2d4 **rum gremlins** (75%, see *Tome of Beasts*), or 3d4 **rum gremlins** and a **rum gremlin lord** (25%, see *Tome of Beasts 2*) lair beneath the docks or in the attic of a bar or tavern.
  - 10 A swarm of 3d6 **zoog** (see *Creature Codex*) are pursued down the street and into an alley by a **leonino** (see *Creature Codex*).
  - 11 A **quoreq** (see *Tome of Beasts 2*) torments the beggars and homeless folk in the poor areas of the city.
  - 12 A **greed swarm** (see *Tome of Beasts 2*) rises from a wishing well.
  - 13 A **spirit lamp** (see *Creature Codex*) walks the streets at night.
  - 14 A **silenal** (see *Tome of Beasts 2*) loiters in the local bar, dispensing terrible advice.
  - 15 2d4 **thugs** harass helpless citizens.
- 



- 16 A **hulking welp** (see *Tome of Beasts*), in small form, hides behind a stack of barrels or under a porch.
- 17 A **morko** (see *Creature Codex*) causes trouble.
- 18 A secluded well is inhabited by a **crinaea** (see *Tome of Beasts 2*).
- 19 4d4 **doppelrats** (see *Tome of Beasts*) feast on a pile of refuse.
- 20 An **orphan of the black** (see *Tome of Beasts 2*) lurks in the shadows around the marketplace, inciting violence in those it dislikes. It targets those of authority—city guards, local bigwigs, nobles, and so on.
- 21 A group of kids holds a dirty ginger cat by the tail, tormenting it. As the party watches, the cat shifts and grows into a **catscratch** (see *Tome of Beasts 2*). The kids flee; the catscratch, in a rage, attacks everything around it.
- 22 A **lady in white** (see *Creature Codex*) wanders a lonely alleyway when the moon is dark.
- 23 A **shadow** stalks an unsuspecting townie.
- 24 A **bleakheart** (see *Tome of Beasts 2*) watches a performing minstrel from the shadows of a tavern booth or lingers outside a lively theater on the night of a performance.
- 25 A **dream wraith** (see *Creature Codex*) prowls the city in search of a victim. Several deaths may occur before the party comes into contact with the creature.
- 26 Clouds fill the sky and thunder rumbles as a silent call brings out the **cats of Ulthar** (see *Creature Codex*).
- 27 A **cambium** (see *Tome of Beasts*), shrouded and hunched, skulks through the crowds searching for its next victim.
- 28 A **moon nymph** (see *Creature Codex*) haunts the dreams of the townsfolk.
- 29 A **wicked skull** (see *Tome of Beasts 2*) takes the shape of a golden skull, a delicate porcelain vase, or a golden lamp. It hides itself along a quiet street, away from the crowds, and then calls out to adventurers when they pass. It claims to be a mage, cursed (or accidentally transformed) and in need of help. It then leads the party on a wild goose chase across the city for useless objects or ingredients for a ritual that doesn't exist.
- 30 A cabal of 2d4 **rattok demons** (see *Creature Codex*), gather in the sewers or an abandoned house, creeping out to find victims by night.
- 31 A **valkruung** (see *Tome of Beasts 2*) snatches a purse from a passerby before escaping to the rooftops. If the party pursues, the creature returns to its lair—the roof of a nearby temple—where the rest of its family waits amid their treasures.
- 32 4d4 **swarms of rats** (75%) or a **rat king** (25%, see *Tome of Beasts*) plagues the slums of the city.
- 33 A **snake with a hundred mage hands** (see *Tome of Beasts 2*), fresh off a heist, slithers out a window.
- 34 An unbound and mischievous **living shade** (see *Creature Codex*) hops from person to person in a crowded marketplace.
- 35 A thunderstorm rolls through the town, bringing with it 2d6 **spire walkers** (see *Tome of Beasts*) that frolic across the rooftops and torment any townsfolk foolish enough to be out in such a storm.
- 36 A pair of **ash drakes** (see *Tome of Beasts*) build a nest in a chimney and choke the streets and air with soot.
- 37 A **somberweave** (see *Tome of Beasts 2*) lairs within the remnants of a burned and abandoned house.
- 38 A scream erupts from a nearby alley. If the party investigates the sound, they find a slain citizen and an **astral snapper** (see *Creature Codex*) emerging from the ruined corpse.
- 39 2d4 **roachlings** (75%, see *Tome of Beasts*) or 2d4 **roachling scouts** (see *Creature Codex*) try to steal a fresh shipment of sugar from a local baker.
- 40 An **ostinato** (see *Tome of Beasts*) lurks outside a concert hall or trails after a minstrel, searching for a host.

## CRITICAL HITS

We all know it and love it—the thrill of the natural 20. The rush of adrenaline and victory as you fell your foes with astounding displays of power and finesse. And while double damage is nice, sometimes we want something a bit more . . . satisfying.

These tables give some fun description and an additional effect to double damage on a natural 20 melee weapon attack roll. Watch your players' eyes

light up when they get to roll on the table—or enjoy their moans of horror when you wield it against them!

For characters with multiple attacks per turn, we suggest rolling on the respective critical hit table at the end of their attack actions. If the target doesn't have the requisite anatomy or equipment for some result, reroll or poll everyone at the table for an equivalent outcome that feels fair and fun.

### ACID CRITICAL

d20	Result
1–3	Their skin bubbles and hisses. They shriek in pain and terror as they watch their flesh melt away. [ <i>Stunned until the end of their next turn.</i> ]
4–6	The acid carves pits and craters into their flesh, and the searing pain momentarily distracts them. [ <i>Disadvantage on their next attack roll.</i> ]
7–9	Their flesh dissolves, melting away in globules, exposing bone and organs, taking their resolve with it. [ <i>Disadvantage on all saving throws until the end of your next turn.</i> ]
10–12	They cower in horror as chunks of skin and hair slough off in gooey hunks of flesh. [ <i>Frightened of you until the end of their next turn.</i> ]
13–15	The acid burns all reasonable thought from their mind. Their only desire is to escape the pain. [ <i>Must use their next turn and movement to run in a random direction.</i> ]
16–17	The fact that they can see parts of their body they're not meant to be able to see is a bit distracting. [ <i>Disadvantage on all ability checks until the end of their next turn.</i> ]
18–19	Acid pours into their mouth, dissolving their tongue and teeth in a bubbling, hissing slurry. [ <i>Cannot speak until they heal.</i> ]
20	Corrosive rivulets carve channels down their skin and drip fleshy bits into their eyes, burning away their retinas. [ <i>Blinded until they heal.</i> ]

### BLUDGEONING CRITICAL

d20	Result
1–3	You spin your weapon with a flourish, slamming it into your foe. The unrelenting force drives them to the ground. [ <i>Knocked prone.</i> ]
4–6	You smash your weapon into your opponent's face, pulverizing their jaw in a mess of bone and blood. [ <i>Cannot speak until the end of your next turn.</i> ]
7–9	The pure power and might of your attack causes them to stumble backward. [ <i>Shoved 5 feet directly away from you.</i> ]
10–12	Your weapon slams into their head so hard even <i>you</i> can see the stars. [ <i>Blinded and deafened until the end of their next turn.</i> ]
13–15	Your weapon smashes into their knee with a <i>crack</i> , and they howl in pain. Ooh, that's gotta hurt. [ <i>Movement speed is halved.</i> ]
16–17	You drive your weapon into their stomach, and they vomit up a fountain of blood. [ <i>Stunned until the end of their next turn.</i> ]
18–19	You slam your weapon into their hand, pulverizing their fingers. They drop their weapon/shield/spell focus with a cry. [ <i>Disarmed; must retrieve the dropped item on their turn.</i> ]
20	You attack with a merciless display of ferocity, causing your enemies' blood to run cold. [ <i>All enemies within 15 feet are frightened of you until the end of your next turn.</i> ]

## COLD CRITICAL

d20	Result
1–3	Frost and ice coat your target, freezing them nearly straight through. [Stunned until the end of your next turn.]
4–6	Their extremities become frozen and stiff, making movement difficult. [Disadvantage on attack rolls until the end of their next turn.]
7–9	Their fingers become numb, and they fumble whatever they're holding. [Drop anything they're holding. Reroll if not applicable.]
10–12	The ground beneath their feet becomes icy and slick, and they slip on the treacherous terrain. [Fall prone.]
13–15	Ice forms around their feet, freezing them in place. [Movement speed is 0 until the end of their next turn.]
16–17	They're wracked with severe shivers as the cold races up their spine, and they begin to regret their life choices. [Frightened of you until the end of their next turn.]
18–19	Jagged bits of frozen flesh crack and break off as they try to shake off the attack. [Take an additional 1d4 cold damage.]
20	They are frozen solid. Hoarfrost coats their skin and penetrates deep into their bones. [Paralyzed until the end of their next turn.]

## FIRE CRITICAL

d20	Result
1–3	The skin on your target's face blackens and splits and their eyelids char. They reel in pain. [Blinded until the end of their next turn.]
4–6	Your fire is persistent and refuses to be snuffed out. [On fire; they take 1d4 fire damage at the start of their turn until someone takes an action to douse the fire.]
7–9	The heat from your flame is so potent, it superheats the air around your target, scorching their lungs as they gasp in pain. [Stunned until the end of your next turn.]
10–12	Your target's eardrums burst from the intense heat, and boiling blood pours from their ears. [Deafened until someone heals them.]
13–15	Flames lick up your target's body, and their skin blisters and cracks. They're distracted by the acute pain and the smell of their own cooking flesh. [Disadvantage on attack rolls on their next turn.]
16–17	The severity of the blast staggers your target, weakening their resolve. [Frightened of you until the end of their next turn.]
18–19	The flames leap to your target's items and clothing, consuming them quickly. [A single nonmagical item, weapon, or armor of your choice that you can see is destroyed. The item must be made of flammable material, and must be worn or carried by your target.]
20	Fire engulfs your target and flares out in a massive conflagration. [Each creature of your choice within 5 feet of the target takes half the damage dealt to the initial target.]



## FORCE CRITICAL

d20	Result
1–3	The impact from your refined magic hits more strongly than anticipated, sending your target reeling. [ <i>Shoved 5 feet directly away from the origin of the attack.</i> ]
4–6	Your magic buffets their body. They stagger and fall from the force of the blow. [ <i>Knocked prone.</i> ]
7–9	The force of the impact ruptures something vital. They keel over, coughing up blood. [ <i>Stunned until the end of their next turn.</i> ]
10–12	Your potent magic blows chunks of flesh from their body, exposing vital organs. [ <i>Bleeding; take 1d4 damage at the end of their turn until someone takes an action to stanch the wound.</i> ]
13–15	They are caught completely off guard by the severity of your attack, and their courage wavers. [ <i>Frightened of you until the end of their next turn.</i> ]
16–17	Your pure, concentrated magic slams into your target, throwing them off balance. [ <i>Disadvantage on Dexterity saving throws until the end of your next turn.</i> ]
18–19	The puissance of your magic rattles them. [ <i>Disadvantage on saving throws against spells until the end of your next turn.</i> ]
20	Your magic bursts as it hits your target, throwing off a wave of force and knocking back foes near your target. [ <i>All enemies within 5 feet of the target are shoved 5 feet directly away from the target and take 1d4 force damage.</i> ]

## LIGHTNING CRITICAL

d20	Result
1–3	Electricity skitters across their body, causing their teeth to clench so tightly you swear you hear one crack. [ <i>Stunned until the end of their next turn.</i> ]
4–6	They spasm as the lightning courses through them, then fall to the ground in a heap, gasping for air. [ <i>Knocked prone.</i> ]
7–9	Lightning crackles through them, leaving them momentarily twitching and uncoordinated [ <i>Disadvantage on their next attack roll.</i> ].
10–12	The electricity jolts through them, leaving their synapses fried and their muscles spasming uncontrollably. [ <i>Disadvantage on Dexterity saving throws and ability checks until the end of their next turn.</i> ]
13–15	Lightning burns across their skin, leaving behind a scorched scar like the branches of a tree. [ <i>Triple your damage instead of doubling it.</i> ]
16–17	The lightning runs across their skull in sparking patterns, penetrating the vital speech centers of their brain [ <i>Cannot speak or comprehend spoken language until the end of their next turn.</i> ].
18–19	Electricity courses through them, and they shriek in horror and pain as their eyeballs explode in a crackle of blue and white. [ <i>Blinded until they heal.</i> ]
20	Lightning sparks from their body, leaping and arcing to strike nearby enemies. [ <i>Choose up to three creatures within 10 feet of the target; each of them takes 1d6 lightning damage.</i> ]

## NECROTIC CRITICAL

d20	Result
1–3	Black veins of decay spread across their body like vile roots, weakening their body's natural resistances. [Disadvantage on Constitution saving throws until the end of your next turn.]
4–6	The tips of their fingers (or similar extremities) rot and fall off in chunks of decomposing flesh. [Disadvantage on attack rolls until the end of your next turn.]
7–9	Their limbs wither and shrivel, temporarily atrophied by the vile magic of your attack. [Disadvantage on Dexterity saving throws until the end of your next turn.]
10–12	They scream in terror as they feel their organs putrefying and rotting inside them. [Frightened of you until the end of your next turn.]
13–15	They vomit thick, black bile as their stomach lining decays into a putrid mass of sludge. [Stunned until the end of your next turn.]
16–17	Their teeth crumble to dust in their mouth, and their tongue blackens and shrivels like a slug coated in salt. [Can't speak until healed.]
18–19	The blood in their veins turns black and putrescent, coursing through their body with vile determination. [Take an additional 2d4 necrotic damage at the beginning of their next turn.]
20	Their skin shrivels as they shrink into a desiccated husk of their former self. [Disadvantage on attack rolls, ability checks, and saving throws for the next three rounds.]

## PIERCING CRITICAL

d20	Result
1–3	You jab your weapon into their abdomen, and your blade slides cleanly between their ribs to pierce something vital. [Bleeding; take 1d4 damage at the end of their turn until someone takes an action to stanch the wound.]
4–6	As you bring your blade down, they try to twist out of the way. Your weapon pierces their foot with a sickening crunch, and pins their foot to the ground. [Movement speed is 0 until end of their next turn.]
7–9	With stunning finesse, you slip your blade straight into their eye. Their eyeball ruptures with an audible pop. [Blinded until the end of your next turn.]
10–12	With shocking precision, you jab your weapon up under their chin. They cough and choke as their own blood fills their mouth and throat. [Cannot speak until the end of their next turn.]
13–15	While they're distracted by your strikes, you move into a more advantageous position. [You may immediately move up to 15 feet without provoking an attack of opportunity from them.]
16–17	You know to hit 'em where it hurts. Where it really hurts. [Triple your weapon damage instead of doubling it.]
18–19	You nick their spinal cord, and they spasm in pain. [Stunned until the end of their next turn.]
20	You slip your blade into that sweet spot at the base of their neck—they crumple to the ground. [Paralyzed until the end of your next turn.]



### POISON CRITICAL

d20	Result
1–3	The poison surges through their bloodstream, and they sway in place, woozy. [ <i>Stunned until the end of their next turn.</i> ]
4–6	The toxin disorients them, targeting the part of their brain that processes language. [ <i>Cannot speak or comprehend spoken language until the end of your next turn.</i> ]
7–9	The poison lingers, sapping their life for longer than expected. [ <i>Take half the damage dealt again at the start of their next turn.</i> ]
10–12	The toxin affects their coordination, temporarily impairing their nervous system. [ <i>Incapacitated until the end of their next turn.</i> ]
13–15	The poison courses through them, blurring their vision with each painful heartbeat. [ <i>Blinded until the end of their next turn.</i> ]
16–17	The toxin causes severe nausea and vomiting, searing through their system. [ <i>Disadvantage on attack rolls and Constitution saving throws until the end of their next turn.</i> ]
18–19	The poison wracks their nervous system, causing severe tremors in their extremities and a loss of coordination. [ <i>Disadvantage on Dexterity checks and saving throws until the end of your next turn.</i> ]
20	The poison knocks them into a stupor. They fall over, drooling, their eyes rolled back in their head. [ <i>Unconscious until the end of your next turn.</i> ]

### PSYCHIC CRITICAL

d20	Result
1–3	Agony explodes in their mind, rendering them speechless. [ <i>Cannot speak until the end of their next turn.</i> ]
4–6	The pain lances through their mind, confusing them. They are momentarily unable to tell friend from foe. [ <i>On their next attack, they attack a random creature.</i> ]
7–9	The pain disrupts their plans and interrupts their concentration. [ <i>If they are concentrating on a spell, their concentration is lost OR disadvantage on their next attack roll, you choose.</i> ]
10–12	They stumble and fall to their knees, screaming. [ <i>Knocked prone.</i> ]
13–15	The pain triggers a panic response. Their eyes widen, their breath quickens. [ <i>Frightened of you until the end of their next turn.</i> ]
16–17	White light blossoms in their vision as they recoil in pain. [ <i>Blinded until the end of your next turn</i> ]
18–19	They flail helplessly in paroxysms of pain. [ <i>Disadvantage on their next attack roll.</i> ]
20	They double over, clutching their head, unable to even speak. [ <i>Paralyzed until the end of your next turn.</i> ]

## RADIANT CRITICAL

d20	Result
1–3	A flare of holy fire burns through them. They spend a moment reconsidering their life choices. [Stunned until the end of their next turn.]
4–6	You put the fear of your god into them. Literally. [Frightened of you until the end of your next turn.]
7–9	White-hot energy flares around them, and they're left blinking away afterimages. [Blinded until the end of their next turn.]
10–12	Burn, baby, burn! [Triple your damage instead of doubling it.]
13–15	They fall to their knees, blubbering and begging for divine forgiveness. [Knocked prone.]
16–17	Their body goes rigid, the burning power of your faith glowing in their eyes in momentary divine rapture. [Paralyzed until the end of their next turn.]
18–19	A chorus of heavenly beings fills their ears, blocking out everything else. [Deafened until the end of their next turn.]
20	Holy radiance fills them, burning away their resolve. [Disadvantage on attack rolls and saving throws until the end of your next turn.]





## SLASHING CRITICAL

d20	Result
1–3	You cut into their shoulder joint. With a pop of cartilage and muscle, they shriek in pain. [Disadvantage on attack rolls until the end of their turn.]
4–6	You slice into their midsection, sending a spray of hot blood and viscera across your hands. [Stunned until the end of their next turn.]
7–9	Your blade catches the back of their knee, carving through muscle and tendon, and they stagger. [Movement speed is halved.]
10–12	You slash through a major artery! Blood spurts from the wound in a worrying fashion. [Bleeding; take 1d4 damage at the end of their turn until someone takes an action to stanch the wound.]
13–15	The edge of your blade comes down hard on their hand, nearly severing it at the wrist. They drop their weapon/shield/spell focus with a cry. [Disarmed; must retrieve the dropped item on their turn. Reroll for nonweapon-wielding foes.]
16–17	Your hit cuts a clean line just above their brow. Blood pours down their face and into their eyes, momentarily blinding them. [Blinded until the end of their next turn.]
18–19	The force of your blow is astounding. [Shoved 5 feet directly away from you.]
20	You've got them right where you want them. [You immediately make an additional melee attack with the same weapon against another enemy within reach. If there are no other enemies, make another attack against the original target.]

## THUNDER CRITICAL

d20	Result
1–3	The booming crack of thunder bursts their eardrums, and blood dribbles out of their ears. [Deafened.]
4–6	The rolling thunder echoes back on itself in a deafening reverberation, disorienting them. [Disadvantage on attack rolls until the end of your next turn.]
7–9	The force of the thunder is more than they can handle! Their feet skid along the ground as they're pushed backward. [Shoved 5 feet directly away from you.]
10–12	The thunder rattles their insides and compresses their lungs, leaving them shocked and gasping for air. [Stunned until end of their next turn.]
13–15	Thunder echoes around them. [Disadvantage on Dexterity (Stealth) checks until the end of their next turn.]
16–17	The thunder batters and bruises them, pulverizing their insides and weakening their resolve. [Disadvantage on Constitution saving throws until the end of their next turn.]
18–19	The pressure from the shift in the air causes black spots to swim in front of their eyes. [Blinded until the end of their next turn.]
20	Thunder booms from your target. A wave of force emanates back from them, pushing nearby enemies away. [All creatures and items within 5 feet of the target are shoved 5 feet directly away from the target and take 1d4 thunder damage. Your allies ignore this effect.]

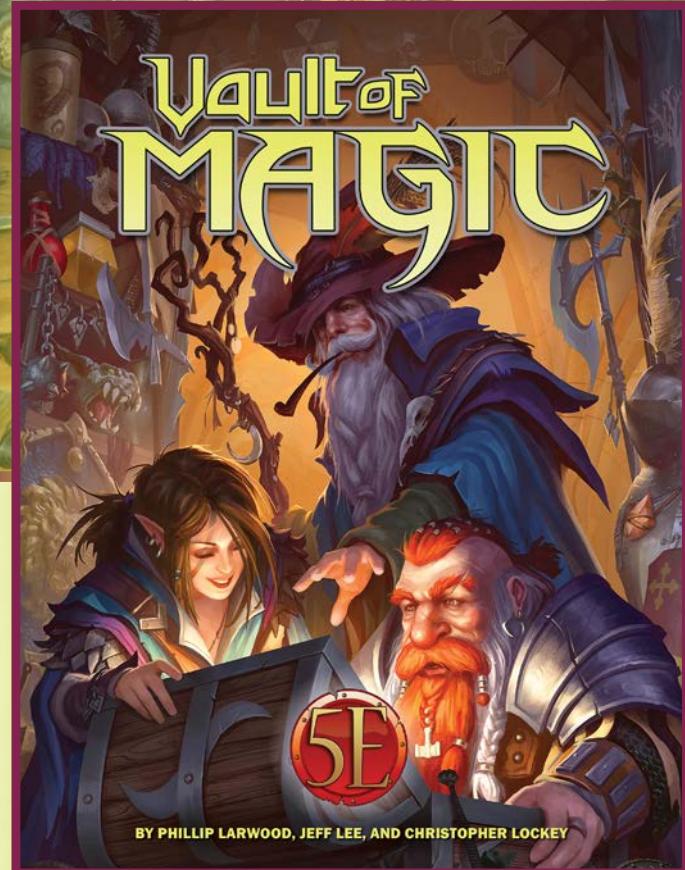
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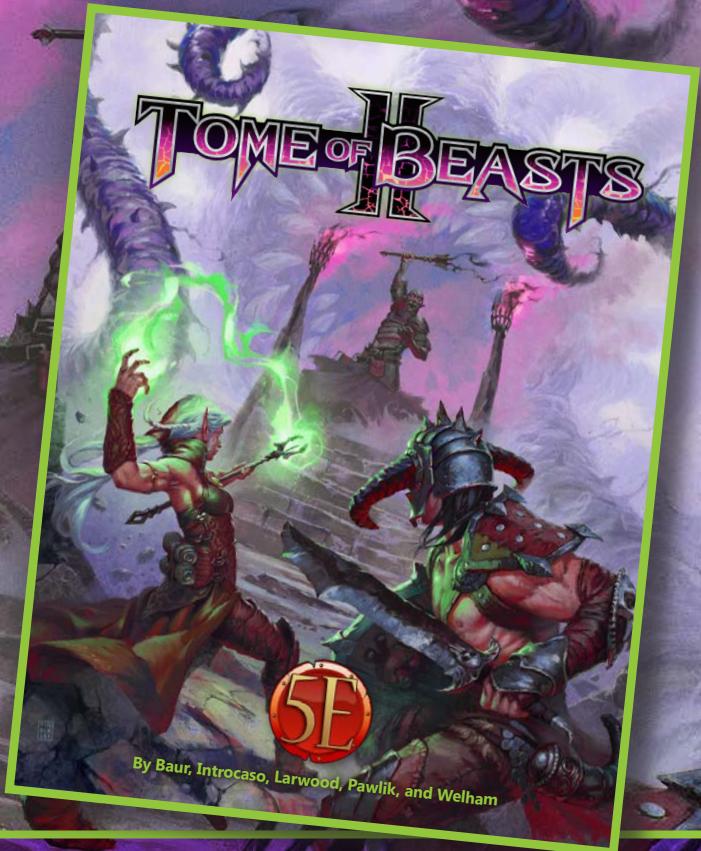
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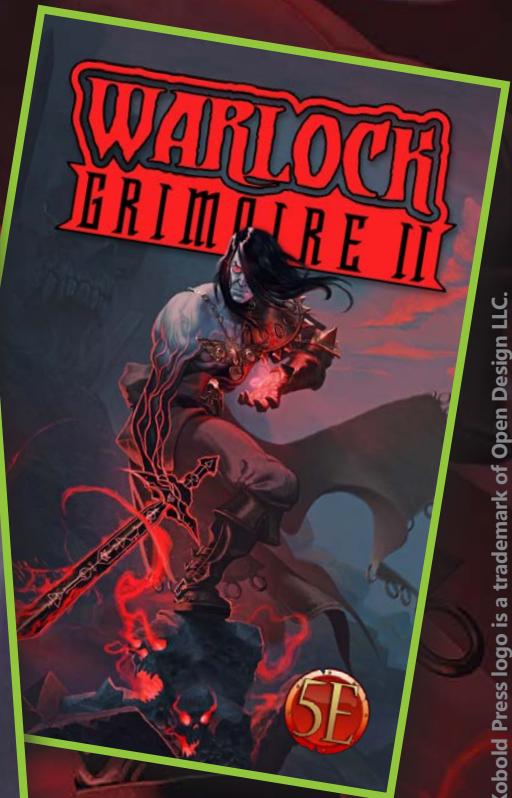
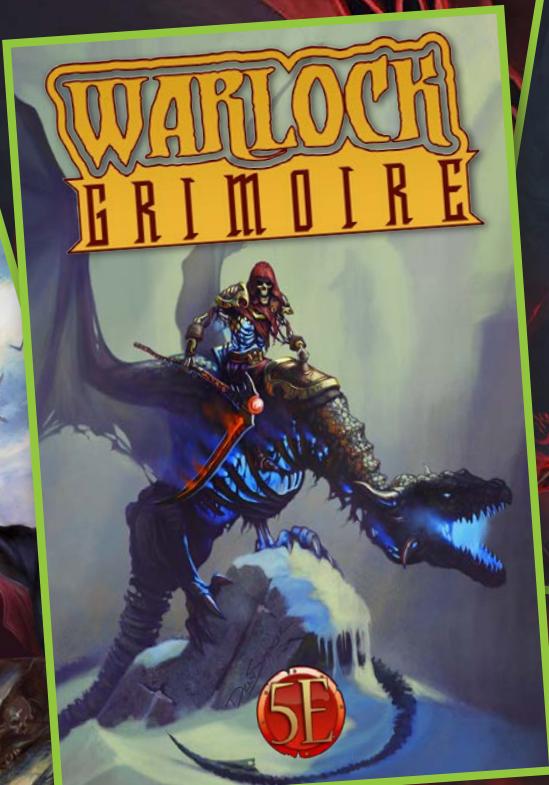
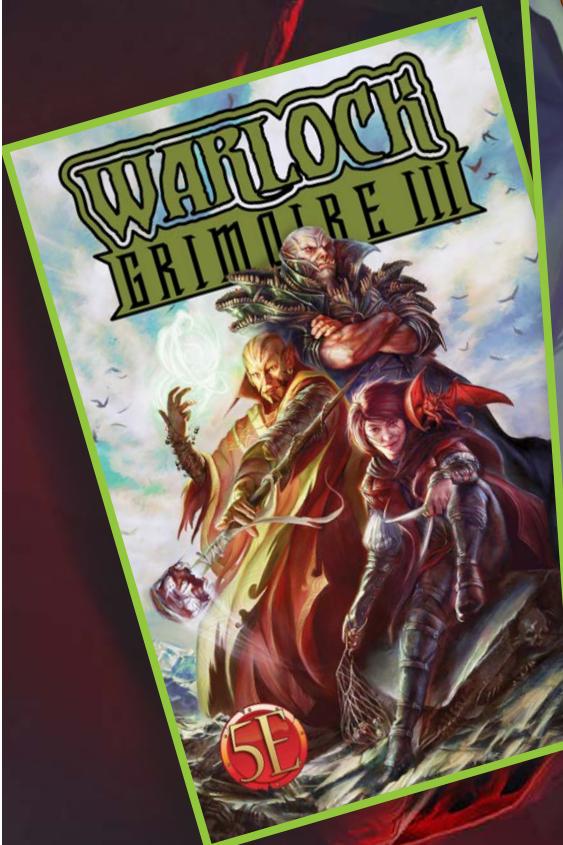


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