

The DM can roll 1d8 for random encounters or pick one that is appropriate:

- 1-The Bridge Toll**
- 2-The Wandering Merchant**
- 3-Angry Domestic Animal**
- 4-Stampede Carriage**
- 5-Axe Beak Omelet**
- 6-The Broken Wagon**
- 7-The Phony Fortune Teller**
- 8-Bandit's Ambush**

**1 - The Bridge Toll** - On a bridge over a brook two Ogres wait , one on each side of the bridge. They are demanding a toll to let people pass. They will get angry if anybody tries to cross the bridge or the river without paying. First the Ogres will push the PCs around, but they will attack if angered. They are asking for money or food. They can be tricked into accepting little money or worthless items. They are very stupid, even more than the average ogre, and have disadvantage on insight checks. If engaged in battle, they can be very dangerous for low level characters. If that is the case the DM can warn the players by telling that the PCs feels extremely threatened and that confronting them would be a bad idea. The brook is only 4 feet deep and has a gentle current. It will cause no great inconvenience to the PCs to follow it a little further down the flow and cross it, other than getting wet. The DM can use Road Encounter Bridge (MAP) for this encounter.

**2- The Wandering Merchant**- Driving a bull-drawn wagon, wielding a heavy crossbow and accompanied by his two mastiffs, "Max Bidler" is a 30 year old human. He carries basic adventure tools such as torches, oil, ration, rope, tents, pick axes, axes, and ammunition. He might have some unusual items traded recently. He will sell the items for double their market price, and will lower that price to a minimum of 1.5x if the characters persuade or intimidate him. He will buy items from the PCs for half their value. If attacked he will defend himself, and order his dogs to attack. The mastiffs' stats can be found

on the "*Monsters Manual page 332*". Max Bidler stats are as follows: | ST 10 | DX12(+1) | CON 12(+1) | INT 9 (-1) | WI10 | CHA9 (-1) | HP 9 | Attack: Heavy Crossbow | +1 to hit | 1d10+1 damage| He has 25 gold and 30 silver coins.

**3- Angry Domestic Animal** - For some unknown reason there is an angry animal, very territorial, roaming this section of the road. It will attack and try to chase away anybody entering "his" territory. The characters can circle around it, chase it away by fighting it and lowering his health, kill it, or use animal handling to calm it down. Handling the situation without killing the animal should give bonus XP. The DM can choose any domestic animal, bellow is a list of animals with their CR and the page where they can be found I the "*Monster Manual*":

**Draft Horse** CR ¼; page 321|  
**Goat** CR 0; page 330|  
**Mastiff** CR 1/8; page 332|  
**Mule** CR 1/8; page 333|  
**Pony** CR 1/8;page 335|  
**Riding Horse** CR ¼; page 336|  
**Warhorse** CR ½; page 340 |

Trying to calm the animal with animal handling can be done with successive tests. For example: DC12 to get close to the animal, then DC 15 to touch it, then DC18 to calm it down, with every failure causing one attack by the animal.

**4 -Stampede Carriage** - A 4 horse carriage without a driver comes speeding from the opposite direction in which the PCs are going. There is a male voice screaming from inside the carriage. It approaches fast. The PCs can try and make an Acrobatics check with DC15 to grab the carriage and climb on it, an Animal Handling or Intimidation check with DC15 to stand in its way and stop it, or an Athletics with DC25 to grab one of the horses and slow them down. Failing could result in damage, caused by falling from the carriage or being trampled by the carriage or the horses. If a character manages to climb on, they have advantage on the animal handling to stop the carriage. If they manage to grab the horses

with the athletics check, they will slow down and eventually stop. Inside the carriage is “Frederick Brown”, a young and skinny scholar who takes books back and forth from Haven Cross. If his carriage is stopped by the PCs he will be thankful. Since he lacks money, he will offer a gold ring with a ruby worth 20gp, as a reward. After a while, the coach driver will come running down the road holding his hat. If the carriage was stopped he will stay, otherwise he will keep running past the PCs shouting “Oh no! Oh no!”. His name is “Bob Jonson.” He will say that he got hit by a tree branch and fell from the carriage, but the truth is that he fell asleep and rolled from his seat to the ground.

**5 - Axe Beak Omelet** – A male gnome comes running across the road carrying an egg almost as big as he is. As he runs he shouts: “*Help me! Help me! It’s going to kill me!*” and tries to hide behind the biggest PC in the group. Right behind him comes running an *Axe Beak* (*Monsters Manual Page 317*). It is quite a large one (it has max HP). It is after the egg. The axe beak will attack anyone who is holding the egg, and will ignore anyone else, even if attacked. It will fight to the death, and will only leave if it manages to grab the egg with its beak. The gnome is not going to drop it. The egg is quite sturdy and won’t break easily. The Gnome will keep trying to hide behind the PCs. If any of the PCs tries to take the egg from him, he will resist. The DM can ask for an opposed athletics check. If the PCs give the egg to the Axe Beak, or if the gnome falls unconscious and drops it, the Axe beak will take the egg and run away. If the Axe Beak is killed the gnome will thank the PCs, he will offer to prepare an omelet and share it with the PCs to thank them. The omelet can feed 6 characters and is very nutritious. It will keep whoever eats satisfied for the whole day. If the gnome has the egg or not in the end, he will explain that Axe Beak omelet is the best, and it worth the risk. The gnome’s name is “Nibble Fullspoon”, and he is a cook that likes to experiment with different ingredients. He carries with him a cooking set, knives, and 10 copper coins. His stats are as follows: |HP 18 | AC13| ST 9 (-1)| DEX 16 (+3) |

CON 12(+1)| INT 8(-1) | WIS8 (-1) | CHA 12 (+1).

When the gnome and Axe Beak first arrive, it’s all very quick. There is a surprise round in which the Axe Beak tries to attack the gnome hiding behind the PC. Than everyone can roll initiative.

**6- The Broken Wagon** – On the side of the road there is a very large wagon tied to 4 strong oxen. One of the wheels is completely destroyed. There is an old man called “Joseph Willow” near the oxen, and two strong young men chopping trees nearby. The old man will stop the PCs and ask them if they are in a hurry or if they would be willing to help. He explains that he and the young men have to build a new wheel using some of the parts of the broken one, and that since the wagon is so large and heavy, it is tough work. He says that he can manage with his two sons, but it will take the whole day, if not more. He will state that he works for the Adventurers Guild in Haven Cross, and show a large sign on both sides of the wagon with the guild’s crest, which helps to keep bandits from stealing the supplies in fear of retaliation. If the characters are returning to town, the wagon will be full of supplies and heading into town. If the characters are going out of town, the wagon will be empty and heading that way. If the PCs help to fix the wheel it will take 3 hours to finish the task. They must make an athletics check with DC15. On a failure they must make a constitution saving throw with DC15. Failing both checks will give them one level of exhaustion. After the wagon is fixed Joseph will offer to take the PCs in the wagon for as long as they wish. Even full of supplies the wagon is big enough to accommodate 6 characters. They can also set up two bedrolls and sleep. It travels at walking speed. Joseph will travel 18 miles per day and set camp at night. The characters won’t get any exhaustion from traveling on the wagon, and if they have bed rolls, two of them can sleep

**7 - The Phony Fortune Teller-** A wooden coach pulled by mules approaches from the opposite direction. Driving the coach is “Madam Mafalda” a 40 year old woman dressed in

colorful clothes. She will shout out to the characters offering to show them her wonderful ability to see the future as well as access to her amazing potions. She will invite those who are interested into her coach, one at a time. There she will offer palm heading, gaze into a crystal ball (which is actually glass) or to sell “magic potions”. She will charge 1 silver for palm reading, 2 silver for gazing the future, and will sell potions for 5 silver each. She has no real powers, and will tell generic things that could apply to anyone. The potions are fake; they are water colored with fruit juice and herbs. She has different potions, and warns that they only work if whoever drinks it truly believes in its power: Potion of Luck, Potion of Love, Potion of Protection from Witchcraft, Potion of Wealth and Potion of the Stallion (the last one is blue). If the PCs attack or rob her, she cannot fight back, and will try to run. She carries 25 assorted fake potions, and 20 silver coins.

**8 - Bandit's Ambush** - One bandit will be seating in the road posing as a beggar. The rest will be hiding behind rocks, trees or bushes. If the PCs spot the hidden bandits they can try to intimidate them before they engage. The DM can make an opposed check with the Bandits CHA modifier to see if they run. The DM can use the Road Encounter - Curve (MAP) to set up this encounter. The bandits will try to intimidate the characters into giving them gold and valuables. They might hurt the characters but will avoid killing. They are aware of the local law in case of murder. If they engage in combat, they will run if it is looking bad to their side.

If the PCs capture any bandits they can bring them back to the guild to be judged. If they are on the way to a quest, and the DM would like to speed it up, he can have a party of guild member NPCs who are returning to the village meet the PCs and offer to bring the bandits in.

Below is a table to adjust the encounter according to party level and size. The stats for bandits and mastiff are on “*Monster Manual*, pages 343, 344 and 332”.

	Character levels			
	Level 1	Level 2	Level 3	Level 4
1 Player	1x Bandit	2x Bandit	2x Bandit	3x Bandit
2 Players	2x Bandit	3x Bandit 1x Mastiff	3x Bandit 1x Mastiff	4x Bandit 1x Mastiff
3 Players	3x Bandit	4x Bandit 1x Mastiff	4x Bandit 2x Mastiff	1x Bandit Captain 2x Bandit
4 Players	4x Bandit	5x Bandit 1x Mastiff	5x Bandit 2x Mastiff	1x Bandit Captain 3x Bandit
5 Players	6x Bandit	5x Bandit 2x Mastiff	6x Bandit 1x Mastiff	1x Bandit Captain 5x Bandit
6 Players	7x Bandit	7x Bandit 1x Mastiff	9x Bandit 4x Mastiff	1x Bandit Captain 6x Bandit



## Easy Combat Encounters - Forest

**Roll 1d6 and find the appropriate encounter on the # column, or choose your favorite monsters**

Level 1 Characters						
	#1	#2	#3	#4	#5	#6
Plays	1	1x Giant Rat	1x Twig Blight	1x Poisonous snake	1x Flying Snake	1x Stirge
	2	1x Wolf	1x Constrictor Snake	1x Kenku	1x Needle Blight	1x Giant Lizard
	3	2x Giant Rat	1x Lizardfolk	1x Black Bear	2x Twig Blight	2x Flying Snake
	4	1x Vine Blight	2x Giant Frog	2x Kenku	2x Giant Lizard	2x Axe Beak
	5	1x Dire Wolf	1x Giant Toad	1x Half-ogre	1x Giant Spider	2x Needle Blight
	6	2x Wolf	1x Dire Wolf	2x Needle Blight	1x Giant Toad	1x Tiger
Level 2 Characters						
	#1	#2	#3	#4	#5	#6
Plays	1	1x Panther	1x Giant Lizard	1x Wolf	1x Boar	1x Needle Blight
	2	3x Flying Snake	3x Giant Rat	1x Black Bear	2x Twig Blight	1x Vine Blight
	3	2x Wolf	1x Half-ogre	1x Giant Frog	1x Giant Toad	2x Needle Blight
	4	1x Brown Bear	1x Dire Wolf	1x Giant Toad	1x Half-ogre	2x Vine Blight
	5	1x Grick	1x Giant Constrictor Snake	1x Ankheg	1x Giant Boar	1x Ogre
	6	1x Giant Constrictor Snake	1x Grick	4x LizardFolk	1x Ankheg	2x Giant Wasp
Level 3 Characters						
	#1	#2	#3	#4	#5	#6
Plays	1	1x Kenku	1x Giant Bat	1x Needle Blight	1x Doar	1x Panther
	2	1x Lizard Folk	2x Boar	1x Giant Frog	2x Giant Bat	2x needle Blight
	3	3x Needle Blight	2x Lizardfolk	3x Wolf	4x Kenku	2x Giant Frog
	4	1x Grick	1x Ankheg	1x Giant Boar	1x Giant Constrictor Snake	4x Needle Blight
	5	1x Grick	1x Ankheg	1x Owlbear	1x Phase Spider	1x Displacer Beast
	6	1x Grick	1x Ankheg	1x Owlbear	1x Phase Spider	1x Displacer Beast
Level 4 Characters						
	#1	#2	#3	#4	#5	#6
Plays	1	1x Black Bear	1x Lizardfolk	2x Needle Blight	2x Kenku	1x Giant Wasp
	2	2x Lizardfolk	2x Blackbear	1x Half-ogre	1x Dire Wolf	3x Kenku
	3	1x Grick	1x Owlbear	1x Ogre	3x Lizardfolk	4x Kenku
	4	1x Grick	1x Owlbear	2x Half-ogre	2x Giant Spider	1x Phase Spider
	5	3x Giant Spider	1x Owlbear	1x Displacer beast	6x Kenku	1x Phase Spider
	6	2x Ogre	2x Grick	5x Lizardfolk	5x Giant Bat	5x Needle Blight
Where to find the stat blocks in the Monsters Manual						
	Ankheg, pg 21	Constrictor Snake, pg 320	Giant Constrictor Snake, pg 324	Giant Toad, pg 329	Lizard Folk, pg 204	Poisonous Snake, pg 334
	Awakened Tree, pg 317	Dire Wolf, pg 321	Giant Fire Beetle, pg 325	Giant Wasp, pg 329	Needle Blight, pg 32	Stirge, pg 284
	Axe Beak, pg 317	Displacer beast, pg 81	Giant Frog, pg 325	Green Hag, pg 177	Ogre, pg 237	Tiger, pg 339
	Black Bear, pg 318	Flying Snake, pg 322	Giant Lizard, pg 326	Grick, pg 173	Owlbear, pg 249	Twig Blight, pg 32
	Boar, pg 319	Giant Bat, pg 323	Giant Rat, pg 327	Half-Ogre, pg 238	Panther, pg 333	Vine Blight, pg 32
	Brown Bear, pg 319	Giant Boar, pg 323	Giant Spider, pg 328	Kenku, pg 194	Phase Spider, pg 334	Wolf, pg 341