

Exploration

The Journey

At the heart of exploration is the journey, or the story that happens while the adventurers travel from origin to destination — surviving the elements, discovering new places, and overcoming the obstacles presented by the environment.

Before a journey, the party sets their travel pace, or how fast they'd like to go. The Narrator determines the difficulty of the journey itself and the number of encounters the adventurers have on the journey. Some encounters might be a fight against one or more monsters or happening across other travelers, but they'll also have to contend with the world itself in exploration challenges.

Navigation

When the adventurers have a map (see Survival Gear) there is little chance of them getting lost. The mystery lies in the time it takes them to reach their destination, and the challenges that they face along the way. Without a map, adventurers always know which region (see below) they are in, but are not usually aware of adjacent regions (unless one of them takes the Scout journey activity). They can journey from region to region, making choices along the way — for example, the party might be in Rolling Grasslands, and need to decide between hiking Lofty Mountains or chancing a Feywood as their next step before finally reaching some safe Open Roads leading to their destination.

Travel Pace

Adventurers can travel at a normal, fast, or slow pace, which determines the distance they cover in a day of travel (see Table: Travel Pace). While a fast pace might shorten the time required for a journey,

moving so quickly makes travelers less aware of the dangers around them. Likewise, a steadier slow pace prolongs a journey but adventurers can stay alert, cover their tracks, and move more stealthily. The effects from traveling faster than a slow pace are cumulative.

Fatigue. Creatures suffering from two or more levels of fatigue cannot travel faster than at a normal pace. Creatures suffering from three or more levels of fatigue cannot travel faster than at a slow pace. Creatures suffering from four or more levels of fatigue cannot travel faster than a crawl.

TABLE: TRAVEL PACE

PACE	MINUTE	HOURLY	DAY	EFFECT
Crawl	50 feet	1/2 mile	4 miles	Advantage on Survival checks to cover tracks
Slow/Wagon	200 feet	2 miles	16 miles	—
Normal	300 feet	3 miles	24 miles	Unable to use Stealth
Fast/Mounted	400 feet	4 miles	32 miles	-5 penalty to passive Perception and disadvantage on Perception checks
Gallop	800 feet	8 miles*	—	Disadvantage on Survival checks to track

* A mount can only travel at gallop speed for 1 hour each day. Otherwise it travels at the fast/mounted pace.

Forced March

Adventurers on a journey can travel for up to 8 hours in a day before requiring a long rest to reinvigorate themselves and continue — any further and they may exhaust themselves. For every additional hour of travel past 8 hours, an adventurer makes a Constitution saving throw at the end of the hour (DC 10 + the number of additional hours of travel), suffering a level of fatigue on a failure. The party can set the pace, increasing the DC of the saving throw for a normal pace (+1) or fast/mounted pace (+2).

Mounts and Pack Animals

Mounts such as riding horses can only travel for about an hour a day at the gallop pace listed in Table: Travel Pace. While mounts and pack animals may be useful on a journey, they are also a responsibility — each mount requires its own Supply, may have difficulty traveling in different kinds of environments, and can become a liability during certain exploration challenges. For example, it may be difficult to lead a mount through a swampy area or have it traverse a landslide.

Resting and Havens

While on a journey, adventurers are only able to recover from 2 or more levels of fatigue or strife on a long rest when they have access to a haven. A haven is a place to get a meal and a full night's sleep without the reasonable risk of attack or harm from the elements. For example, an inn is considered a haven, but a campsite where adventurers must take turns keeping watch through the night is not. Some spells and class features may create havens.

Tracking Supply

Mundane consumable items like food and water are simplified into a single item called Supply. When an adventurer gains access to food and water, they can add Supply to their inventory. Basic rations (dry food and water) usually costs 5 silver for 1 Supply, but finer foods may cost more.

- 1 Supply consists of enough combined food and water to sustain a Small- or Medium- sized creature for a day.
- Large-sized creatures require 2 Supply each day. Creatures of Huge size or larger require an amount of Supply determined by the Narrator.
- A creature can carry a number of Supply equal to its Strength score in addition to the rest of its gear. A Large-sized creature can carry Supply equal to twice its Strength score.

- Whenever a creature takes a long rest, it must consume Supply. If it does not, it gains a level of fatigue.
- At the Narrator's discretion a beast can hunt, forage, or graze before taking a long rest, only requiring Supply if the region is not plentiful enough for it to do so.
- Supply consumed while in another form (like while under the effects of a polymorphing spell or a druid's wild shape) is wasted and provides no nourishment when a creature returns to its normal form.

When adventurers run out of Supply while journeying, they can access more in a few ways. Some journey activities allow adventurers to forage for more food and water. Boons and discoveries, which are common rewards for exploration challenges, may lead to more Supply. As a last resort, the party may need to take a detour to the nearest town, find a wandering merchant, or even abandon the journey and head home.

Vehicles

Not all travel is done by foot or hoof. Vehicles are used by many adventurers to help travel the vast distances of the world.

Land Vehicles. Wagons and carts are unable to go faster than a slow pace, but some land vehicles can choose at which pace to move. Stealth cannot be used while journeying in a land vehicle, and they require a DC 13 land vehicle check every day spent traveling at a fast pace. On a failure, the vehicle suffers a malfunction.

Water Vehicles. Water vehicles are restricted by the speed of the vehicle and gain no benefits from a slow pace, but have no penalties for moving at a fast pace. Depending on the vehicle and crew size, a ship can travel up to 24 hours a day.

Regions

A region is an area of the world, defined geographically by its physical features. It might be a vast forest or a sandy desert; or it might be a snow-tipped mountain range or a stretch of underground caverns. Regions are often — but not always — named areas on the map. Regions are important building blocks of the world, and each region has its own properties and encounter tables. Later in this chapter are some common regions for Narrators to use.

Combined Regions. Sometimes an area on the map might fit the description of more than one region. The Narrator may choose either region, combine both, or create a new region.

Terrains. A region can have more than one kind of terrain and those listed are general suggestions for the most common types to be found there. Ultimately the types of terrain in a region are at the Narrator's discretion and the needs of the campaign.

Regions and Tiers. Each region on the map is designated with a tier (from 0–4) which corresponds with the adventuring tiers of play. Any region can be any tier.

A region's tier determines the difficulty of the challenges encountered within. Exploration and monster encounter tables are all categorized by tier, making it easy to select tier-relevant encounters. Of course, exceptions can and do exist, and a powerful monster can wander into a low-tier region, but such an occurrence is not typical of that region and is usually used as the subject of an adventure rather than a random encounter.

It should be noted that it is possible for a low-level party to wander into a region too dangerous for them. The Narrator should provide clues to the danger level and — where appropriate — allow for some means of escape should the adventurers find themselves in over their heads.

Party-Appropriate Challenges. In some games the Narrator may prefer not to designate regions with a default tier, and instead present the adventurers with

encounters and challenges appropriate for their level.

Weather

Each region contains a short list of randomly generated weather options. These are generally limited to non-extreme weather conditions, including clear, overcast, mist, rain, and snow, and are purely descriptive tools to help the Narrator set the scene — they do not affect the adventurers. More extreme weather events are treated as exploration challenges (see page 106) and include phenomena like blizzards, dense fogs, hail storms, sandstorms, tornados, thunderstorms, and more.

Roll a d20 for weather once for each region. In the winter season, add 5 to the roll, unless the region is in a notably warm or tropical clime. Occasionally, exploration challenges result in extreme weather events. These include the following.

- Blinding Blizzard (CR 1)
- Choking Smoke (CR 11)
- Dense Fog (CR 6)
- Flash Flood (CR 6)
- Flood (CR 3)
- Hail Deluge (CR 8)
- Hail Storm (CR 1)
- Haze (CR 1/4)
- Hoar Frost (CR 15)
- Killing Cloud (CR 18)
- Primordial Tornado (CR 12)
- Sandstorm (CR 7)
- Sunspots (CR 11)
- Thunderstorm (CR 3)
- Tornado (CR 10)
- Tsunami (CR 17)

Encounters

Each region the adventurers travel through will include one or more encounters. The Narrator decides how many encounters the party has.

Encounters include four categories: exploration challenges, monsters, social encounters, and scenery. It is important that

the players do not know which type of encounter they've stumbled into — it should be introduced to them narratively. That chill feeling might be mere scenery, but it might be the sign of some kind of undead spirit, or it might foreshadow a weather event.

Each region presents encounter tables which include all four encounter types. The Narrator can roll on these tables, choose an option, or introduce something new.

Along a journey the Narrator should employ a mix of combat encounters, social encounters, exploration challenges, and scenery. Exploration challenges, which are detailed later, have assigned tiers and challenge ratings that correspond to adventurers' levels. It is assumed that high-level adventurers are able to pass tier 1 exploration challenges without much effort, but a tier 4 exploration challenge poses a major threat.

Ultimately how many encounters adventurers have while traveling is at the discretion of the Narrator, but in general it's recommended that the party has at least one encounter (combat, exploration, or social) in every region they journey through to make it memorable. Some regions are going to have more encounters than other regions — either because they are tumultuous, the area plays an important part in the campaign, or they are large in size — and the types of encounters the party might have in a given region are listed in its Exploring table. Depending on the needs of the game and campaign setting, the types of encounters, frequency of encounters, and difficulty of certain journey activities might be different.

Journey Activities

Adventurers have the option to participate in activities while traveling in order to pick up some extra resources, improve the conditions of their journey, or learn more about the world around them.

Difficulty Class. The DC of a journey activity is based on the region's tier: tier 0 — DC 10, tier 1 — DC 12, tier 2 — DC 14, tier 3 — DC 16, tier 4 — DC 18.

Depending on the region, some journey activities are made with either advantage or disadvantage

Experienced Travelers. The Busk and Rob journey activities are most profitable for novice adventurers, but experienced travelers can sometimes pick out a mark carrying confidential materials instead of gold, and nobles seek out performers of note wherever they might be. Additionally, when an adventurer is attempting to gather a specific component of 100 gold or less with Gather Components, they can roll with disadvantage, finding it on a success.

Modifying DC. The Narrator can raise the DC on a journey activity based on extenuating circumstances. Here are some suggestions for modifying a journey activity's difficulty class:

- **Inclement Weather (+2)** may impede an adventurer's ability to search for things with the Scout activity, or lead to fewer people on the road (making the Busk and Rob activities more difficult).
- **Multitasking (+3)** such as attempting a journey activity while trying not to be discovered, may make it harder to attempt the check.
- **Hostile Territory (+4)** may make it difficult to interact with the locals, impeding a check made to Busk or Gossip. It may be dangerous to stop, so taking the Pray activity or using Scout is harder to do.

Adventurers choose how long (in days) to engage in an activity, making a single check for that duration, and many activities grant additional rewards based on the time spent doing them. For example, when using the Busk activity, a PC gains gold for each day they perform that activity. An adventurer is free to divide their travel across a region into different activities, performing each for a number of days. When determining how

many days the adventurer is undertaking an activity for, count the total number of days and roll once, even if those days are not consecutive. When to make a check for a journey activity is determined by what region it is made in and otherwise at the Narrator's discretion.

Adventurers usually choose one journey activity for the entire region, and many activities grant additional rewards based on the time spent doing them. For example, when using the Busk activity, a PC gains gold for each day they perform that activity. The number of days spent is determined by the size of the region and the party's travel speed.

When making an ability check for a journey activity, the check is made at the start of the region. An adventurer may achieve a success or a failure, or a critical success or a critical failure, each with a different outcome which applies while the party remains in that region.

Befriend Animal

An adventurer can make friends with a wild animal (a beast with a challenge rating equal to or less than 1/3rd the party's total level) by succeeding on an Animal Handling check.

Critical Failure. The adventurer scares or angers the animal, which attacks them.

Failure. The adventurer is unable to befriend the animal.

Success. The adventurer befriends one animal. The animal follows the party through the region until it spots danger. Adventurers can assume that when the animal runs off that something dangerous is following them or hidden nearby. The adventurer who befriended the creature can then make a Perception check contested by the hidden creature's Stealth check in order to spot the danger.

Critical Success. As a success, but the animal also leads the adventurer to a Boon or Discovery. Additionally, the adventurer gains advantage on their Perception check to spot a hidden

danger. Only one such boon can be gained per region.

Busk

Adventurers can entertain passersby with a successful Acrobatics, Athletics, or Performance check.

Note: To perform this journey activity, the party must be in a populated area such as a Country Shire, Open Roads, or an Urban Township.

Critical Failure. Passersby steal 3d4 gold from the adventurer.

Failure. The adventurer earns no money.

Success. The adventurer gains 1 gold per day of travel plus 1 gold for each point they beat the DC by.

Critical Success. The adventurer gains 2 gold per day of travel plus 1 gold for each point they beat the DC by, and one passerby gifts them with a random magical item worth 50 gold or less. Only one such gift can be earned per region.

Chronicle

An adventurer that spends their time writing down observations of local landmarks, recording various customs, or charting a map can make a History check. The adventurer must spend the entire region undertaking this activity.

Critical Failure. The adventurer slips, falls, or otherwise bumbles during the journey, destroying their journaling scrolls or the book they were writing in.

Failure. The adventurer fails to record anything of note or value.

Success. The adventurer gains an expertise die on current or future History or Survival checks made within or about the region.

Critical Success. As a success, and the adventurer discovers a Boon or Discovery about the region. Only one such boon can be gained per region.

Cook

By acting as the party's cook and quartermaster, with a cook's utensils or Survival check an adventurer can help ensure that everybody remains fed.

Critical Failure. For every two creatures being fed, the Supply requirement to feed them is increased by 1 Supply.

Failure. The cooking is adequate, but has no special effects.

Success. The daily Supply requirement to feed the party is reduced by one-quarter (round down to a minimum of 1 Supply) up to a maximum number of creatures equal to twice the adventurer's proficiency bonus.

Critical Success. As a success, and each creature being fed gains one additional hit die to spend on each day they are fed by the adventurer.

Cover Tracks

While moving at a slow pace, an adventurer can cover the party's tracks with a Survival check so that it is harder for pursuers to follow. The adventurer's Survival check result is the DC for any pursuer's Survival check to track them.

Critical Failure. The party leaves an obvious trail, and their pursuers gain a day's worth of travel covering the distance between them for each day spent doing this journey activity.

Failure. The party leaves a trail, and their pursuers continue to harass them.

Success. The party manages to put an extra day between themselves and their pursuers for each day spent doing this journey activity.

Critical Success. The party lose their pursuers.

Entertain

With a successful Performance check an adventurer can help keep the party's spirits high. Each party member can only benefit from this journey activity once per week.

Critical Failure. The adventurer's performance is so bad that the party gains a level of strife.

Failure. The party is not entertained.

Success. The first time the adventurer or an ally, up to a number of creatures equal to the adventurer's proficiency bonus, would suffer a level of strife, they do not. When there is more than one member of the party that can benefit from this journey activity (like when the entire party makes saving throws against strife at the same time), the adventurer that performed chooses who benefits.

Critical Success. The adventurer and any allies each recover one level of fatigue or strife. This benefit can only be gained by each adventurer once per week.

Gather Components

Adventurers that gather supplies useful for the material components of spellcasting can make an Arcana or Nature check.

Critical Failure. The adventurer accidentally picks components about to decay or rot, destroying 1d4 gold worth of their own material components before realizing it.

Failure. The adventurer finds no components.

Success. The adventurer finds 1d4 gold worth of components per day, plus 1 gold worth of components for each point they beat the DC by.

Critical Success. The adventurer finds 2d4 gold worth of components per day, plus 1 gold worth of components for each point they beat the DC by.

Gossip

Success on an Investigation or Persuasion check tells an adventurer the local news and rumors.

Critical Failure. The party learns a false rumor.

Failure. The party gains no rumor.

Success. For each day spent doing this journey activity, the Narrator reveals an

engaging rumor or tidbit that could lead the party on a new sidequest or support the main plot of the campaign.

Critical Success. As a success, and local gossip leads the party to a Boon or Discovery.

Harvest

An adventurer that succeeds on a Medicine or Nature check finds plants to refill a healer's satchel.

Critical Failure. The adventurer accidentally picks plants about to decay or rot, destroying 1 use of their healer's satchel before realizing it.

Failure. The adventurer finds no plants.

Success. The adventurer finds plants to refill 1 use of a healer's satchel for each day spent doing this journey activity.

Critical Success. As a success, and the adventurer finds plants which duplicate the effects of a potion of healing. This benefit can only be gained once per week.

Alternatively, an adventurer can choose to make an herbalism kit check or poisoner's kit check.

Hunt and Gather

It's often fruitful for an adventurer to track and kill game, or forage for food and water, along the road with a Survival check.

Critical Failure. The adventurer gains toxic Supply, and the entire party suffers a level of fatigue.

Failure. The adventurer gains no Supply.

Success. The adventurer gains 1 Supply per day spent doing this journey activity.

Critical Success. The adventurer gains double the Supply.

Pray

While traveling many choose to connect with deities and spirits. An adventurer makes a Religion check.

Critical Failure. The gods are displeased. Each party member discovers that 1 Supply has spoiled.

Failure. The gods do not listen.

Success. The entire party gains advantage to one ability check or attack made while within this region, and the gods lead the adventurer to a Boon or Discovery.

Critical Success. The entire party gains an expertise die on their next ability checks made in this region, and the gods lead the adventurer to a Boon or Discovery.

Rob

Adventurers can force others into handing over their coins with a successful Intimidation check, or pickpocket travelers with a successful Sleight of Hand check. To perform this journey activity, the party must be in a populated area such as a Country Shire, Open Roads, or Urban Township. This journey activity usually takes a week to complete.

Critical Failure. A potential victim turns out to be a rival adventuring party of similar capabilities and a fight ensues.

Failure. No gold is gained.

Success. The adventurer gains 1d8 gold per week of travel. When this journey activity is done in fewer than 7 days, the adventurer instead gains half as much gold (minimum 1 gold).

Critical Success. As a success, and the adventurer gains a magic item worth 100 gold or less. This benefit can only be gained once per region.

Scout

An adventurer roams at a distance from the party, making a Perception check seeking vantage points to look ahead. This journey activity may only be performed once per region.

Note: This journey activity may only be performed once per region.

Critical Failure. The adventurer gets lost and suffers a level of fatigue before returning to the party.

Failure. The adventurer learns nothing useful.

Success. The party automatically learns which regions adjoin the current region. Additionally, the party gains advantage on Perception checks made against any attempts to surprise or ambush them while journeying through this region.

Critical Success. As a success, and the adventurer finds a handy path. The party gains half a day's travel for each day spent doing this journey activity.

Track

A designated tracker can ensure that the party remains on the trail of their prey with a Survival check. This check is opposed by the Survival check of the creature being tracked if it is attempting to hide its tracks, or the region's journey activity DC if it is not.

Critical Failure. The party loses their prey.

Failure. The party falls back an extra day between themselves and their prey for each day spent doing this journey activity.

Success. The party continues to follow their prey.

Critical Success. The adventurer finds an obvious trail, and the party gains a day's worth of travel covering the distance between them and their prey for each day spent doing this journey activity.

Casual Supplies. These rules are best used in adventures where surviving the elements is not a major theme.

- A creature is assumed to eat and care for itself as needed and rations are not tracked.
- As long as a creature has access to its gear, it's assumed to have packed enough food and water to sustain itself during any journey.

Desperate Supplies. Adventures where wilderness survival is the primary theme are best served with these rules.

- All mundane consumable items must be tracked separately and must be stored in proper containers (see Containers, Chapter 4: Equipment in the *Adventurer's Guide*).
- Throughout the course of a day, Medium-sized creatures must consume at least 1 pound of food and 1 gallon (8 pounds) of water (or half as much if Small-sized, or twice as much if Large-sized). When a creature completes a long rest without having consumed its required food and water, it gains a level of fatigue.

In some campaigns the wilderness is just the gap between dungeons and plot points, and in others battling against the elements and nature is a major focus. Consider the following two alternate methods of supply tracking to better fit the campaign:

Regions

Blasted Badlands

These deserts are notorious for their many capricious ruins, the devastated landscape the biggest mark left upon the world by the forgotten civilizations that once flourished there. Monsters aplenty roam the wastes as well, so adventurers journeying through it encounter many creatures and constructed terrain exploration challenges.

Terrains. Desert, laboratory, mountains, ruins, subterranean, swamp, temple, tomb.

Tiers. Blastad Badlands tend to be tier 2 and above.

Weather. 1–10 clear, 11–25 overcast.

Journey Activities. Adventurers gain advantage on checks made to Scout, but disadvantage on checks made to Befriend Animal, Gossip, and Rob. It is not possible to Busk, Harvest, or Hunt and Gather.

TABLE: BLASTED BADLANDS EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1–3	Bandit	Mnst
4–5	Cockatrice	Mnst
6–7	Cultist	Mnst
8–9	Cutthroat	Mnst
10–19	Travel Scenery	
20–21	Ettercap	Mnst
22–23	Gargoyle	Mnst
24–25	Gelatinous Cube	Mnst
26–27	Ghoul	Mnst
28–29	Bridge of Stones	Expl

30–31	Giant Centipede	Mnst
32–34	Giant Wolf Spider	Mnst
35–37	Goblin	Mnst
38–42	Gray Ooze	Mnst
43–45	Enchanted Windmill	Expl
46–48	Grick	Mnst
49–51	Grimlock	Mnst
52–54	Hyena ^G	Mnst
55–57	Jackal	Mnst
58–59	Hail Storm	Expl
60–61	Kobold	Mnst
62–64	Lizard ^G	Mnst
65–66	Ochre Jelly	Mnst
67–69	Haze	Expl
70–71	Ogrekin	Mnst
72–74	Poisonous Snake ^G	Mnst
75–77	Lost Item	Expl
78–80	Rat ^G	Mnst
81–83	Skeleton	Mnst
84–86	Spider ^G	Mnst

87-8 8	Zombie	Mnst
89-9 0	Sea of Sand	Expl
91-9 9	Social Encounter	
100	Labyrinthine Ravines	Expl

^G *On an odd result, use the giant version of this creature instead.*

TABLE: BLASTED BADLANDS

EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1-3	Bandit Captain	Mnst
4-5	Banshee	Mnst
6-7	Basilisk	Mnst
8-9	Black Pudding	Mnst
10-1 7	Travel Scenery	
18-1 9	Cult Fanatic	Mnst
20-2 1	Cutthroat	Mnst
22-2 3	Doppelganger	Mnst
24-2 5	Ettin	Mnst
26-2 7	Flood	Expl
28-2 9	Gargoyle	Mnst
30-3 1	Gelatinous Cube	Mnst
32-3 4	Ghast	Mnst
35-3 6	Ghost	Mnst
37-3 8	Labyrinthine Ravines	Expl
39-4 2	Ghoul	Mnst
43-4 5	Goblin Boss or Goblin Warlock	Mnst
46-4 8	Grimlock Technical	Mnst
49-5 1	Intellect Devourer	Mnst
52-5 4	Pests	Expl

55-5 6	Kobold Broodguard or Kobold Sorcerer	Mnst
57-5 9	Mimic	Mnst
60-6 1	Mummy	Mnst
62-6 3	Ogre	Mnst
64-6 6	Pit Trap	Expl
67-6 9	Ogre Zombie	Mnst
70-7 1	Shadow	Mnst
72-7 3	Skeletal Champion	Mnst
74-7 5	Skeleton Horde	Mnst
76-7 7	Quicksand	Expl
78-7 9	Specter	Mnst
80-8 1	Walking Statue	Mnst
82-8 3	Wererat	Mnst
84-8 5	Werewolf	Mnst
86-8 7	Thunderstorm	Expl
88-8 9	Zombie Horde	Mnst
90-9 1	Zombie Knight	Mnst
92-9 9	Social Encounter	
100	Rot Grubs	Expl

TABLE: BLASTED BADLANDS

EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Acid Field	Expl
4–5	Cursed Temple	Expl
6–8	Air Elemental ^G	Mnst
9–10	Black Pudding	Mnst
12–17	Travel Scenery	
18–19	Cambion	Mnst
20–21	Clay Guardian	Mnst
22–23	Dense Fog	Expl
24–25	Enchanted Statue	Expl
26–27	Cyclops	Mnst
28–30	Earth Elemental ^G	Mnst
31–32	Flash Flood	Expl
33–35	Ettin	Mnst
36–38	Fire Elemental ^G	Mnst
39–40	Flimsy Rope Bridge	Expl
41–42	Green Lake	Expl
43–44	Flesh Guardian	Mnst
45–46	Guardian Naga	Mnst
47–48	Hail Deluge	Expl
49–50	Half-Red Dragon Veteran	Mnst
51–52	Half-Shadow Dragon Assassin	Mnst
53–54	Lethal Outgassing	Expl
55–56	Rot Grubs	Expl
57–59	Mage	Mnst
60–61	Mummy	Mnst
62–63	Sandstorm	Expl
64–66	Night Hag	Mnst
67–69	Ogre Mage	Mnst
70–71	Shattered Earth	Expl
72–73	Tornado	Expl
74–75	Revenant	Mnst

76–77	Shield Guardian	Mnst
78–79	Voracious Pests	Expl
80–81	Skeletal Tyrannosaurus Rex	Mnst
82–83	Stone Guardian	Mnst
84–85	Wild Magic Zone	Expl
86–88	Water Elemental ^G	Mnst
89–91	Wraith	Mnst
92–99	Social Encounter	
100	Cursed Waterway	Expl

^G On an odd result, use the giant version of this creature instead.

**TABLE: BLASTED BADLANDS
EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1–3	Adult Emerald Dragon	Mnst
4–6	Bridge of Sorrow	Expl
7–9	Banshee	Mnst
10–12	Behir	Mnst
13–18	Travel Scenery	
19–21	Blackguard	Mnst
22–24	Cambion	Mnst
25–27	Choking Smoke	Expl
28–30	Clay Guardian	Mnst
31–33	Cyclops Myrmidon	Mnst
34–36	Cursed Waterway	Expl
37–39	Forgotten God	Mnst
40–42	Iron Guardian	Mnst
43–45	Endless Plummet	Expl
46–48	Mummy Lord	Mnst
49–51	Night Hag	Mnst
52–54	Lifeless Desolation	Expl
55–57	Sphinx	Mnst
58–61	Spirit Naga	Mnst
62–64	Primordial Tornado	Expl
65–69	Stone Guardian	Mnst
70–73	Troll or Dread Troll	Mnst
74–76	Sphere of Annihilation	Expl
77–79	Vampire	Mnst
80–82	Werewolf	Mnst
83–85	Sunspots	Expl
86–88	Wraith Lord	Mnst
89–91	Zombie Dragon	Mnst
92–99	Social Encounter	
100	Faulty Planar Portal	Expl

**TABLE: BLASTED BADLANDS
EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–5	Corrupted Druid Grove	Expl
6–10	Adult Gold Dragon	Mnst
11–16	Travel Scenery	
17–21	Ancient Emerald Dragon	Mnst
22–26	Divine War	Expl
27–31	Demilich	Mnst
32–36	God Corpse	Expl
37–42	Dread Knight	Mnst
43–47	Hallowed Ground	Expl
48–53	Empyrean	Mnst
55–60	Hellscape	Expl
61–65	Lich	Mnst
66–71	Killing Cloud	Expl
72–76	Mummy Lord	Mnst
77–81	Malfunctioning planar portal	Expl
82–87	Troll or Dread Troll	Mnst
88–94	Vampire	Mnst
95–100	Social Encounter	

Country Shire

Small villages and rural communities, often surrounded by a patchwork of farms, make for a safe and cozy existence with the most threatening events involving an angry bear harassing livestock. Adventurers journeying through this region can expect little danger, and a high number of social encounters.

Terrains. Forest, grassland, hills, settlement, subterranean, swamp, temple.

Tiers. Country Shires are usually tier 0 or tier 1 regions. Often used as the starting area in a campaign, it would be unusual to find tier 3 or 4 country shires.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Friendly Locals. Adventurers gain an expertise die on Charisma checks made against people local to the region.

Haven. The whole of this area counts as a haven. Travelers can always recover from fatigue and strife when taking a long rest, even when camping.

Journey Activities. Adventurers gain advantage on checks made to Busk, Chronicle, Gossip, Harvest, and Rob.

D100	ENCOUNTER	TYPE
1	Axe Beak	Mnst
2–3	Badger	Mnst
4–5	Bridge Of Stones	Expl
6–7	Bandit	Mnst
8–9	Blink Dog	Mnst
10–31	Travel Scenery	
32–33	Blood Hawk	Mnst
34–35	Centaur	Mnst
36–37	Deer	Mnst
38–39	Enchanted Windmill	Expl
40–41	Druid	Mnst
42	Faerie Dragon	Mnst
43–44	Giant Badger	Mnst
45–46	End of Hibernation	Expl
47–48	Giant Poisonous Snake	Mnst

49–50	Goblin	Mnst
51–52	Hawk	Mnst
53–54	Forested Hills	Expl
55–56	Lizard	Mnst
57–58	Noble	Mnst
59–60	Hail Storm	Expl
61–63	Poisonous Snake	Mnst
64–65	River Dragon Wyrmling	Mnst
66–67	Haze	Expl
68–70	Scarecrow	Mnst
71–72	Scout	Mnst
73–74	Lost Item	Expl
75–76	Soldier	Mnst
77–80	Public Ceremony	Expl
81–82	Warrior	Mnst
83–84	Wolf	Mnst
85–99	Social Encounter	
100	Mushroom Ring	Expl

TABLE: COUNTRY SHIRE**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1	Ankheg	Mnst
2–3	Bandit Captain	Mnst
4–5	Bridge Of Stones	Expl
6–7	Bugbear	Mnst
8–9	Doppelganger	Mnst
10–27	Travel Scenery	
28–29	Druid	Mnst
30–31	Ettin	Mnst
32–33	Counterfeit Goods	Expl
34–35	Ghast	Mnst
36–37	Ghost	Mnst
38–39	Enchanted Windmill	Expl
40–41	Ghoul	Mnst
42	Goblin Boss or Goblin Warlock	Mnst
43–44	End of Hibernation	Expl
45–46	Griffon	Mnst
47–48	Guard Squad	Mnst
49–51	Stampede	Expl
52–54	Harpy	Mnst
55–57	Hobgoblin Captain	Mnst
58–59	Flood	Expl
60–61	Jackalope	Mnst
62–63	Jackalwere	Mnst
64–65	Labyrinthine Ravines	Expl
66–67	Knight	Mnst
68–69	Kobold Broodguard or Kobold Sorcerer	Mnst
70–71	Mushroom Ring	Expl
72–73	Lamia	Mnst
74–75	Manticore	Mnst
76–77	Pests	Expl

78–79	Ogre	Mnst
80–81	Phase Spider	Mnst
82–83	Private Property	Expl
84–85	Veteran	Mnst
86–87	Warrior Band	Mnst
88–89	Thunderstorm	Expl
90–99	Social Encounter	
100	Green Lake	Expl

TABLE: COUNTRY SHIRE**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1–3	Alchemist	Mnst
4–5	Dense Fog	Expl
6–7	Ankheg Queen	Mnst
8–9	Bandit Captain	Mnst
10–17	Travel Scenery	
18–19	Berserker	Mnst
20–21	Blackguard	Mnst
22–23	Faerie Ring	Expl
24–25	Bugbear Chief	Mnst
26–27	Bulette	Mnst
28–29	Flash Flood	Expl
30–31	Champion Warrior	Mnst
32–34	Cyclops	Mnst
35–36	Green Lake	Expl
37–38	Doppelganger	Mnst
39–42	Flying Lion	Mnst
43–45	Hail Deluge	Expl
46–47	Griffon	Mnst
48–49	Half-Red Dragon Veteran	Mnst
50–51	Living Land	Expl
52–54	High Priest	Mnst
55–56	Hill Giant	Mnst
57–59	Magical Overgrowth	Expl
60–61	Manticore	Mnst
62–63	Owlbear	Mnst
64–65	Rot Grubs	Expl
66–67	Pegasus	Mnst
68–69	Revenant	Mnst
70–71	Sinkhole	Expl
72–73	Scarecrow Harvester	Mnst
74–75	Soldier Squad	Mnst

76–77	Voracious Pests	Expl
78–79	Stone Giant	Mnst
80–81	Strider	Mnst
82–83	White Elk	Expl
84–85	Warrior Band	Mnst
86–87	Werebear	Mnst
88–89	Wild Magic Zone	Expl
90–91	Wyvern	Mnst
92–99	Social Encounter	
100	Fey Glade	Expl

TABLE: COUNTRY SHIRE

EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–4	Adult Copper Dragon	Mnst
5–7	Blackguard	Mnst
8–10	Cambion	Mnst
11–16	Travel Scenery	
17–19	Champion Warrior	Mnst
20–22	Cyclops	Mnst
23–25	Gorgon	Mnst
26–28	Caught in the Crossfire	Expl
29–31	Harpy	Mnst
32–34	High Priest	Mnst
35–37	Hill Giant	Mnst
38–39	Choking Smoke	Expl
40–42	Hobgoblin Warlord	Mnst
43–45	Holy Knight	Mnst
46–48	Knight Captain	Mnst
49–51	Cursed Waterway	Expl
52–54	Ogre Mage	Mnst
55–57	Rakshasa	Mnst
58–61	Roc	Mnst
62–64	Endless Plummet	Expl
65–69	Soldier Squad	Mnst
70–73	Stone Giant Stonetalker	Mnst
74–76	Troll or Dread Troll	Mnst
77–79	Fey Glade	Expl
80–82	Vampire	Mnst
83–85	Werebear	Mnst
86–88	Wraith	Mnst
89–90	Perilous Cliff Path	Expl
91–92	Wyvern	Mnst
93–99	Social Encounter	
100	Hallowed Ground	Expl

TABLE: COUNTRY SHIRE

EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Ancient Copper Dragon	Mnst
6–10	Hill Giant	Mnst
11–16	Travel Scenery	
17–21	Hill Giant Chief	Mnst
22–26	Hobgoblin Warlord	Mnst
27–31	Corrupted Druid Grove	Expl
32–36	Holy Knight	Mnst
37–42	Knight Captain	Mnst
43–47	Forest Fire	Expl
48–53	Rakshasa	Mnst
55–60	Stone Giant Stonetalker	Mnst
61–65	Hallowed Ground	Expl
66–71	Troll or Dread Troll	Mnst
72–76	Vampire	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–87	Wraith	Mnst
88–94	Wraith Lord	Mnst
95–100	Social Encounter	

Feywood

Home to faeries, sprites, dryads, nymphs, satyrs, and other fey, the animals in this forest are bold and only foolish travelers fail to respect nature as they go along their way. Adventurers journeying through regions like this contend with frequent combat encounters, social encounters, and natural terrain and supernatural exploration challenges.

Terrains. Forest, grassland, hills, jungle, mountains, ruins, settlement, subterranean, swamp, temple, tomb.

Tiers. Feywoods often range from tier 1 through tier 4. While a tier 1 Feywood presents little danger other than from wildlife and the occasional faeries, a tier 4 Feywood might be a dangerous plane like the Dreaming, or the domain of an ancient green dragon.

Weather. 1–15 clear, 16–19 mist, 20–25 rain.

Fey Promises. When an adventurer breaks a promise made in a Feywood they suffer a level of strife.

Natural Camouflage. Adventurers gain an expertise die on Stealth checks.

Journey Activities. When making a check to Harvest or to Hunt and Gather, an adventurer rolls with advantage.

TABLE: FEYWOOD EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1	Awakened Shrub	Mnst
2–3	Awakened Tree	Mnst
4–5	Bridge of Stones	Expl
6–7	Badger	Mnst
8–17	Travel Scenery	
18–19	Black Bear	Mnst
20–21	Blink Dog	Mnst
22–23	End of Hibernation	Expl
24–25	Boar	Mnst
26–27	Brown Bear	Mnst
28–29	Falling Net	Expl

30–31	Bugbear	Mnst
32–34	Centaur	Mnst
35–36	Forested Hills	Expl
37–38	Deer	Mnst
39–41	Dire Wolf	Mnst
42	Hail Storm	Expl
43–45	Druid	Mnst
46–48	Dryad	Mnst
49–51	Haze	Expl
52–54	Elk	Mnst
55–56	Faerie Dragon	Mnst
57–59	Landslide	Expl
60–61	Giant Boar	Mnst
62–63	Giant Owl	Mnst
64–66	Giant Weasel	Mnst
67–69	Lost Item	Expl
70–71	Gnoll	Mnst
72–73	Ogrekin	Mnst
74–75	Peryton	Mnst
76–77	Stampede	Expl
78–79	Pixie	Mnst
80–81	Pseudodragon	Mnst
82–83	Satyr	Mnst
84–85	Sprite	Mnst
86–87	Swarm of Ravens	Mnst
88–99	Social Encounter	
100	Quicksand	Expl

TABLE: FEYWOOD EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1	Awakened Tree	Mnst
2–3	Bandit Captain	Mnst
4–5	Bridge of Stones	Expl
6–7	Berserker	Mnst
8–9	Bugbear Chief	Mnst
10–17	Travel Scenery	
18–19	Doppelganger	Mnst
20–21	Druid	Mnst
22–23	Dryad	Mnst
24–25	End of Hibernation	Expl
26–27	Ettercap	Mnst
28–29	Fey Knight	Mnst
30–31	Goblin Boss or Goblin Warlock	Mnst
32–34	Stampede	Expl
35–36	Green Hag	Mnst
37–38	Hippogriff	Mnst
39–41	Flood	Expl
42	Hobgoblin Captain	Mnst
43–45	Knight	Mnst
46–48	Kobold Broodguard or Kobold Sorcerer	Mnst
49–51	Labyrinthine Ravines	Expl
52–54	Manticore	Mnst
55–56	Minstrel	Mnst
57–58	Ogre	Mnst
59–61	Mushroom Ring	Expl
62–63	Owlbear	Mnst
64–66	Peryton	Mnst
67–69	Pixie	Mnst
70–71	Pests	Expl
72–73	Satyr	Mnst
74–75	Sprite	Mnst

76–77	Pit Trap	Expl
78–79	Veteran	Mnst
80–82	Warrior Band	Mnst
83–84	Quicksand	Expl
85–86	Werewolf	Mnst
87–88	Thunderstorm	Expl
89–99	Social Encounter	
100	Faerie Ring	Expl

TABLE: FEYWOOD EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–3	Cursed Temple	Expl
4–5	Alchemist	Mnst
6–7	Assassin	Mnst
8–9	Berserker	Mnst
10–17	Travel Scenery	
18–19	Bugbear Chief	Mnst
20–21	Centaur	Mnst
22–23	Chimera	Mnst
24–25	Dense Fog	Expl
26–27	Doppelganger	Mnst
28–29	Druid	Mnst
30–31	Ettercap	Mnst
32–33	Faerie Ring	Expl
34–35	Ettin	Mnst
36–37	Fey Knight	Mnst
38–39	Giant Ape	Mnst
40–42	Living Land	Expl
43–44	Gnoll Demonfang	Mnst
45–46	Gorgon	Mnst
47–48	Green Hag	Mnst
49–51	Magical Overgrowth	Expl
52–54	Mage	Mnst
55–56	Night Hag	Mnst
57–58	Ogre Mage	Mnst
59–61	Rot Grubs	Expl
62–63	Owlbear	Mnst
64–65	Pegasus	Mnst
66–67	Revenant	Mnst
68–69	Voracious Pests	Expl
70–71	Shambling Mound	Mnst
72–73	Strider	Mnst
74–75	Treant	Mnst
76–77	White Elk	Expl
78–79	Troll	Mnst
80–82	Unicorn	Mnst
83–84	Warrior Band	Mnst
85–86	Wild Magic Zone	Expl

87–88	Wereboar	Mnst
89–91	Wyvern	Mnst
92–99	Social Encounter	
100	Fey Glade	Expl

TABLE: FEYWOOD EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–4	Adult Green Dragon	Mnst
5–7	Archmage	Mnst
8–10	Banshee	Mnst
11–16	Travel Scenery	
17–19	Faerie Noble	Mnst
20–22	Gorgon	Mnst
23–25	Guardian Naga	Mnst
26–28	Caught in the Crossfire	Expl
29–31	Hill Giant Chief	Mnst
32–34	Hobgoblin Warlord	Mnst
35–37	Medusa	Mnst
38–39	Choking Smoke	Expl
40–42	Night Hag	Mnst
43–45	Ogre Mage	Mnst
46–48	Rakshasa	Mnst
49–51	Cursed Waterway	Expl
52–54	Soldier Squad	Mnst
55–57	Treant	Mnst
58–61	Troll or Dread Troll	Mnst
62–64	Endless Plummet	Expl
65–69	Unicorn	Mnst
70–73	Vampire	Mnst
74–76	Werebear	Mnst
77–79	Fey Glade	Expl
80–82	Wereboar	Mnst
83–85	Werewolf	Mnst
86–88	Wraith Lord	Mnst
89–90	Sunspots	Expl
91–92	Wyvern	Mnst
93–99	Social Encounter	
100	Malfunctioning Planar Portal	Expl

TABLE: FEYWOOD EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–5	Ancient Green Dragon	Mnst
6–10	Archmage	Mnst
11–16	Travel Scenery	
17–21	Faerie Noble	Mnst
22–26	Hill Giant Chief	Mnst
27–31	Corrupted Druid Grove	Expl
32–36	Hobgoblin Warlord	Mnst
37–42	Master Assassin	Mnst
43–47	Forest Fire	Expl
48–53	Rakshasa	Mnst
55–60	Treant	Mnst
61–65	Killing Cloud	Expl
66–71	Troll or Dread Troll	Mnst
72–76	Vampire	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–87	Wraith	Mnst
88–94	Wraith Lord	Mnst
95–100	Social Encounter	

Fiery Hellscape

From active volcanoes to the hottest layers of Hell, these regions are dominated by red-hot lava flows and flaming geysers. Adventurers journeying through these regions can expect to encounter many natural terrain challenges and dangerous creatures.

Terrains. Desert, laboratory, mountains, ruins, subterranean, temple, tomb.

Tiers. These regions lend themselves towards danger and are usually tier 3 or tier 4. A higher tier Fiery Hellscape might be found on a plane of elemental fire or the volcanic domain of a red dragon. Lower tier versions of these regions are rare, but might be found naturally occurring in some places.

Weather. Uncomfortably warm.

Hot. Traveling at faster than a slow pace is dangerous in the region's hot temperatures, and adventurers that do so suffer a level of fatigue when taking a long rest (even if they have Supply). The use of appropriate mounts (such as camels) and keeping a light pack (less than half carrying capacity) allow for adventurers to travel as fast as a normal pace without suffering fatigue during a long rest.

Unquenchable Thirst. Twice the usual amount of Supply is required when taking a long rest.

Journey Activities. Checks to Harvest or Hunt and Gather are made at disadvantage. It is not possible to Busk.

D100	ENCOUNTER	TYPE
1–3	Ankheg Spawn	Mnst
4–5	Axe Beak	Mnst
6–8	Bat ^G	Mnst
9–10	Cockatrice	Mnst
11–12	Cutthroat	Mnst
13–26	Travel Scenery	
27–29	Death Dog	Mnst
30–32	Dretch	Mnst

33–35	Dust Mephit	Mnst
36–38	Giant Fire Beetle	Mnst
39–40	Ghoul	Mnst
41–43	Haze	Expl
44–46	Giant Wasp	Mnst
47–48	Gnoll	Mnst
49–50	Goblin	Mnst
51–53	Harpy	Mnst
54–56	Hyena ^G	Mnst
57–59	Imp	Mnst
60–62	Lost Item	Expl
63–64	Jackal	Mnst
66–67	Kobold	Mnst
68–69	Lemure	Mnst
70–72	Lizard ^G	Mnst
73–75	Ogrekin	Mnst
76–78	Poisonous Snake ^G	Mnst
79–81	Sea of Sand	Expl
82–83	Pteranodon	Mnst
84–85	Skeleton	Mnst
86–88	Spider ^G	Mnst
89–90	Zombie	Mnst
91–99	Social Encounter	
100	Labyrinthine Ravines	Mnst

^G On an odd result, use the giant version of this creature instead.

TABLE: FIERY HELLSCAPE**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1–2	Ankheg	Mnst
3–4	Banshee	Mnst
5–6	Bearded Devil	Mnst
7–8	Darkmantle	Mnst
9–10	Dretch	Mnst
11–12	Ghast	Mnst
13–21	Travel Scenery	
22–23	Ghost	Mnst
24–25	Ghoul	Mnst
26–27	Giant Scorpion	Mnst
28–29	Gnoll	Mnst
30–31	Goblin Boss or Goblin Warlock	Mnst
32–34	Hell Hound	Mnst
35–36	Imp	Mnst
37–38	Kobold Broodguard or Kobold Sorcerer	Mnst
39–41	Labyrinthine Ravines	Expl
42–43	Lemure	Mnst
44–46	Lemure Band	Mnst
47–48	Malcubus	Mnst
49–51	Minotaur	Mnst
52–54	Nightmare	Mnst
55–56	Ogre	Mnst
57–58	Ogre Zombie	Mnst
60–61	Pests	Expl
62–63	Phase Spider	Mnst
64–66	Quasit	Mnst
67–69	Shadow	Mnst
70–71	Shadow Demon	Mnst
72–73	Thunderstorm	Expl
74–75	Skeletal Champion	Mnst

76–77	Skeleton Horde	Mnst
78–79	Specter	Mnst
80–81	Wight	Mnst
82–83	Zombie Horde	Mnst
84–85	Zombie Knight	Mnst
86–90	Quicksand	Expl
91–99	Social Encounter	
100	Cursed Temple	Expl

TABLE: FIERY HELLSCAPE**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1–3	Ankheg Queen	Mnst
4–5	Acid Field	Expl
6–7	Cursed Temple	Expl
8–9	Barbed Devil	Mnst
10–17	Travel Scenery	
18–19	Bearded Devil	Mnst
20–21	Blackguard	Mnst
22–23	Dense Fog	Expl
24–25	Enchanted Statue	Expl
26–27	Bone Devil	Mnst
28–29	Cambion	Mnst
30–31	Flimsy Rope Bridge	Expl
32–34	Chain Devil	Mnst
35–36	Glabrezu	Mnst
37–38	Green Lake	Expl
39–42	Hail Deluge	Expl
43–45	Gnoll Demonfang	Mnst
46–48	Hell Hound	Mnst
49–51	Lethal Outgassing	Expl
52–54	Hezrou	Mnst
55–56	Khalkos	Mnst
57–58	Marsh Gas	Expl
59–61	Rot Grubs	Expl
62–63	Khalkos Spawn	Mnst
64–66	Malcubus	Mnst
67–69	Sandstorm	Expl
70–71	Minotaur	Mnst
72–73	Night Hag	Mnst
74–75	Shattered Earth	Expl
76–77	Tornado	Expl
78–79	Nightmare	Mnst

80–81	Shadow Demon	Mnst
82–83	Voracious Pests	Expl
84–85	Swarm of Khalkos Spawn	Mnst
86–87	Vrock	Mnst
88–93	Wild Magic Zone	Expl
94–99	Social Encounter	
100	Choking Smoke	Expl

TABLE: FIERY HELLSCAPE**EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1–3	Bridge of Sorrow	Expl
4–6	Barbed Devil	Mnst
7–10	Blackguard	Mnst
11–18	Travel Scenery	
19–21	Bone Devil	Mnst
22–23	Cambion	Mnst
24–26	Caught in the Crossfire	Expl
27–29	Chain Devil	Mnst
30–32	Erinyes	Mnst
33–35	Choking Smoke	Expl
36–38	Glabrezu	Mnst
39–40	Hell Hound	Mnst
41–43	Cursed Waterway	Expl
44–46	Hezrou	Mnst
47–49	Horned Devil	Mnst
50–52	Endless Plummet	Expl
53–55	Fire Giant	Mnst
56–58	Ice Devil	Mnst
59–61	Lifeless Desolation	Expl
62–64	Khalkos	Mnst
65–69	Malcubus	Mnst
70–73	Primordial Tornado	Expl
74–76	Minotaur	Mnst
77–79	Minotaur Champion	Mnst
80–82	Sphere of Annihilation	Expl
83–85	Nalfeshnee	Mnst
86–88	Night Hag	Mnst
89–90	Sunspots	Expl
91–92	Rakshasa	Mnst
93–94	Vrock	Mnst
95–99	Social Encounter	

100 Malfunctioning Planar Portal Expl

TABLE: FIERY HELLSCAPE**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–5	Balor	Mnst
6–10	Chained One (Chain Devil Variant)	Mnst
11–16	Travel Scenery	
17–21	Erinyes	Mnst
22–26	Horned Devil	Mnst
27–31	Divine War	Expl
32–36	Ice Devil	Mnst
37–42	Khalkos	Mnst
43–47	God Corpse	Expl
48–54	Khalkos Spawn	Mnst
55–60	Lich	Mnst
61–65	Hellscape	Expl
66–71	Marilith	Mnst
72–76	Nelfashnee	Mnst
77–81	Killing Cloud	Expl
82–87	Pit Fiend	Mnst
88–94	Rakshasa	Mnst
95–98	Malfunctioning Planar Portal	Expl
99–100	Social Encounter	

Flowing River

Rivers can provide a convenient and fast way to travel. Encounters are less frequent, and the journey is less arduous.

Terrains. Any; most river regions extend from at least one region into one or more other regions.

Tiers. It's unusual (although not impossible) for rivers to be above tier 2.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Vehicles. Adventurers move at the speed of their water vehicles.

Journey Activities. Adventurers gain advantage on Survival checks made to Hunt and Gather due to abundant fishing opportunities. Checks made to Hide Tracks automatically succeed, and those made to Track automatically fail. It is not possible to Busk.

D100	ENCOUNTER	TYPE
1–3	Aboleth Thrall	Mnst
4–6	Crab ^g	Mnst
7–10	Crocodile	Mnst
11–22	Travel Scenery	
23–25	Flumph	Mnst
26–28	Giant Frog	Mnst
29–31	Giant Toad	Mnst
32–34	Counterfeit Goods	Expl
35–37	Gray Ooze	Mnst
38–39	Kobold	Mnst
40–42	Merfolk	Mnst
43–45	Hail Storm	Expl
46–48	Ochre Jelly	Mnst
49–51	Pirate (Bandit Variant)	Mnst
52–54	Poisonous Snake ^g	Mnst
55–57	Haze	Expl
58–61	Quipper	Mnst
62–64	Sahuagin	Mnst

65–69	Spark Mephit	Mnst
70–73	Lost Item	Expl
74–76	Swarm Of Poisonous Snakes	Mnst
77–79	Swarm Of Quippers	Mnst
80–82	Will-O-Wisp	Mnst
83–85	Public Ceremony	Expl
86–99	Social Encounter	
100	Labyrinthine Ravines	Expl

^g On an odd result, use the giant version of this creature instead.

TABLE: FLOWING RIVER

EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–5	Aboleth Thrall	Mnst
6–10	Black Pudding	Mnst
11–20	Travel Scenery	
21–25	Gelatinous Cube	Mnst
26–30	Ghost	Mnst
31–35	Labyrinthine Ravines	Expl
36–40	Kobold Broodguard or Kobold Sorcerer	Mnst
41–45	Merfolk	Mnst
46–50	Pests	Expl
51–55	Merfolk Knight	Mnst
56–60	Merrow	Mnst
61–65	Private Property	Expl
66–70	Ochre Jelly	Mnst
71–75	Pirate Captain (Bandit Captain Variant)	Mnst
76–80	Thunderstorm	Expl
81–85	Sahuagin	Mnst
86–90	Will-O-Wisp	Mnst
91–99	Social Encounter	
100	River Rapids	Expl

TABLE: FLOWING RIVER

EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–4	Bunyip	Mnst
5–7	Chuul	Mnst
8–17	Travel Scenery	
18–20	Ghost	Mnst
21–24	Giant Crocodile	Mnst
25–28	Cursed Temple	Expl
29–31	Giant Water Elemental	Mnst
32–34	Hydra	Mnst
35–37	Dense Fog	Expl
38–39	Merfolk Knight	Mnst
40–42	Merrow Mage	Mnst
43–45	Green Lake	Expl
46–48	Revenant	Mnst
49–51	Sahuagin Champion	Mnst
52–54	Hail Deluge	Expl
55–57	Scrag (Troll Variant)	Mnst
58–61	Spell-Wared Chuul (Chuul Variant)	Mnst
62–64	Marsh Gas	Expl
65–69	Vengeful Ghost (Ghost Variant)	Mnst
70–72	Water Elemental	Mnst
73–76	River Rapids	Expl
77–79	Will-O-Wisp	Mnst
80–82	Young River Dragon	Mnst
83–85	Voracious Pests	Expl
86–99	Social Encounter	
100	Sunspots	Expl

TABLE: FLOWING RIVER

EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–5	Aboleth	Mnst
6–10	Adult Bronze Dragon	Mnst
11–19	Travel Scenery	
20–24	Adult River Dragon	Mnst
25–29	Champion Warrior	Mnst
30–34	Chuul	Mnst
35–39	Caught in the Crossfire	Expl
40–44	Marid	Mnst
45–49	Merclops (Cyclops Variant)	Mnst
50–54	Merfolk Knight	Mnst
55–59	Cursed Waterway	Expl
60–64	Pyrohydra (Hydra Variant)	Mnst
65–69	Roc	Mnst
70–74	Sahuagin Champion	Mnst
75–79	Sunspots	Expl
80–84	Scrag (Troll Variant)	Mnst
85–89	Storm Giant	Mnst
90–99	Social Encounter	
100	Malfunctioning Planar Portal	Expl

TABLE: FLOWING RIVER**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–5	Aboleth	Mnst
6–14	Travel Scenery	
15–18	Adult Gold Dragon	Mnst
19–22	Ancient Bronze Dragon	Mnst
23–29	Divine War	Expl
30–36	Ancient River Dragon	Mnst
37–43	Ancient Aboleth (Aboleth Elite)	Mnst
44–52	God Corpse	Expl
53–59	Dragon Turtle	Mnst
60–66	Marid	Mnst
67–73	Killing Cloud	Expl
74–80	Marid Noble (Elite)	Mnst
81–87	Storm Giant	Mnst
88–94	Malfunctioning Planar Portal	Expl
95–100	Social Encounter	

Frozen Wastes

Endless fields of white and imposing mountains stretching towards the sky fill this icy land, and though it is rather devoid of life it is a place of great peril. Adventurers journeying through this region have to overcome many natural terrain and weather event exploration challenges, and perhaps a few combat or social encounters.

Terrains. Arctic, hills, mountains, ruins, subterranean, temple, tomb, water.

Tiers. Arctic-like tundra can range from tier 2 to tier 4 depending on the severity of its climate.

Weather. 1–6 clear, 7–12 overcast, 13–25 snow.

Chilly. Without the proper gear or magic to survive the cold temperatures (see Survival Gear), an adventurer suffers a level of fatigue when taking a long rest in this environment (even if it has Supply).

Journey Activities. Adventurers gain advantage on Survival checks made to find a target using tracks left in the snow. Checks made to hide tracks have disadvantage. It is not possible to Busk.

D100	ENCOUNTER	TYPE
1–3	Bandit	Mnst
4–6	Berserker	Mnst
7–9	Blood Hawk	Mnst
10–18	Travel Scenery	
19–21	Dire Wolf	Mnst
22–24	Druid	Mnst
25–27	Elk	Mnst
28–30	Blinding Blizzard	Expl
31–33	Ghoul	Mnst
34–36	Giant Elk	Mnst
37–39	Goblin	Mnst
40–42	Bridge Of Stones	Expl
43–45	Harpy	Mnst
46–48	Ice Mephit	Mnst
49–52	Kobold	Mnst
53–55	Hail Storm	Expl
56–58	Ogrekin	Mnst
59–61	Polar Bear	Mnst
62–64	Saber-Toothed Tiger	Mnst
65–67	Haze	Expl
68–70	Scout	Mnst
71–73	Snowman (Scarecrow Variant)	Mnst
74–76	Warrior	Mnst
77–79	Landslide	Expl
80–82	Wolf	Mnst
83–85	Worg	Mnst
86–88	Lost Item	Expl
89–99	Social Encounter	
100	Labyrinthine Ravines	Expl

TABLE: FROZEN WASTES**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1–4	Bandit Captain	Mnst
5–8	Berserker	Mnst
9–12	Druid	Mnst
13–20	Travel Scenery	
21–24	Ghast	Mnst
25–28	Ghost	Mnst
29–32	Ghoul	Mnst
33–36	Labyrinthine Ravines	Expl
37–40	Goblin Boss or Goblin Warlock	Mnst
41–44	Harpy	Mnst
45–48	Kobold Broodguard or Kobold Sorcerer	Mnst
49–52	Pests	Expl
53–56	Manticore	Mnst
57–60	Ogrekin	Mnst
61–64	Scout	Mnst
65–68	Pit Trap	Expl
69–72	Snowman (Scarecrow Variant)	Mnst
73–76	Warrior Band	Mnst
77–80	Wight	Mnst
81–84	Thunderstorm	Expl
85–86	Winter Wolf	Mnst
87–90	Yeti	Mnst
91–99	Social Encounter	
100	Dense Fog	Expl

TABLE: FROZEN WASTES**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1–3	Cursed Temple	Expl
4–5	Blackguard	Mnst
6–7	Champion Warrior	Mnst
8–15	Travel Scenery	
16–17	Frost Giant	Mnst
18–19	Elktaur (Centaur Variant)	Mnst
20–21	Dense Fog	Expl
22–23	Frost Giant	Mnst
24–25	Ghast	Mnst
26–27	Flimsy Rope Bridge	Expl
28–29	Ghost	Mnst
30–31	Ghoul	Mnst
32–34	Green Lake	Expl
35–36	Mammoth	Mnst
37–38	Manticore	Mnst
39–42	Hail Deluge	Expl
43–45	Medusa	Mnst
46–48	Ogre	Mnst
49–51	Magical Overgrowth	Expl
52–54	Remorhaz Spawn	Mnst
55–56	Revenant	Mnst
57–59	Rot Grubs	Expl
60–61	Scout	Mnst
62–63	Strider	Mnst
64–66	Shattered Earth	Expl
67–69	Tundra Chimera (Chimera Variant)	Mnst
70–71	Warrior Band	Mnst
72–73	Sinkhole	Expl
74–75	Werebear	Mnst
76–77	Wight	Mnst

78–79	Treacherous Tundra	Expl
80–81	Winter Hag	Mnst
82–83	Wyvern	Mnst
84–85	Voracious Pests	Expl
86–87	Yeti	Mnst
88–89	Young White Dragon	Mnst
90–91	White Elk	Expl
92–99	Social Encounter	
100	Cursed Waterway	Expl

TABLE: FROZEN WASTES

EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–4	Abonimable Snowman (Yeti Elite)	Mnst
5–7	Adult White Dragon	Mnst
8–13	Travel Scenery	
14–17	Blackguard	Mnst
18–21	Champion Warrior	Mnst
22–25	Bridge Of Sorrow	Expl
26–29	Frost Giant	Mnst
30–33	Frost Giant Jarl	Mnst
34–37	Cursed Waterway	Expl
38–41	Harpy	Mnst
42–45	Medusa	Mnst
46–49	Endless Plummet	Expl
50–53	Medusa Queen	Mnst
54–57	Ogre Mage	Mnst
58–61	Hoar Frost	Expl
62–65	Remorhaz	Mnst
66–69	Remorhaz Spawn	Mnst
70–73	Lifeless Desolation	Expl
74–77	Werebear	Mnst
78–81	Winter Hag	Mnst
82–85	Perilous Cliff Path	Expl
86–89	Wyvern	Mnst
90–92	Yeti	Mnst
93–99	Social Encounter	
100	Hallowed Ground	Expl

TABLE: FROZEN WASTES

EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–4	Corrupted Druid Grove	Expl
5–12	Ancient White Dragon	Mnst
13–18	Travel Scenery	
19–26	Frost Giant	Mnst
27–31	Divine War	Expl
32–42	Frost Giant Jarl	Mnst
43–47	God Corpse	Expl
48–60	Remorhaz	Mnst
61–65	Hallowed Ground	Expl
66–76	Remorhaz Spawn	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–94	Winter Hag	Mnst
95–100	Social Encounter	

Haunted Lands

Settlements that have suffered a curse, or areas which are home to powerful undead beings, typically have effects that spread far from the source bringing woe to the people living nearby and attracting prowling monsters and ominous signs. Adventurers journeying through regions like this have plenty of combat encounters, some social encounters, and many circumstance or supernatural exploration challenges.

Terrains. Any.

Tiers. Haunted lands are often higher tier areas. The corrupted realm surrounding a dread knight's castle or a county ruled over by a sinister vampire would likely be tier 3 or higher.

Weather. 1–5 clear, 6–10 overcast, 11–15 foggy, 16–25 rain.

Bleak Light. All light sources illuminate only half the area they would normally cover.

Night Terrors. It is difficult to get a restful night's sleep in this area. Adventurers make a Wisdom saving throw against the region's journey activity DC when taking a long rest or suffer a level of strife.

Suspicious Minds. The people who inhabit this area are wary and suspicious of strangers. Adventurers have disadvantage on Charisma checks made against people local to the region.

Journey Activities. The Entertain activity is made with disadvantage. The Pray activity is made with disadvantage if your deity has the Good alignment.

D100	ENCOUNTER	TYPE
1–3	Bandit	Mnst
4–5	Cockatrice	Mnst
6–7	Cultist	Mnst
8–9	Cutthroat	Mnst
10–19	Travel Scenery	
20–21	Ettercap	Mnst
22–23	Gelatinous Cube	Mnst

24–25	Ghoul	Mnst
26–27	Giant Centipede	Mnst
28–29	Counterfeit Goods	Expl
30–31	Giant Wolf Spider	Mnst
32–33	Goblin	Mnst
34–35	Gray Ooze	Mnst
36–37	Grick	Mnst
38–42	Grimlock	Mnst
43–45	Enchanted Windmill	Expl
46–48	Hyena ^G	Mnst
49–50	Jackal	Mnst
51–53	Kobold	Mnst
54–56	Lizard ^G	Mnst
57–59	Haze	Expl
60–61	Mimic	Mnst
62–63	Ochre Jelly	Mnst
64–65	Ogrekin	Mnst
66–68	Poisonous Snake ^G	Mnst
67–69	Lost Item	Expl
70–72	Ratg	Mnst
73–74	Shadow	Mnst
75–77	Skeleton	Mnst
78–80	Spider ^G	Mnst
79–81	Public Ceremony	Expl
82–84	Swarm of Poisonous Snakes	Mnst
85–86	Swarm of Rats	Mnst
87–89	Wererat	Mnst
90–92	Zombie	Mnst
92–99	Social encounter	
100	Thunderstorm	Expl

^G On an odd result, use the giant version of this creature instead.

TABLE: HAUNTED LANDS

EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–3	Animated Armor	Mnst
4–5	Bandit Captain	Mnst
6–7	Banshee	Mnst
8–9	Basilisk	Mnst
10–11	Black Pudding	Mnst
12–19	Travel Scenery	
18–19	Cult Fanatic	Mnst
20–21	Cutthroat	Mnst
22–23	Doppelganger	Mnst
24–25	Ettercap	Mnst
26–27	Ettin	Mnst
28–29	Mushroom Ring	Expl
30–31	Gargoyle	Mnst
32–33	Gelatinous Cube	Mnst
34–35	Ghast	Mnst
36–37	Ghost	Mnst
38–39	Ghoul	Mnst
40–41	Goblin Boss or Goblin Warlock	Mnst
42–43	Green Hag	Mnst
44–46	Pests	Expl
47–48	Grick	Mnst
49–50	Grimlock	Mnst
51–52	Intellect Devourer	Mnst
53–54	Kobold Broodguard or Kobold Sorcerer	Mnst
55–56	Mimic	Mnst
57–58	Mummy	Mnst
59–61	Pit Trap	Expl
62–63	Ochre Jelly	Mnst
64–66	Ogre	Mnst
67–68	Ogre Zombie	Mnst

69–70	Phase Spider	Mnst
71–72	Shadow	Mnst
73–74	Skeletal Champion	Mnst
75–76	Private Property	Expl
77–78	Skeleton Horde	Mnst
79–80	Specter	Mnst
81–82	Walking Statue	Mnst
83–84	Wererat	Mnst
85–86	Thunderstorm	Expl
87–88	Zombie Horde	Mnst
89–91	Zombie Knight	Mnst
92–99	Social Encounter	
100	Cursed Temple	Expl

TABLE: HAUNTED LANDS**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1–4	Air Elemental ^G	Mnst
5–7	Bandit Captain	Mnst
8–13	Travel Scenery	
14–15	Blackguard	Mnst
16–17	Black Pudding	Mnst
18–19	Cambion	Mnst
20–21	Cursed Temple	Expl
22–23	Clay Guardian	Mnst
24–25	Cyclops	Mnst
26–27	Drider	Mnst
28–29	Enchanted Statue	Expl
30–32	Earth Elemental ^G	Mnst
33–35	Ettin	Mnst
36–38	Fire Elemental ^G	Mnst
39–40	Faerie Ring	Expl
41–42	Flesh Guardian	Mnst
43–44	Ghast	Mnst
45–46	Ghost	Mnst
47–48	Living Land	Expl
49–51	Ghoul	Mnst
52–54	Grick ^G	Mnst
55–56	Grimlock	Mnst
57–59	Magical Overgrowth	Expl
60–61	Intellect Devourer	Mnst
62–63	Mage	Mnst
64–65	Mummy	Mnst
66–67	Rot Grubs	Expl
68–69	Night Hag	Mnst
70–71	Ogre Mage	Mnst
72–73	Revenant	Mnst
74–75	Voracious Pests	Expl

76–77	Shield Guardian	Mnst
78–79	Skeletal Warhorse	Mnst
80–81	Spirit Naga	Mnst
82–83	White Elk	Expl
84–85	Stone Guardian	Mnst
86–88	Water Elemental ^G	Mnst
89–90	Werewolf	Mnst
91–92	Wild Magic Zone	Expl
93–99	Social Encounter	
100	Sphere Of Annihilation	Expl

^G On an odd result, use the giant version of this creature instead.

TABLE: HAUNTED LANDS**EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1–3	Bridge of Sorrow	Expl
4–6	Banshee	Mnst
5–7	Blackguard	Mnst
8–10	Cambion	Mnst
11–16	Travel Scenery	
17–19	Clay Guardian	Mnst
20–22	Cyclops Myrmidon	Mnst
23–25	Drider	Mnst
26–28	Choking Smoke	Expl
29–31	Forgotten God	Mnst
32–34	Guardian Naga	Mnst
35–37	Iron Guardian	Mnst
38–39	Cursed Waterway	Expl
40–42	Mummy Lord	Mnst
43–45	Night Hag	Mnst
46–48	Ogre Mage	Mnst
49–51	Endless Plummet	Expl
52–54	Sphinx	Mnst
55–57	Spirit Naga	Mnst
58–61	Stone Guardian	Mnst
62–64	Fey Glade	Expl
65–68	Troll or Dread Troll	Mnst
69–71	Ur-Otyugh (Otyugh Variant)	Mnst
72–73	Vampire	Mnst
74–76	Lifeless Desolation	Expl
77–79	Vampire Spawn	Mnst
80–82	Werewolf	Mnst
83–85	Wraith	Mnst
86–88	Sphere of Annihilation	Expl
89–90	Wraith Lord	Mnst

91–92	Zombie Dragon	Mnst
93–95	Sunspots	Expl
93–99	Social Encounter	
100	Malfunctioning Planar Portal	Expl

TABLE: HAUNTED LANDS**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–4	Adult Gold Dragon	Mnst
5–10	Travel Scenery	
11–14	Ancient Emerald Dragon	Mnst
15–18	Clay Guardian	Mnst
19–21	Corrupted Druid Grove	Expl
22–25	Demilich	Mnst
26–29	Dread Knight	Mnst
30–33	Divine War	Expl
34–37	Elder Vampire (Vampire Elite)	Mnst
38–41	Empyrean	Mnst
42–45	God Corpse	Expl
46–49	Lich	Mnst
50–53	Mummy Lord	Mnst
54–57	Hallowed Ground	Expl
58–61	Stone Guardian	Mnst
62–65	Troll or Dread Troll	Mnst
66–69	Hellscape	Expl
70–73	Vampire	Mnst
76–79	Vampire Spawn	Mnst
80–83	Killing Cloud	Expl
84–87	Wraith	Mnst
88–91	Wraith Lord	Mnst
92–95	Malfunctioning Planar Portal	Expl
96–100	Social Encounter	

Lofty Mountains

Legends from all over the realm speak of remote passes, cataclysmic conflicts and relics of fell power within the ancient ruins of temples to defeated evils, the graves of terrible warlords, and sites of unspeakable rituals. Adventurers journeying through this region have few social encounters, a moderate amount of combat encounters, and many constructed terrain, natural terrain, and supernatural exploration challenges.

Terrains. Arctic, hills, jungle, mountains, ruins, settlement, subterranean, temple, tomb.

Tiers. Idyllic mountain ranges might be tier 1, while cliffs and crags ruled over by an ancient dragon would be tier 4.

Weather. 1–8 clear, 9–12 overcast, 13–16 mist, 17–18 rain, 19–25 snow.

Climbable. The terrain offers numerous footholds and pitted surfaces.

Adventurers gain an expertise die on checks made to climb.

High Altitude. Breathing air gets harder at altitudes of 10,000 feet or higher above sea level, and adventurers not used to the reduced oxygen tire easily. Every hour spent traveling at high altitude counts as 2 hours of travel for the purposes of travel pace. For example, after 4 hours of travel a creature makes forced march checks every half hour.

After spending 30 days or longer at high altitude an adventurer becomes acclimated to it and can travel normally. Altitudes above 20,000 feet can only be acclimated to by creatures native to the environment.

Mountsbane. Travel time is doubled for mounts and pack animals.

D100	ENCOUNTER	TYPE
1–3	Blinding Blizzard	Expl
4–5	Bandit	Mnst
6–7	Berserker	Mnst
8–9	Black Bear	Mnst
10–19	Travel Scenery	

20–21	Blood Hawk	Mnst
22–23	Brown Bear	Mnst
24–26	Eagleg	Mnst
27–28	Bridge of Stones	Expl
29–31	Gnoll	Mnst
32–34	Goat ^G	Mnst
35–37	End of Hibernation	Expl
38–42	Goblin	Mnst
43–45	Gray Ooze	Mnst
46–48	Grick	Mnst
49–51	Hail Storm	Expl
52–54	Harpy	Mnst
55–57	Hawk	Mnst
58–60	Kobold	Mnst
61–63	Haze	Expl
64–66	Pegasus	Mnst
67–69	Peryton	Mnst
70–72	Poisonous Snake ^G	Mnst
73–74	Landslide	Expl
75–76	Pseudodragon	Mnst
77–78	Pteranodon	Mnst
79–80	Swarm Of Bats	Mnst
81–82	Lost Item	Expl
83–84	Swarm Of Poisonous Snakes	Mnst
84–86	Wolf ^G	Mnst
87–88	Poorly-Repaired Tunnel	Expl
89–90	Worg	Mnst
91–99	Social Encounter	
100	Thunderstorm	Expl

^G On an odd result, use the giant version of this creature instead.

TABLE: LOFTY MOUNTAINS**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1–2	Allosaurus	Mnst
3–4	Azer	Mnst
5–6	Bandit Captain	Mnst
7–8	Basilisk	Mnst
9–10	Bugbear	Mnst
11–17	Travel Scenery	
18–19	Ettin	Mnst
20–21	Flying Lion	Mnst
22–23	Gargoyle	Mnst
24–25	Ghast	Mnst
26–27	Ghost	Mnst
28–29	Poorly-Repaired Tunnel	Expl
30–31	Ghoul	Mnst
32–33	Gnoll	Mnst
34–35	Goblin Boss or Goblin Warlock	Mnst
36–37	Grick	Mnst
38–39	Griffon	Mnst
40–41	Labyrinthine Ravines	Expl
42–43	Guard	Mnst
44–45	Half-Red Dragon Veteran	Mnst
46–47	Harpy	Mnst
48–49	Hell Hound	Mnst
50–51	Hippogriff	Mnst
52–53	Pests	Expl
54–55	Hobgoblin	Mnst
56–57	Knight	Mnst
58–59	Kobold Broodguard or Kobold Sorcerer	Mnst
60–61	Magmin	Mnst
62–63	Manticore	Mnst

64–65	Pit Trap	Expl
66–67	Ogrekin	Mnst
68–69	Owlbear	Mnst
70–71	Peryton	Mnst
72–73	Phase Spider	Mnst
74–75	Pugilist	Mnst
76–79	Thunderstorm	Expl
80–81	Scout	Mnst
82–83	Soldier	Mnst
84–85	Veteran	Mnst
86–87	Warrior	Mnst
88–89	Warrior Band	Mnst
90–91	Werewolf	Mnst
92–99	Social Encounter	
100	Rockfall	Expl

TABLE: LOFTY MOUNTAINS

EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–2	Air Elemental ^G	Mnst
3–4	Allosaurus	Mnst
5–6	Cursed Temple	Expl
7–8	Azer Forgemaster	Mnst
9–10	Bandit Captain	Mnst
11–17	Travel Scenery	
18–19	Blackguard	Mnst
20–21	Bugbear Chief	Mnst
22–23	Dense Fog	Expl
24–25	Bulette	Mnst
26–27	Chimera	Mnst
28–29	Flimsy Rope Bridge	Expl
30–31	Cloud Giant	Mnst
32–33	Cyclops	Mnst
34–35	Green Lake	Expl
36–37	Fire Elemental ^G	Mnst
38–39	Frost Giant	Mnst
40–41	Hail Deluge	Expl
42–43	Gnoll Demonfang	Mnst
44–45	Grick ^G	Mnst
46–47	Lethal Outgassing	Expl
48–49	Guard Squad	Mnst
50–51	Hill Giant	Mnst
52–53	Rockfall	Expl
54–55	Hobgoblin Captain	Mnst
56–57	Manticore	Mnst
58–59	Rot Grubs	Expl
60–61	Medusa	Mnst
62–63	Ogre	Mnst
64–65	Shattered Earth	Expl
66–67	Owlbear Recluse (Elite)	Mnst

68–69	Remorhaz Spawn	Mnst
70–71	Treacherous Tundra	Expl
72–73	Roc Juvenile	Mnst
74–75	Soldier Squad	Mnst
76–79	Voracious Pests	Expl
80–81	Stone Giant	Mnst
82–83	Troll	Mnst
84–85	White Elk	Expl
86–87	Warrior Band	Mnst
88–89	Wyvern	Mnst
90–91	Wild Magic Zone	Expl
92–99	Social Encounter	
100	Choking Smoke	Expl

^G On an odd result, use the giant version of this creature instead.

**TABLE: LOFTY MOUNTAINS
EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1–4	Bridge of Sorrow	Expl
5–7	Adult Copper Dragon	Mnst
8–10	Adult Earth Dragon	Mnst
11–16	Travel Scenery	
17–19	Adult Silver Dragon	Mnst
20–22	Ascetic Grandmaster	Mnst
23–25	Caught in the Crossfire	Expl
26–28	Cloud Giant Noble	Mnst
29–31	Cyclops Myrmidon	Mnst
32–34	Choking Smoke	Expl
35–37	Dread Troll (Troll Variant)	Mnst
38–40	Efreeti	Mnst
41–43	Cursed Waterway	Expl
44–46	Fire Giant	Mnst
47–49	Frost Giant	Mnst
50–52	Endless Plummet	Expl
53–55	Hill Giant Chief	Mnst
56–58	Hobgoblin Warlord	Mnst
59–61	Lifeless Desolation	Expl
62–64	Medusa Queen	Mnst
65–69	Ogre Mage	Mnst
70–73	Perilous Cliff Path	Expl
74–76	Purple Worm	Mnst
77–79	Remorhaz	Mnst
80–82	Sphere of Annihilation	Expl
83–85	Roc	Mnst
86–88	Stone Giant Stonetalker	Mnst
89–90	Sunspots	Expl
91–92	Wraith	Mnst
93–99	Social Encounter	
100	Malfunctioning Planar Portal	Expl

**TABLE: LOFTY MOUNTAINS
EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–4	Adult Red Dragon	Mnst
5–7	Ancient Copper Dragon	Mnst
8–10	Ancient Earth Dragon	Mnst
11–16	Travel Scenery	
17–19	Arcane Blademaster	Mnst
20–22	Ascetic Grandmaster	Mnst
23–25	Cloud Giant	Mnst
26–28	Divine War	Expl
29–31	Cloud Giant Noble	Mnst
32–34	Dread Knight	Mnst
35–37	Efreeti	Mnst
38–40	God Corpse	Expl
41–43	Efreeti Noble	Mnst
44–46	Fire Giant	Mnst
47–49	Frost Giant	Mnst
50–52	Hallowed Ground	Expl
53–55	Frost Giant Jarl	Mnst
56–58	Hill Giant Chief	Mnst
59–61	Remorhaz	Mnst
62–64	Hellscape	Expl
65–69	Stone Giant Stonetalker	Mnst
70–73	Storm Giant	Mnst
74–76	Troll or Dread Troll	Mnst
77–79	Killing Cloud	Expl
80–82	Vampire	Mnst
83–85	Vampire Spawn	Mnst
86–88	Wraith	Mnst
89–91	Malfunctioning Planar Portal	Expl
92–94	Wraith Lord	Mnst
95–100	Social Encounter	

Open Roads

Well-traveled roads with wide tracks, and plentiful inns, villages, and other stopping points along the way make some journeys less arduous than others. Adventurers journeying along country roads have many social encounters, combat encounters with NPCs or the occasional wild beast, and circumstance and constructed terrain exploration challenges.

Terrains. Any; most road regions extend from at least one region into one or more other regions.

Tiers. It's unusual (although not impossible) for open roads to be above tier 2.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Fast Travel. Adventurers move one mile per hour faster when traveling along open roads.

49–51	Ogre Zombie	Mnst
52–54	Poisonous Snake	Mnst
55–57	Haze	Expl
58–60	Rat	Mnst
61–63	Skeleton	Mnst
64–66	Landslide	Expl
67–69	Specter	Mnst
70–71	Swarm Of Rats	Mnst
72–73	Lost Item	Expl
74–75	Wererat	Mnst
76–77	Zombie	Mnst
78–79	Public Ceremony	Expl
80–99	Social Encounter	
100	Pests	Expl

D100	ENCOUNTER	TYPE
1	Awakened Shrub	Mnst
2–3	Bandit	Mnst
4–5	Counterfeit Goods	Expl
6–7	Cockatrice	Mnst
8–9	Cult Fanatic	Mnst
10–19	Travel Scenery	
20–21	Cultist	Mnst
22–23	Ettercap	Mnst
24–25	Enchanted Windmill	Expl
26–27	Ghoul	Mnst
28–29	Giant Spider	Mnst
30–31	End of Hibernation	Expl
32–34	Giant Wolf Spider	Mnst
35–37	Goblin	Mnst
38–41	Falling Net	Expl
42	Kobold	Mnst
43–45	Lizard	Mnst
46–48	Hail Storm	Expl

TABLE: OPEN ROADS**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1	Awakened Tree	Mnst
2–3	Bandit Captain	Mnst
4–5	Counterfeit Goods	Expl
6–7	Banshee	Mnst
8–9	Basilisk	Mnst
10–19	Travel Scenery	
20–21	Cult Fanatic	Mnst
22–23	Cutthroat	Mnst
24–25	Enchanted Windmill	Expl
26–27	Doppelganger	Mnst
28–29	Ettercap	Mnst
30–31	End of Hibernation	Expl
32–34	Ettin	Mnst
35–37	Ghast	Mnst
38–41	Stampede	Expl
42	Ghost	Mnst
43–45	Ghoul	Mnst
46–48	Flood	Expl
49–51	Goblin Boss or Goblin Warlock	Mnst
52–54	Green Hag	Mnst
55–57	Mushroom Ring	Expl
58–60	Half-Red Dragon Veteran	Mnst
61–63	Kobold Broodguard or Kobold Sorcerer	Mnst
64–66	Pests	Expl
67–68	Ogrekin	Mnst
69–70	Ogre	Mnst
71–72	Pit Trap	Expl
73–74	Phase Spider	Mnst
75–76	Shadow	Mnst
77–78	Quicksand	Expl

79–80	Skeletal Champion	Mnst
81–82	Specter	Mnst
83–84	Thunderstorm	Expl
85–86	Werewolf	Mnst
87–88	Zombie Knight	Mnst
89–99	Social Encounter	
100	Sinkhole	Expl

TABLE: OPEN ROADS**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1–3	Cursed Temple	Expl
4–5	Bandit Captain	Mnst
6–7	Blackguard	Mnst
8–9	Bulette	Mnst
10–17	Travel Scenery	
18–19	Cambion	Mnst
20–21	Cyclops	Mnst
22–23	Doppelganger	Mnst
24–25	Dense Fog	Expl
26–27	Ettercap	Mnst
28–29	Ettin	Mnst
30–31	Ghast	Mnst
32–34	Flash Flood	Expl
35–36	Ghost	Mnst
37–38	Ghoul	Mnst
39–41	Goblin Boss or Goblin Warlock	Mnst
42–45	Flimsy Rope Bridge	Expl
46–48	Half-Red Dragon Veteran	Mnst
49–51	Half-Shadow Dragon Assassin	Mnst
52–54	Hill Giant	Mnst
55–56	Hail Deluge	Expl
57–58	Kobold Broodguard or Kobold Sorcerer	Mnst
59–61	Mage	Mnst
62–63	Ogre Mage	Mnst
64–66	Lethal Outgassing	Expl
67–68	Ogre Zombie	Mnst
69–70	Revenant	Mnst
71–72	Skeletal Warhorse	Mnst
73–74	Rot Grubs	Expl

75–76	Skeleton Horde	Mnst
77–78	Troll	Mnst
79–80	Werewolf	Mnst
81–82	Sinkhole	Expl
83–84	Wraith	Mnst
85–86	Zombie Horde	Mnst
87–88	Voracious Pests	Expl
89–90	Zombie Knight	Mnst
91–99	Social Encounter	
100	Caught in the Crossfire	Expl

TABLE: OPEN ROADS**EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1–5	Archpriest	Mnst
6–10	Blackguard	Mnst
11–15	Travel Scenery	
16–20	Champion Warrior	Mnst
21–25	Cyclops	Mnst
26–30	Forgotten God	Mnst
31–35	Caught in the Crossfire	Expl
36–40	High Priest	Mnst
41–45	Hill Giant	Mnst
46–50	Knight Captain	Mnst
51–55	Choking Smoke	Expl
56–60	Malcubus	Mnst
61–65	Soldier Squad	Mnst
66–70	Vampire	Mnst
71–75	Endless Plummet	Expl
76–80	Wereboar	Mnst
81–85	Werewolf	Mnst
86–90	Wraith Lord	Mnst
91–99	Social Encounter	
100	Divine War	Expl

TABLE: OPEN ROADS**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–5	Arcane Blademaster	Mnst
6–10	Archpriest	Mnst
11–16	Travel Scenery	
17–21	Ascetic Grandmaster	Mnst
22–26	Dread Knight	Mnst
27–31	Divine War	Expl
32–36	Empyrean	Mnst
37–42	Hill Giant	Mnst
43–47	God Corpse	Expl
48–53	Holy Knight	Mnst
55–60	Knight Captain	Mnst
61–65	Hallowed Ground	Expl
66–71	Master Assassin	Mnst
72–76	Troll or Dread Troll	Mnst
77–81	Killing Cloud	Expl
82–87	Vampire	Mnst
88–94	Wraith Lord	Mnst
95–100	Social Encounter	

Parched Sands

Endless dunes and the baking sun make these deserts difficult and dangerous places in which to survive. Adventurers journeying through this region have very few social encounters.

Terrains. Desert, grassland, hills, mountains, ruins, settlement, subterranean, temple, tomb.

Tiers. A desert region with numerous oases might be tier 1, but most are tier 2 or higher.

Weather. 1–25 clear.

Hot. Traveling at faster than a slow pace is dangerous in the region's hot temperatures, and adventurers that do so suffer a level of fatigue when taking a long rest (even if they have Supply). The use of appropriate mounts (such as camels) and keeping a light pack (less than half carrying capacity) allow for adventurers to travel as fast as a normal pace without suffering fatigue during a long rest.

Unquenchable Thirst. Twice the usual amount of Supply is required when taking a long rest.

Journey Activities. It is not possible to Busk. Checks to Harvest or Hunt and Gather are made at disadvantage.

D100	ENCOUNTER	TYPE
1–3	Acolyte	Mnst
4–6	Ankheg Spawn	Mnst
7–9	Bandit	Mnst
10–12	Berserker	Mnst
13–21	Travel Scenery	
22–24	Blood Hawk	Mnst
25–27	Camel	Mnst
28–30	Cockatrice	Mnst
31–33	Cultist	Mnst
34–36	Counterfeit Goods	Expl
39–41	Death Dog	Mnst
42–44	Flying Snake	Mnst

45–47	Gnoll	Mnst
48–50	Hyena ^G	Mnst
51–53	Landslide	Expl
54–56	Jackal	Mnst
57–59	Kobold	Mnst
60–62	Lizard ^G	Mnst
63–65	Mimic	Mnst
66–67	Lost Item	Expl
68–70	Poisonous Snake ^G	Mnst
71–73	Pseudodragon	Mnst
74–76	Scorpion	Mnst
77–79	Scout	Mnst
80–84	Sea of Sand	Expl
85–87	Swarm of Poisonous Snakes	Mnst
88–90	Vulture ^G	Mnst
91–92	Warrior	Mnst
93–99	Social Encounter	
100	Labyrinthine ravines	Expl

^G On an odd result, use the giant version of this creature instead.

TABLE: PARCHED SANDS**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1–2	Sea of Sand	Expl
3–4	Acolyte	Mnst
5–6	Ankheg	Mnst
7–8	Bandit Captain	Mnst
9–10	Basilisk	Mnst
11–12	Bugbear	Mnst
13–19	Travel Scenery	
20–21	Couatl	Mnst
22–23	Cult Fanatic	Mnst
24–25	Doppelganger	Mnst
26–27	Druid	Mnst
28–29	Flying Lion	Mnst
30–31	Labyrinthine Ravines	Expl
32–33	Ghast	Mnst
34–35	Ghost	Mnst
36–37	Ghoul	Mnst
38–39	Giant Scorpion	Mnst
40–41	Pests	Expl
42–43	Gnoll	Mnst
44–45	Goblin Boss	Mnst
46–47	Griffon	Mnst
48–49	Guard Squad	Mnst
50–51	Half-Red Dragon Veteran	Mnst
52–53	Pit Trap	Expl
54–55	Harpy	Mnst
56–57	Hell Hound	Mnst
58–59	Jackalwere	Mnst
60–61	Knight	Mnst
62–63	Lamia	Mnst
64–65	Private Property	Expl
66–67	Magmin	Mnst

68–69	Manticore	Mnst
70–71	Mimic	Mnst
72–73	Mummy	Mnst
74–75	Ogrekin	Mnst
76–77	Quicksand	Expl
78–79	Priest	Mnst
80–82	Scorpionfolk	Mnst
83–85	Soldier	Mnst
86–89	Warrior Band	Mnst
90–92	Veteran	Mnst
93–99	Social Encounter	
100	Lethal Outgassing	Expl

TABLE: PARCHED SANDS**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1–3	Alchemist	Mnst
4–5	Acid Field	Expl
6–7	Ankheg Queen	Mnst
8–9	Assassin	Mnst
10–17	Travel Scenery	
18–19	Blackguard	Mnst
20–21	Bugbear Chief	Mnst
22–23	Cursed Temple	Expl
24–25	Bulette	Mnst
26–27	Cambion	Mnst
28–29	Flash Flood	Expl
30–31	Chimera	Mnst
32–34	Cyclops	Mnst
35–36	Flimsy Rope Bridge	Expl
37–38	Doppelganger	Mnst
39–41	Gnoll Demonfang	Mnst
42–44	Lethal Outgassing	Expl
45–47	Gorgon	Mnst
48–50	Guardian Naga	Mnst
51–53	Rot Grubs	Expl
54–56	High Priest	Mnst
57–58	Hobgoblin Captain	Mnst
59–61	Sandstorm	Expl
62–63	Jackalwere Pack Leader	Mnst
64–65	Kobold Broodguard or Kobold Sorcerer	Mnst
66–68	Shattered Earth	Expl
69–70	Medusa	Mnst
71–72	Ogre	Mnst
73–74	Tornado	Expl
75–76	Revenant	Mnst

77–78	Scorpionfolk	Mnst
79–80	Voracious Pests	Expl
81–82	Soldier Squad	Mnst
83–84	Strider	Mnst
85–86	Wild Magic Zone	Expl
87–88	Warrior Band	Mnst
89–92	Wyvern	Mnst
93–99	Social Encounter	
100	Sunspots	Expl

TABLE: PARCHED SANDS**EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1–3	Adult Blue Dragon	Mnst
4–6	Adult Brass Dragon	Mnst
7–9	Ascetic Grandmaster	Mnst
10–16	Travel Scenery	
17–19	Assassin	Mnst
20–22	Champion Warrior	Mnst
23–25	Djinni	Mnst
26–28	Caught in the Crossfire	Expl
29–31	Efreeti	Mnst
32–34	Fire Giant	Mnst
35–37	Forgotten God	Mnst
38–39	Choking Smoke	Expl
40–42	Gorgon	Mnst
43–45	Guardian Naga	Mnst
46–48	Harpy	Mnst
49–51	Endless Plummet	Expl
52–54	Hobgoblin Warlord	Mnst
55–57	Medusa Queen	Mnst
58–61	Mummy Lord	Mnst
62–64	Lifeless Desolation	Expl
65–69	Ogre Mage	Mnst
70–73	Rakshasa	Mnst
74–76	Sand Ray (Cloaker Variant)	Mnst
77–79	Primordial Tornado	Expl
80–82	Sand Worm (Purple Worm Variant)	Mnst
83–85	Scorpionfolk Imperator	Mnst
86–88	Sphinx	Mnst
89–90	Sunspots	Expl

91–92	Stone Colossus (Stone Guardian Variant)	Mnst
93–99	Social Encounter	
100	Malfunctioning Planar Portal	Expl

TABLE: PARCHED SANDS**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–5	Divine War	Expl
6–10	Ancient Brass Dragon	Mnst
11–12	Ascetic Grandmaster	Mnst
13–16	Travel Scenery	
17–21	Djinni	Mnst
22–26	Djinni Noble	Mnst
27–31	God Corpse	Expl
32–36	Efreeti	Mnst
37–42	Efreeti Noble	Mnst
43–47	Hellscape	Expl
48–53	Fire Giant	Mnst
54–60	Hobgoblin Warlord	Mnst
61–65	Killing Cloud	Expl
66–71	Master Assassin	Mnst
72–76	Mummy Lord	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–87	Rakshasa	Mnst
88–94	Sphinx (Greater)	Mnst
95–100	Social Encounter	

Restless Sea

Rapid currents and quick trade routes make these waters popular with merchants, but only the bravest and most skilled sailors are willing to chance the frequent, dangerous, and unpredictable waves. Adventurers journeying through this region or along its coast have to overcome an unusually high number of weather event exploration challenges, as well as some combat encounters and social encounters.

Terrains. Coast, water.

Tiers. Regions with calm waters might be tier 1, but most adventurous seas are tier 2 or tier 3.

Weather. 1–7 clear, 8–11 overcast, 12–16 rain, 17–25 mist.

Rolling Mists. Adventurers gain an expertise die on Stealth checks if the weather is not clear.

Thick Fog. Without the sight of natural landmarks to guide them, adventurers have disadvantage on checks made to navigate the area if the weather is not clear.

Journey Activities. Adventurers have disadvantage on checks made to Scout. Busking is possible on coastlines, but not the open sea. Checks made to Hide Tracks on the open sea automatically succeed, and those made to Track automatically fail. Checks to Hunt and Gather are made with advantage.

D100	ENCOUNTER	TYPE
1	Aboleth Thrall	Mnst
2–3	Crocodile	Mnst
4–5	Flumph	Mnst
6–7	Gelatinous Cube	Mnst
8–9	Giant Crab	Mnst
10–19	Travel Scenery	
20–21	Giant Octopus	Mnst
22–23	Giant Poisonous Snake	Mnst
24–25	Giant Seahorse	Mnst
26–27	Gray Ooze	Mnst

28–29	Hunter Shark	Mnst
30–31	Hail Storm	Expl
32–34	Kobold	Mnst
35–37	Merfolk	Mnst
38–42	Marrow	Mnst
43–45	Ochre Jelly	Mnst
46–48	Octopus	Mnst
49–51	Haze	Expl
52–54	Pirate (Bandit Variant)	Mnst
55–57	Plesiosaurus	Mnst
58–60	Poisonous Snake	Mnst
61–63	Quipper	Mnst
64–66	Reef Shark	Mnst
67–69	Lost Item	
70–71	Sahuagin	Mnst
72–73	Sea Hag	Mnst
74–75	Seahorse	Mnst
76–77	Siren (Harpy Variant)	Mnst
78–79	Spark Mephit	Mnst
80–81	Stampede	Expl
82–83	Swarm Of Poisonous Snakes	Mnst
84–85	Swarm Of Quippers	Mnst
86–87	Will-O-Wisp	Mnst
88–99	Social Encounter	
100	Thunderstorm	Expl

TABLE: RESTLESS SEA

EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–4	Aboleth Thrall	Mnst
5–8	Black Pudding	Mnst
9–12	Gelatinous Cube	Mnst
13–18	Travel Scenery	
19–22	Ghost	Mnst
23–26	Giant Lanternfish (Lamia Variant)	Mnst
27–30	Killer Whale	Mnst
31–34	Kobold Broodguard or Kobold Sorcerer	Mnst
35–38	Lacedon Ghast (Ghast Variant)	Mnst
39–42	Lacedon Ghoul (Ghoul Variant)	Mnst
43–46	Pests	Expl
47–50	Merfolk Knight	Mnst
51–54	Merrow	Mnst
55–58	Merrow Mage	Mnst
59–62	Ochre Jelly	Mnst
63–66	Pirate Captain (Bandit Captain Variant)	Mnst
67–70	Private Property	Expl
71–74	Sahuagin	Mnst
75–78	Sea Hag	Mnst
79–82	Siren (Harpy Variant)	Mnst
83–86	Will-O-Wisp	Mnst
87–90	Thunderstorm	Expl
91–99	Social Encounter	
100	River Rapids	Expl

TABLE: RESTLESS SEA

EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–4	Aboleth Thrall	Mnst
5–8	Black Pudding	Mnst
9–13	Travel Scenery	
14–17	Bunyip	Mnst
18–21	Chuul	Mnst
22–25	Cursed Temple	Expl
26–29	Ghost	Mnst
30–33	Giant Crocodile	Mnst
34–37	Dense Fog	Expl
38–41	Giant Shark	Mnst
42–45	Giant Water Elemental	Mnst
46–49	Hail Deluge	Expl
50–53	Hydra	Mnst
54–57	Merfolk Knight	Mnst
58–61	River Rapids	Expl
62–65	Pirate Captain (Bandit Captain Variant)	Mnst
66–69	Sahuagin Champion	Mnst
70–73	Tornado	Expl
74–77	Sea Hag	Mnst
78–80	Sea Serpent	Mnst
81–84	Voracious Pests	Expl
85–88	Water Elemental	Mnst
89–92	Wild Magic Zone	Expl
93–99	Social Encounter	
100	Sunspots	Expl

TABLE: RESTLESS SEA

EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–5	Caught in the Crossfire	Expl
6–10	Aboleth	Mnst
11–12	Adult Bronze Dragon	Mnst
13–16	Travel Scenery	
17–22	Chuul	Mnst
23–28	Marid	Mnst
29–34	Choking Smoke	Expl
35–39	Merclops (Cyclops Variant)	Mnst
40–45	Pyrohydra (Hydra Variant)	Mnst
46–51	Cursed Waterway	Expl
52–57	Roc	Mnst
58–63	Sahuagin Champion	Mnst
64–69	Lifeless Desolation	Expl
70–75	Scrag (Troll Variant)	Mnst
76–81	Sea Serpent	Mnst
82–87	Sunspots	Expl
88–92	Storm Giant	Mnst
93–99	Social Encounter	
100	Hallowed Waters (as Hallowed Ground)	Expl

TABLE: RESTLESS SEA

EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–8	Divine War	Expl
9–16	Aboleth	Mnst
17–21	Travel Scenery	
22–30	Adult Gold Dragon	Mnst
31–38	Ancient Bronze Dragon	Mnst
39–46	Hallowed Waters (as Hallowed Ground)	Expl
47–54	Ancient Aboleth (Elite Aboleth Variant)	Mnst
55–63	Dragon Turtle	Mnst
64–72	Hellscape	Expl
73–80	Marid Noble	Mnst
81–88	Killing Cloud	Expl
89–91	Storm Giant	Mnst
92–94	Tsunami	Expl
95–100	Social Encounter	

Rolling Grasslands

There is great prosperity among the people that call these fields and rolling hills home. Adventurers journeying through this region have frequent social encounters, few combat encounters, and several circumstance exploration challenges.

Terrains. Grassland, hills, ruins, settlement, subterranean, temple, tomb.

Tiers. These plains and hills tend to be tier 1 and 2 regions, with threats from bandits, goblin tribes, or wild animals.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Journey Activities. Adventurers gain advantage on checks made to Chronicle, Gossip, Harvest, and Rob.

D100	ENCOUNTER	TYPE
1	Ankheg	Mnst
2	Ankheg Spawn	Mnst
3–4	Bridge Of Stones	Expl
5	Bandit	Mnst
6–7	Bloodhawk	Mnst
8–22	Travel Scenery	
23	Bugbear	Mnst
24	Druid	Mnst
25	Counterfeit Goods	Expl
26–27	Eagle	Mnst
28–29	Ettercap	Mnst
30–31	Enchanted Windmill	Expl
32–34	Gnoll	Mnst
35–37	Goat	Mnst
38–41	End Of Hibernation	Expl
42	Goblin	Mnst
43–45	Harpy	Mnst
46–48	Falling Net	Expl
49–51	Hippogriff	Mnst
52–54	Hobgoblin	Mnst

55–57	Forested Hills	Expl
58–60	Kobold	Mnst
61–63	Ogrekin	Mnst
64–66	Hail Storm	Expl
67–69	Pegasus	Mnst
70–71	Peryton	Mnst
72–73	Haze	Expl
74–75	Poisonous Snake	Mnst
76–77	Satyr	Mnst
78–79	Landslide	Expl
80	Scarecrow	Mnst
81	Stirge	Mnst
82	Lost Item	Expl
83–84	Wolf	Mnst
85	Stampede	Mnst
86–99	Social Encounter	
100	Thunderstorm	Expl

TABLE: ROLLING GRASSLANDS**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1	Ankheg Queen	Mnst
2–3	Bandit Captain	Mnst
4–5	Bridge Of Stones	Expl
6–7	Basilisk	Mnst
8–21	Travel Scenery	
22–23	Bugbear Chief	Mnst
24–25	Doppelganger	Mnst
26–27	End Of Hibernation	Expl
28–29	Druid	Mnst
30–31	Ettercap	Mnst
32–34	Ettin	Mnst
35–36	Stampede	Expl
37–38	Flying Lion	Mnst
39–41	Ghast	Mnst
42	Goblin Boss or Goblin Warlock	Mnst
43–44	Flood	Expl
45–46	Griffon	Mnst
47–48	Guard Squad	Mnst
49–51	Labyrinthine Ravines	Expl
52–54	Half-Red Dragon Veteran	Mnst
55–56	Hobgoblin Captain	Mnst
57–58	Jackalwere	Mnst
59–61	Mushroom Ring	Expl
62–63	Knight	Mnst
64–66	Kobold Broodguard or Sorcerer	Mnst
67–68	Lamia	Mnst
69–70	Pests	Expl
71–72	Manticore	Mnst
73–74	Ogre	Mnst

75–76	Private Property	Expl
77–78	Owlbear	Mnst
79–80	Priest	Mnst
81–82	Thunderstorm	Expl
83–84	Scout	Mnst
85–86	Veteran	Mnst
87–88	Warrior Band	Mnst
89–99	Social Encounter	
100	Rot Grubs	Expl

TABLE: ROLLING GRASSLANDS**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1	Ankheg Queen	Mnst
2–3	Cursed Temple	Expl
4–5	Allosaurus	Mnst
6–7	Ankylosaurus	Mnst
8–17	Travel Scenery	
18–19	Blackguard	Mnst
20–21	Bugbear Chief	Mnst
22–23	Dense Fog	Expl
24–25	Chimera	Mnst
26–27	Cyclops	Mnst
28–29	Flash Flood	Expl
30–31	Ettin	Mnst
32–34	Flying Lion	Mnst
35–36	Flimsy Rope Bridge	Expl
37–38	Gnoll Demonfang	Mnst
39–41	Gorgon	Mnst
42	Green Lake	Expl
43–45	Griffon	Mnst
46–48	Guard Squad	Mnst
49–51	Hail Deluge	Expl
52–54	Jackalwere	Mnst
55–56	Lamia	Mnst
57–59	Magical Overgrowth	Expl
60–61	Manticore	Mnst
62–63	Ogre Mage	Mnst
64–65	Rot Grubs	Expl
66–67	Roc Juvenile	Mnst
68–69	Scarecrow Harvester	Mnst
70–71	Shattered Earth	Expl
72–73	Soldier Squad	Mnst
74–75	Strider	Mnst

76–77	Thundering Stampede	Expl
78–79	Triceratops	Mnst
80–81	Troll	Mnst
82–83	Voracious Pests	Expl
84–85	Warrior Band	Mnst
86–87	Wyvern	Mnst
88–89	Wild Magic Zone	Expl
90–99	Social Encounter	
100	Fey Glade	Expl

TABLE: ROLLING GRASSLANDS**EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1–3	Bridge Of Sorrow	Expl
4–6	Adult River Dragon	Mnst
7–9	Ankylosaurus	Mnst
10–12	Blackguard	Mnst
13–16	Travel Scenery	
17–19	Champion Warrior	Mnst
20–22	Cyclops	Mnst
23–25	Diplodocus	Mnst
26–28	Caught in the Crossfire	Expl
29–31	Gorgon	Mnst
32–34	Harpy	Mnst
35–37	Hobgoblin Warlord	Mnst
38–39	Choking Smoke	Expl
40–45	Holy Knight	Mnst
46–48	Invisible Stalker	Mnst
49–51	Knight Captain	Mnst
52–54	Cursed Waterway	Expl
55–57	Ogre Mage	Mnst
58–61	Rakshasa	Mnst
62–64	Roc	Mnst
65–69	Endless Plummet	Expl
70–73	Soldier Squad	Mnst
74–76	Triceratops	Mnst
77–79	Troll or Dread Troll	Mnst
80–82	Fey Glade	Expl
83–85	Tyrannosaurus Rex	Mnst
86–88	Weretiger	Mnst
89–90	Wyvern	Mnst
91–92	Sunspots	Expl
93–99	Social Encounter	
100	Malfunctioning Planar Portal	Expl

TABLE: ROLLING GRASSLANDS**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–12	Adult Gold Dragon	Mnst
13–16	Travel Scenery	
17–26	Ancient River Dragon	Mnst
27–31	Divine War	Expl
32–42	Hobgoblin Warlord	Mnst
43–47	God Corpse	Expl
48–60	Holy Knight	Mnst
61–65	Hallowed Ground	Expl
66–76	Rakshasa	Mnst
77–81	Malfunctioning Planar Portal	Expl
82–94	Troll or Dread Troll	Mnst
95–100	Social Encounter	

Tangled Forest

From temperate forests and woodlands which harbor bandit encampments to lush tropical jungles home to giant apes and mighty dinosaurs, these regions are covered with trees and undergrowth. Adventurers journeying through regions like this contend with frequent monster encounters and natural terrain and supernatural exploration challenges.

Terrains. Forest, jungle, mountains, ruins, settlement, subterranean, swamp, temple, tomb.

Tiers. Tangled forests often range from tier 1 through tier 4. At tier 1, a Tangled Forest might be the forest home of a band of outlaws or bandits, while higher tiers might feature dinosaurs, dragons, giant insects, and ancient traps.

Weather. 1–6 clear, 7–14 mist, 15–20 rain, 21–25 snow.

Heavy Undergrowth. Ranged attacks beyond 15 feet are made with disadvantage.

Natural Camouflage. Adventurers gain an expertise die on Stealth checks.

Journey Activities. Adventurers gain advantage on checks made to Harvest or to Hunt and Gather.

D100	ENCOUNTER	TYPE
1	Ape	Mnst
2–3	Awakened Tree	Mnst
4–5	Awakened Shrub	Mnst
6–7	Baboon	Mnst
8–15	Travel Scenery	
16–17	Blood Hawk	Mnst
18–19	Bugbear	Mnst
20–21	Cockatrice	Mnst
22–23	Constrictor Snake	Mnst
24–25	Cult Fanatic	Mnst
26–27	Cultist	Mnst
28–29	Dropbear	Mnst

30–31	Druid	Mnst
32–33	Bridge Of Stones	Expl
34–35	Dryad	
36–37	Flying Snake	Mnst
38–40	Frog	
41–43	Giant Frog	Mnst
44–48	Giant Lizard	Mnst
49–51	Giant Poisonous Snake	Mnst
52–53	Giant Spider	Mnst
54–55	Giant Toad	Mnst
56–57	Falling Net	Expl
58–59	Harpy	Mnst
60–61	Lizard	Mnst
62–63	Lizardfolk	Mnst
64–65	Lizardfolk Druid	Mnst
66–70	Forested Hills	Expl
71–72	Ogrekin	Mnst
73–74	Panther	Mnst
75–76	Poisonous Snake	Mnst
77–78	Haze	Expl
79–80	Pteranodon	Mnst
81–82	Swarm of Insects	Mnst
83–84	Swarm of Poisonous Snakes	Mnst
85–86	Tiger	Mnst
87–88	Stampede	Expl
89–91	Warrior	Mnst
92–99	Social Encounter	
100	Quicksand	Expl

TABLE: TANGLED FOREST**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1–3	Allosaurus	Mnst
4–6	Ankylosaurus	Mnst
7–9	Bandit Captain	Mnst
10–13	Basilisk	Mnst
14–21	Travel Scenery	
22–24	Boggard	Mnst
25–28	Bugbear Chief	Mnst
29–31	Couatl	Mnst
32–34	Flood	Expl
35–37	Green Dragon Wyrmling	Mnst
38–41	Elephant	Mnst
42–46	Pests	Expl
47–49	Green Hag	Mnst
50–54	Pit Trap	Expl
55–58	Lizardfolk	Mnst
59–62	Lizardfolk Druid	Mnst
63–66	Manticore	Mnst
67–70	Ogre	Mnst
71–74	Owlbear	Mnst
75–77	Scout	Mnst
78–80	Quicksand	Expl
81–83	Warrior Band	Mnst
84–86	Weretiger	Mnst
87–92	Thunderstorm	Expl
93–99	Social Encounter	
100	Cursed Temple	Expl

TABLE: TANGLED FOREST**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1–3	Acid Field	Expl
4–6	Alchemist	Mnst

7–9	Boggard Sovereign	Mnst
10–13	Travel Scenery	
14–15	Champion	Mnst
16–17	Diplodocus	Mnst
18–22	Cursed Temple	Expl
23–25	Giant Ape	Mnst
26–28	Guardian Naga	Mnst
29–33	Dense Fog	Expl
34–35	Mage	Mnst
36–37	Medusa	Mnst
38–40	Enchanted Statue	Expl
41–42	Necromancer (Mage Variant)	Mnst
43–45	Owlbear Recluse (Elite)	Mnst
46–48	Flash Flood	Expl
49–52	Shambling Mound	Mnst
53–56	Treant	Mnst
57–60	Flimsy Rope Bridge	Expl
61–63	Triceratops	Mnst
64–66	Troll	Mnst
67–68	Lethal Outgassing	Expl
69–71	Tyrannosaurus Rex	Mnst
72–74	Lizardfolk Chosen One	Mnst
75–76	Wood Elf Sharpshooter (Strider Variant)	Mnst
77–79	Marsh Gas	Expl
80–82	Poison Darts	Expl
83–85	Wyvern	Mnst
86–88	Young Green Dragon	Mnst
89–91	Rot Grubs	Expl
92–94	Voracious Pests	Expl
95–99	Social Encounter	
100	Cursed Waterway	Expl

TABLE: TANGLED FOREST**EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1–5	Cursed Waterway	Expl
6–10	Travel Scenery	
11–16	Ankylosaurus	Mnst
17–22	Adult Green Dragon	Mnst
23–28	Endless Plummet	Expl
29–35	Boggard Sovereign	Mnst
36–42	Corrupted Unicorn (Unicorn Variant)	Mnst
43–48	Poison Needle	Expl
49–54	Dire Tyrannosaurus Rex (Elite)	Mnst
55–59	Dread Troll	Mnst
60–64	Primordial Tornado	Expl
65–70	Guardian Naga	Mnst
71–76	Medusa Queen	Mnst
77–81	Sphere of Annihilation	Expl
82–87	Rakshasa	Mnst
88–94	Ogre Mage	Mnst
95–99	Social Encounter	
100	Corrupted Druid Grove	Expl

TABLE: TANGLED FOREST**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–8	Ancient Green Dragon	Mnst
9–15	Travel Scenery	
16–23	Dread Troll (Troll Variant)	Mnst
24–31	Corrupted Druid Grove	Expl
32–39	Faerie Noble	Mnst
40–47	God Corpse	Expl
48–55	Rakshasa	Mnst
56–63	Forest Fire	Expl
64–71	Treant	Mnst
72–79	Hallowed Ground	Expl
80–87	Troll	Mnst
88–95	Killing Cloud	Expl
96–100	Social Encounter	

Urban Township

From mighty sprawling cities to smaller bustling towns, these areas are full of people—and more people means more accidents, more conflict, and more action. Adventurers journeying through urban areas have many social encounters, combat encounters against NPCs, and both circumstance and constructed terrain exploration challenges.

Terrains. Settlement, sewer, temple.

Tiers. Metropolises can be as high as tier 4 and small towns as low as tier 1.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow.

Breakable Surroundings. A critical failure on a Strength or Dexterity check results in destruction of property, angering the owner of said property.

Journey Activities. Adventurers gain an expertise die on checks made to Busk or Rob.

45–46	Mastiff	Mnst
47–48	Minstrel	Mnst
49–50	Haze	Expl
51–52	Noble	Mnst
53–54	Soldier	Mnst
55–56	Spy (Cutthroat Variant)	Mnst
57–58	Lost Item	Expl
59–60	Steam Mephit	Mnst
61–62	Swarm of Rats	Mnst
63–64	Thug	Mnst
65–66	Public Ceremony	Expl
67–68	Wererat	Mnst
69–99	Social Encounter	
100	Dark Alleys	Expl

D100	ENCOUNTER	TYPE
1	Aboleth Thrall	Mnst
2	Acolyte	Mnst
3–4	Apprentice Mage	Mnst
5–6	Counterfeit Goods	Expl
7–8	Bandit	Mnst
9–10	Cat	Mnst
11–12	Commoner	Mnst
13–25	Travel Scenery	
26	Cult Fanatic	Mnst
27–28	Cultist	Mnst
29–30	Cutthroat	Mnst
31–32	Falling Net	Expl
33–34	Gargoyle	Mnst
35–36	Giant Rat	Mnst
37–40	Guard	Mnst
41–42	Hail Storm	Expl
43–44	Imp	Mnst

TABLE: URBAN TOWNSHIP**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1	Aboleth Thrall	Mnst
2–3	Bandit Captain	Mnst
4–5	Commoner Mob	Mnst
6–7	Counterfeit Goods	Expl
8–9	Cutthroat	Mnst
10–11	Doppelganger	Mnst
12–19	Travel Scenery	
20–21	Gargoyle	Mnst
22–23	Ghost	Mnst
24–25	Goblin Boss or Goblin Warlock	Mnst
26–27	Collapsing Roof	Expl
28–29	Guard Squad	Mnst
30–31	Half-Red Dragon Veteran	Mnst
32–34	Knight	Mnst
35–36	Dark Alleys	Expl
37–38	Kobold Broodguard or Kobold Sorcerer	Mnst
39–41	Malcubus	Mnst
42	Flood	Expl
43–45	Minstrel	Mnst
46–48	Noble	Mnst
49–51	Pests	Expl
52–54	Priest	Mnst
55–56	Pugilist	Mnst
57–59	Private Property	Expl
60–61	Soldier	Mnst
62–63	Thug	Mnst
64–66	Rooftop Run	Expl
67–69	Veteran	Mnst
70–71	Wereboar	Mnst

72–73	Urban Blaze	Expl
74–75	Wererat	Mnst
76–77	Werewolf	Mnst
78–79	Urban Quake	Expl
80–99	Social Encounter	
100	Forge, Foundry, and Factory	Expl

TABLE: URBAN TOWNSHIP**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1	Alchemist	Mnst
2–3	Collapsing Roof	Expl
4–5	Assassin	Mnst
6–7	Bandit Captain	Mnst
8–9	Bulette	Mnst
10–17	Travel Scenery	
18–19	Cambion	Mnst
20–21	Champion Warrior	Mnst
22–23	Crime Boss	Mnst
24–25	Cursed Temple	Expl
26–27	Doppelganger	Mnst
28–29	Gargoyle	Mnst
30–31	Ghost	Mnst
32–34	Dense Fog	Expl
35–36	Gladiator	Mnst
37–38	Guard Squad	Mnst
39–41	Half-Red Dragon Veteran	Mnst
42–43	Forge, Foundry, and Factory	Expl
44–45	Half-Shadow Dragon Assassin	Mnst
46–48	High Priest	Mnst
49–51	Holy Knight	Mnst
52–54	Rot Grubs	Expl
55–56	Khalkos Spawn	Mnst
57–58	Malcubus	Mnst
59–61	Pugilist	Mnst
62–63	Sinkhole	Expl
64–66	Revenant	Mnst
67–69	Soldier Squad	Mnst
70–71	Veteran	Mnst

72–73	Tornado	Expl
74–75	Werebear	Mnst
76–77	Wereboar	Mnst
78–79	Wraith	Mnst
80–81	Voracious Pests	Expl
82–99	Social Encounter	
100	Choking Smoke	Expl

TABLE: URBAN TOWNSHIP

REALM EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1	Archmage	Mnst
2–4	Archpriest	Mnst
5–7	Ascetic Grandmaster	Mnst
8–10	Assassin	Mnst
11–16	Travel Scenery	
17–19	Cambion	Mnst
20–22	Champion Warrior	Mnst
23–25	Crime Boss	Mnst
26–28	High Priest	Mnst
29–31	Caught In The Crossfire	Expl
32–34	Holy Knight	Mnst
35–37	Khalkos	Mnst
38–39	Knight Captain	Mnst
40–43	Malcubus	Mnst
43–45	Choking Smoke	Expl
46–48	Ogre Mage	Mnst
49–51	Rakshasa	Mnst
52–54	Soldier Squad	Mnst
55–57	Vampire	Mnst
58–61	Primordial Tornado	Expl
62–64	Veteran	Mnst
65–69	Werebear	Mnst
70–73	Wereboar	Mnst
74–76	Werewolf	Mnst
77–79	Sunspots	Expl
80–81	Wraith	Mnst
82–99	Social Encounter	
100	Killing Cloud	Expl

TABLE: URBAN TOWNSHIP

EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–6	Travel scenery	
6–12	Arcane blademaster	Mnst
13–19	Archmage	Mnst
20–24	Archpriest	Mnst
25–31	Ascetic grandmaster	Mnst
32–38	Holy knight	Mnst
39–45	Khalkos	Mnst
46–51	Killing cloud	Expl
52–57	Knight captain	Mnst
58–63	Master assassin	Mnst
64–69	Rakshasa	Mnst
70–75	Vampire	Mnst
76–81	Wraith	Mnst
82–85	Wraith lord	Mnst
86–100	Social encounter	

Underland Realm

There is no map—even among the subterranean cultures that dwell within—that accurately depicts all of these enormous tunnels, which range from natural caverns and dwarven mines to shadow elf cities. Adventurers journeying through this region have combat encounters, some social encounters, and many constructed terrain, natural terrain, and supernatural exploration challenges.

Terrains. Forest, jungle, laboratory, ruins, settlement, subterranean, swamp, temple, tomb, water.

Tiers. It's unusual for these regions to be less than tier 2.

Weather. 1–16 clear, 17–25 mist.

Resonant. Adventurers gain an expertise die on sound-based Perception checks.

Unstable. When an adventurer creates a force that would disturb a non-stoneworked area (an explosion, loud sound, or shaping the structure of the cave through magic), roll 1d20. On a result of 20 the activity causes a cave-in. One passageway in the cave is filled with fallen rocks 20 feet wide.

D100	ENCOUNTER	TYPE
1	Bridge of Stones	Expl
2–3	Aboleth Thrall	Mnst
4–5	Ankheg Spawn	Mnst
6–7	Azer	Mnst
8–9	Darkmantle	Mnst
10–11	Ettercap	Mnst
12–19	Travel Scenery	
20–21	Flumph	Mnst
22–23	Gelatinous Cube	Mnst
24–25	Giant Bat	Mnst
26–27	Giant Centipede	Mnst
28–29	Giant Fire Beetle	Mnst
30–31	Falling Net	Expl

32–34	Giant Poisonous Snake	Mnst
35–37	Giant Rat	Mnst
38–41	Giant Spider	Mnst
42–43	Gibbering Mouter	Mnst
44–45	Gray Ooze	Mnst
46–48	Haze	Expl
49–51	Grick	Mnst
52–54	Grimlock	Mnst
55–57	Magmin	Mnst
58–60	Mimic	Mnst
61–63	Ochre Jelly	Mnst
64–66	Lost Item	Expl
67–68	Piercer	Mnst
69–70	Rust Mnst	Mnst
71–72	Shadow	Mnst
73–74	Shrieker	Mnst
75–76	Stirge	Mnst
77–78	Poorly-Repaired Tunnel	Expl
79–80	Swarm of Bats	Mnst
81–82	Swarm of Poisonous Snakes	Mnst
83–84	Swarm Oof Rats	Mnst
85–86	Troglodyte	Mnst
87–88	Violet Fungus	Mnst
89–90	Stampede	Expl
91–99	Social Encounter	
100	Pit Trap	Expl

TABLE: UNDERLAND REALM**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1	Poorly-Repaired Tunnel	Expl
2–3	Aboleth Thrall	Mnst
4–5	Ankheg	Mnst
6–7	Azer	Mnst
8–9	Basilisk	Mnst
10–17	Travel Scenery	
18–19	Black Pudding	Mnst
20–21	Darkmantle	Mnst
22–23	Doppelganger	Mnst
24–25	Ettercap	Mnst
26–27	Flood	Expl
28–29	Ettin	Mnst
30–31	Gelatinous Cube	Mnst
32–34	Gibbering Mouter	Mnst
35–36	Goblin	Mnst
37–38	Labyrinthine Ravines	Expl
39–41	Green Hag	Mnst
42	Grick	Mnst
43–45	Grimlock	Mnst
46–48	Intellect Devourer	Mnst
49–51	Mushroom Ring	Expl
52–54	Kobold	Mnst
55–56	Magmin	Mnst
57–58	Mimic	Mnst
60–61	Minotaur	Mnst
62–63	Pests	Expl
64–66	Ochre Jelly	Mnst
67–69	Ogrekin	Mnst
70–72	Phase Spider	Mnst
73–75	Piercer	Mnst
76–78	Pit Trap	Expl

79–81	Shadow	Mnst
82–84	Troglodyte	Mnst
85–86	Warrior Band	Mnst
87–88	Wererat	Mnst
89–90	Quicksand	Expl
91–92	Wight	Mnst
93–99	Social Encounter	
100	Lethal Outgassing	Expl

TABLE: UNDERLAND REALM**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1–2	Ankheg Queen	Mnst
3–4	Azer Forgemaster	Mnst
5–6	Acid Field	Expl
7–8	Black Pudding	Mnst
9–10	Cloaker	Mnst
11–16	Travel Scenery	
17–18	Dead Man's Fingers	Mnst
19–20	Doppelganger	Mnst
21–22	Cursed Temple	Expl
23–24	Drider	Mnst
25–26	Earth Elemental	Mnst
27–28	Dense Fog	Expl
29–30	Fomorian	Mnst
31–32	Giant Earth Elemental	Mnst
33–34	Enchanted Statue	Expl
35–36	Giant Grick	Mnst
37–38	Green Hag	Mnst
39–41	Flash Flood	Expl
42	Guardian Naga	Mnst
43–45	Hydra	Mnst
46–48	Lethal Outgassing	Expl
49–51	Intellect Devourer	Mnst
52–54	Medusa	Mnst
55–57	Magical Overgrowth	Expl
58–59	Night Hag	Mnst
60–61	Ogre	Mnst
62–63	Marsh Gas	Expl
64–66	Ogre Mage	Mnst
67–68	Otyugh	Mnst
69–70	Rockfall	Expl

71–72	Piercer	Mnst
73–74	Revenant	Mnst
75–76	Rolling Sphere	Expl
77–78	Roper	Mnst
79–80	Salamander	Mnst
81–82	Rot Grubs	Expl
83–84	Salamander Nymph	Mnst
85–86	Spirit Naga	Mnst
87–88	Sinkhole	Expl
89–90	Warrior Band	Mnst
91–92	Xorn	Mnst
93–94	Thundering Stampede	Expl
95–99	Social Encounter	
100	Spinning Walls	Expl

TABLE: UNDERLAND REALM**EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1	Bridge of Sorrow	Expl
2–4	Aboleth	Mnst
5–7	Adult Amethyst Dragon	Mnst
8–10	Adult Emerald Dragon	Mnst
11–16	Travel Scenery	
17–19	Adult Sapphire Dragon	Mnst
20–22	Adult Shadow Dragon	Mnst
23–25	Behir	Mnst
26–28	Caught In The Crossfire	Expl
29–31	Cloaker	Mnst
32–34	Divi	Mnst
35–37	Drider	Mnst
38–39	Choking Smoke	Expl
40–41	Fomorian	Mnst
42	Forgotten God	Mnst
43–45	Guardian Naga	Mnst
46–48	Cursed Waterway	Expl
49–51	Medusa Queen	Mnst
52–54	Minotaur Champion	Mnst
55–57	Murmuring Worm	Mnst
58–61	Endless Plummet	Expl
62–64	Night Hag	Mnst
65–69	Ogre Mage	Mnst
70–73	Otyugh	Mnst
74–76	Perilous Cliff Path	Expl
77–79	Purple Worm	Mnst
80–82	Salamander	Mnst
83–84	Spirit Naga	Mnst
85–86	Sphere of Annihilation	Expl
87–88	Troll or Dread Troll	Mnst

89–90	Ur-Otyugh (Otyugh Variant)	Mnst
91–92	Xorn	Mnst
93–94	Spinning Walls	Expl
95–99	Social Encounter	
100	Malfunctioning Planar Portal	Expl

TABLE: UNDERLAND REALM**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1	Sphere of Annihilation	Expl
2–8	Aboleth	Mnst
9–16	Ancient Amethyst Dragon	Mnst
17–21	Travel Scenery	
22–30	Ancient Emerald Dragon	Mnst
31–38	Adult Black Dragon Lich	Mnst
39–47	God Corpse	Expl
48–55	Divi	Mnst
56–63	Empyrean	Mnst
64–71	Killing Cloud	Expl
72–79	Hobgoblin Warlord	Mnst
80–88	Salamander Noble	Mnst
89–95	Malfunctioning Planar Portal	Expl
96–100	Social Encounter	

Unrelenting Marsh

So named because time seems to slow to a crawl while traversing its swamps, this area is rife with dangerous predators, lethal fauna, and ground best left untrusted.

Adventurers journeying through this region have frequent combat encounters, a few social encounters, and many natural terrain exploration challenges.

Terrains. Forest, grassland, hills, jungle, ruins, settlement, swamp, temple, tomb, water.

Tiers. Swamp regions with friendly inhabitants might be tier 1, but more hostile places (oft ruled over by ancient dragons or worse) can easily be tier 4.

Weather. 1–5 clear, 6–8 overcast, 9–15 rain, 16–25 mist.

Hard to Hoof. Mounts and pack animals are unable to travel at a fast pace or gallop pace. Additionally, wheeled vehicles cannot travel faster than a crawl.

Journey Activities. Plants harvested during a journey activity are typically very rare. Adventurers gain an expertise die on checks made to Harvest, but on a critical failure the plants are carnivorous, and the adventurer suffers one level of fatigue.

D100	ENCOUNTER	TYPE
1	Awakened Shrub	Mnst
2–3	Bandit	Mnst
4–5	Berserker	Mnst
6–7	Blood Hawk	Mnst
8–17	Travel Scenery	
18–19	Boggard	Mnst
20–21	Bugbear	Mnst
22–23	Cockatrice	Mnst
24–25	Constrictor Snake	Mnst
26–27	Bridge of Stones	Expl
28–29	Crocodile	Mnst
30–31	Druid	Mnst
32–34	Dryad	Mnst

35–37	Ettercap	Mnst
38–41	Counterfeit Goods	Expl
42	Flying Snake	Mnst
43–45	Ghoul	Mnst
46–48	Giant Constrictor Snake	Mnst
49–51	Giant Frog	Mnst
52–54	End of Hibernation	Expl
55–57	Giant Lizard	Mnst
58–60	Giant Rat	Mnst
61–63	Giant Spider	Mnst
64–65	Lizardfolk	Mnst
66–68	Falling Net	Expl
69–70	Marrow	Mnst
71–72	Poisonous Snake	Mnst
73–74	Pteranodon	Mnst
75–76	Shrieker	Mnst
77–78	Haze	Expl
79–80	Stirge	Mnst
81–82	Swarm of Insects	Mnst
83–84	Swarm of Poisonous Snakes	Mnst
85–86	Swarm Of Rats	Mnst
87–88	Lost Item	Expl
89–91	Violet Fungus	Mnst
92–93	Will-O-Wisp	Mnst
94–99	Social Encounter	
100	Pests	Expl

TABLE: UNRELENTING MARSH**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1–4	Allosaurus	Mnst
5–8	Ankylosaurus	Mnst
9–12	Bandit Captain	Mnst
13–16	Banshee	Mnst
17–21	Travel Scenery	
22–25	Boggard	Mnst
26–29	Bugbear Chief	Mnst
30–33	Ettercap	Mnst
34–37	Bridge Of Stones	Expl
38–41	Ettin	Mnst
42–45	Fey Knight	Mnst
46–49	Ghast	Mnst
51–54	Flood	Expl
55–58	Goblin Boss or Goblin Warlock	Mnst
59–62	Green Hag	Mnst
63–66	Kobold Broodguard or Kobold Sorcerer	Mnst
67–70	Pests	Expl
71–74	Lizardfolk	Mnst
75–78	Merrow	Mnst
79–82	Ogre	Mnst
83–85	Quicksand	Expl
86–88	Warrior Band	Mnst
89–91	Weretiger	Mnst
92–94	Thunderstorm	Expl
95–99	Social Encounter	
100	Dense Fog	Expl

TABLE: UNRELENTING MARSH**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
100	Sunspots	Expl

1–3	Acid Field	Expl
4–6	Alchemist	Mnst
7–9	Blackguard	Mnst
10–12	Boggard Sovereign	Mnst
13–15	Travel Scenery	
16–18	Champion Warrior	Mnst
19–21	Cyclops	Mnst
22–24	Dead Man's Fingers	Mnst
25–27	Dense Fog	Expl
28–30	Diplodocus	Mnst
31–33	Giant Crocodile	Mnst
34–36	Half-Shadow Dragon Assassin	Mnst
37–39	Lethal Outgassing	Expl
40–42	Hydra	Mnst
43–45	Lizardfolk Chosen One	Mnst
46–48	Mage	Mnst
49–51	Marsh Gas	Expl
52–54	Night Hag	Mnst
55–57	Ogre Mage	Mnst
58–60	Otyugh	Mnst
61–63	Rot Grubs	Expl
64–66	Revenant	Mnst
67–69	Scarecrow Harvester	Mnst
70–72	Shambling Mound	Mnst
73–75	Sinkhole	Expl
76–78	Strider	Mnst
79–81	Treant	Mnst
82–84	Triceratops	Mnst
85–87	Tornado	Expl
88–90	Troll	Mnst
91–92	Tyrannosaurus Rex	Mnst
93–94	Voracious Pests	Expl
95–99	Social Encounter	
100	Sunspots	Expl

TABLE: UNRELENTING MARSH**EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1–4	Tornado	Expl
5–9	Adult Black Dragon	Mnst
10–13	Banshee	Mnst
14–18	Travel Scenery	
19–21	Boggard Sovereign	Mnst
22–26	Cyclops	Mnst
27–31	Choking Smoke	Expl
32–36	Diplodocus	Mnst
37–41	Forgotten God	Mnst
42	Cursed Waterway	Expl
43–47	Night Hag	Mnst
48–53	Ogre Mage	Mnst
55–60	Fey Glade	Expl
61–65	Rakshasa	Mnst
66–71	Treant	Mnst
72–76	Primordial Tornado	Expl
77–81	Troll or Dread Troll	Mnst
82–87	Tyrannosaurus Rex	Mnst
88–92	Sunspots	Expl
93–99	Social Encounter	
100	Corrupted Druid Grove	Expl

TABLE: UNRELENTING MARSH**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–10	Ancient Black Dragon	Mnst
11–20	Adult Black Dragon Lich	Mnst
21–25	Travel Scenery	
26–36	Faerie Noble	Mnst
37–47	Corrupted Druid Grove	Expl
48–58	Rakshasa	Mnst
59–69	God Corpse	Expl
70–80	Treant	Mnst
81–90	Troll or Dread Troll	Mnst
91–94	Killing Cloud	Expl
95–100	Social Encounter	

Wartorn Kingdom

An occupied nation, or one amidst a civil war, is a dubious place populated with aggressive soldiers, desperate commoners, and merciless opportunists. Adventurers journeying through this region have many social encounters, combat encounters against NPCs, and both circumstance and natural terrain exploration challenges as they navigate the country in conflict.

Terrains. Any.

Tiers. Nascent counties skirmishing against one another might merit tier 1, but when larger nations take umbrage against one another they usually merit being tier 2 or even tier 3.

Weather. 1–8 clear, 9–12 overcast, 13–16 rain, 17–19 mist, 20–25 snow. The Narrator may substitute a weather roll based on the terrain (like rolling a Lofty Mountains weather roll in a Wartorn Kingdom in a mountain range).

Journey Activities. The Busk journey activity is made with disadvantage due to the wary and suspicious nature of other travelers.

D100	ENCOUNTER	TYPE
1	Apprentice Mage	Mnst
2–3	Blinding Blizzard	Expl
4–5	Bandit	Mnst
6–7	Commoner	Mnst
8–9	Cultist	Mnst
10–19	Travel Scenery	
20–21	Cutthroat	Mnst
22–23	Draft Horse	Mnst
24–25	Giant Rat	Mnst
26–27	Bridge of Stones	Expl
28–29	Gnoll	Mnst
30–31	Goat	Mnst
32–34	Goblin	Mnst
35–37	Counterfeit Goods	Expl

38–41	Guard	Mnst
42	Kobold	Mnst
43–45	Mastiff	Mnst
46–48	End Of Hibernation	Expl
49–51	Minstrel	Mnst
52–54	Noble	Mnst
55–57	Ogrekin	Mnst
58–60	Forested Hills	Expl
61–63	Pony	Mnst
64–66	Priest	Mnst
67–68	Rat	Mnst
69–70	Hail Storm	Expl
71–72	Riding Horse	Mnst
73–74	Scarecrow	Mnst
75–76	Soldier	Mnst
77–78	Haze	Expl
79–80	Spy (Cutthroat Variant)	Mnst
81–82	Swarm of Rats	Mnst
83–84	Lost Item	Expl
85–86	Thug	Mnst
87–88	Warhorse	Mnst
89–99	Social Encounter	
100	Pests	Expl

TABLE: WARTORN KINGDOM**EXPLORING TIER 1**

D100	ENCOUNTER	TYPE
1	Counterfeit Goods	Expl
2–3	Aboleth Thrall	Mnst
4–5	Acolyte	Mnst
6–7	Ankheg	Mnst
8–17	Travel Scenery	
18–19	Bandit Captain	Mnst
20–21	Commoner Mob	Mnst
22–23	Cult Fanatic	Mnst
24–25	End of Hibernation	Expl
26–27	Doppelganger	Mnst
28–29	Ghost	Mnst
30–31	Goblin Boss or Goblin Warlock	Mnst
32–34	Stampede	Expl
35–36	Green Hag	Mnst
37–38	Guard Squad	Mnst
39–41	Half-Red Dragon Veteran	Mnst
42	Flood	Expl
43–45	Knight	Mnst
46–48	Kobold Broodguard or Kobold Sorcerer	Mnst
49–51	Malcubus	Mnst
52–54	Labyrinthine Ravines	Expl
55–56	Ogrekin	Mnst
57–58	Peryton	Mnst
59–61	Priest	Mnst
62–63	Mushroom Ring	Expl
64–66	Pugilist	Mnst
67–68	Scarecrow	Mnst
69–70	Soldier	Mnst
71–72	Pests	Expl

73–74	Spy (Cutthroat Variant)	Mnst
75–76	Thug	Mnst
77–78	Veteran	Mnst
79–80	Private Property	Expl
81–82	Wereboar	Mnst
83–84	Wererat	Mnst
85–86	Werewolf	Mnst
87–88	Thunderstorm	Expl
89–99	Social Encounter	
100	Dense Fog	Expl

TABLE: WARTORN KINGDOM**EXPLORING TIER 2**

D100	ENCOUNTER	TYPE
1	Aboleth Thrall	Mnst
2–3	Alchemist	Mnst
4–5	Cursed Temple	Expl
6–7	Ankheg Queen	Mnst
8–9	Assassin	Mnst
10–15	Travel Scenery	
16–17	Bandit Captain	Mnst
18–19	Cambion	Mnst
20–21	Dense Fog	Expl
22–23	Champion Warrior	Mnst
24–25	Crime Boss	Mnst
26–27	Flimsy Rope Bridge	Expl
28–29	Doppelganger	Mnst
30–31	Ghost	Mnst
32–34	Hail Deluge	Expl
35–36	Gladiator	Mnst
37–38	Guard Squad	Mnst
39–41	Lethal Outgassing	Expl
42	Half-Shadow Dragon Assassin	Mnst
43–45	High Priest	Mnst
46–48	Rot Grubs	Mnst
49–51	Holy Knight	Mnst
52–54	Shattered Earth	Expl
55–56	Invisible Stalker	Mnst
57–58	Khalkos Spawn	Mnst
59–61	Mage	Mnst
62–63	Thundering Stampede	Expl
64–66	Malcubus	Mnst
67–68	Medusa	Mnst
69–70	Tornado	Expl
71–72	Night Hag	Mnst

73–74	Ogre Mage	Mnst
75–76	Voracious Pests	Expl
77–78	Revanant	Mnst
79–80	Soldier Squad	Mnst
81–82	White Elk	Expl
83–84	Spymaster (Assassin Variant)	Mnst
85–86	Wraith	Mnst
87–88	Wild Magic Zone	Expl
89–99	Social Encounter	
100	Caught in the Crossfire	Expl

TABLE: WARTORN KINGDOM**EXPLORING TIER 3**

D100	ENCOUNTER	TYPE
1	Archmage	Mnst
2–4	Archpriest	Mnst
5–7	Ascetic Grandmaster	Mnst
8–10	Bridge of Sorrow	Expl
11–13	Assassin	Mnst
16–19	Champion Warrior	Mnst
20–25	Crime Boss	Mnst
26–28	Travel Scenery	
29–31	Fire Giant	Mnst
32–34	High Priest	Mnst
35–37	Caught in the Crossfire	Expl
38–39	Holy Knight	Mnst
40–41	Invisible Stalker	Mnst
42	Khalkos	Mnst
43–45	Choking Smoke	Expl
46–48	Knight Captain	Mnst
49–51	Night Hag	Mnst
52–54	Malcubus	Mnst
55–57	Cursed Waterway	Expl
58–61	Ogre Mage	Mnst
62–64	Soldier Squad	Mnst
65–69	Rakshasa	Mnst
70–73	Perilous Cliff Path	Expl
74–76	Soldier Squad	Mnst
77–79	Vampire	Mnst
80–82	Werebear	Mnst
83–85	Primordial Tornado	Expl
86–87	Wereboar	Mnst
88–89	Werewolf	Mnst
90–91	Wraith	Mnst
92–99	Social Encounter	

100	Divine War	Expl
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TABLE: WARTORN KINGDOM**EXPLORING TIER 4**

D100	ENCOUNTER	TYPE
1–5	Perilous Cliff Path	Expl
6–10	Arcane Blademaster	Mnst
11–16	Travel Scenery	
17–22	Archmage	Mnst
23–28	Divine War	Expl
29–34	Archpriest	Mnst
35–39	Forest Fire	Expl
40–45	Ascetic Grandmaster	Mnst
46–51	God Corpse	Expl
52–57	Khalkos	Mnst
58–63	Hallowed Ground	Expl
64–69	Master Assassin	Mnst
70–75	Hellscape	Expl
76–81	Vampire	Mnst
82–87	Killing Cloud	Expl
88–92	Wraith Lord	Mnst
93–100	Social Encounter	

Dungeons

Desolate crypts, ancient temples, horrifying tombs, and cursed pyramids are often filled with traps and monsters. Unlike the natural caverns of most of the underland realm, a dungeon is usually constructed and can be above or below ground. Although dungeons aren't regions (so there is no weather or travel scenery, and adventurers don't undertake journey activities in a dungeon) they are filled with random encounters against both traps and monsters, and these areas are ripe with opportunities for exploration!

Terrains. Dungeons can be found everywhere, and depending on their size and location they may have a wide variety of terrains within (though laboratory, ruins, sewer, temple, and tomb are the most common).

Tier. Dungeons range from tier 0 crypts in small villages all the way up to the deadliest tier 4 labyrinths of terror constructed by ancient evils.

TABLE: DUNGEON EXPLORING TIER 0

D100	ENCOUNTER	TYPE
1–2	Aboleth Thrall	Mnst
3–4	Animated Armor	Mnst
5–6	Apprentice Mage	Mnst
7–8	Bandit	Mnst
9–10	Bolt-Thrower	Mnst
11–12	Cultist	Mnst
13–14	Cutthroat	Mnst
15–16	Ettercap	Mnst
17–18	Flumph	Mnst
19–20	Flying Sword	Mnst
21–26	Falling Net	Expl
27–28	Gargoyle	Mnst
29–30	Gear Spider	Mnst
31–32	Gelatinous Cube	Mnst
33–34	Gibbering Moulder	Mnst

35–36	Ghoul	Mnst
37–38	Goblin	Mnst
39–40	Gray Ooze	Mnst
41–42	Homunculus	Mnst
43–44	Kobold	Mnst
45–46	Mimic	Mnst
46–47	Ochre Jelly	Mnst
48–49	Ogrekin	Mnst
50–52	Poisonous Snake ^G	Mnst
53–59	Haze	Expl
60–62	Ratg	Mnst
63–64	Rug of Smothering	Mnst
65–66	Shadow	Mnst
67–68	Shrieker	Mnst
69–70	Skeleton	Mnst
71–72	Specter	Mnst
73–79	Lost Item	Expl
80–82	Spiderg	Mnst
83–84	Swarm of Poisonous Snakes	Mnst
85–86	Swarm Of Rats	Mnst
87–88	Violet Fungus	Mnst
89–90	Wererat	Mnst
91–92	Zombie	Mnst
93–100	Poorly-Repaired Tunnel	Expl

^G On an odd result, use the giant version of this creature instead.

TABLE: DUNGEON EXPLORING TIER 1

D100	ENCOUNTER	TYPE
1–6	Collapsing roof	Expl
7–8	Aboleth Thrall	Mnst
9–10	Animated Armor	Mnst
11–12	Bandit Captain	Mnst
13–14	Banshee	Mnst
15–16	Black Pudding	Mnst
17–18	Bolt-Thrower	Mnst
19–20	Clockwork Sentinel	Mnst
21–22	Cult Fanatic	Mnst
23–24	Doppelganger	Mnst
25–30	Labyrinthine Ravines	Expl
31–32	Ettercap	Mnst
33–34	Ettin	Mnst
35–36	Flying Sword	Mnst
37–38	Gargoyle	Mnst
39–40	Ghast	Mnst
41–42	Ghost	Mnst
43–44	Ghoul	Mnst
45–46	Gibbering Mouter	Mnst
47–48	Goblin Boss or Goblin Warlock	Mnst
49–55	Pests	Expl
56–57	Intellect Devourer	Mnst
58–59	Kobold Broodguard or Kobold Sorcerer	Mnst
60–61	Mimic	Mnst
62–63	Ochre Jelly	Mnst
64–65	Ogre	Mnst
66–67	Ogre Zombie	Mnst
68–69	Phase Spider	Mnst
70–71	Quasit	Mnst
72–73	Rugof Smothering	Mnst
74–79	Pit Trap	Expl

80–81	Shadow	Mnst
82–83	Skeletal Champion	Mnst
84–85	Skeletal Horde	Mnst
86–87	Specter	Mnst
88–89	Walking Statue	Mnst
90–91	Werewolf	Mnst
92–93	Zombie Horde	Mnst
94–95	Zombie Knight	Mnst
96–99	Quicksand	Expl
100	Rot Grubs	Expl

TABLE: DUNGEON EXPLORING TIER 2

D100	ENCOUNTER	TYPE
1–5	Cursed Temple	Expl
6–8	Air Elemental ^G	Mnst
9–10	Alchemist	Mnst
11–12	Blackguard	Mnst
13–16	Dense Fog	Expl
17–18	Black Pudding	Mnst
19–20	Bolt-Thrower	Mnst
21–22	Bulette	Mnst
23–26	Enchanted Statue	Expl
27–28	Cambion	Mnst
29–30	Clay Guardian	Mnst
31–32	Cloaker	Mnst
33–36	Flimsy Rope Bridge	Expl
37–38	Crusher	Mnst
39–40	Dead Man's Fingers	Mnst
41–42	Drider	Mnst
43–45	Lethal Outgassing	Expl
46–48	Earth Elemental ^G	Mnst
49	Elder Black Pudding	Mnst
50–52	Fire Elemental ^G	Mnst
53–54	Flesh Guardian	Mnst
55–56	Poison Darts	Expl
57–58	Hell Hound	Mnst
59–60	Intellect Devourer	Mnst
61–66	Invisible Stalker	Mnst
63–65	Rolling Sphere	Expl
66–67	Mage	Mnst
68–69	Ogre Mage	Mnst
70–71	Otyugh	Mnst
72–75	Rot Grubs	Expl
76–79	Revenant	Mnst
80–81	Shield Guardian	Mnst
82–83	Stone Guardian	Mnst

84–87	Swinging Blades	Expl
88–90	Water Elemental ^G	Mnst
91–92	Wererat	Mnst
93–94	Werewolf	Mnst
95–97	Voracious Pests	Expl
98–99	Wraith	Mnst
100	Spinning Walls	Expl

^G On an odd result, use the giant version of this creature instead.

TABLE: DUNGEON EXPLORING TIER 3

D100	ENCOUNTER	TYPE
1–7	Choking Smoke	Expl
8–10	Aboleth	Mnst
11–13	Archmage	Mnst
14–16	Assassin	Mnst
17–19	Behir	Mnst
20–22	Clay Guardian	Mnst
23–28	Endless Plummet	Expl
29–31	Cloaker	Mnst
32–34	Cyclops	Mnst
35–37	Drider	Mnst
38–39	Forgotten God	Mnst
40–42	Guardian Naga	Mnst
43–48	Poison Needle	Expl
49–51	Iron Guardian	Mnst
52–54	Mummy Lord	Mnst
55–57	Night Hag	Mnst
58–61	Ogre Mage	Mnst
62–64	Otyugh	Mnst
65–73	Sphere of Annihilation	Expl
74–76	Sphinx	Mnst
77–79	Spirit Naga	Mnst
80–82	Stone Guardian	Mnst
83–85	Troll Or Dread Troll	Mnst
86–88	Vampire	Mnst
89–93	Spinning Walls	Expl
94–96	Wraith Lord	Mnst
97–99	Zombie Dragon	Mnst
100	Malfunctioning Planar Portal	Expl

TABLE: DUNGEON EXPLORING TIER 4

D100	ENCOUNTER	TYPE
1–7	God Corpse	Expl
8–12	Aboleth	Mnst
13–16	Arcane Blademaster	Mnst
17–22	Archmage	Mnst
23–28	Hallowed Ground	Expl
29–32	Clay Guardian	Mnst
33–37	Demilich	Mnst
38–41	Dread Knight	Mnst
42–48	Hellscape	Expl
49–52	Empyrean	Mnst
53–57	Lich	Mnst
58–61	Master Assassin	Mnst
62–68	Killing Cloud	Expl
69–72	Mummy Lord	Mnst
73–77	Sphinx (Greater)	Mnst
78–81	Stone Guardian	Mnst
82–88	Malfunctioning Planar Portal	Expl
89–92	Troll Or Dread Troll	Mnst
93–97	Vampire	Mnst
98–100	Wraith Lord	Mnst

Social Encounters

Social encounters can be randomly rolled along with monster encounters and exploration challenges. Individual names and heritages for people met on the road can be chosen or rolled randomly. The Narrator should embellish the encounters as needed, and should feel free to reject any which are not suitable for the current environment.

TABLE: RANDOM NPC NAMES

D20	NAME
1	Athur
2	Bacca
3	Bertram
4	Bozur
5	Daro
6	Dunk
7	Erendel
8	Galan
9	Hodar
10	Huebald
11	Jasmine
12	Jissard
13	Kito
14	Larion
15	Mara
16	Naphak
17	Otto
18	Perra
19	Thorne
20	Theodor

TABLE: RANDOM NPC HERITAGE

D20	HERITAGE
1–2	Dragonborn
3–5	Dwarf
6–8	Elf
9	Gnome
10–11	Halfling
12–14	Human
15–16	Orc
17	Planetouched
18–19	Mixed heritage (roll twice, ignoring this result)
20	Roll on the Unusual NPC Heritage table

TABLE: UNUSUAL NPC HERITAGE

D12	HERITAGE
1	Bugbear
2	Centaur
3	Faerie
4	Gnoll
5	Goblin
6	Hobgoblin
7	Kobold
8	Lizardfolk
9	Lycanthrope
10	Minotaur
11	Ogre
12	Satyr

TABLE: SOCIAL ENCOUNTER

D10 0	SOCIAL ENCOUNTER
1	An escaped convict looking for refuge.
2	A knight looking for her lost love.
3	A squad of guards who think that the adventurers are evil or ne'er-do-wells.
4	A noble retinue which demands the party stand aside.
5	A stranded merchant with a badly damaged wagon they need help repairing.
6	A dying warrior with a dire warning.
7	A group of children curious about the way the adventurers look.
8	A shepherd whose flock is blocking the way.
9	An apprentice wizard seeking willing participants for testing spells.
10	A doomsayer preaching an impending apocalypse.
11	A boastful young squire keen to join the party.
12	An angry farmer who claims the adventurers are trespassing.
13	A circus wagon headed to the nearest town.
14	A wineseller drunk on his own wares.
15	A procession bearing the corpse of a famous knight home.
16	A ranger who demands to know the party's identities.
17	A royal messenger with an urgent missive.
18	A child who has run away from home.

19	A bounty hunter tracking elusive prey.
20	A cheerful bard who won't be quiet.
21	A noble who takes easy offense and settles things with duels.
22	A cleric who tries to convert the adventurers to their religion.
23	A toll station which charges 1 gold per traveler.
24	A pair of halflings on their own epic quest.
25	An elderly wizard traveling to a fair where they can display their fireworks.
26	An elderly villager who has lost something valuable and is desperately searching for it.
27	A marching army column on its way to or from a battle.
28	A down-on-their-luck adventurer who tries to sell the party some of their gear.
29	An adventurer with a cursed item which can only be passed on willingly.
30	An old acquaintance of one of the adventurers. Are they enemy or ally?
31	A lone traveler who has lost their memory.
32	An archeologist digging for lost treasure.
33	A friendly group who offer to share a campsite.
34	A group of monks on a pilgrimage to a holy shrine.
35	An adventurer full of arrows, badly wounded by a bandit raid.
36	A mercenary company looking for work.
37	A hungry beggar offering information in exchange for food.

38	A party of refugees from a war or battle.
39	A saddled horse with a few crossbow bolts stuck in its hide and harness, its rider nowhere to be seen.
40	A chain gang overseen by a stern guard.
41	A young, fresh-faced adventurer determined to return a hero on their first journey.
42	A merchant selling dubious potions.
43	A drunken man on the road mistakes one of the adventurers for a long-lost son or daughter.
44	A bandit whose gang has been killed — they have escaped with their lives and some small treasures.
45	An alchemist searching for a rare component.
46	An animal-trainer leading a huge beast.
47	A group of low-level bandits who know better than to mess with the party.
48	A band of dwarven workers singing a jaunty song.
49	A farmer seeking his strayed livestock.
50	A group of adventurers on a different quest.
51	An adventurer solemnly burying a fallen companion.
52	A doomed plague victim with only hours to live.
53	A truly heroic and noble knight that ardently follows the ideals of chivalry.
54	A foppish and condescending noble who looks down his nose at adventurers.

55	A docile, intelligent Monster or giant sitting by the side of the road.
56	A frantic fortune-teller approaches to say they saw the adventurers in their dreams.
57	A cryptic merchant peddling bizarre wares in exchange for secrets.
58	A guide warning of danger ahead that might be easily avoided — for a fee.
59	A gnome putting their finishing touches on some construction of esoteric and frightening design.
60	A rainstorm blows in, but a circle of dry calm surrounds a hooded traveler as they pass.
61	A robed man waves at the party from a tower in the distance, a structure that does not appear on any maps or recollections of recent travel nearby.
62	A knight jousting at a windmill who is convinced the structure is a mimic in disguise.
63	A confused and bloody man staggers towards the party from a scuffed arcane circle marked out for a recently completed ritual.
64	A starving family begs the party for money or food.
65	A lone knight keen to test their mettle seeks directions to the nearest monster of ill repute.
66	A small woodland creature wearing a tiny golden crown stares at the party imploringly from the oddly lush flora that surrounds it.
67	A noble's richly appointed carriage imperiously passes by.
68	An upset merchant insists that one of the adventurers has stolen from them.
69	A child with an injured animal in their arms frantically looking for help.

70	A con artist presents a lucrative investment opportunity.
71	A funeral procession moves solemnly down the road.
72	A novelist traveling in hopes of finding the perfect inspiration
73	A friendly dragon who just awoke from a lengthy slumber and is curious about current events.
74	A group of adventurers looking for the cure to a plague ravaging another part of the world.
75	A group of bounty hunters looking for a target and convinced the party must know something.
76	A forester argues animatedly with a druid.
77	Settlers on their way to or just starting out on a new claim ask for directions, help, or information about the local culture.
78	A friendly, eager, old peddler with a colorful and overfull cart of bizarre goods for sale.
79	A group of knights and priests on the hunt for some supernatural evil ask passersby for information.
80	A local vintner giving away samples of their latest (mediocre) wine in an attempt to drum up business.
81	A very conscientious troll working to do maintenance on his bridge.
82	A group of faeries that invite the adventurers to come dance with them.
83	A disguised young nobleman, slumming it with some local toughs, looks to fit in with the lower classes and may try to intimidate or schmooze the party.

84	A child is crying by the side of the road because their kitty Muffles is stuck in the wall of their house.
85	An extremely cheerful old lady enthusiastically greets the adventurers and tries to sell them her apples.
86	A cart has gone into a pothole and seems to be firmly stuck. The carter and their spouse are having a raging argument as to whose fault it was.
87	A pair of boots can be seen sticking out from under a hedgerow just off the road, and the sounds of snoring nearby are very, very loud.
88	At a crossroads a disheveled youth paces back and forth, clutching a fiddle and muttering to themselves.
89	A dog races up to the adventurers and barks furiously, then runs off before coming back and barking some more. This pattern repeats several times.
90	From a ditch at the side of the road the party hears a groan. Looking more closely they can spot a bloodied and battered figure lying in the bottom of the ditch.
91	A couple of artists debating over how to approach a new project and roping in passersby to weigh in.
92	A pair of hopelessly lost planar travelers looking for directions. They don't speak Common.
93	Food vendor aggressively hawking something unusual and delicious.
94	Parents frantically searching for a lost child.
95	Work crew holding together something that broke unexpectedly and in desperate need of some extra pairs of hands.
96	A festival that's in full swing — tipsy locals may try to rope the party into

	celebratory events, push local cuisine on them, or prank them.
97	People search the site of a recent battle for survivors and possibly loot.
98	A crier loudly proclaims an unpopular new decree to much grumbling and heckling.
99	A group of traveling minstrels offer to share their campsite and entertain the adventurers while passing on news and rumors.
100	A river can only be crossed by way of the ferryman who asks each traveler for a single silver coin.

Travel Scenery

The world is a fascinating place and across their journeys the adventurers are bound to see some things that are interesting or extraordinary yet pose no threat or danger. Narrators can use travel scenery to heighten the sense of adventure and mystery, introduce new quests, or tweak them to help guide a wayward party back to an important task they've left unfinished.

TABLE: TRAVEL SCENERY

D10 0	TRAVEL SCENERY
1	A flock of birds wheels and dives in the air, staying within sight for most of the day.
2	The ground shakes as some kind of burrowing creature passes beneath.
3	An old battlefield littered with skeletons and rusty weapons.
4	A giant tree, towering above those around it, stands lifeless and dead, charred and burned.
5	A great flying creature such as a dragon or wyvern passes overhead.
6	Strange voices are heard overnight while at camp, but no sign of anyone is discovered.
7	An eclipse takes pace, plunging the adventurers into darkness for several minutes.
8	A stone circle, some remnant of an ancient religion.
9	A ruined keep covered in ivy stands at the side of the road.
10	A corpse hangs from a tree, clearly having been hanged for some reason.
11	A beautiful waterfall cascades in a picturesque scene.
12	Barrow mounds where ancient warriors were laid to rest spread sense of unease.

13	A large fallen tree blocks passage across the road.
14	An ancient paved road from a civilization long before any in recorded history.
15	The inert bodies of a family that have been killed and gnawed upon.
16	A deserted farm whose owners clearly left in a hurry—there is still livestock there.
17	A friendly stray dog accompanies the adventurers for a while.
18	A strange waterfall which flows upwards.
19	Unusual tracks indicate the passage of some rare monster.
20	A bridge crosses a chasm with a sign that reads, "Beware of the troll." There is no troll.
21	An overturned wagon contains spoiled provisions and there are no owners in sight.
22	An area of trees and bushes clearly ravaged by some kind of disease.
23	A ranger stands in a clearing, clearly having been turned to stone.
24	A tree decorated with humanoid skulls.
25	A majestic white falcon leads the PCs through a shortcut and then vanishes.
26	The corpse of a well-equipped adventurer still in their armor with a sword in hand.
27	A great skull of some kind of massive giant, covered with moss and home to small critters.
28	A shallow grave with notice atop it which reads, "This is the fate of thieves and liars."
29	Wolves howl in the distance all throughout the night.

30	The remains of a campsite that was clearly recently used.
31	An oversized rusted greatsword embedded in a stone.
32	Ornate spires made of magically-hardened ice rise from the ground.
33	A great face carved into the side of a cliff.
34	A wooden stick clearly marks the site of a buried object.
35	A large statue of a well-known god or hero overlooks the route.
36	A hot spring provides an opportunity for a bath.
37	A riderless horse, still saddled, walks down the road.
38	A swarm of insects, dense enough to be almost opaque, hovers for no apparent reason.
39	Distant and strange lights flash and move in the sky.
40	An obelisk or stone pillar etched with eldritch runes.
41	A rare plant is found, though any herbal concoctions it might be used in are the purvey of only expert alchemists.
42	The sounds of battle can be heard, but nothing can be seen and there are no recent signs of conflict.
43	An unusual quiet falls — all is still, the animals remain silent, and no wind disturbs the air.
44	The adventurers discover the corpse of a powerful monster — a dragon, giant, or similar.
45	The air becomes suddenly chill, even in the height of summer.
46	A giant eagle swoops down on some small woodland creature and carries it off into the distance.

47	The blackened and burned remnants of a roadside inn.
48	A massive fallen tree riddled with fungal growths of unusual size.
49	A moldering shipwreck paradoxically hangs in the treetops far from any body of water.
50	Several low hills that look suspiciously like giant tortoises overgrown with bush and bracken.
51	A thunderstorm in the distance that seems strangely unmoving and persists longer than usual.
52	A boulder-sized obsidian sphere floats a few yards above low and scattered ruins.
53	A massive, 100 foot tall iron colossus lies almost peacefully against a mountain.
54	A hilltop graveyard covered in colorful flowering vines. Cheerful ravens squawk from atop the ancient headstones in the noonday sun.
55	The current of a turbulent river creates numerous tiny rainbows in the spray.
56	A half-finished cathedral to a forgotten god sits covered in moss.
57	An angelic being appears, loudly blesses a holy site, and disappears.
58	Ghostly spirits go about ancient daily routines in silence.
59	Water is paradoxically drawn up from a lake into a cloud overhead.
60	An ancient roadside inn that is immaculately maintained yet oddly empty.
61	Two castles on adjacent hilltops stand watch over a river running between them.
62	Vividly-colored fish swim in a nearby body of water.

63	A child's joyous laughter echoes from the bottom of a well.
64	A herd of massive herbivores slowly ambles across an open field, grazing as they go.
65	An old windmill sits atop a hill outside a town, its blades slowly turning even when there is no breeze.
66	The outline of a door carved into a rock face.
67	A stone altar standing alone on a small hill.
68	An area of devastation caused by two huge monsters fighting. There is blood aplenty but no bodies.
69	A smooth circular crater — the obvious result of a magical explosion — with a broken staff at its center.
70	An empty wooden chest clearly pulled from the hole in the ground next to it.
71	A collection of 17 trees that are perfectly identical in size and shape all the way down to their leaves.
72	A 100 foot long perfectly straight groove in the ground, a few inches wide and several feet deep. It starts and ends abruptly.
73	A monument to an ancient battle honoring the dead. The monument is clean though the battleground is long overgrown.
74	A set of wards constructed at a crossroads purporting to keep fiends away.
75	A carved statue of such exquisite quality that it looks as though it was a living person turned to wood. If removed it becomes brittle and quickly loses its details.
76	A stand of trees burning endlessly without being consumed.

77	A deep well which appears to be bottomless.
78	A pool of water which seems to be impossibly clean and clear.
79	Disused ancient roads lie partially overgrown.
80	A strange grove where all sound seems to be muted and a sense of peace pervades.
81	A tall, narrow stone tower, 100 feet high, seemingly empty and standing alone on the landscape.
82	A 30 foot wide eldritch rune burned into the ground.
83	A herd of pegasi flies overhead.
84	Ambulatory plant creatures slowly trudge along a well-worn route, following the change of seasons.
85	Clouds that bear an uncanny resemblance to monsters float overhead.
86	Ancient monument commemorating an armistice that combines the aesthetics of two different peoples.
87	An abandoned carriage gutted of everything that might have value.
88	A luxurious inn purporting pleasurable company, though no other customers seem to have been enticed inside.
89	A talking and interactive figment that flamboyantly points the way to a magical shop.
90	A shrubbery.
91	A fortified bridge that spans a chasm over a river of lava.
92	An empty cart firmly stuck in a pothole. Removing the cart breaks its axle.
93	The ground nearby is littered with scores of small holes the size of a person's fist.

94	A perfectly square stone as big as a cauldron.
95	The shredded remains of a snare that a creature has recently escaped from.
96	An ancient signpost by the road naming a couple towns and their distances.
97	Further down the road the air seems to waver as if from heat despite lacking the warmth necessary for such an effect.
98	A child's top spins on a boulder, sometimes dancing to here or there across the rocky surface — but if left alone it never stops.
99	An almost absurdly long line of ferrets darts across the party's path and quickly scampers out of sight.
100	The skies high overhead rumble as if the gods were in violent conflict, but the clouds do not rain or strike with lightning.

TABLE: EXAMPLE REGIONS

REGION	REGION TYPE
Blackford	Tier 1 Urban Township
Crawley Hills	Tier 1 Rolling Grasslands
Deepcrest Chasm	Tier 2 Blasted Wastes
Deephall Point	Tier 2 Underland Realm
Dellgate Pass	Tier 2 Lofty Mountains
Fogmoor	Tier 1 Unrelenting Marsh
Greendell Forest	Tier 3 Feywood
Greyfell Forest	Tier 2 Feywood

Halfpoint	Tier 1 Urban Township
Hengistbury	Tier 0 Urban Township
Holdenshire	Tier 0 Country Shire
Lintown	Tier 2 Urban Township
Lanickshire	Tier 1 Country Shire
Last Chance	Tier 2 Country Shire
Northbeach Woods	Tier 2 Feywood
Northern Ocean	Tier 2 Restless Sea
Northminster	Tier 2 Urban Township
North Riding	Tier 1 Rolling Grasslands
Oldshade Woods	Tier 3 Feywood
Queenswood	Tier 1 Feywood
Redcliff	Tier 2 Urban Township
Ringwood	Tier 1 Urban Township
Roads	Tier 0 Open Roads
Skull Mountain	Tier 3 Lofty Mountains
Southmoreland	Tier 2 Rolling Grasslands
The Desolation	Tier 3 Blasted Wastes
Thornbury	Tier 0 Urban Township
Weirwood	Tier 1 Feywood
Whitehollow	Tier 2 Country Shire
Wintercliff	Tier 2 Urban Township