

50 NON-COMBAT DESERT ENCOUNTERS



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Desert Encounters

d100 Encounter

- 1-3 A giant lizard (MM 326) sunning itself on a rock. It seems content, and will only move if disturbed.
- 4-6 A lost caravan driver who sells hand-crafted ceramic wares. If given directions he will give the party 1d4 painted ceramic jugs as a reward. (Unless stated otherwise, use commoner on MM 345 for humanoids)
- 7-8 2 humanoids arguing about who will steer their camel (MM 320). There is a 50% chance they are lost.
- 9 A red coconut tree with 1d4+2 red coconuts. Each coconut contains 1/8 gallon of sweet water.
- 10 A collapsed rider on a riding horse (MM 325), weary and dehydrated from the desert heat. The rider has amnesia and has forgotten his own name, as well as the name of his horse. If he and his horse are given water, he begins to rest for 8 hours, after which he rides away to wander in search of his name.
- 11-12 2 women walking to gather water from a cavern 3d4+4 miles away. They carry clay pots on their heads.
- 13-14 1d4 wild camels. A creature can spend 1 hour and make a DC 15 Animal Handling check to tame one.
- 15 A tomb with its stone door broken open. Any creature who enters the tomb is cursed with nightmares for 10 days. It has been raided, but some small goods have been left behind. Roll 1d4 for remaining loot. 1- 3d6 gold pieces, 2- Pottery worth 10 gp, 3- Preserved organs in jars, 4- A ring worth 15 gp.
- 16-19 2d4+4 gargantuan columns of red stone. 1d4+1 aarakocra (MM 12) roost in the shade of the rocks.
- 20 A tan-skinned goblin (MM 166) with wide feet running across the desert sands. If a creature who speaks goblin stops it, the goblin offers to assist the party by divining the location of up to 8 gallons of water.
- 21-23 Hundreds of giant cacti dotting a 2d8-mile-wide area. Inside the cacti rest tiny owls and other wildlife.
- 24-25 2d8+4 slaves escaping their cruel masters. They are in need of food and water, and there is a 25% chance that 1d4 of the slaves are afflicted with a terrible disease that rots the victim's flesh over time.
- 26-29 A group of 1d6+3 nomads travelling with camels. They have water and food that they are willing to trade. When night falls, they offer to shelter the party in their tents if the nomads are treated well.
- 30 A massive stone tree that has been hollowed out and serves as a shelter for 2d4+3 humanoids.
- 31-34 An ancient structure almost entirely buried under a sand dune. Only the top is visible. Roll 1d4 for the type of structure. 1- Temple, 2- Noble's House, 3- Library/Archive, 4- Theatre/Ampitheatre.
- 35 A 15-foot-wide chunk of rough glass laying in the sands. Light glints off its surface, making it visible from up to 500 feet away. Roll 1d4 for the shape of the glass. 1- Cube, 2- Cone, 3- Sphere, 4- Uneven.
- 36-39 An oasis. Roll 1d4 for what is growing around the oasis. 1- Palm or coconut trees, 2- Bushes covered in sour fruits, 3- Cacti with small pink or white flowers, 4- Large ferns with sharp fronds. There is also a 50% chance that there are tiny creatures around the oasis that scatter and hide when approached.
- 40 It begins to rain. 1d4 days afterwards, grass, flowers, berries, and other foliage sprouts across the desert. The foliage continues to bloom for 2d8+4 days before withering in the heat of the desert.
- 41-44 A mesa rising above the desert sands. A creature standing atop it can see for 8 miles in any direction.
- 45 A crate of spices sitting atop a dune. A DC 10 Investigation check reveals delivery instructions on the bottom. The spices are worth 4d8+8 gold, but if sold, the authorities will believe that the goods were stolen. If the crate is delivered to its rightful owner, the party is rewarded with 2d8+4 gold.

d100 Encounter

- 46-47 A lone, 10 foot tall pillar in the sand. Roll 1d4 for its material. 1- Stone, 2- Sand, 3- Salt, 4- Organic.
- 48-49 A discarded bottle, covered in sand. Roll 1d8 for the contents of the bottle. 1- Water, 2- Ale, 3- Wine, 4- Sand, 5- Urine, 6- A message, map, or scroll, 7- A tiny creature, living or dead, 8- A model ship.
- 50 A female camel that shines in the sun. If the camel is slain, the ground begins to quake for 1d6 minutes.
- 61-62 Quicksand! Each creature standing in a 20 foot square of sand must make a DC 13 Dexterity saving throw at the start of each turn. Creatures that fail the save begin to sink into the sand, and their speed is reduced to 0. After 5 failed saves, a creature sinks beneath the sand entirely and begins to suffocate.
- 63-65 A sandstorm kicks up, making travel difficult, and heavily obscuring the area for 1d4+1 hours. For each hour a creature spends in the sandstorm, they must make a DC 14 Constitution saving throw or suffer 1 level of exhaustion. A creature behind 1/2, 3/4, or full cover does not make this saving throw.
- 66-69 A sandstone cavern descending into the desert sands. Inside is an abandoned dwarven sandstone mine.
- 70 A man sitting in the shade of a large rock beating on a goat-skin drum. If anyone plays a song with him, and succeeds on a DC 10 Performance check, he offers them directions and spiritual guidance.
- 71-73 The corpse of a humanoid covered in a swarm of insects (MM 338) and surrounded by vultures (MM 339). It has a pouch containing 2d4 gold pieces and a flask of water, beer, wine, or another drink.
- 74-76 A sun-bleached skeleton. Roll 1d6 for the skeleton's type. 1- Medium humanoid, 2- Small humanoid, 3- Large beast, 4- Medium beast, 5- Huge beast or monstrosity, 6- Gargantuan monstrosity or dragon.
- 77-78 A huge statue. Roll 1d4 for the subject. 1- Sphinx, 2- Dragon, 3- Celestial, 4- Animal-headed humanoid.
- 79 A wandering figure made of sand. It has no voice, but tries to communicate sadness through gestures.
- 80 A lifelike statue of a person. A DC 13 Nature or Arcana check reveals that it is a petrified humanoid.
- 81-82 A scarab pushing around a ball of dung. If approached, it tries its best to hold onto and protect its ball.
- 83-84 A temple of carved stone closed off by heavy stone doors. Inside 2d6+4 clerics worship old texts that have been preserved for hundreds of years. The clerics are kind, but have little food or water to share.
- 85 Crumbling legs and feet of a colossal statue built by an ancient civilization. The statue's face rests in the sand nearby. Any creature who looks into the eyes of the statue is subjected to a vision from the perspective of the statue. The vision ends with the statue's collapse and the face falling into the sand.
- 86-87 A broken vehicle, abandoned and covered partially in sand. Roll 1d6 for the type of vehicle. 1- Cart, 2- Wagon, 3- Flying vehicle, 4- A lightweight sled with a sail attached, 5- A single large wheel, 6- A boat.
- 88-89 Tracks of a creature in the sands. Roll 1d4 for the type. 1- Ostrich, 2- Lizard, 3- Camel, 4- Humanoid.
- 90 1d100 tiny, small or medium holes in the ground. A DC 12 Nature check reveals that they are made by burrowing insects. At night, insects take flight from the holes and settle elsewhere in the desert.
- 91 A scarab with a golden shell flies in front of the party. It flies away at a rate of 45 feet every 6 seconds.
- 92 A mirage appears in the rippling heat. Roll 1d6 for the subject of the mirage. 1- A humanoid, 2- A group of animals, 3- A caravan, 4- An oasis, 5- A huge monster, 6- A pyramid-shaped structure.
- 93 1d4+3 granite obelisks in a 30 foot wide circle. Each obelisk is 15 feet tall and covered in strange markings. A creature that makes a DC 17 Arcana check or a creature with the *comprehend languages* spell can read the markings, which are instructions for activating the obelisks by touching the marks in a particular order. Once activated, the obelisks create an image in the sky with beams of white light.
- 94 3 wanderers with face coverings who ask for money. If they are given at least 15 gold, they cast *divination* for the party, or *augury* if the gifts are less generous. Afterwards, they vanish into the sands.
- 95 A luxurious, shining white city inhabited by high elves, humans, and aasimar. The inhabitants are kind, and offer food, drink, clothes, and baths to travelers. Once the party departs, the city vanishes and relocates itself. The city cannot be tracked except by divination magic or similar magical effects.
- 96 A stone slab with a scarab-shaped socket carved into it. If a golden scarab (Encounter 91) is placed into the socket, the ground begins to shake as a small pyramid rises from the sands 300 feet away.
- 97 2d4+3 bright-skinned, glowing humanoids swimming underneath the sands. Occasionally a glowing arm or leg breaks the surface of the sands as they swim. They speak Terran, and know the area well.
- 98 A mummified cat approaches the party and begins meowing. If it is given meat and water, it purrs, then crumbles to dust. The next night, the spirit of a cat appears and begins following the party.
- 99 A camel about 100 feet away starts to panic as the ground trembles. After a moment, a purple worm (MM 255) erupts from the sand beneath the camel, devouring it before descending back into the sand.
- 100 A brass lamp covered in dust and sand. Roll another d100. On a result of 100, the lamp contains a genie that will grant 1 wish if the dust is wiped off. On any other result, it is an ordinary brass lamp.