

TABLES

Oakenville NPCs

Mandyk Bor and Sara Bor (Oakenville's elder and his wife)
Jokista (inn owner)
Bartholomeo Bandau (halfling shop keeper)
Elenya Silverbraid (priestess)
Yuri (thug)
Sonia and her gang (Marko, Poory, Cheko and little Tipper)
Grandpa Klaus
Marsha (herbalist)
Marsha's cats – Thyme and Coltsfoot
Mother Rose
Bran the Blacksmith
Renya Miller
Wanda
Stan

EXPLORATION RULES

Roll d20 each time the party enters a new hex. 17-20 means the encounters assigned to the hex occur. Moreover, the result of 20 means that the party travels through that hex twice as fast.

The party may also travel fast, track or they might have to go across the Rokyta river.

Roll d20 during each long rest in the forest. 18-20 means a group of monsters interrupted the rest..

Table 1: Wandering monsters. Add one monster if the party consists of 5-6 heroes or they are 3rd lvl

Roll 1d12	Monsters	Experience:	Sample clue
1	2 skeletons	100	They can show the way to the Dead Ruin.
2	3 kobolds	75	They can show the location of the Kobold Lair
3	2 goblins	100	They know what the party can find on all nearby hexes – reveal all symbols of monsters, traps, and treasure. Goblins are afraid of the heroes, because they killed their boss. Remember to award advantages and disadvantages accordingly.
4	Bugbear and 2 goblins	300	They know the location of the Orc Camp
5	Brown Bear	200	It knows there are a lot of orcs in the North and can lead to party to the Spirit of the Forest.
6	4 wolves	200	They know that there are gnolls in the marsh. They can lead to party to the Spirit of the Forest.
7	Dire wolf and 2 wolves	300	They know the location of the Western Spirit Tree. As well as the location of the Orc Camp.
8	3 orcs	300	They know the location of the Orc Camp. Know that there are gnolls in the marsh.
9	5 boars	250	They can show the location of the nearest treasure (right next to truffles). They can lead the party to the Spirit of the Forest.
10	3 gnolls	300	Can show the location of the Gnoll Camp.
11	Giant Spider	200	Can explain the location of the nearest trap.
12	Roll twice – the party encounters two groups of monsters at once!		If they're different monsters, they fight each other or are arguing. If the same result came up twice, the party must deal with a particularly strong group – or run!

Table 3: Treasure (roll once for each column).

Roll 1d10	Items worth...	and
1	1 sp	Potion of healing
2	11 sp	Plate mail piece (1 of 5)
3	8 sp	A page from a wizard's spellbook with 1 random 4 th level spell
4	15 sp	Climbing gear
5	25 cp	A pot
6	10 gp	Acid vial
7	22 cp	Silk rope
8	12 gp	Artisan tools (select or determine randomly, see PHB).
9	12 gp	A melee weapon (select or determine randomly, see PHB)
10	14 sp	A ranged weapon (select or determine randomly, see PHB)

Table 2: Traps

Roll 1d6	T – trap.
1	A pit trap. 10-foot deep hole covered with twigs and leaves. The hero leading the party falls in and receives 1d6 damage, unless their passive Wisdom (Perception) is 12 .
2	Net. A net falls after someone steps onto a hidden release. If the party's leader passive Wisdom (Perception) is 12 or higher, they notice the danger in time. Disarming the trap requires a successful DC 15 Dexterity with Thieves' Tools check; any sharp tool can be used, but the check is made with a disadvantage. A failure releases the net, which traps creatures underneath in the 10 ft. by 10 ft. area. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.
3	Spikes. Sharpened sticks attached to a strung branch, activated when the target steps on the string hidden on the ground. Someone with passive Wisdom (Perception) 14 detects the trap. The trap makes a roll to hit with +5 modifier. If it hits, it deals 2d6 piercing damage to the target.
4	Smasher. A rock or a log hung under a branch with a lure directly underneath (a dead animal, a small shining object etc.) Disturbing the lure activates the trap. A successful DC 12 Intelligence (Investigation) check reveals the trap or someone with passive Wisdom (Perception) 14 notices it automatically. The target must make a DC 13 Dexterity saving throw or receives 2d10 bludgeoning damage, or half if the save was successful. A variant of this trap is a long log (or a huge boulder) that smashes into everything on the path. If that's the case, all creatures in a 20-foot line make the saving throw.
5	Snare. The target steps into a loop of rope hidden on the ground. The rope's other end is attached to a bent young tree. The victim is catapulted into the air and ends up hanging a dozen feet over ground. The trap can be noticed by someone with passive Wisdom (Perception) 13 . The victim may avoid getting caught with a successful DC 12 Dexterity saving throw . If the save roll fails, the victim receives 1d10 bludgeoning damage, they are Restrained and hang 20 feet over ground. Falling (e.g. after the rope is cut) causes another 2d6 bludgeoning damage. A particularly nasty version of the trap uses weakened rope, which breaks 1 round after the trap is activated and the victim falls.
6	Wall of fire. Dry leaves and conifer needles arranged in a circle and covered with green twigs and patches of grass. In the middle a small hole hides a flask of alchemical fire. If it breaks (e.g. someone steps on it), the whole circle becomes a ring of fire. Creatures standing in the fire make a DC 10 Dexterity saving throw or receive 2d4 fire damage or half if the save was successful. Creatures running through the wall of fire follow the same procedure. Creatures within the ring at their start of their turn receive 1d4 fire damage. The fire lasts for 1d4 minutes. The trap can be noticed with a successful DC 10 Wisdom (Survival) or DC 11 Intelligence (Nature) check, or by someone with passive Wisdom (Perception) 13 .

Table 4: Random Encounters

Roll 1k8	Encounter
1	Meal interrupted. The party stumbles upon a griffon , feeding on the carcass of a giant bat. Strangely, on the bat's back you can see the remnants of a saddle and harness with a beautiful shield attached. After a successful DC 15 Intelligence (History) check the party can recall that some orc tribes use giant bats as mounts. After a successful DC 15 Wisdom (Animal Handling) check a hero might approach the griffon and remove the shield. If the check fails, the griffon attacks but returns to his meal if the party withdraws. Although the shield looks feral and primitive, it's a +1 shield (the user's AC increases by +3 instead of +2). If the random encounter comes up again, the griffon is eating another victim, but the shield can be acquired only once.

2	Lalalna's picnic. On a picturesque meadow, under a willow, the pixie Lalalna sits in the middle of a toadstool circle, crying. No-one attended her picnic! If the party wants to cheer Lalalna up, they must participate in the picnic. But the blanket, dishes, and cutlery are so small! For the picnic to be successful, Lalalna must miniaturize everyone, making them Tiny creatures. While inside the toadstool circle, she can cast polymorph at will. If the heroes agree to that, they don't make the saving throw against the spell. When everything's ready, Lalalna suddenly remembers about a very important meeting and he's gone in an instant. The mini-party returns to their normal size after 1 hour.
3	Old grave. The party finds an old grave, lost in the forest. If they decide to search it, they find an extra treasure, but the next check they make gains disadvantage. If they clear the grave, bless it or show respect in some other way, the next check they make gains advantage.
4	Blockage. A mighty storm fell down hundreds of trees, which make this area very difficult to traverse. The party may go around (through other hexes), but this adds extra hours to the journey. Getting through the blockage requires a successful ST 13 Dexterity (Acrobatics) check. A hero who fails receives 1 level of Exhaustion and the journey through this hex takes twice as long.
5	The Lost Lady. Amarylis, a beautiful eladrin, strolls through the forest. Her gown is made of living flowers, the scent of summer surrounds her; you can drown in her eyes and when she smiles, your heart stops. The lady recently arrived from Feywild and she's unhappy because she doesn't want to miss a grand ball at Castle Sundawn. She orders the party ("mortal servants") to get her back – but she doesn't know where the destination actually is. She's shocked when she learns she's actually in the mortal realm. She's a high maintenance lady in a very bad mood. As all Fey creatures, she loves art, especially music. If a party member sings a beautiful song or plays music (which requires a successful DC 13 Charisma (Perform) check), her mood improves and she gives the artist a multicolored flower, which can be used to cast <i>charm person</i> (1 st level, DC 11) ¹ . The flower turns to dust after use. If the party can't help the lady, she leaves, visibly annoyed, and disappears when walking through the border between a shadow and light. If the party attacks her, Amarylis casts <i>mass suggestion</i> (e.g. "go whence you came"), DC 15 to resist, and then disappears in the thin air.
6	Knight's ghost. Fog rises among trees and temperature plummets. A transparent figure emerges from the miasma: a knight, wearing plate mail armor. The armor is incomplete, and the ghost is apparently searching for something. If it spots the party, he shows them his horrifying visage: all creatures within 60 feet must make a successful DC 13 Wisdom saving throw or become Frightened for 1 minute. The saving throw can be repeated at the end of each creature's turn, ending the effect on a success. If the save fails by 5 or more, the target also ages 1d4 x 10 years. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a Greater Restoration spell, but only within 24 hours of it occurring. If attacked, the ghosts vanishes on the Astral Plane.
7	Itinerant staff. Bushes shake, birds take off and small critters scatter as something stomps through the forest! From behind a tree a ... magic staff emerges! It hops on with a purpose and if the party ignores it, the staff soon disappears in the forest. It's a magic item, self-aware and a bit crazy, searching for its master. It communicates through emotions and hears and sees within 60 feet as if under <i>true seeing</i> . If someone tries to catch it, the staff defends itself. The staff has Intelligence 12, Wisdom 8, Charisma 12 and Initiative +3. It also has 20 charges it can spend to cast the following spells: <i>wall of force</i> (5 charges), <i>magic missile</i> (1 charge, 1 st level), <i>globe of invulnerability</i> (6 charges). If someone catches it, the staff tries to take over the holder's mind: if the target fails a DC 13 Charisma saving throw , it becomes charmed and tries to follow the staff's instruction. The staff wants to be left alone. When the staff expends all charges, it becomes a normal non-magical quarterstaff.
8	Elven ruins. The party comes across a ruin of an ancient elven structure, overgrown and hidden. It's a great place for camping. The heroes are quite safe here and they won't be attacked during a long rest here (don't roll d20). A DC 15 Intelligence (Investigation) check reveals a map carved in a stone wall. Deciphering it requires a successful DC 13 Intelligence (History or Investigation) check. If the check is successful, the party learns secret paths in the area and travelling through adjacent hexes takes only 30 minutes instead of an hour.

¹ More on such flowers in Chriz Walz's adventure "Midnight Revelry."