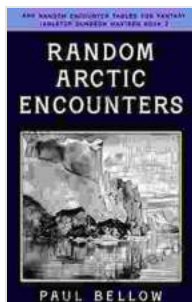


Random Arctic Encounters: RPG Random Encounter Tables for Fantasy Tabletop



Random Arctic Encounters (RPG Random Encounter Tables for Fantasy Tabletop Dungeon Masters Book 2)

by Paul Bellow

★★★★★ 5 out of 5

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Screen Reader : Supported
Enhanced typesetting : Enabled
Word Wise : Enabled
Print length : 145 pages
Lending : Enabled



The Arctic is a vast and unforgiving wilderness, where danger lurks around every corner. For those brave enough to venture into this icy realm, random encounters can provide a thrilling and unpredictable element to any fantasy tabletop RPG campaign.

This article presents a comprehensive set of random encounter tables specifically designed for Arctic environments. These tables can be used to generate unique and immersive encounters for any fantasy tabletop RPG, including Dungeons & Dragons 5e, Pathfinder, and Warhammer 40k.

How to Use the Tables

Using the random encounter tables is simple. Simply roll a d20 to determine the type of encounter, and then roll again on the appropriate table to determine the specific encounter.

For example, if you roll a 12 on the d20, you would consult the table for "Beasts of the Arctic." You would then roll a d6 to determine the specific beast you encounter.

The Tables

Beasts of the Arctic

1 d6 | Beast | 1---|---| 1 | Arctic Fox | 2 | Arctic Hare | 3 | Arctic Wolf | 4 | Polar Bear | 5 | Reindeer | 6 | Walrus |

Creatures of the Cold

1 d8 | Creature | 1---|---| 1 | Frost Giant | 2 | Ice Elemental | 3 | Snow Golem | 4 | Winter Wolf | 5 | Yeti | 6 | Ice Mephit | 7 | Frost Salamander | 8 | Ice Drake |

Hazards of the Arctic

1 d10 | Hazard | 1---|---| 1 | Blizzard | 2 | Extreme Cold | 3 | Ice Floe | 4 | Glacier | 5 | Iceberg | 6 | Snowdrift | 7 | Avalanche | 8 | Crevasse | 9 | Windchill | 10 | Polar Night |

Humanoids of the Arctic

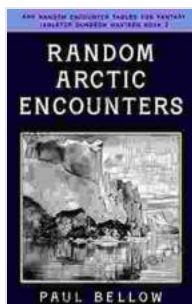
1 d12 | Humanoid | 1---|---| 1 | Barbarian | 2 | Druid | 3 | Eskimo | 4 | Hunter | 5 | Merchant | 6 | Nomad | 7 | Ranger | 8 | Shaman | 9 | Sorcerer | 10 | Warrior | 11 | Witch | 12 | Yeti |

Locations of the Arctic

1 d20 | Location | 1---|---| | 1 | Abandoned Cabin | | 2 | Ancient Ruins | | 3 | Cave | | 4 | Forest | | 5 | Glacier | | 6 | Ice Floe | | 7 | Igloo | | 8 | Lake | | 9 | Mountain | | 10 | Oasis | | 11 | River | | 12 | Sea | | 13 | Tundra | | 14 | Valley | | 15 | Village | | 16 | Volcano | | 17 | Waterfall | | 18 | Windswept Plain | | 19 | Ice Cave | | 20 | Glacier Cave |

These random encounter tables are just a starting point for creating your own unique and immersive Arctic adventures. Feel free to use them as-is, or modify them to fit the needs of your campaign.

No matter how you use them, these tables are sure to add a touch of excitement and unpredictability to your next fantasy tabletop RPG campaign.



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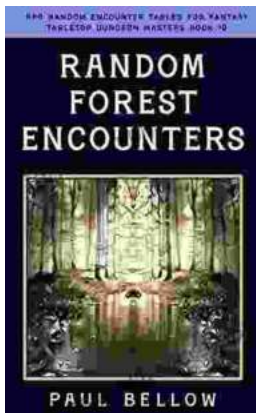
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