

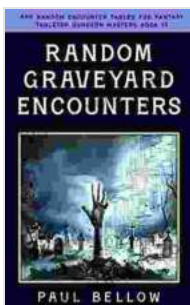
Random Encounter Tables for Fantasy RPGs: A Comprehensive Guide

Random encounter tables are an essential tool for any fantasy RPG. They provide a way to generate encounters on the fly, adding excitement and variety to your games. Whether you're a new DM or a seasoned veteran, having a good set of random encounter tables at your fingertips can be a lifesaver.

In this article, we'll explore everything you need to know about random encounter tables, including how to create your own, how to use them in your games, and some of the best resources for finding pre-made tables.

What are Random Encounter Tables?

A random encounter table is a list of possible encounters that can occur during a role-playing game. Each entry on the table typically includes a description of the encounter, the level of difficulty, and any special rules that apply.



Random Graveyard Encounters: RPG Random Encounter Tables for Fantasy (RPG Random Encounter Tables for Fantasy Tabletop Dungeon Masters Book 13)

by Paul Bellow

★★★★★ 5 out of 5

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Word Wise : Enabled
Print length : 173 pages



Random encounter tables can be used to generate encounters on the fly, or they can be used to plan out encounters in advance. They can also be used to add variety to your games, or to create specific challenges for your players.

How to Create Your Own Random Encounter Tables

Creating your own random encounter tables is a great way to customize your games and make them more unique. Here are a few tips for creating your own tables:

1. **Start with a theme.** What kind of encounters do you want to have in your game? Are you looking for combat encounters, social encounters, or a mix of both? Once you know the theme of your table, you can start to brainstorm ideas for encounters.
2. **Consider the level of your players.** The difficulty of the encounters on your table should be appropriate for the level of your players. If your players are low-level, you'll want to create encounters that are relatively easy. As your players level up, you can start to add more challenging encounters.
3. **Add some variety.** The encounters on your table should be varied, both in terms of difficulty and type. This will help to keep your games interesting and unpredictable.

4. **Don't be afraid to experiment.** There are no hard and fast rules when it comes to creating random encounter tables. Experiment with different ideas and see what works best for your game.

How to Use Random Encounter Tables

Using random encounter tables is easy. Simply roll a die to determine which encounter you get. You can then read the description of the encounter and decide how to handle it.

Here are a few tips for using random encounter tables:

1. **Roll the dice in secret.** This will help to keep your players guessing about what's going to happen next.
2. **Don't be afraid to adjust the encounters.** If an encounter is too easy or too difficult, don't be afraid to adjust it to make it more appropriate for your players.
3. **Have fun!** Random encounter tables are a great way to add excitement and variety to your games. So don't be afraid to use them!

Resources for Finding Pre-Made Random Encounter Tables

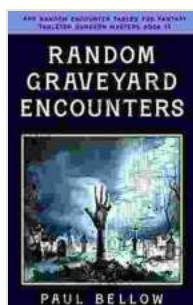
If you don't want to create your own random encounter tables, there are plenty of pre-made tables available online. Here are a few of the best resources:

1. **The DM's Guild** is a great place to find pre-made random encounter tables for a variety of different games.
2. **Reddit** is another good source for pre-made random encounter tables. There are a number of subreddits dedicated to RPGs, and you can

often find tables shared by other users.

3. **Google** is also a good way to find pre-made random encounter tables. Simply search for "random encounter tables" and you'll find a number of different options.

Random encounter tables are a valuable tool for any fantasy RPG. They can add excitement, variety, and challenge to your games. Whether you create your own tables or use pre-made ones, random encounter tables are a great way to make your games more memorable.



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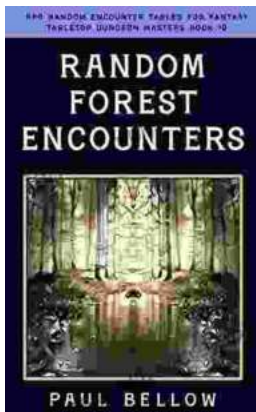
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