

# INTERACTIVE ENCOUNTERS

For the areas from Phandalin throughout the Neverwinter Woods and Sword Maintains here is a list of random encounters to make the play more fun!

## 1D4 ENCOUNTER TYPE TABLE

d4	Encounter Type	Description
1	<b>Nothing</b>	No encounter occurs. The party travels peacefully, enjoying the silence of the land.
2	<b>Non-Interactive</b>	The party encounters something non-interactive, such as a natural event or environmental hazard. There may be no creatures or NPCs involved, but it can still provide an interesting narrative (e.g., a dangerous terrain feature, a weather event, or a natural disaster).
3	<b>Interactive-Friendly</b>	The encounter involves creatures or NPCs that are neutral, friendly, or non-hostile. Interaction may lead to helpful advice, trade, or information.
4	<b>Interactive-Combat</b>	The encounter leads to combat but also allows for possible interaction or negotiation before or during the fight. This could include ambushes, bandits, territorial creatures, or hostile NPCs with potential for diplomacy or dealing.

## PLAINS AROUND PHANDALIN ENCOUNTER CHARTS

### CHART 1: NON-INTERACTIVE EVENTS PLAINS

d8	Encounter
1	<b>Distant Thunderstorm</b> – The horizon darkens as a thunderstorm approaches. Lightning strikes in the distance, but the party remains unaffected as the storm passes by, offering a dramatic view of the plains.
2	<b>Flying Snake</b> – A flying snake soars overhead carrying a message.
3	<b>Rising Winds</b> – Strong winds pick up, kicking dust and grass into the air. The gusts are intense for several minutes but eventually die down, leaving the plains quieter once again.
4	<b>Cicadas Chirping</b> – A deafening chorus of <b>cicadas</b> fills the air as the party walks. It lasts for several miles and creates an overwhelming ambient noise, though it doesn't hinder travel.
5	<b>Dust Devil</b> – A small <b>dust devil</b> whirls across the plains, spinning up debris and causing a brief disruption. The party avoids it, and it quickly vanishes, leaving the plains undisturbed.
6	<b>Wandering Animal</b> – A lone stag, bear, deer, pig, etc. appears on the horizon, grazing peacefully. It watches the adventurers as they pass but does not seem frightened, calmly continuing its meal.
7	<b>Wandering Beast</b> – An Owl Bear, Giant Wolf, Giant Boar, or other creature of your choice is seen in the distance. It moves on.
8	<b>Migrating Birds</b> – A large flock of migratory <b>birds</b> flies overhead, their wings filling the sky with movement. It's a peaceful sight, and the sounds of their flight fade as they disappear into the distance.

### CHART 2: FRIENDLY INTERACTIVE EVENTS PLAINS

d8	Encounter
1	<b>Friendly Gnome Merchant</b> – A <b>gnome merchant</b> is traveling across the plains with a cart full of rare trinkets and wares. He offers a trade or a discount for those willing to share news from Phandalin.
2	<b>Adventurers Heading to Neverwinter</b> – A small group (3-5) of npc adventurers are foraging on their way to Neverwinter. They have news of Triboar and Longsaddle. They can be persuaded to help with something if desired by the PC's and may stick around to be a help or a thorn to the players. Otherwise, they offer friendly conversation and move on.
3	<b>Nomadic Dwarven Caravan</b> – A <b>nomadic dwarven caravan</b> stops to set up camp. The dwarves offer food and drink in exchange for stories of the road. Some might be looking to trade goods or seek news from Phandalin.
4	<b>Traveler's Request for Help</b> – A <b>human traveler</b> asks the party for assistance with a minor issue, like fixing a broken wheel or offering directions. In return, they may share useful advice or a small reward.
5	<b>Stone Cold Reavers (Friendly)</b> – A group of <b>Stone Cold Reavers</b> is making camp near a rock formation. They are rude and on a mission for coin to kill fiends on the Triboar Trail. They warn the party to leave them be and not take their prey. If helped with directions to baddies they will be grateful begrudgingly.
6	<b>Wandering Elven Scout</b> – A lone <b>Wood Elf scout</b> approaches the party, offering to share valuable information about the local area, particularly regarding possible dangers or hidden paths through the plains.
7	<b>Friendly Herd</b> – A herd of horses, boars, elk, jackals, deer, possum, or panthers/tigers. There are also a few tigers peacefully grazes nearby. Taming is possible, the animals are not hungry and move on.
8	<b>Old Adventurer's Camp</b> – The remnants of an <b>old adventurer's camp</b> are found along the trail, with some old supplies and gear left behind. A note is left with a short message or a treasure map, hinting at a small buried cache nearby.

## CHART 3: COMBAT EVENTS PLAINS

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d8

Encounter

- 1 **Goblin Ambush** – A small **goblin band** (5-6) jumps out from the brush, trying to steal from the party. They fight aggressively but may try to flee if they are outmatched.
- 2 **Stone Cold Reavers (Hostile)** – A group of **Stone Cold Reavers** (3-4) sees the adventurers as potential targets and decides to attack for sport or treasure. They use their strategic skills to make the battle difficult.
- 3 **Orc Warband** – A group of **orc warriors** (6-7) is patrolling the plains, looking for trouble or loot. They demand tribute from the party or challenge them to combat if they resist.
- 4 **Dire Wolf Pack** – A pack of **dire wolves** (3-5) stalks the party, seeking to bring down weaker prey. The pack works together to try to overwhelm the party with their strength and speed.
- 5 **Blood Sworn Raiders (Ambush)** – A group of **Blood Sworn Hobgoblin Raiders** ambush the party. They demand a toll or challenge the party to a fight. The hobgoblins are well-coordinated and expect resistance.
- 6 **Giant Scorpion** – A **giant scorpion** lurks on the edge of the trail, lying in wait to ambush anyone passing by. It is drawn to the scent of food or travelers and attacks as soon as the party comes close.
- 7 **Band of Orc Scouts** – A group of **orc scouts** (4-5) on horseback spots the party from a distance. They charge, intent on raiding the adventurers' supplies or capturing them for ransom.
- 8 **Warg Riders** – A pack of **wargs**, ridden by **goblins**, hunts along the plains. The goblins use their wargs to attempt a pincer attack, surrounding the party from all sides.

## TRIBOAR TRAIL ENCOUNTER CHARTS

### CHART 1: NON-INTERACTIVE EVENTS TRIBOAR TRAIL

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d8

Encounter

- 1 **Fallen Log Across the Trail** – A large **tree** has fallen across the trail, blocking the path. It's an easy obstacle to overcome, but it does slow down the party briefly as they find a way to clear it or go around.
- 2 **Sudden Rainstorm** – A **heavy rainstorm** starts with little warning, soaking the party and causing a brief, uncomfortable delay. After about an hour, it clears up, leaving the trail muddy and slick.
- 3 **Birds of Prey** – A group of **hawks** or **eagles** circles overhead, scanning the area for prey. Their presence adds to the sense of wilderness along the trail, but they don't pose a threat unless the party attracts attention.
- 4 **Mysterious Tracks** – The party comes across **unusual tracks** in the mud along the trail. They appear to be from a **large, heavy creature** but don't belong to any creature they recognize. The tracks seem to go off the path and disappear into the trees.
- 5 **The Smell of Smoke** – The scent of **smoke** drifts across the air, possibly from a nearby campfire or a forest fire. The party can follow the scent to investigate or decide to steer clear to avoid potential danger.
- 6 **Quiet Clearing** – The party finds a **peaceful clearing** along the trail, where the birds sing and the sound of the wind rustles through the trees. There's no danger here, but it offers a moment of respite.
- 7 **Unexpected Fungi Patch** – The party stumbles upon a patch of **strange mushrooms** growing on the side of the trail. While they're not dangerous, it's a curious find, with some odd-colored fungi that might be used for potion-making.
- 8 **Wind Through the Trees** – A strong gust of wind sends a flurry of leaves and debris across the trail. It's a brief but unsettling moment, making the trail feel eerily quiet afterward, as if something is watching the party.

### CHART 2: FRIENDLY INTERACTIVE EVENTS TRIBOAR TRAIL

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d8

Encounter

- 1 **Traveling Lionshead Coster Caravan** – A **caravan** of traders from the city of **Triboar** travels the trail, offering goods like fine fabrics, herbs, and oddities. They're friendly, offering the party a chance to trade or purchase goods, and may have some rumors to share about events in the region.
- 2 **Fur Trappers** – A small group (3-4) fur trappers are heading home. They offer the party a warm welcome and ask about news from Phandalin, offering helpful advice or information in exchange for stories.
- 3 **Phandalin Miners** – A couple Phandalin miners are trekking to or from their days work and greet the players warmly.
- 4 **Wandering Elven Scout** – A lone **Wood Elf** approaches the party, quietly observing them before offering a greeting. He is searching for the Bloodsworn Hobgoblins and asks about them.
- 5 **Traveling Cleric** – A group of devout clerics (3-7) are traveling the road with supplies for their temple. They offer healing and evangelism.
- 6 **Bardic Company** – A **traveling bard** or **troupe of entertainers** is passing through the mountains on their way to Triboar. They invite the party to join in song and share stories, possibly offering a few **magical trinkets** as gifts or payment for entertaining.

d8

#### Encounter

- 7 **Traveler's Request for Assistance** – A **merchant** or **farmer** traveling along the trail asks the party for help with a flat tire or to fix a broken wagon. The merchant offers a small token of gratitude (like a map, potion, or coin) in return.
- 8 **Group of Triboar Guards** – A patrol of **guards** from the town of Triboar moves along the trail. They stop to chat with the party, offering advice on the town, any political goings-on, or current threats in the area. They may offer a safe passage to Triboar or provide introductions to important figures in the town.

### CHART 3: COMBAT EVENTS TRIBOAR TRAIL

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d8

#### Encounter

- 1 **Bugbear Raid** – A group of **bugbears** (5-7) jumps out from the bushes along the trail, attempting kill for fun and prove their combat prowess. They have a chance to surprise.
- 2 **Stone Cold Reavers (Hostile)** – A group of **Stone Cold Reavers** (3-4) sees the party as a target. They demand payment for safe passage or challenge the party to combat. The Reavers are skilled in ambush tactics and might set traps to catch the adventurers off guard.
- 3 **Orc Patrol** – A group of **orcs** (4-6) is patrolling the trail, looking for opportunities to raid travelers. They demand a toll from the party or attack if their demands are refused.
- 4 **Lone Hostile Owlbear** – A lone hungry owlbear attacks the party.
- 5 **Gnoll Attack** – A group of **gnolls** (4-6) spots the adventurers. They charge.
- 6 **Ogres Attack** – A **pack of ogres** (3-5) pursues the party, seeking an opportunity to attack the adventurers. They attack swiftly.
- 7 **Human Bandits Attack** – A group of 6-9 human bandits are stalking the road. They lay a trap by having a woman pretend to be hurt. First round is surprise attacks from the ambush using bows.
- 8 **Manticore** – A **manticore** (2-3) drops down from the sky, attempting to ambush the party. If the party encountered one already there is a 20% chance he is here.

## NEVERWINTER WOOD ENCOUNTER CHARTS

### CHART 1: NON-INTERACTIVE EVENTS NEVERWINTER WOOD

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d8

#### Encounter

- 1 **Misty Morning** – The dense **fog** from the night lingers in the trees, reducing visibility to just a few feet. The air feels cool and damp, and strange sounds echo through the mist as the party makes their way through.
- 2 **Forest Silence** – For a few minutes, an eerie **silence** falls over the forest. Birds and animals stop making noise, and even the wind seems to hold its breath. It's an unsettling feeling, but nothing happens after the silence passes.
- 3 **Creeping Ivy** – A patch of **creeping ivy** grows along a tree, covering it in thick vines. The vines don't seem dangerous, but they are incredibly **sticky** and slow to remove. Players must roll a constitution DC 10 check or get a poison ivy causing -1 to hit for 2 days.
- 4 **Unsettling Shadows** – The shadows of the trees seem to grow darker and longer than they should, as if something is moving just beyond the edge of the party's vision. There's no immediate threat, but it creates a feeling of being watched.
- 5 **Deer Crossing** – A herd of **deer** moves quietly through the woods, unaware of the party's presence. They stay in the distance, quietly grazing and moving between the trees. It's a peaceful moment in the forest.
- 6 **Sudden Downpour** – A **heavy rainstorm** begins unexpectedly, soaking the party quickly. The forest canopy provides some cover, but the storm is fierce and intense, lasting for about an hour before tapering off into a light drizzle.
- 7 **Nasty Thorns** – Players enter a terrible thornfield. They take 1d4 piercing damage. They must roll a dexterity check DC 10 or take another 1d4 until they pass their check. Max of 3 fails.
- 8 **Forest Bloom** – The forest is filled with **wildflowers** in full bloom. The colors are vivid, and the air smells sweet. It's a calming and beautiful sight, but it feels out of place in the otherwise dense and shadowy woods.

## CHART 2: FRIENDLY INTERACTIVE EVENTS NEVERWINTER WOOD

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d8

### Encounter

- 1 **Elf Scout** – A lone **Wood Elf** scout approaches the party with a friendly greeting. They offer advice on safe paths through the forest, warn about any **dangerous creatures**, and might even offer some **healing** if the party is injured.
- 2 **Dryad Encounter** – A **dryad** appears, seemingly from the trees themselves. She offers the party a **charm** that can aid them in their journey or provide valuable information about local dangers in exchange for a small token or promise.
- 3 **Wandering Ranger** – A **half-elf ranger** who calls the forest home offers to guide the party to a nearby safe haven, pointing out secret paths and safe areas where they can rest without fear of attack.
- 4 **Helpful Druid** – A **druid** is seen meditating at the edge of a small **grove**. She offers healing, advice, and herbs to help with the party's journey. She also shares lore about the woods and its mystical creatures.
- 5 **Centaurs (Friendly)** – A small group (2-4) of *\*Centaurs* is hunting or gathering. They greet the party with a nod, willing to parlay.
- 6 **Mysterious Hermit** – An eccentric **hermit** who lives deep in the forest invites the party to join him for a meal. He has strange knowledge of the forest's secrets, including the location of hidden **ancient ruins** or valuable herbs.
- 7 **Forest Guardians** – The party meets a group of **Wood Elves** who protect the forest. They share local lore and knowledge of dangerous creatures that haunt the woods. They offer the adventurers food, drink, or even a **safe place** to sleep.
- 8 **Intrepid Merchant** – A daring **merchant** seeking treasures of elves and other forest sentient beings passes through the woods and stops to chat with the party. He offers items for sale and information on civilized areas of the woods. He has an appropriate entourage for the woods.

## CHART 3: COMBAT EVENTS NEVERWINTER WOOD

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d8

### Encounter

- 1 **Goblinoid Ambush** – A group of goblinoids attack. 1d4 + 1 bugbears, 2d4 hobgoblins, and 3d6 goblins surround and attack. The bugbears attack during round 2 and if they succeed a stealth roll they have a surprise attack with advantage.
- 2 **Stone Cold Reavers (Hostile)** – A group of **Stone Cold Reavers** (4-5) sees the party as an easy mark and demands that they hand over their valuables. If refused, they attack with brutal efficiency, utilizing traps and teamwork.
- 3 **Displacer Beast** – A pair of displacer beasts attack. If defeated their remains can be sold for profit to traveling merchants.
- 4 **Dire Wolves** – A pack of **dire wolves** (3-5) stalks the party through the woods, looking for an opportunity to strike. They work together, surrounding the party and trying to separate individuals from the group.
- 5 **Undead Attack** – Wandering undead attack. Your choice of 2d8 skeletons, 2d6 zombies, 2d4 ghouls attack.
- 6 **Giant Spider Ambush** – A group (3-5) of **giant spiders** drops down from the trees, attempting to ensnare the party in their webs. Their venomous bite is dangerous, and they fight to the death if cornered.
- 7 **Blood Sworn Raiders (Ambush)** – A group of **Blood Sworn Hobgoblin Raiders** (5-6) launches an ambush, using the dense woods as cover to fire arrows or rush in with weapons drawn. They demand tribute or launch into combat if resisted.
- 8 **Lost Fomorian Giant** – A lost Formorian giant wanders onto the parties path and attacks full force.

## SWORD MOUNTAINS ENCOUNTER CHARTS

### CHART 1: NON-INTERACTIVE EVENTS SWORD MOUNTAINS

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d8

### Encounter

- 1 **Sudden Avalanche** – A small **rockslide** occurs as the party navigates a narrow pass. Rocks tumble down, causing a brief moment of danger. While none may be directly harmed, it slows progress and creates a sense of urgency to move on. Everyone takes 2d4 + 2 damage, save DC 10 dex for 1/2.
- 2 **Mountain Mist** – A thick **fog** rolls in unexpectedly, reducing visibility to a few feet. The air feels damp and cold, and the party must rely on sound and instinct to guide them. The mist clears after an hour or so.
- 3 **Howling Winds** – A freezing wind blows through the jagged peaks, howling through the passes. It creates an eerie atmosphere, muffling sounds and making it difficult to discern where noise is coming from. The party's pace slows as they shield themselves from the biting winds. Make a DC 10 constitution check or suffer 1 level of exhaustion.
- 4 **Ravine Crossing** – The party comes across a deep **ravine** that requires a careful crossing over a narrow, rocky ledge. It's a challenging obstacle that demands caution, but with steady footing, the party can pass unharmed. Make an athletics check DC 13 or take 1d6 damage.

d8

#### Encounter

- 5 **Unstable Path** – The path ahead is **treacherous** due to loose rocks and crumbling terrain. One wrong step could lead to a dangerous fall. Each player must make an athletics check DC 10 or take 1d6 damage.
- 6 **Corpse** – A humanoid or animal corpse is found, stinking and nasty. 20% chance of coin or minor valuables found if searched.
- 7 **Fiesty Giant Goats** – A pack of giant goats are roaming nearby. They keep their distance, but if the party approaching they will kick and headbutt, potentially knocking someone off the mountain!
- 8 **Giant Flying Beast Pass** – Giant beasts fly above and move on. Either wyvern's, manticores, gryphon's, hippogryph's, roc's, giant eagles, or a dragon. They either don't spot or don't care about the players at this time.

## CHART 2: FRIENDLY INTERACTIVE EVENTS SWORD MOUNTAINS

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d8

#### Encounter

- 1 **Dwarven Scouts** – Dwarf scouts (4-9) are passing through the area. They offer information on local creatures and ask about Phandalin and Gnomengarde. It is possible to recruit a few to Phandalin or a cleared area like Dwarven Excavation or Axeholm.
- 2 **Gnome Scouts** – A curious **gnome inventor** has set up camp to experiment with some mechanical contraptions. He offers to show the party his inventions and might trade useful tools or gadgets in exchange for help collecting rare components from the mountains.
- 3 **Wandering Hermit** – A **human hermit** lives in a secluded cave high in the mountains. He offers shelter, food, and advice on the area's dangers, especially when it comes to navigating the highlands and avoiding certain predators.
- 4 **Monks Training** – A group (1-3) of **Monks** are training in kata, meditating, and practicing denial of the flesh. They may even be punching rocks. They are friendly but not interested in travelers or sharing information.
- 5 **Triboar Merchant** – A merchant from **Triboar** has ventured into the mountains in search of rare minerals and ores. He offers a variety of wares in exchange for any help the party can provide in securing rare items or information about the region.
- 6 **Fey Spirit** – A **fey spirit** of the mountain offers cryptic wisdom about the path ahead, giving the party hints about where dangers lie or where hidden treasure might be found. It also might provide a magical boon in exchange for something in return.
- 7 **Hunter's Rest** – A seasoned **ranger** has made camp near a high mountain pass. He offers to guide the party to a safe route or shares knowledge about local wildlife. He also offers some hearty meals and advice about avoiding or tracking dangerous creatures.
- 8 **Strange Human** – A strange human is here alone. He is actually a young mischievous copper dragon named Cyprius. He is aware of other dragons in the mountains, but prefers fun and mischief. He has a bet with a fairy creature that he can get the party to do something ridiculous (remove their clothes, jump and land down together, roll on ground laughing, etc). He can become an ally, but he is not interested in combat.

## CHART 3: COMBAT EVENTS SWORD MOUNTAINS

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d8

#### Encounter

- 1 **Stone Cold Reavers (Hostile)** – A group of **Stone Cold Reavers** (4-5) ambushes the party on a mountain pass, demanding tribute or attacking to steal. These skilled bandits are well-versed in high-altitude tactics, using terrain to their advantage.
- 2 **Mountain Troll** – A **mountain troll** emerges from a cave, seeking to ambush the party. Its tough hide is resistant to most weapons, and it regenerates quickly unless the party can figure out how to stop it.
- 3 **Hill/Stone Giants Attack** – 1-3 Giants Hill giants attack, stone giants have a 50% chance of attacking to defend their territory from invasive humans.
- 4 **Swarm of Winged Kobolds** – Kobolds seek cryovain to serve him. 4d4 + 8 winged kobolds swarm the players attempting to knock them off the mountain and otherwise kill them!
- 5 **Orc Warband** – A group of **orcs** (5-7) with war axes and heavy armor march along the mountain trail. They demand that the party hand over their valuables, and if resisted, they charge into battle with overwhelming force.
- 6 **Griffon Attack** – A **griffon** swoops down, circling the party and attempting to attack. It tries to pick off the weakest member, grabbing them and attempting to fly off. The party must defend themselves and stop the griffon's assault.
- 7 **Evil Mountain Druid** – An evil druid who worships talos and has a pet yeti and 2 giant goats attacks the party initiating combat with ranged spells and sending the yeti and goats into melee. They may have 1-3 magic items for the party to recover.
- 8 **Duergar Party** – A group of Duergar Dwarves are foraging the mountain top for food and any scouting. There are 6-9 dwarves all level 2-4. Their equipment is plain, but exceptionally forged and will fetch a good price if recovered. The leader may have a magic item or a runic weapon.