

**Cold:** Temperatures ranging from 0° to 40° F (-17° to 4° C).

**Extreme Cold:** Temperatures ranging from -20° to 0° F (-29° to -17° C). Creatures exposed to extreme cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

**Extreme Heat:** Temperatures ranging from 100° to 120° F (37° to 48° C). Creatures exposed to extreme heat that do not have access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor or who are clad in heavy clothing have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

**Heavy Precipitation:** Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

**Temperate:** Temperatures ranging from 40° to 80° F (4° to 27° C).

**Warm:** Temperatures ranging from 80° to 100° F (27° to 37° C).



## Random Encounters

Roll a d20 three times each day that the characters are traveling in the Forest of Peril: once in the morning, once in the afternoon, and once in the evening (or when the characters are camping). The characters happen upon a random encounter on a result of 18-20 if they are offroad, or 19-20 if they are on the road. Roll percentile dice on the appropriate tables on the next two pages to determine the encounter that the characters experience. Creatures marked with an asterisk are featured in the appendix.

Some of the adventures in this book have different rules for random encounters, which may supersede these, even if they use the same tables (see Fey Dragon Hollow and Owlbear Wood for details).

## RANDOM FOREST ENCOUNTERS LEVELS 1 TO 4

d100	Encounter
01–02	1d4 <b>commoner</b> lumberjacks
03–04	1d6 <b>deer</b>
05–06	1d4 + 1 <b>bandits</b>
07–08	3d4 <b>awakened shrubs</b>
09–10	2d4 <b>giant rats</b>
11–12	1 <b>brown bear</b>
13–14	1d6 + 1 <b>blood hawks</b>
15–16	2d4 <b>poisonous snakes</b>
17–18	1d4 <b>boars</b>
19–20	1d6 + 2 <b>tribal warriors</b>
21–22	1d6 + 2 <b>kobolds</b>
23–24	1d3 <b>black bears</b>
25–26	1d4 + 1 <b>giant wolf spiders</b>
27–28	1d6 <b>giant poisonous snakes</b>
29–30	1d6 <b>giant frogs</b>
31–32	1 <b>blink dog</b> and 1 <b>dryad</b>
33–34	1d2 <b>swarms of poisonous snakes</b>
35–36	1d6 + 2 <b>wolves</b>
37–38	1 <b>awakened tree</b>
39–40	1d3 <b>elven scouts</b>
41–42	1 <b>ankheg</b>
43–44	1 <b>giant elk</b>
45–46	3d4 <b>stirges</b>
47–48	1d4 <b>swarms of insects</b>
49–50	1d4 <b>phantoms*</b>

d100	Encounter
51–52	1d3 <b>dire wolves</b>
53–54	1d4 <b>goblins</b> riding <b>wolves</b>
55–56	1d6 <b>worgs</b>
57–58	1 <b>green hag</b>
59–60	1d4 + 1 <b>hobgoblins</b>
61–62	1 <b>owlbear</b>
63–64	1 <b>will-o'-wisp</b>
65–66	1 <b>berserker</b> and 1d6 + 1 <b>tribal warriors</b>
67–68	1d6 + 2 <b>orcs</b>
69–70	1d4 <b>dryads</b>
71–72	1d4 <b>bugbears</b>
73–74	2d4 <b>lizardfolk</b>
75–76	2d4 + 3 <b>giant bats</b>
77–78	1d2 <b>giant boars</b>
79–80	1d2 <b>centaurs</b>
81–82	1 <b>wereboar</b>
83–84	1 <b>bandit captain</b> and 2d4 <b>bandits</b>
85–86	1d3 <b>gricks</b>
87–88	1 <b>ettercap</b> and 1d6 + 1 <b>giant wolf spiders</b>
89–90	1d4 <b>gnolls</b> riding <b>giant hyenas</b>
91–92	1d2 <b>werewolves</b>
93–94	2d6 <b>giant wasps</b>
95–96	1 <b>shambling mound</b>
97–98	1 <b>troll</b>
99–00	1d4 <b>giant spiders</b>

## RANDOM FOREST ENCOUNTERS LEVELS 5 TO 10

d100	Encounter
01–02	1 <b>druid</b> and 1 <b>brown bear</b>
03–04	1 <b>wereboar</b>
05–06	1d3 <b>ettercaps</b>
07–08	1d3 <b>giant constrictor snakes</b>
09–10	1d4 <b>giant toads</b> and 2d4 <b>swarms of insects</b>
11–12	2d4 + 2 <b>lizardfolk</b>
13–14	1 <b>werebear</b>
15–16	1 <b>gorgon</b>
17–18	1 <b>unicorn</b>
19–20	1 <b>hill giant</b>
21–22	1d3 <b>owlbears</b>
23–24	1d3 <b>werewolves</b>
25–26	1d4 <b>bugbears</b> and 3d4 <b>goblins</b>
27–28	1d6 <b>harpies</b> and 2d6 <b>blood hawks</b>
29–30	1 <b>satyr</b> and 2d4 <b>dryads</b>
31–32	1d4 <b>ogres</b>
33–34	1d4 <b>giant elk</b>
35–36	2d4 + 1 <b>giant spiders</b>
37–38	2d6 <b>gnolls</b> and 4d4 <b>hyenas</b>
39–40	1 <b>giant ape</b>
41–42	1d6 <b>ankhegs</b>
43–44	1d6 <b>ettercaps</b>
45–46	1d4 + 1 <b>swarms of poisonous snakes</b>
47–48	1d6 <b>wererats</b>
49–50	1d3 <b>coatl</b> s

d100	Encounter
51–52	1 <b>hobgoblin veteran</b> and 2d4 + 2 <b>hobgoblins</b>
53–54	1 <b>young green dragon</b>
55–56	1 <b>deathweaver*</b> and 1d4 + 1 <b>zombies</b>
57–58	1d2 <b>trolls</b>
59–60	3 <b>green hags</b>
61–62	1 <b>druid</b> and 1d4 <b>owlbears</b>
63–64	2d4 <b>will-o'-wisps</b>
65–66	1d4 <b>orc berserkers</b> and 2d6 <b>orcs</b>
67–68	1d6 <b>shadow cats*</b> and 1d8 <b>zombies</b>
69–70	1d6 <b>veteran</b> adventurers
71–72	1 <b>treant</b>
73–74	1 <b>young gold dragon</b>
75–76	1 <b>guardian naga</b>
77–78	1d6 + 1 <b>death vultures*</b>
79–80	3d10 <b>giant wasps</b>
81–82	1 <b>oni</b> and 1d6 + 1 <b>scouts</b>
83–84	1 <b>shambling mound</b> and 1d4 + 1 <b>will-o'-wisps</b>
85–86	2d6 <b>phase spiders</b>
87–88	2d6 <b>centaurs</b>
89–90	3d4 <b>will-o'-wisps</b>
91–92	1d4 <b>willowhaunts*</b>
93–94	1d4 <b>trolls</b>
95–96	1d4 <b>dryads</b> and 2d4 <b>awakened trees</b>
97–98	1 <b>adult green dragon</b>
99–00	1 <b>adult gold dragon</b>