

Random Encounters and Events for the Eamonvale Campaign Setting

The Eamonvale mini campaign setting is featured in the *Necromancer Games* adventure modules *The Grey Citadel* and *The Eamonvale Incursion* by Nathan Douglas Paul. Eamonvale is located in a mist-shrouded mountain range with incessant precipitation.

Eamonvale teems with life, bird and beast, magical and mundane, intelligent and otherwise. Use these guidelines to generate random encounters for your party's adventures in Eamonvale. **Note:** There are much more detailed encounter tables, tailored to specific regions and times of day, available in *The Grey Citadel* and *The Eamonvale Incursion*, both available from Necromancer Games. This table refers to material from both of those books, as well as to supplemental material from www.darkloch.com and other publications from **Necromancer Games**, such as the *Tome of Horrors* series.

To use these tables, simply choose or randomly determine an encounter or event category, then choose from or roll on the appropriate subtable. Detailed descriptions of each encounter follow the tables.

Table 1: Encounters and Events (1d6)

1	Animal
2	Other Creatures
3	Vapor Creature/ Mist Creature
4	Fey Creature
5	Humanoid
6	Weather Change

Once the encounter or event category has been established, re-roll on the appropriate table.

Table 2: Animals (1d6)

1	Wolf Pack
2	Brown Bear
3	Errant Farm Animal
4	Dire Porcupine
5	Dire Rats
6	Other

Wolf Pack (8; EL 7; hp 14 each). These pack hunters are always on the lookout for a wounded mount or an unsupervised beast of burden. If

Brown Bear (1; EL 4; hp 61). These omnivores are content to scavenge many of their meals, but

attack if threatened or cornered. They are curious enough to investigate an adventurers' camp as well.

Errant Farm Animal (varies). A local cow, sheep, pig, or other animal has escaped its pen and wanders blithely through unfamiliar surrounds. Securing it and returning it to its owner warrants a helpful reaction and perhaps a +5 circumstance bonus to a single Gather Information roll. Refer to Chapter 2 of the *Monster Manual* for stats.

Dire Porcupine (1; EL 3; hp 22). This creature is disinclined to combat unless threatened, at which point its quills become a force to be reckoned with. See the *Tome of Horrors* from **Necromancer Games** for complete stats.

Dire Rats (12; EL 4; hp 5 each). These rodents of unusual size move through the valley and gravitate towards travelers who stop for any amount of time. They are most likely to attack after dark or when a party is distracted.

Other. Select an animal suitable to your campaign from a source of your choosing.

Table 3: Other Creatures (1d8)

1	Will o' wisp
2	Lantern Goat
3	Owlbear
4	Shambling Mound
5	Ooze Mephit
6	Girallon
7	Stirges
8	Other

Will o' wisp (3; EL 9; hp 40 each). These yellowish globes of light mimic a lantern-bearing party moving through low-lying, boggy areas. They attempt to lure the heroes into a patch of quicksand (as described in Marsh Terrain under "Wilderness Adventures" in Chapter 3 of the *Dungeon Master's Guide*), where they feed on their auras of fear and despair that result.

Lantern Goat (1; EL 6; hp 60). This undead creature wanders the remote corners of Eamonvale seeking recently departed souls to add to its own life force. It attempts to frighten travelers into abandoning their groups, then killing them and absorbing their souls into the lantern around its neck. See the *Tome of Horrors III* from **Necromancer Games** for complete stats.

Owlbear (1; EL 4; hp 52). This beast is driven by ferocious hunger and attacks on sight, regardless of the circumstances of the encounter.

Shambling Mound (1; EL 6; hp 60). These creatures drift out of the Bleak, often during Eamonvale's wet spring and fall, to seize livestock and plague travelers. They usually attack from a hidden position among other vegetation.

Ooze Mephit (1; EL 3; hp 20): This small humanoid has a crop of bog grasses for hair and drips mud perpetually. It attacks only if provoked, and generally prefers to complain incessantly.

Girallon (1; EL 6; hp 58). These massive primates are fiercely territorial and attack on sight.

Stirges (10; EL 5; hp 5 each). These bloodsucking creatures rise at night from boggy hollows by the river. They attack immediately.

Other. Select a creature suitable to your campaign from a source of your choosing.

Table 4: Mist/Vapor Creature (1d6)

1	Fomor-kin
2	Mist Hounds
3	Vapor Dire Rats
4	Cloud Griffon
5	Moor Troll
6	Other

Fomor-kin (Vapor Ogre*) (1; EL 4; hp 33). A solitary fomor-kin is drawn to the sounds, lights or movements of the party. It may shadow the party for a time before striking and attempting to make off into the mists with a victim.

Mist Hounds (Vapor Riding Dog*) (6; EL 7; hp 15 each). A terrible baying announces the approach of these pack hunters. They attempt to use their trip attack to separate and flank a single victim.

Vapor Dire Rats* (8; EL 6; hp 6 each). These elusive scavengers descend upon the party to seize and make off with whatever food they can. Some engage the heroes while others ravage the party's stores.

Cloud Griffon (Mist Griffon*) (1; EL 5; hp 62). These massive creatures are known to plunge silently from overcast skies, raking with their claws or carrying off smaller prey.

Moor Troll (Mist Troll*) (1; EL 6; hp 65). This creature is particularly dangerous due to its combination of regeneration and fast healing. Its

tactics usually involved abduction and a speedy retreat into the fog.

Other*. Use the Vapor Creature Template or Mist Creature Template to create your own encounter.

* The Mist Creature Template was originally designed and written for Dark Loch Creative Enterprises by Nathan Douglas Paul, with additional design by William Boldt and Dorian Wright, as a supplement for *The Grey Citadel*. The template was revised by Scott Greene for inclusion as the Vapor Creature in the *Tome of Horrors II*, available from Necromancer Games. Several vapor creatures appear in *The Eamonvale Incursion* by Nathan Douglas Paul, also available from Necromancer Games. Both versions of the template, as well as sample creatures for each, are available at www.darkloch.com.

Table 5: Fey Creature (1d6)

1	Dryad
2	Satyr
3	Grig
4	Other

Dryad (1; EL 3; hp 14). While often content to monitor travelers for signs of ill-intent, dryads may use their abilities to charm visitors into joining a particular cause.

Satyr (1; EL 4; hp 22). A satyr may just as soon rob a party as aid them, but any sign of intended revelry or a predisposition towards hedonism in a group of travelers brings out their more hospitable side.

Grig (4; EL 4; hp 2 each). Relentless hecklers, these fey harass travelers to the brink of madness with harmless pranks and their magical fiddle playing. 20% chance of a **Grig Swarm** (EL 6; hp 40); see the *Tome of Horrors II* from Necromancer Games for complete stats.

Oakman (1; EL 3; hp 16). These ill-tempered fey most likely shadow a party hoping to add their moss cakes to the group's provisions and then await the random magical results. See the *Tome of Horrors II* from Necromancer Games for complete stats.

Leprechaun (1; EL 4; hp 4). This fey trickster may prank a party for some time before revealing itself, and perhaps even offering aid for a price. See the *Tome of Horrors* from Necromancer Games for complete stats.

Other. Select a fey creature suitable to your campaign from a source of your choosing.

Table 6: Humanoid (1d8)

1	Caravan Underway
2	Caravan Camp
3	Outrider Patrol
4	Brigand Gang
5	Frontiersman
6	Militia Patrol
7	Familiar Face
8	Personality

Caravan Underway (varies). Caravans underway are unlikely to stop for long, and initially take an indifferent attitude. If they do stop for conversation, their primary concerns are weather, traffic and the road ahead. Use the Random Caravan Generator in Appendix 1: NPCs in *The Eamonvale Incursion* to create a caravan.

Caravan Camp (varies). When encountered during the day, this caravan may have arrived early, be late in departing or is spending a layover day to rest and make repairs. Caravans in camp are very security oriented, and take an indifferent attitude at best. They are not inclined to share their camp unless the visitors are similarly aligned and capable enough to not be a liability. Use the Random Caravan Generator in Appendix 1: NPCs in *The Eamonvale Incursion* to create a caravan.

Outrider Patrol, male human War4 (8; EL 9; hp 29 each). Outrider Patrols are the mounted cavalry of Eamonvale's military. They are based in the Grey Citadel of Dun Eamon, but may spend days or weeks on the road. Their duty is to secure the road against banditry, unlawful tolls and sabotage, but they are often called upon to dispense justice and uphold the law in hamlets and villages too small or remote for an official magistrate. See Appendix 1: NPCs in *The Eamonvale Incursion* for complete stats.

Brigand Gang (varies). This party consists of 3 saddlebacks (War4, melee), 3 triggers (War4, ranged) and either a reaver (Ftr6) or a spellfist (Sor5), with a 30% chance of both. All are on light warhorses. These brigands are either preparing for a raid (80% chance) or preparing to return to their lair after a raid (20% chance). They are hostile to any party interfering with their plans, but otherwise ignore non-caravan travelers on the road. See Appendix 1: NPCs in *The Eamonvale Incursion* for complete stats.

Frontiersman (varies). This encounter involves a single individual, either afoot, on horseback or driving a small cart. They might be

a farmer (male human Com1) or a hunter or trapper (male human Rgr5). They are generally indifferent to other travelers, but with a long road ahead they may be inclined to stop and share a rumor or two.

Militia Patrol, male human War1 (4; EL 2; hp 9 each). These armed groups of villagers are rarely far from their homes. They have an unfriendly attitude during the night, and are especially suspicious of strangers. See Appendix 1: NPCs in *The Eamonvale Incursion* for complete stats.

Familiar Face (special). Eamonvale is a major corridor for trade and travel, and sees visitors from all over. Select an NPC from a previous adventure or create a short background for a connection with one of the characters. The familiar face might be some the party has aided in the past, a business associate, a henchman of a defeated foe or a rival adventurer. They might come bearing a warning, have a useful rumor to relate or be on similar business, but they could just as easily have fallen in league with a current or future villain.

Personality (varies). This encounter involves one of the named NPCs of Eamonvale. Chose one or roll on the following table:

1	Brother Melph (<i>Citadel</i>)
2	Kamvase (<i>Citadel</i>)
3	Bernya (<i>Citadel</i>)
4	Lang (<i>NPCs Vol. 1</i>)
5	Bennie Bundleback (<i>Incursion</i>)
6	Ephraim Strongbrew (<i>Incursion</i>)

The parenthetical references indicate in which Eamonvale product they may be found. In most cases, they are indifferent to the party and willing to converse for a moment, but their business compels them elsewhere before long.

Table 7: Weather Change (1d6)

1	Rain (1d6 hours, 20% chance of Fog)
2	Hail/Sleet (1d6x10 minutes, 50% chance of either)
3	Wind (2d6x10 minutes, 1d4x10 m.p.h.)
4	Fog (1d6 hours)
5	Thunderstorm (2d4x10 minutes)
6	Roll again, double duration

Framed by mountains, plains, forests and bogs, Eamonvale is subject to a variety of weather patterns. Onset time is 1d4 hours, with a 10% chance of being as rapid as 3d20 minutes.

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