

Wandering Monster Tables for Cresthaven RPG

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In the world of Cresthaven, adventurers are never truly alone. Whether journeying through dense forests, crossing arid deserts, or sailing uncharted waters, danger and discovery lurk around every corner. These **wandering monster tables** provide Dungeon Masters with dynamic, location-based encounters to enrich their game, ensuring every journey feels unpredictable and immersive.

Each table is designed for **low-level play**, offering a mix of **hostile creatures, environmental hazards, non-hostile wildlife, and moments of quiet exploration**. The intent is to create a world that feels alive—where not every encounter is a battle, but every roll presents an opportunity for storytelling.

How to Use These Tables

1. When to Roll:

- Roll **once per in-game hour of travel** in dangerous areas (swamps, mountains, deep forests).
- Roll **twice per day** in moderate locations (plains, hills, fresh water sources).
- Roll **once per long rest** in safe regions.

2. Rolling for Encounters:

- Roll **1d20** and consult the corresponding table for the terrain type.
- If the result is **"No encounter,"** describe the landscape to reinforce the atmosphere.
- If the result is **a creature**, determine its intent (hunting, traveling, wounded, guarding something, etc.).
- If the result is **an environmental feature**, use it to deepen the worldbuilding.

3. Modifying the Tables:

- Feel free to **adjust the frequency of encounters** based on your campaign's pacing.
- Some creatures might be **more common at night or near settlements**—consider rolling again for variation.
- Some encounters may lead to **roleplay opportunities** instead of

combat (e.g., merchants, wandering druids, ancient ruins).

With these tables, you can turn even the simplest journey into an adventure. Whether your players **brave the peaks of the tallest mountains, navigate the twisted paths of the jungle, or cross the scorching sands of the desert**, these encounters will ensure the world of Cresthaven remains as unpredictable and rich as the stories unfolding within it.

Now, roll the dice and see what fate has in store!

OCEAN (d20)

Roll	Encounter
1-5	No encounter
6	Floating debris from a shipwreck
7	Giant Moray Eel – A massive eel lurks in a coral reef
8	Plesiosaurus – A long-necked aquatic reptile glides nearby
9	Giant Oyster – Contains a pearl or something stranger
10	Human Pirates – A small boat with a desperate crew
11	Fishmen – A warband patrolling their domain
12	Giant Sea Snake – A massive serpent slithers through the waves
13	Shark Swarm – Dark fins circling the area
14	Storm Approaching – The sky darkens as waves intensify
15	Phorusrhacos – A large seabird diving for fish
16	Hydra (Sea) – A many-headed beast rises from the depths
17	Pteranodon – A flying reptile soaring overhead
18	Giant Crab – Its claws snap aggressively
19	A mysterious floating bottle containing a message
20	A ghostly ship appears in the distance before vanishing

DESERT (d20)

Roll	Encounter
1-5	No encounter
6	Mirage – A shimmering illusion of water ahead
7	Giant Scorpion – Buried in the sand, waiting to strike
8	Sandstorm Approaching – Visibility dropping rapidly
9	Spitting Cobra – Hood flared, venom ready
10	Oasis – A small pool of water with fruit-bearing trees

Roll**Encounter**

- 11 Giant Viper – Slithering through the dunes
 - 12 Harpy – Singing lures travelers into a rocky ravine
 - 13 Gnoll Warband – Hyena-like raiders searching for victims
 - 14 Fire Beetle – Its glowing abdomen pulses in the dark
 - 15 Bandit Ambush – Highwaymen disguised as travelers
 - 16 Skeletons – Bleached bones animate in the scorching sun
 - 17 Caravan – Merchants offering trade and news
 - 18 Giant Sand Worm – The ground trembles beneath your feet
 - 19 Ruined Temple – Carved with ancient, unreadable glyphs
 - 20 A shifting dune reveals a half-buried treasure chest
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FOREST (d20)**Roll****Encounter**

- 1-5 No encounter
 - 6 Berry Bush – Safe to eat, restoring some energy
 - 7 Giant Bat – Startled from a tree, flapping overhead
 - 8 Brown Bear – Foraging for food, may attack if threatened
 - 9 Goblins – A scouting party setting up traps
 - 10 Giant Rat – Scurrying beneath fallen logs
 - 11 Brigands – A band of outlaws searching for easy prey
 - 12 Dryad – Watching from the shadows, silently judging trespassers
 - 13 Stirges – Blood-sucking pests swarming the area
 - 14 Treant – A sentient tree observing travelers warily
 - 15 Giant Centipede – Emerging from a rotting stump
 - 16 Hobgoblin Patrol – Marching in disciplined formation
 - 17 Giant Spider – Its massive web stretches between trees
 - 18 Pixie – A mischievous fey playing harmless tricks
 - 19 Ancient Standing Stones – Covered in moss, carved with runes
 - 20 An abandoned hunter's cabin, untouched for years
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FRESH WATER (Rivers/Lakes) (d20)**Roll****Encounter**

- 1-5 No encounter
- 6 Crystal Clear Spring – Fresh drinking water available
- 7 Giant Frog – Camouflaged near the water's edge
- 8 Giant Leech – Submerged, waiting for a host
- 9 Giant Crayfish – Snapping claws, territorial in nature
- 10 Crocodile – Silent and deadly beneath the surface
- 11 Water Elemental – The water moves unnaturally
- 12 Giant Mosquito Swarm – A buzzing cloud of biting insects

Roll**Encounter**

- 13 Fishmen – A pair of sentries scouting the shore
 - 14 Frogmen – Amphibious warriors peering through the reeds
 - 15 Plesiosaurus – Circling in the deeper water
 - 16 Floating Corpse – Recently drowned, mystery attached
 - 17 Whirlpool – A strong current dragging anything nearby
 - 18 Ruined Dock – Long abandoned, still standing in part
 - 19 Sunken Boat – The remains of a wrecked vessel
 - 20 A glowing fish, its origins unknown
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HILLS (d20)**Roll****Encounter**

- 1-5 No encounter
 - 6 Large boulder precariously balanced, could be moved
 - 7 Giant Goat – Grazing, may charge if startled
 - 8 Giant Wolf Spider – Hiding under rocks, ambushing prey
 - 9 Wolf Pack – Following a scent, watching from a distance
 - 10 Hobgoblin Scouts – Observing the area for potential raids
 - 11 Giant Beetle (Fire) – Glowing dimly in the dark
 - 12 Gnoll Raiders – Hunting for food or weak prey
 - 13 Harpy – Singing from a high cliff ledge
 - 14 Bugbear Lurker – Watching, waiting for a moment to strike
 - 15 Wild Horses – A herd gallops past, wary of intruders
 - 16 Giant Eagle – Soaring above, watching travelers below
 - 17 Ogre – A lone brute looking for food or trouble
 - 18 A mysterious standing stone, carved with strange symbols
 - 19 A small cave entrance, possibly a den for creatures
 - 20 The skeletal remains of a long-dead traveler
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JUNGLE (d20)**Roll****Encounter**

- 1-5 No encounter
- 6 Exotic fruit tree – Unfamiliar, could be edible or dangerous
- 7 Giant Mosquito Swarm – Buzzing, seeking fresh blood
- 8 Giant Frog – Hidden under foliage, watching for prey
- 9 Giant Snake (Boa) – Coiled around a tree branch
- 10 Plesiosaurus – Lurking in a jungle river or lake
- 11 Gorilla – A dominant male watches from the brush
- 12 Stirges – Darting from the treetops to attack
- 13 Frogmen – A group lurking near the water's edge
- 14 Giant Centipede – Slithering across the jungle floor

Roll**Encounter**

- 15 Jaguar – Hidden among the vines, preparing to pounce
 - 16 Dinosaur (Velociraptor) – Stalking, but cautious of numbers
 - 17 Ankylosaurus – Moving slowly, covered in thick armor
 - 18 A vine-covered ruin, possibly ancient and undiscovered
 - 19 A sacred grove, untouched by time, eerily silent
 - 20 A strange, glowing mushroom patch with unknown effects
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MOUNTAINS (d20)**Roll****Encounter**

- 1-5 No encounter
 - 6 Treacherous path – Loose rocks make footing dangerous
 - 7 Giant Goat – Balanced effortlessly on a cliffside
 - 8 Giant Eagle – Soaring, possibly watching intruders
 - 9 Snow Leopard – Well-camouflaged in rocky terrain
 - 10 Bugbear – Hunting in the caves for fresh meat
 - 11 Harpy – Calling from a hidden perch, luring prey
 - 12 Ogre – Roaming, possibly protecting a hidden cave
 - 13 Wyvern – Circling high above, not yet aggressive
 - 14 Gnoll Warband – Searching for their next victim
 - 15 Hobgoblin Camp – Military precision in their movements
 - 16 Griffon – Nesting nearby, fiercely territorial
 - 17 A long-abandoned dwarf stronghold, mostly collapsed
 - 18 The skeleton of a traveler, still clutching a map
 - 19 An unusual mineral deposit, sparkling with veins of ore
 - 20 A hidden hot spring, a rare find in the mountains
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PLAINS (d20)**Roll****Encounter**

- 1-5 No encounter
- 6 Herd of deer grazing, startled by movement
- 7 Giant Wolf Spider – Burrowed underground, waiting to ambush
- 8 Giant Rat – Scavenging for food, running between tall grasses
- 9 Wolf Pack – Watching from the distance, uncertain of intruders
- 10 Hobgoblin Patrol – Marching in formation, ready for battle
- 11 Gnoll Scouts – Sniffing the air, searching for prey
- 12 Ogre – A lone brute wandering, looking for food
- 13 Giant Beetle (Fire) – Glow faintly visible at night
- 14 Harpy – Flying overhead, searching for stragglers
- 15 Human Travelers – A small group of merchants or pilgrims
- 16 Wild Horses – A herd thundering across the landscape

Roll**Encounter**

- 17 A collapsed windmill, long abandoned
 - 18 A fruit tree, oddly growing in the open plains
 - 19 Remnants of an old battlefield, rusted weapons in the grass
 - 20 A strange monolith, carved with unknown runes
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SWAMP (d20)**Roll****Encounter**

- 1-5 No encounter
 - 6 Bubbling, foul-smelling water – Possibly toxic
 - 7 Giant Frog – Leaping from the reeds, croaking loudly
 - 8 Giant Mosquito Swarm – Drawn to any exposed skin
 - 9 Giant Snake (Boa) – Coiled around a gnarled tree
 - 10 Giant Leech – Clinging to the muddy banks, waiting to feed
 - 11 Frogmen – Standing half-submerged, spears in hand
 - 12 Fishmen – Moving through the murky water, barely visible
 - 13 Crocodile – Drifting slowly, just beneath the surface
 - 14 Stirges – Hanging from branches, sensing fresh blood
 - 15 Ghoul – Crawling from the muck, eyes glowing faintly
 - 16 Ogre – Mud-covered, trudging through the swamp
 - 17 A strange, glowing fungus growing along a rotting log
 - 18 A sunken hut, partially submerged, long abandoned
 - 19 The remains of a broken bridge, leading nowhere
 - 20 A dense fog rolls in, obscuring everything
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URBAN**Roll****Encounter**

- 1-5 No encounter
- 6 Street performers – A talented musician or juggler gathering a crowd
- 7 Pickpocket – A nimble thief attempts to lift a coin pouch
- 8 Giant Rat – Crawling out from a sewer grate, scavenging for food
- 9 Ratling Gang – A group of cunning humanoid rodents discussing a heist□
- 10 Brawl – Two drunkards (or a gang) fighting in the streets
- 11 Guardsman on patrol – Watching the party with suspicion
- 12 Brigands – A group of cutthroats looking for an easy target□
- 13 Doppelganger – A mysterious figure who looks exactly like one of the party members□
- 14 Gargoyle – A seemingly lifeless statue shifts position when no one is looking□
- 15 Ghost – A restless spirit haunts the alleyways, whispering warnings□
- 16 Noble's carriage – A richly decorated carriage, guarded by armored retainers

Roll**Encounter**

- 17 Brownie – A mischievous fey causing minor pranks inside a shop
- 18 Human Wizard – A cloaked figure bartering for rare spell components
- 19 A mysterious wanted poster – The face looks eerily familiar
- 20 A collapsed building – Smoke and screams rise as people rush to help

Have Feedback or Suggestions?

These wandering monster tables are designed to add depth and unpredictability to your Cresthaven RPG sessions. If you have **ideas for additional encounters, suggestions for balance tweaks, or requests for more location-specific tables**, we'd love to hear from you!

Ways to Contribute:

- **Did you use these tables in your game?** Share your experience!
- **Noticed a missing urban threat or a classic forest creature?** Let us know!
- **Want tables for specific locations like ruins, noble districts, or sewers?** We can add them!

Your feedback helps make the world of Cresthaven even richer. **Comment below, discuss with your gaming group, or reach out through your favorite RPG forums!**