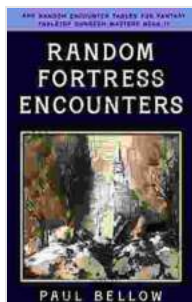


Random Fortress Encounters: RPG Random Encounter Tables for Fantasy Tabletop



Random Fortress Encounters (RPG Random Encounter Tables for Fantasy Tabletop Dungeon Masters Book 11)

by Paul Bellow

★★★★☆ 4 out of 5

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Fortresses are a staple of fantasy tabletop RPGs, providing a wealth of opportunities for adventure and intrigue. Whether your players are storming a heavily fortified keep or exploring a long-abandoned ruin, a well-crafted random encounter table can help you bring the fortress to life and create a memorable experience for your players.

Types of Fortresses

Not all fortresses are created equal. From ancient ruins to modern strongholds, there are many different types of fortresses to explore. Here are a few of the most common:

- **Ancient Ruins:** These fortresses are the remnants of a bygone era, often crumbling and overgrown. They may be haunted by the ghosts of their former inhabitants or guarded by dangerous creatures.
- **Medieval Keeps:** These fortresses are typically made of stone and wood, with high walls and towers. They are often home to knights, soldiers, and other members of the nobility.
- **Modern Strongholds:** These fortresses are made of more modern materials, such as concrete and steel. They are often equipped with cannons, traps, and other defenses.
- **Underground Fortresses:** These fortresses are built beneath the surface of the earth, often in caves or tunnels. They may be home to dwarves, goblins, or other creatures that dwell underground.
- **Aerial Fortresses:** These fortresses are built in the sky, often on floating platforms or in the branches of giant trees. They may be home to dragons, griffons, or other creatures that can fly.

Random Encounter Tables

The following random encounter tables provide a variety of encounters that you can use to populate your fortresses. The tables are divided into different sections, based on the type of fortress and the level of the party.

Ancient Ruins

Random Encounters for Ancient Ruins

d20	Encounter
1-3	Group of goblins (1d6 + 2)

d20	Encounter
4-6	Group of orcs (1d4 + 2)
7-9	Group of ghouls (1d6 + 2)
10-12	Group of skeletons (1d8 + 2)
13-15	Group of zombies (1d10 + 2)
16-18	Group of wights (1d4 + 2)
19	Pack of wolves (1d6 + 2)
20	Solitary troll

Medieval Keeps

Random Encounters for Medieval Keeps

d20	Encounter
1-3	Group of guards (1d6 + 2)
4-6	Group of knights (1d4 + 2)
7-9	Group of archers (1d6 + 2)
10-12	Group of mages (1d4 + 2)
13-15	Group of clerics (1d4 + 2)
16-18	Group of rogues (1d4 + 2)

d20	Encounter
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19	Group of bandits (1d6 + 2)
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20	Solitary dragon
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Modern Strongholds

Random Encounters for Modern Strongholds

d20	Encounter
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1-3	Group of soldiers (1d6 + 2)
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4-6	Group of marines (1d4 + 2)
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7-9	Group of snipers (1d4 + 2)
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10-12	Group of engineers (1d4 + 2)
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13-15	Group of medics (1d4 + 2)
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16-18	Group of scientists (1d4 + 2)
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19	Group of mercenaries (1d6 + 2)
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20	Solitary cyborg
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Underground Fortresses

Random Encounters for Underground Fortresses

d20	Encounter
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d20	Encounter
1-3	Group of goblins (1d6 + 2)
4-6	Group of orcs (1d4 + 2)
7-9	Group of dwarves (1d6 + 2)
10-12	Group of gnomes (1d6 + 2)
13-15	Group of kobolds (1d8 + 2)
16-18	Group of trolls (1d4 + 2)
19	Pack of wolves (1d6 + 2)
20	Solitary vampire

Aerial Fortresses

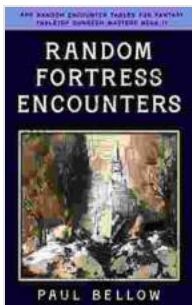
Random Encounters for Aerial Fortresses

d20	Encounter
1-3	Group of griffons (1d4 + 2)
4-6	Group of wyverns (1d4 + 2)
7-9	Group of dragons (1d4 + 2)
10-12	Group of pegasi (1d6 + 2)
13-15	Group of unicorns (1d4 + 2)

d20	Encounter
16-18	Group of angels (1d4 + 2)
19	Group of demons (1d4 + 2)
20	Solitary phoenix

Loot

In addition to the encounters listed above, you can also roll for loot when your players explore a fortress. The following table provides a



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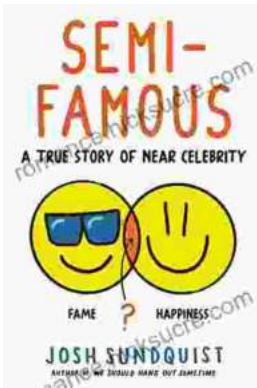
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