



WICKERMOOR HOLLOW: ENCOUNTERS

These tables offer a selection of random encounters keyed to the various regions of Wickermoor Hollow. Encounters from these tables aren't solely for combat, but could be for any sort of interaction.

USING THE TABLES

When a creature name appears in **bold**, that's a visual cue referring you to its stat block. Creatures marked with a moon (☾) appear in *The Crooked Moon*, and those without are found in the core rules. If a Humanoid's kind isn't specified, you can choose its species.

STARTING ATTITUDE

Each entry offers not only monsters involved in the encounter but also indicates a roll to determine the creatures' starting Attitude toward the characters.

Roll the indicated dice and compare the total to the Starting Attitude table.

Starting Attitude

| Attitude Roll Total | Starting Attitude |
|---------------------|-------------------|
| 4 or lower | Hostile |
| 5–8 | Indifferent |
| 9 or higher | Friendly |

The resulting Attitude can change the context and tone of the encounter dramatically. For example, an encounter with a Hostile zombie can be a straightforward battle, while an Indifferent zombie could be traveling across the land on a task for its creator, and it purposefully ignores any other creatures. Even a Friendly zombie can become an interesting encounter if the zombie was sent by its creator with a hastily scrawled note beseeching the reader for aid. Keep in mind that Hostile doesn't mean a monster will automatically fight, but that it views the characters unfavorably.

REGION ENCOUNTERS

Use the appropriate table to generate encounters in the various regions of Wickermoor Hollow.

MOORS ENCOUNTERS

The plains, woods, and hills surrounding Wickermoor Village in the center of the Hollow are a crossroads between all the other regions, and often host gatherings of different groups in the darkest hours of night.

Moors Encounters

1d8 Encounter

- 1 1 **Old Ways Chosen** ☾ (attitude: 1d10 + 2) leading 10 **Cultists** (attitude: 1d6 + 2) in a ritual feast on a low hilltop, after which one is sacrificed.
- 2 2 **Scouts** (attitude: 1d6 + 3) tracking a beast that slaughtered livestock.
- 3 1 **Skitterswarm** ☾ and 4 **Giant Centipedes** (attitude: 1d4 + 1 for all) from Skitterdeep Mine spreading sickness.
- 4 1 **Herald of Fools** ☾ (attitude: 1d10 + 2) leads 2 cavorting **Warrior Veterans** (attitude: 1d8 + 3) who have danced half to death.
- 5 1 **Gobblegeist** ☾ (attitude 1d4 + 1) flying with a freshly killed goat.
- 6 1 **Tough Boss** (attitude: 1d6 + 3) escorts 3d4 **Commoners** (attitude: 1d6 + 3) with a cart to or from Wickermoor Village.
- 7 3 ghostly, Undead **Centaur**s (attitude: 1d8 + 1) missing heads gallop down a road.
- 8 2 wandering **Boogleswarms** ☾ (attitude: 1d6 + 2) search for teeth.

FOXWILLOW FARMLAND ENCOUNTERS

Corn and wheat fields fill the land surrounding the farming town of Foxwillow, and crow caws echo in the night.

Foxwillow Farmland Encounters

| 1d8 | Encounter |
|-----|--|
| 1 | 1 young Commoner (attitude: 1d6 + 4) calls for help from the bottom of a roadside well, where 1 Wellwyrms (attitude: 1d4 + 1) lurks waiting for more food. |
| 2 | 1 Corn Dolly (attitude: 1d6 + 3) silently pats the corpse of a farmer in a roadside ditch. |
| 3 | 1 Crowstorm (attitude: 1d8) wheels overhead. |
| 4 | 1 frantic Berserker (attitude: 1d8 + 1) repeatedly calls a name into a field, steadily growing more panicked. |
| 5 | 2 Pumpkin Heads (attitude: 1d6) stand in a ransacked campsite. |
| 6 | 2 Kackles (attitude: 1d6) flit and chortle through the remains of a torn-down carnival. |
| 7 | 1 Swarm of Ravens (attitude: 1d6 + 3) follows travelers at a distance. |
| 8 | 1 Invader out of Space (attitude: 1d6) drifts between cornrows. |

HOWLERS ENCOUNTERS

The icy mountain range makes a nearly impassable border on the west side of Wicker Moor Hollow, and holds both primordial truths and bloody secrets.

Howlers Encounters

| 1d8 | Encounter |
|-----|---|
| 1 | 3 Alpengrendel (attitude: 1d4 + 1) feast on the fresh carcass of a giant goat. |
| 2 | 1 delirious Tough (attitude: 1d8) flees the Crimson Monastery, raving about blood and smoke. |
| 3 | 1 Stone Giant (attitude: 1d6 + 3) emerges from a cave bearing a carved runic offering to the mountains. |
| 4 | 1 Bat Hound (attitude: 1d6) follows a blood trail along a path, leading 1 Crimson Clergy (attitude: 1d8 + 2) and 1 Knight (attitude: 1d8). |
| 5 | 2 starving Vampire Spawn (attitude: 1d4 + 1) with no memory of becoming what they are beg for food they ultimately can't hold down. |
| 6 | 1 Hemonculus (attitude: 1d8 + 1) stalks the characters, looking for an offering of blood. |
| 7 | 8 Stirges (attitude: 1d6) startle up from a bloodless corpse. |
| 8 | 2 Night Creatures (attitude: 1d4 + 1) clamber across rocky spires. |

DROWNED CROSSROADS ENCOUNTERS

The Drowned Crossroads' swamplands are home to natural threats, and many Undead born of cursed deals gone sour.

Drowned Crossroads Encounters

| 1d8 | Encounter |
|-----|---|
| 1 | 1 Bayou Beast (attitude: 1d8 + 1) wades around a shrine to Snake Eye Jack on a low hummock. |
| 2 | 3 Ghasts (attitude: 1d6) bicker about the best way to store a corpse in the swamp until it's ready to devour. |
| 3 | 1 Ferryman (attitude: 1d12) poles its coffin boat through the waters, whistling a haunting tune. |
| 4 | 1 Devil's Fingers Fungus (attitude: 1d8 + 3) splashes in the swamp with a jinxcraft-marked pouch tied to it. |
| 5 | 1 Wildpyre (attitude: 1d10) resembling a dire wolf haunts the charred remains of a boat and its former pilot. |
| 6 | 2 Bandits (attitude 1d6 + 3) with lanterns call for a missing comrade, following a distant light that is actually 1 Will-o'-Wisp (attitude: 1d4). |
| 7 | 1 Dream Eater (attitude 1d4 + 1) glides through the canopy on shimmering wings. |
| 8 | A troupe of 5 Skeletons and 5 Zombies (attitude: 1d6 for all) slog through the swamp. |

MOONSONG LAKE ENCOUNTERS

The rain-misted waters of Moon Song Lake surround rocky islets and the Isle of Mourn and its sanitorium. Something unfathomable lurks just beneath the surface and scratches at the edges of understanding.

Moon Song Lake Encounters

| 1d8 | Encounter |
|-----|--|
| 1 | 1 Wormhost Surgeon (attitude: 1d8) and 1 Mutant Nurse (attitude 1d10 + 2) gathering medicinal herbs. |
| 2 | 3 Owlbears (attitude 1d8 + 3) drinking from the lake. |
| 3 | 1 Bulette (attitude: 1d6) charging through the ground, fleeing from something. |
| 4 | 1 Lake Dredger (attitude: 1d4 + 1) stalks beneath the water. |
| 5 | 6 Flying Snakes (attitude: 1d8) defending their nests from 1 Troll (attitude: 1d4 + 1). |
| 6 | 1 Purple Worm (attitude: 1d6) chasing prey. |
| 7 | 2 escaped Hospital Horrors (attitude: 1d4 + 1) dismembering a fresh corpse. |
| 8 | 2 Tough Bosses (attitude: 1d8) leading a near unresponsive Tough (attitude: 1d6 + 3) toward Memory's Rest. |

HARTSBLIGHT FOREST ENCOUNTERS

This lush forest was once a verdant cradle of life, but now it's trapped in the rotting embrace of a blight, constantly pulling it between life and decay.

Hartsblight Forest Encounters

| 1d8 | Encounter |
|-----|---|
| 1 | 6 fungus-riddled Zombies (attitude: 1d4 + 1) pulling free of mycelium-woven loam. |
| 2 | 1 Druid (attitude: 1d10) in the throes of hallucinogenic visions. |
| 3 | 4 Rotweavers (attitude: 1d6) gathering mushrooms for food, medicine, or poisons. |
| 4 | 2 Dryads (attitude 1d6 + 3) desperately clearing encroaching blight near their entwined oak trees. |
| 5 | 1 Herald of the Blight (attitude: 1d8) bonding with a newly blighted Chimera (attitude: 1d4 + 1). |
| 6 | 4 Awakened Trees (attitude: 1d10) swaying in a clearing. |
| 7 | 1 Festerhulk (attitude: 1d8 + 1) gathering animal corpses into a heap. |
| 8 | 1 Gloomwood (attitude: 1d6) growing from a cracked boulder. |



MAIDENMIST CEMETERY ENCOUNTERS

The sprawling cemetery is loosely divided into sections, each dedicated to the various other regions of Wickermoor Hollow as the final resting place of their peoples.

Maidenmist Cemetery Encounters

| 1d8 | Encounter |
|-----|---|
| 1 | 3 Specters (attitude: 1d8) searching tombstones for a lost name. |
| 2 | 1 Kackle (attitude: 1d8 + 1) fleeing desperately through the graves. |
| 3 | 1 Ghast (attitude: 1d10) directs 3 Ghoul s (attitude: 1d4 + 1) to dig up another grave. |
| 4 | 1 Ketgrinn (attitude: 1d6) searching for old stories to collect. |
| 5 | 2 Ghosts (attitude: 1d6 + 3) singing an old dirge. |
| 6 | 1 Ghost Crawler (attitude: 1d10 + 3) lurks in a mausoleum. |
| 7 | 4 Wights (attitude: 1d8) in Half-Plate armor marching toward the barrows. |
| 8 | 1 Necrolisk (attitude: 1d6) chasing a fleeing spirit. |

WYTCWOOD ENCOUNTERS

The ancient Wytchwood forest holds secrets older than most souls in the hollow can recall, and thrums with the oldest power of nature.

Wytchwood Encounters

| 1d8 | Encounter |
|-----|--|
| 1 | 2 Twisted Effigies (attitude: 1d8 + 2) whispering promises or truths. |
| 2 | 1 Maidenwood (attitude: 1d4 + 1) singing to entice a meal. |
| 3 | 1 Crooked Hare (attitude 1d10 + 3) doggedly follows a creature at a distance. |
| 4 | 2 Dire Wolves (attitude: 1d6) leading 6 Wolves (attitude: 1d6) to a new portion of the forest. |
| 5 | 1 Hypnovulfen (attitude: 1d4 + 1) stalks travelers, letting its eyes gleam from the dark undergrowth. |
| 6 | 4 Blink Dogs (attitude: 1d6 + 3) hunting rivals through the forest. |
| 7 | 4 Woodwarped (attitude: 1d6) pantomiming an adventuring party at camp. |
| 8 | 1 angry Pixie (attitude: 1d4 + 1) leading a war party of 6 Sprites (attitude: 1d8). |