

RodTheBard's Advanced Threat Tables for the Forest of Wonders

(summary: roll 1d4 and 1d12, compare the results to the tables on the following pages)

INSTRUCTIONS

Simply follow the rules in the Forest of Wonders DMless Campaign Document:

<https://homebrewery.naturalcrit.com/share/R1E3hLruYuC4>

only with the following changes:

1. Do not roll for the Adventure Location chart. Instead, simply roll threats, and if necessary use the below table to choose a viable environment for the party to run into, suitable for each threat. (Do not hesitate to explain unusual environments as being due to the forest's wild magic.)
2. Instead of rolling 1d20 for each threat and using the document's adventure threat chart, roll two dice for each threat--a d4 and a d12--and compare the results to the tables below.

VIABLE ENVIRONMENTS		
Forest	Thick Forest	Sparse Forest
Grassland	Hills	Mountain / Cliffs
Caverns / Cave	River Bank	Lake
Man-Made Structure	Arctic Region	Desert Region

Threat Table (d4 == 1)

d12	TIER 1 THREAT (levels 1-4)	TIER 2 THREAT (levels 5-10)	TIER 3 & 4 THREAT (levels 11+)
1	Roll both dice twice (reroll 1 or 12 on the d12) & choose the threat between the two options.		
2	The party comes to a marshy part of the forest, and runs across five aggressive rust monsters .	Instead it's four rust monsters & a black pudding .	Instead it's four rust monsters & two black puddings .
3	The party comes across three brown bear cubs. Almost immediately, three brown bears attack while the cubs run.	Instead it's a baby ape (use ape stats) and a giant ape attacks while the baby runs.	It's two giant apes instead of one.
4	Out from the thick foliage, an ankylosaurus rushes and attacks.	Instead an ankylosaurus & a triceratops attack.	Instead two tyrannosaurus rex attack.
5	The party comes to a body of water they must cross (at least 100 feet.) Upon entering the water, they're attacked by three giant octopus .	They're instead attacked by a giant crocodile & three crocodiles .	They're instead attacked by two water elementals & two reef sharks .
6	Rival adventurers surround the party: a druid , a spy & two scouts . They demand a magic item to avoid trouble. One successful DC 20 Intimidation check will prevent combat. Only one check per PC allowed.	The rival crew is instead composed of four berserkers . The DC for the Intimidation check is 22.	The rival crew is instead composed of a priest , a mage & two knights . The DC for the Intimidation check is 25.
7	The party comes across a large field with little cover they must cross. Halfway, they come under relentless ranged fire from two spies & a scout hidden in the surrounding trees.	The ranged attacks are instead from a single assassin .	The snipers are an assassin , a spy & two scouts .
8	A group--a bandit captain & two thugs --surround the party. They demand the party hand over their valuables, or suffer the consequences.	It is instead a veteran & two bandit captains .	A gladiator is also part of the crew.
9	The party stumbles across a cult fanatic & three acolytes performing some dark ritual. They can sneak past with a successful DC 12 Stealth check from everyone; otherwise, the cultists attack the party.	It is instead four cult fanatics , and the Stealth check is DC 14.	A half-red dragon veteran is leading the fanatics, and the Stealth check is DC 16.
10	A group of three bugbears jump from behind cover, throwing javelins at the party. They surprise anyone with a passive Perception under 13.	A bugbear chief is also with them. Passive Perception must be 15 to not be surprised.	Only three bugbears accompany the chief, but each one, including the chief, rides a dire wolf . Passive Perception must be 17 to not be surprised.
11	Hailstorm: The sky darkens and large hailstones begin to fall. The party must find or create cover, or survive 4 rounds of hail. At the start of each round, each PC must succeed on a DC 13 Dexterity save or take 2d4 bludgeoning damage.		
12	Roll both dice twice (reroll 1 or 12 on the d12) and encounter both threats at same time.		

Threat Table (d4 == 2)

d12	TIER 1 THREAT (levels 1-4)	TIER 2 THREAT (levels 5-10)	TIER 3 & 4 THREAT (levels 11+)
1	Roll both dice twice (reroll 1 or 12 on the d12) & choose the threat between the two options.		
2	The party comes to a marshy bog. They are attacked by a water weird .	They instead come to a hot, dry area of the forest, and either an earth elemental and 3 dust mephits , or a fire elemental and 3 magma mephits attack (your choice.)	They instead either come to a marshy bog and are attacked by a marid , or come to a dry area and are attacked by a dao (your choice.)
3	The party comes to a clearing, and the sky dims. A shadow demon appears in the clearing, and demands one of the party voluntarily die for his master, else you all will. If no one chooses to, it attacks.	It is instead a hezrou .	It is instead a nalfeshnee .
4	The party comes across a campfire where a priest sits with two acolytes . Seeing the party, the group begins mocking them, as if trying to pick a fight. If the party walks away, they're followed for a couple minutes.	It is instead a mage & two acolytes .	It is instead an archmage & two acolytes .
5	The area grows dark, and an ominous feeling hits the party, giving them a round to prepare. Then a bearded devil appears & attacks, screaming gleefully.	It is instead a chain devil .	It is instead an ice devil .
6	A feeling of unease falls on the party, just before an invisible will-o'-wisp begins attacking, determined to kill the party.	It is instead an invisible stalker .	It is instead two invisible will-o'-wisps & two invisible pixies .
7	A stench warns the party as they approach three giant vultures feasting on a carcass. DC 12 Stealth check to sneak past; otherwise they become enraged and attack.	It is instead a chimera , there is no warning stench, and the Stealth check DC is 15.	It is instead a djinni or efreeti (your choice) gloating over a fallen foe, and the Stealth check DC is 20.
8	The party comes across a dark, eerily quiet part of the forest. A banshee appears and comes straight at them.	It is instead two ghosts .	It is instead a ravenous vampire that hasn't fed in weeks.
9	The party comes across a hunting weretiger in hybrid form with a silvered dagger who doesn't notice them. They can walk past, or surprise him, but an approach will ruin his hunt, and they will have to fight.	It is instead two wereboars each holding a silvered dagger.	It is instead four unarmed werewolves .
10	Four goblins jump the party from behind cover and rush into melee to attack. Every PC is surprised.	A hobgoblin captain joins the goblins .	Instead, two hobgoblin captains and a hobgoblin warlord attack.
11	Deep Pit: The party makes DC 15 Dexterity saves; those who fail fall into the covered dirt pit trap that opens up beneath everyone, taking 2d6 falling damage. The pit is 10 feet in radius and 20 feet deep, and the party must figure a way out (climbing the walls is a DC 20 Athletics check. Digging with bare hands can generate a trench up after 2 hours, although subsequent encounters may trigger while the party is in the pit.)		
12	Roll both dice twice (reroll 1 or 12 on the d12) and encounter both threats at same time.		

Threat Table (d4 == 3)

d12	TIER 1 THREAT (levels 1-4)	TIER 2 THREAT (levels 5-10)	TIER 3 & 4 THREAT (levels 11+)
1	Roll both dice twice (reroll 1 or 12 on the d12) & choose the threat between the two options.		
2	The party encounters a ruined ancient structure. A mimic in an enticing, non-obvious form is there. A gelatinous cube attacks, and the mimic (if not already attacking) joins in.	It is instead an ancient giant graveyard, and four ogre zombies attack.	It is instead a human graveyard of adventurers, and 3 vampire spawn attack.
3	A hill giant appears, demanding to know where his brother is, and attacking if the party doesn't give the info. He can be dissuaded with a DC 15 Persuasion or Deception check. Failure results in immediate attack.	It is instead a frost giant , and the check is DC 17.	It is instead a storm giant , and the check is DC 20.
4	Four twig blights swarm the party, attacking without abandon.	They are instead awakened trees .	The trees are accompanied by a treat .
5	A mummy attacks the party.	It's four mummies , not one.	They're accompanied by a mummy lord .
6	The party comes across an open structure, with statues inside. A gargoyle is among them, and attacks, surprising anyone with a passive Insight under 14.	The structure instead contains corpses, and a flesh golem is hidden among them. Passive Insight must be 15 to not be surprised.	The structure instead contains sculptures, and a stone golem is hidden among them. Passive Insight must be 16 to not be surprised.
7	A red dragon wyrmling swoops down from the sky, immediately attacking the party once within range.	It is instead a young green dragon .	It is instead an adult black dragon .
8	A nothic , gibbering insanely, comes into view. When it sees you, it attacks.	It is instead an otyugh .	It is instead a cloaker .
9	Four orcs rush upon the party, chanting a song of war.	It is instead four orogs .	It is instead a pack consisting of two orcs , two orogs and an orc war chief .
10	The foliage thickens, and the party stumbles across a swarm of poisonous snakes that attacks.	Instead it's a young green dragon and three kobolds .	Instead it's a guardian naga .
11	Forest Fire: Roll 1d4 to determine the proper direction to flee (N, S, E or W) without telling the party. The smell of smoke warns them; if they all move in the correct direction immediately, they are all safe. Otherwise, they proceed, and smoke and flames begin to build around them. At the start of each round, each PC makes a DC 14 Constitution save, or takes 1d6 fire damage and becomes blinded until the end of their turn. Players must each make two consecutive moves in the proper direction to escape; a DC 12 Investigation check by a non-blind player (taking an action) reveals the proper direction.		
12	Roll both dice twice (reroll 1 or 12 on the d12) and encounter both threats at same time.		

Threat Table (d4 == 4)

d12	TIER 1 THREAT (levels 1-4)	TIER 2 THREAT (levels 5-10)	TIER 3 & 4 THREAT (levels 11+)
1	Roll both dice twice (reroll 1 or 12 on the d12) & choose the threat between the two options.		
2	The party stumbles upon a basilisk . They have one round before it notices them and attacks.	It's a medusa instead.	It's two gorgons instead.
3	A gold dragon wyrmling swoops in, accusing the party of committing "grievous sins," and requiring an hour of prayer as penance. If the party refuses, he demands combat to prove their worth. If "beaten," he mysteriously recovers, is satisfied, and leaves w/o further combat.	It's a young bronze dragon instead.	It's a deva instead.
4	A minotaur attacks the party.	It is a hydra instead.	It is a roc instead.
5	A bulette appears 300 ft. in the distance, and gives chase to attack.	It is a night hag instead.	It is four displacer beasts instead.
6	A hungry owlbear appears and attacks. If the party has a supply of meat they can satisfy the creature by giving it to it, whereupon it eats, then walks away.	It is three owlbears instead.	It is four awakened owlbears instead. They have INT 10, speak Common, can be reasoned with, and can strategize. They will try to hide their awakened state.
7	The party surprises and angers three griffons (combat begins immediately, and they attack even if the party doesn't.)	It is three manticores instead.	It is two chimeras instead.
8	A phase spider attempts to sneak up on the party; anyone with passive Perception under 12 is surprised as it attacks.	It is a dridrider instead.	It is a dridrider with three phase spiders instead.
9	Two ogres come into view. When they see the party, they attack, insistent on "treasure."	It is an oni instead, insistent on feasting, with the party being lunch.	It is three trolls instead, also insistent on feasting.
10	The party crosses paths with a chuul . It silently sizes up the party for 3 rounds before walking away. Any aggressive action or turning their back to the creature during the 3 rounds results in it attacking.	It is a mind flayer instead.	It is a beholder instead.
11	Tear in the Weave: Being suddenly surrounded by multicolored flashes of light gives the party one round to prepare--the weave of magic has decided to go awry right where they are. For the next 3 rounds, no spells can be cast by any creature except by failing the following roll (other magical effects work as normal.) At the start of each round, each character must make a DC 13 Wisdom save to resist the weave's bend. Failure forces the player to immediately use their reaction to roll 1d100 (ignoring a 1 or 2) and generate an effect from the Wild Magic Surge chart. All continuing surge effects, including spell effects, only last for the 3 rounds. https://www.dndbeyond.com/classes/sorcerer#table016		
12	Roll both dice twice (reroll 1 or 12 on the d12) and encounter both threats at same time.		