

WHAT ARE THOSE CREATURES DOING?

This d100 table provides a variety of activities that a group of animals, monsters, or people might be engaged in. Use it in conjunction with a random encounter table to create unique encounters. For mindless creatures like oozes or zombies, use the d20 column. For animals, use the first d100 column. For intelligent creatures, use the second d100 column.

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d20	d100	d100	What are they doing?
1	1-2	1	Being eaten/consumed
2	3-4	2	Being killed/butchered/harvested
3	5-6	3	Blind/lame/insensate
4	7-8	4	Congregating/amassing/clustering
5	9-10	5	Consuming/eating/feeding
6	11-12	6	Decoy/construct/fake/illusion
7	13-14	7	Digging/burrowing
8	15-16	8	Diseased/sick/poisoned
9	17-18	9	Dismembering/taking apart
10	19-20	10	Dying/dead
11	21-22	11	Fighting/battling
12	23-24	12	Frenzied/berserk/rabid
13	25-26	13	Giving birth/hatching/dividing
14	27-28	14	Going in circles/lost
15	29-30	15	Killing/butchering
16	31-32	16	Meandering aimlessly
17	33-34	17	Mutated/conjoined/albino
18	35-36	18	Nothing
19	37-38	19	Tangled/stuck
20	39-40	20	Trapped/caged

WHAT ARE THOSE CREATURES DOING? (CONT'D)

d20	d100	d100	What are they doing?
41-42	21		Caring for/watching over someone
43-44	22		Chasing/pursuing
45-46	23		Competing/challenging/tourneying
47-48	24		Crying/mourning
49-50	25		Displaying/signaling/calling
51-52	26		Feasting/gorging
53-54	27		Fleeing/routing
55-56	28		Foraging/seeking food
57-58	29		Gathering or marshalling resources
59-60	30		Grooming/preening/dressing up
61-62	31		Having a psychotic episode
63-64	32		Huddling/cuddling/comforting
65-66	33		Marking territory/claiming land
67-68	34		Mating/flirting/trysting
69-70	35		Migrating/moving to a new home
71-72	36		Patrolling/guarding/watching
73-74	37		Playing/frolicking/gaming/sporting
75-76	38		Quarreling/scuffling/arguing
77-78	39		Resting/meditating
79-80	40		Searching/seeking
81-82	41		Seeking shelter or higher ground
83-84	42		Sleeping/napping
85-86	43		Stalking/tracking
87-88	44		Starving/begging
89-90	45		Stumbling around disoriented
91-92	46		Taking care of young/children
93-94	47		Training/trained/domesticated
95-96	48		Undead version of creature
97-98	49		Wandering/driftng
99-100	50		Wounded/injured
	51		Bathing/bathroom break
	52		Bestowing honors/awards
	53		Betraying/backstabbing
	54		Building/breaking ground
	55		Bullying/taunting/teasing
	56		Burying/having a funeral
	57		Buying/arranging to purchase
	58		Camping/making camp
	59		Caring for/maintaining tools
	60		Celebrating/partying/dancing



WHAT ARE THOSE CREATURES DOING? (CONT'D)

d20 d100 d100 What are they doing?

- 61 Cheating/scamming/conning
- 62 Cleaning/sweeping/clearing
- 63 Cooking/baking
- 64 Crafting trade goods
- 65 Dueling/sparring
- 66 Enslaving/kidnapping
- 67 Experimenting/testing/cataloging
- 68 Gambling/betting
- 69 Gardening/cultivating/planting
- 70 Giving alms/doing acts of charity
- 71 Going for a walk
- 72 Harvesting crops
- 73 Initiating/hazing
- 74 Looting/dividing up loot
- 75 Making/sharpening weapons
- 76 Marching/double-timing
- 77 Mustering/preparing for war
- 78 Negotiating/debating
- 79 On a pilgrimage
- 80 Organizing/logistics
- 81 Painting/drawing/sculpting/carving
- 82 Performing/acting/singing
- 83 Planning/plotting/designing
- 84 Questing/investigating
- 85 Questioning/interrogating
- 86 Reading/studying/writing/researching
- 87 Repairing/fixing
- 88 Riding for pleasure
- 89 Riding hard
- 90 Robbing/banditry
- 91 Selling/hawking wares
- 92 Sewing/patching/laundering
- 93 Shearing/milking/shepherding
- 94 Swapping stories/bragging/reminiscing
- 95 Taking drugs/drunk/hung over
- 96 Trading/bartering/exchanging
- 97 Trapping/setting a trap
- 98 Traveling to see
- 99 Vacationing
- 100 Worshipping/praying/sacrificing



TWISTS

d8/d20 Twist

- 1 Roll twice. The first roll is what seems to be happening at first glance. The second is what is really happening.
 - 2 Roll twice. The creatures are somehow doing both things at the same time.
 - 3 Roll twice. Two different groups of the same type of creature are doing two different things in close proximity.
 - 4 Roll twice. Two different types of creatures are doing two different things in close proximity.
 - 5 Roll twice. The creatures have just finished doing the first activity, and are now transitioning to doing the second activity.
 - 6 The listed entry is not what the creatures are doing, but what is being done to them.
 - 7 They are only playacting or faking the listed activity.
 - 8 The entire encounter is an illusion, dream, vision, or omen projected to the PCs.
- 9-20 No twist.

CREDITS

- Artwork on page 1 by Earl Geier
- Scroll artwork on page 2 by Luigi Castellani
- Blacksmith artwork on page 2 by Ede László
- Some entries taken from Telecanter:
<http://recedingrules.blogspot.com/2011/11/what-are-monsters-doing.html>
- Some entries taken from Russ:
<https://yumdm.com/dnd-encounters-what-are-the-monsters-doing/>
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