

Humanoid Activities in the Wild



Rollable Tables for Fantasy RPGs

Humanoid Activities in the Wild

When your party runs across humanoids in the wild, they likely won't find them just standing around waiting to be slaughtered. These tables give your baddies and NPCs something to be doing when your heroes encounter them. Relatable activities can make even the most ruthless horde seem somewhat sympathetic — or make their menace crystal clear.

Roll on these tables or simply use them as inspiration.

Type of Activity 1d8

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2. Conflict (1d12) p.1
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Bivouac 1d12 *Who brought s'mores?*

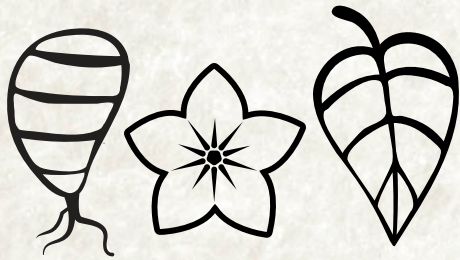
1. **COOKING:** One of the group is preparing a meal. Another gives helpful or unwelcome suggestions.
2. **COOKING:** The group is spit-roasting a carcass or chunks of meat on sticks.
3. **EATING:** The group is dining on: stew, fish, hardtack, or roasted game. It smells appetizing (or disgusting).
4. **ENCAMPMENT:** The creatures are setting up a temporary camp for the night: pitching tents or clearing stones for bedrolls.
5. **FIRE:** Members of the group are building a cooking fire.
6. **FIREFIGHTING:** Sparks from the group's campfire have spread, and they are working to extinguish the blaze.
7. **LOOT:** The group is dividing the spoils of a recent victory.
8. **MAINTENANCE:** Some of the group are cleaning and sharpening their weapons.
9. **MOUNTS:** One of the group is tending to mounts: removing tack, brushing, watering.
10. **REPAIR:** Some of the group are repairing armor or patching clothing.
11. **BEAR-PROOFING:** The group is hoisting a parcel of supplies over a branch to keep it safe from animals.
12. **WASHING:** The creatures are bathing in a body of water or from a basin.

Conflict 1d12 *So tired of that guy's smug face.*

1. **PREDATOR:** The discovery of tracks from a predator or enemy has put the group on alert.
2. **GRIPING:** Some members of the group are complaining about (1d4):
 1. the rations
 2. the mission
 3. inept commanders
 4. homesickness
3. **HUNGRY:** The group is famished, and wants to abandon their mission to raid or hunt.
4. **PILFERING:** One member has accused another of stealing: food, a keepsake, wineskin, gold, etc.
5. **HOSTAGE:** The group has a captive they are planning to ransom or exchange.
6. **KEEP AWAY:** The group is playing "keep away" from one poor sap, passing some stolen treasure over his head: (1d6)
 1. food
 2. flask
 3. jewelry or keepsake
 4. woodcarving
 5. a message from home
 6. backpack
7. **HAZING:** The party is taunting their newest member about: (1d6)
 1. inexperience
 2. poor fighting skill
 3. romance or a crush
 4. being unaccustomed to trail rations
 5. homesickness
 6. an upcoming battle
8. **ARGUMENT:** There is a heated argument over: (1d6)
 1. chores or duties
 2. rations
 3. battle tactics
 4. loot
 5. direction of travel
 6. politics
9. **ALARM:** Scouts arrive with the news that the PC party is somewhere in the area.
10. **RIVALS:** Members of rival gangs, factions, or villages within the group are arguing or exchanging boasts.
11. **FIGHT:** There is a physical scuffle between members over chores, rations, or a piece of loot.
12. **LOST:** The party is lost or has missed a rendezvous.

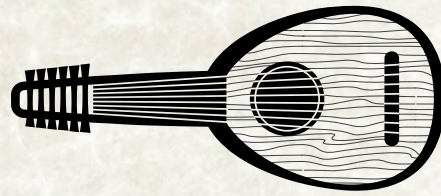
Sport 1d8 *You gotta get out all that extra energy.*

1. **BOWLING:** Members of the group are playing skittles or nine-pen.
2. **CATCH:** Members of the group are tossing a ball around.
3. **CLIMBING:** The group has thrown a rope over a branch and they are having climbing contests.
4. **GAME:** Some of the group are participating in a game: swimming, hurling, tag, throwing horseshoes, or playing shinty (field hockey).
5. **GRAPPLING:** There is a wrestling match between two of the members. The others watch and bet on the outcome.
6. **KNIVES:** Members of the group are competing, throwing daggers at a tree trunk or target.
7. **RACING:** Members of the group are having a race on foot or on mounts. Others cheer or wager on the outcome.
8. **EXERCISE:** Members of the group are performing calisthenics, either individually or under the direction of their leader.



Foraging 1d8 *Mushrooms are like, natural, y'know?*

1. **HUNTING:** Members of the group are hunting or fishing.
2. **DIGGING:** The group is searching for tubers. They may have an animal trained for finding the roots.
3. **FIREWOOD:** Some of the group are gathering tinder and wood a distance from the camp.
4. **TRAPPING:** Members of the group are placing snares a distance from the camp.
5. **GATHERING:** One of the group is collecting flowers, herbs, or fruit away from the rest.
6. **MUSHROOMS:** The group is gathering edible fungi.
7. **DRAWING STRAWS:** The group is deciding who should go hunting or gathering food; no one wants to be "it." They may be drawing straws, playing rock paper scissors, or simply arguing about it.
8. **HONEY:** The group is trying to take a beehive from a tree or stump.

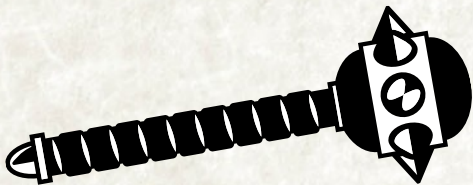


Entertainment 1d20 *Graknor brought his uke.*

1. **DRINKING:** The creatures are passing around a bottle or tapping a small keg.
2. **SATIRE:** One of the creatures is mocking an absent superior to the others' amusement (or apprehension.)
3. **JUGGLING:** One of the group is amusing the others by tossing balls, stones, knives, or fruit.
4. **MUSIC:** One of the group is playing on an instrument: lute, flute, drum, whistle, ocarina.
5. **STORY:** One of the group is amusing the others with funny, animated storytelling.
6. **DRUNKARD:** One of the group is drunk, and is: (1d4)
 1. overly demonstrative
 2. bellicose
 3. philosophical
 4. performing a half-remembered epic poem.
7. **SKYSPOTTING:** One of the group is pointing out a cloud shape (day) or constellation (night) in the sky: e.g. dragon, horse, hippogriff, wolf, ram, deity.
8. **CORRESPONDENCE:** One of the group is reading a letter from home aloud.
9. **SAGA:** One of the group is recounting a legend from their culture's past.
10. **SIESTA:** One of the party has fallen asleep and the others are planning a prank.
11. **CRAFTING:** One of the party is whittling a figurine out of wood, or knotting cord into a toy or talisman.
12. **TALES:** The creatures are sharing stories.
13. **SINGING:** The creatures are singing a song.
14. **JOKES:** The creatures are telling jokes.
15. **PET:** The group has a pet, and they are giving it treats to perform tricks: a dog, ferret, mouse, fox, hedgehog, rat, etc.
16. **EXPLOITS:** The group is trading boastful battle stories.
17. **CARDS:** Members of the group are playing cards.
18. **DICE:** Members of the group are rolling dice.
19. **SATIRE:** One of the group is performing a humorous skit depicting a chieftain, lord, or monarch.
20. **BALANCING ACT:** Some of the group are balancing sword pommels or polearms on their hands or foreheads, competing to see who can keep theirs upright the longest.

Training 1d8 *Insert montage.*

1. **DRILLS:** As the leader calls out commands, the group is performing drills with arms. The group may be skilled or comically inept.
2. **ARCHERY:** Members of the group are having a contest, firing arrows at a target on a tree or held by an unfortunate captive or “volunteer.”
3. **ARMS:** One member is coaching another in ranged or melee combat.
4. **DISCIPLINE:** The members of the group are receiving a dressing-down from their leader.
5. **MELEE:** Two of the creatures are sparring with staves or scabbarded swords.
6. **POLEARMS:** The group is practicing spearing haystacks or crude scarecrows.
7. **DISCIPLINE:** One of the group is receiving a thrashing or worse for some infraction: (1d6)
 1. cowardice in battle
 2. theft
 3. incompetence
 4. sleeping on watch
 5. desertion
 6. blasphemy
8. **MAP:** The leader is showing his troops a map, or drawing one on the ground with a stick.



Other 1d10 *Long walks on the beach.*

1. **ALAS:** Two of the group are digging a grave or stacking a cairn for a fallen comrade.
2. **AWOL:** One of the party has gone missing. The creatures are arguing over whether they should wait, search, or divide his belongings.
3. **TRIAL:** The creatures have seized a deserter or mutineer, and are convening a field tribunal to convict him.
4. **PAY DAY:** The creatures stand in a line as the leader is giving them their wages.
5. **LETTERS:** One of the party is teaching another the alphabet, scratching out characters in the dirt with a stick.

Piety 1d6 *Our god can beat up your god.*

1. **RITE:** The group is holding a religious observance: (1d4)
 1. requiem for the fallen
 2. seeking good fortune in battle
 3. thanks for food or loot
 4. gratitude for a recent victory
2. **PROSELYTIZING:** One of the group is trying to share with another the tenets or dogma of their particular deity or sect.
3. **PREACHING:** The shaman or cleric of the group is telling an inspirational story designed to raise the group’s spirits or extol the wonders of the afterlife.
4. **BRIMSTONE:** The shaman or cleric is dressing down the group for some failing: (1d4)
 1. loss in battle
 2. impiety or moral failing
 3. failure to offer sacrifice of loot
 4. sacrificing or praying to local gods
5. **RITUAL:** The group has set up a shrine or altar, and they are: (1d6)
 1. praying
 2. listening to a sermon
 3. making a sacrifice of food, loot, candles, or a creature
 4. being anointed with water, oil, or blood
 5. writhing and chanting in religious fervor
 6. sanctifying their weapons to the deity’s service
6. **SCRYING:** The group’s shaman is casting bones, reading entrails, or casting other divination magic while the others observe.



6. **GRIEF:** One of the group is despondent over a fallen comrade. The others try to offer comfort.
7. **MOONSHINE:** Someone is offering around his homemade fermented juice, mash, or milk — perhaps some of the group know better.
8. **EXTRA HELPINGS:** The lieutenant is drunk or asleep and some of the group are quietly planning to pilfer extra rations.
9. **SURGERY:** A healer is trying to remove an arrow or spearhead from a wounded fighter, or stitch them up following a battle.
10. **JOURNALING:** One of the group has a small notebook and is writing or sketching in it.