

# Humanoid Activities in the Wild

When your party runs across humanoids in the wild, they likely won't find them just standing there — unless they've staged an ambush. 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.

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## Type of Activity (1d8)

1. Bivouac
2. Conflict
3. Sport
4. Entertainment
5. Foraging
6. Training
7. Piety
8. Other



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## Bivouac (1d12)

1. Firefighting: Sparks from the group's campfire have spread the blaze, and they are working to extinguish the flames.
2. Washing: The creatures are bathing in a body of water or from a basin.
3. Fire: Members of the group are constructing a cooking fire.
4. Cooking: One of the group is preparing a meal. Another gives helpful or unwelcome suggestions.
5. Repair: Some of the group are patching clothing or repairing armor.
6. Mounts: One of the group is tending to mounts: removing tack, brushing, watering.
7. Maintenance: Some of the group are cleaning and sharpening their weapons.
8. Encampment: The creatures are setting up a temporary camp.
9. Loot: The group is dividing the spoils of a recent victory.
10. Eating: The group is having a meal: stew, fish, hardtack, or roasted game.
11. Vermin-proofing: The group is hoisting a parcel of victuals over a branch to keep it safe from animals.
12. Cooking: The group is roasting a carcass or chunks of meat on sticks.

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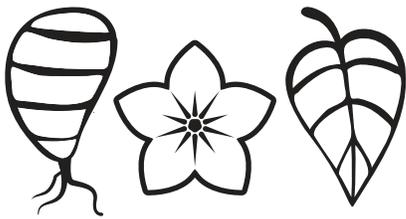
## Conflict (1d12)

1. Predator: The discovery of predator tracks has put the group on alert.
2. Griping: Some members of the group are complaining about the quality of rations.
3. Griping: Some of the group are complaining about the pointlessness of their mission.
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.
6. Keep Away: The group is playing "keep away," with some stolen treasure, passing the item back and forth: (1d6)
  1. food
  2. flask
  3. jewelry or keepsake
  4. woodcarving
  5. a message from home
  6. backpack
7. Taunting: The party is teasing their youngest member about: (1d4)
  1. romance
  2. inexperience
  3. poor fighting skill
  4. being unaccustomed to trail rations
8. Argument: There is a heated argument between members over: (1d6)
  1. politics
  2. rations
  3. battle tactics
  4. loot
  5. direction of travel
  6. chores or duties
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 in the group are arguing.
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.

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## Sport (1d8)

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 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.



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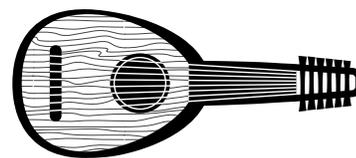
## Foraging (1d8)

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.
6. Fungus: The group is collecting mushrooms.
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.

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## Entertainment (1d20)

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.
5. Yarn: One of the group is amusing the others with funny, animated storytelling.
6. Drunkard: One of the group is clearly drunk, and is: overly demonstrative, bellicose, philosophical, or 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: dragon, horse, hippogriff, wolf, ram, or god.
8. Correspondence: One of the group is reading a well-wrinkled 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. Whittling: One of the party is carving a figurine out of wood.
12. Tales: The creatures are sharing stories.
13. Singing: The creatures are singing a song.
14. Jokes: The group are sharing 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 war 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 swords or polearms on their palms or foreheads, competing to see who can keep theirs from toppling the longest.



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## Training (1d8)

1. Drilling: 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 scabbarded blades or staves.
6. Polearms: The group is practicing spearing haystacks or 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. Running: The subordinates are running laps as punishment for some infraction.



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## Piety (1d4)

1. Prayer: The group is practicing a religious observance: (1d4)
  1. requiem for the fallen
  2. seeking luck in battle
  3. thanks for food
  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.
4. Brimstone: The shaman or cleric is shaming the group for some failure: (1d4)
  1. loss in battle
  2. impiety or loose morals
  3. failure to offer sacrifice of loot
  4. sacrificing or praying to local gods

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## Other (1d6)

1. Letters: One of the group is teaching another his alphabet, scratching out characters in the dirt with a stick.
2. Grief: One of the group is despondent over a fallen comrade. The others try to offer comfort.
3. Moonshine: Someone is offering around his homemade fermented juice, mash, or milk — but most of the group know better.
4. The group leader is drunk asleep and some of the group are quietly planning to pilfer extra rations.
5. Surgery: A healer is trying to remove an arrow or spearhead from a wounded fighter.
6. Journaling: One of the group has a small notebook and is writing or sketching in it.