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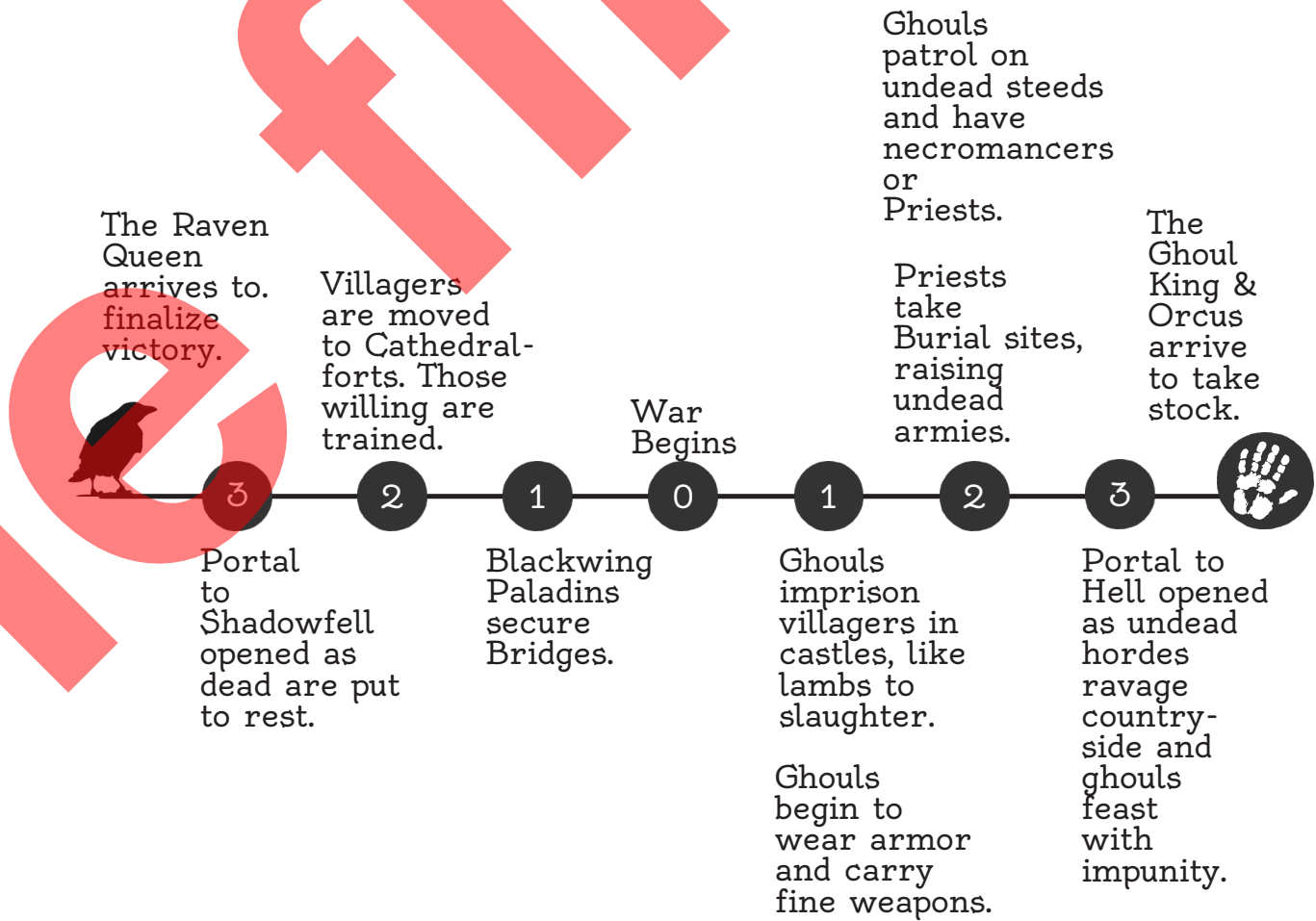
Using this Supplement

These Inspirational Tables are here to support a Dungeon Master in running a game in which the Raven Queen and the Ghoul King are locked in war. Sometimes you will let the dice decide and other times the consequences of the players' action as has made one choice clear. Other times you'll choose one because you think it is cool or brings out something to the table that is exciting.

Blank tables are in the final pages so you can make your own, either re-writing as the players' actions change the world or making something new in the midst of White-handed banners or Raven Banners fly over the land after the war's end.



Grave War Timeline



Using the Timeline

Wars do not always go smoothly or according to plan and players almost never follow expected paths. This is a tool to help you see where the war might be going and what might be happening in the overall war as players win victories, suffer defeats or take up side-quests that you had not anticipated.

New goals might become apparent as new allies take the field. This, like all of the tools in this supplement, is a rough draft, meant to be crossed off and re-written to support the events at the table.



| Grave War Encounters |                                |                           |                               |  |
|----------------------|--------------------------------|---------------------------|-------------------------------|--|
| 2d6 & 1d6 →          | 1 or 2                         | 3 or 4                    | 5 or 6                        |  |
| 2                    | The Ghouls King's Retinue      | Feasting                  | Preparing an Ambush           | Recovering from Battle                         |
| 3                    | Unaligned Wizard               | Looting                   | Seeking an Ancient Artifact   | Establishing a Tower                           |
| 4                    | Undead Dire Beast              | Guarding Weapons Cache    | Attacking Village             | Mauling an Owlbear                             |
| 5                    | King's Rangers, The Pale Hands | Hunting Escaped Prisoner  | Feasting                      | Scouting                                       |
| 6                    | Ghouls King's Supply Train     | Villagers on the March    | Cultists Moving Corpses       | Ghouls Knights Moving Weapons                  |
| 7                    | Village Refugees               | Children Seeking Shelter  | Hurt Folk in Need of Healing  | Stalwart and Doomed, Fortifying their Position |
| 8                    | Raven Queen's Supply Train     | Recovering from an Attack | Preparing to Defend           | Making Camp                                    |
| 9                    | Blackwing Paladins             | Securing a Bridge         | Resting Horses                | Giving Last Rites                              |
| 10                   | Elf Scouts                     | Securing a Holy Grove     | Waiting to Meet with Fey Ally | Establishing a Desperate Position to Defend    |
| 11                   | Dragon                         | Hunting                   | In Battle                     | Taking Treasure                                |
| 12                   | The Raven Queen's Host         | Securing Burial Site      | Preparing for Battle          | Recovering from Battle                         |



Roll 2d6

D6 & 6 What Could Tip the Balance of the Grave War?

|            |   |
|------------|---|
| 1 or 2 & 1 | Dragon offers air support.                            |
| 1 or 2 & 2 | The Lich Trinity joins the fray.                      |
| 1 or 2 & 3 | Winter's Femur, hilt of a famous sword, is unearthed. |
| 1 or 2 & 4 | Griffon's Graveyard is discovered.                    |
| 1 or 2 & 5 | The Sun Diety grows ill.                              |
| 1 or 2 & 6 | Vecna's spies offer secrets for a fell price.         |
| 3 or 4 & 1 | Arch-Mage offers arcane aid.                          |
| 3 or 4 & 2 | Dwarf clans offer weapons and armor for a fair price. |
| 3 or 4 & 3 | Legendary Sunsword unearthed.                         |
| 3 or 4 & 4 | Ancient Necropolis discovered nearby.                 |
| 3 or 4 & 5 | The Moon grows rabid.                                 |
| 3 or 4 & 6 | Cloud Giants offer sanctuary.                         |
| 5 or 6 & 1 | Unicorn herds stampede, trying to secure forest.      |
| 5 or 6 & 2 | Gnolls ally with Raven Queen; Elves with Ghouls King. |
| 5 or 6 & 3 | An upcoming eclipse promises necromantic power.       |
| 5 or 6 & 4 | Diplomatic convoys arrive from the Underdark.         |
| 5 or 6 & 5 | Stars fall upon the earth.                            |
| 5 or 6 & 6 | Merfolk offer sea support.                            |



Roll 2d6



### D6&6 Moments of Unexpected Heroism

|            |   |
|------------|---|
| 1 or 2 & 1 | Folk gather near a shrine to take comfort.            |
| 1 or 2 & 2 | Villagers repair an ancient wall.                     |
| 1 or 2 & 3 | Children offer to help in any way they can.           |
| 1 or 2 & 4 | Ravens flock into holy sigils and point to safety.    |
| 1 or 2 & 5 | Rain washes away the blood and offers respite.        |
| 1 or 2 & 6 | In a nearby hut, a child is born and named Raven.     |
| 3 or 4 & 1 | Folk help each other forage for food and share goods. |
| 3 or 4 & 2 | Villagers take refugees into their homes.             |
| 3 or 4 & 3 | Children ambush ghouls with rocks and slings.         |
| 3 or 4 & 4 | Ravens repeat Ghoul Knights' plans.                   |
| 3 or 4 & 5 | Sunrise lights the way, offering a moment of hope.    |
| 3 or 4 & 6 | Festive music and dancing at a wedding celebration.   |
| 5 or 6 & 1 | Folk squat near the river, planning an ambush.        |
| 5 or 6 & 2 | Villagers rebuild a local shrine.                     |
| 5 or 6 & 3 | Children usher prisoners to safety.                   |
| 5 or 6 & 4 | Ravens offer to help with scouting and foraging.      |
| 5 or 6 & 5 | Stars seem brighter, offering prophetic dreams.       |
| 5 or 6 & 6 | Funeral for a local hero inspires mourners.           |



5



Roll 2d6



### D6&6 Moments of Horror

|            |  |
|------------|--|
| 1 or 2 & 1 | A pile of corpses are mumbling sad regrets.              |
| 1 or 2 & 2 | A feral ghoul is eating a from a pile of meat.           |
| 1 or 2 & 3 | A pile of bloody bones make a fell sigil.                |
| 1 or 2 & 4 | A child is walking through a ruin, calling for a parent. |
| 1 or 2 & 5 | Ghouls are surrounding a village, ready to feast.        |
| 1 or 2 & 6 | An eclipse renders all healing impossible for a day.     |
| 3 or 4 & 1 | Corpses are singing sad ballads from their village.      |
| 3 or 4 & 2 | A ghoul knight is feasting in a watchtower.              |
| 3 or 4 & 3 | A field of dead ravens, poisoned by ghouls.              |
| 3 or 4 & 4 | A knight is crying over their fallen horse.              |
| 3 or 4 & 5 | A village attempts to pick up the peaces after a raid.   |
| 3 or 4 & 6 | A red star bathes the night in sinister crimson light.   |
| 5 or 6 & 1 | Corpses strewn over a battlefield, demanding peace.      |
| 5 or 6 & 2 | A trio of feral ghouls are fighting over a bone.         |
| 5 or 6 & 3 | A graveyard is left desecrated by a necromancer.         |
| 5 or 6 & 4 | A farmer sits on a freshly dug mass grave in shock.      |
| 5 or 6 & 5 | A child is born, parents name it Doresaine.              |
| 5 or 6 & 6 | A fell thunderstorm rains blood.                         |



6





| D6&6 Blackwing Paladin Descriptive Tidbits |                                |                                       |
|--|--------------------------------|---------------------------------------|
| 1 or 2 & 1                                 | Losing Faith in Queen          | 3 or 4 & 1 Bite-scar on Hand          |
| 1 or 2 & 2                                 | Losing Faith in Own Worthiness | 3 or 4 & 2 In White to Draw Attacks   |
| 1 or 2 & 3                                 | Confident and Pragmatic        | 3 or 4 & 3 Eyes Swim with Shadows     |
| 1 or 2 & 4                                 | Went Undercover, Not Trusted   | 3 or 4 & 4 Rotting with Red Plague    |
| 1 or 2 & 5                                 | Sibling Turned Ghoul           | 3 or 4 & 5 Black Pegasus Steed        |
| 1 or 2 & 6                                 | Former Squire a Prisoner       | 3 or 4 & 6 Former Rogue, Uses Stealth |
| 5 or 6 & 1                                 | The Red Raven of Corvuston     |                                       |
| 5 or 6 & 2                                 | The Vampire-Slayer             |                                       |
| 5 or 6 & 3                                 | The Ghoul-Hunter               |                                       |
| 5 or 6 & 4                                 | The Ebon Fist                  |                                       |
| 5 or 6 & 5                                 | Warden of the Eastern Front    |                                       |
| 5 or 6 & 6                                 | The Shiny Newb                 |                                       |



| D6&6 Ghoul Descriptive Tidbits |                                    |   |
|--------------------------------|------------------------------------|---|
| 1 or 2 & 1                     | Ready to Supplant Dorsaine         | 3 or 4 & 1 Holy Symbol Scar             |
| 1 or 2 & 2                     | Fears Next Failure Will Mean Death | 3 or 4 & 2 Wears Paladin's Gauntlets    |
| 1 or 2 & 3                     | Cold and Calculated                | 3 or 4 & 3 Eyes Red with Hunger         |
| 1 or 2 & 4                     | Escaped Shadowfell Prison          | 3 or 4 & 4 Rotting with Red Plague      |
| 1 or 2 & 5                     | Sibling is a Paladin               | 3 or 4 & 5 Undead Dire Bear Steed       |
| 1 or 2 & 6                     | Metal Teeth with Silver Incisors   | 3 or 4 & 6 Former Thief, Often Stealthy |
| 5 or 6 & 1                     | Butcher of Paleclaw                |   |
| 5 or 6 & 2                     | The Cleric-Slayer                  |   |
| 5 or 6 & 3                     | The Hero-Hunter                    |   |
| 5 or 6 & 4                     | The Ivory Claw                     |   |
| 5 or 6 & 5                     | The Western Maw                    |   |
| 5 or 6 & 6                     | First Feaster                      |   |



| Battlefield Details |  |
|---------------------|--|
| 1 or 2 & 1          | The center of the field is a hip high mud pit            |
| 1 or 2 & 2          | The ghost of the slain are bound to their slayers.       |
| 1 or 2 & 3          | None die, no matter how grievous the wound.              |
| 1 or 2 & 4          | Ancient stone age skeletons rise up and take the field.  |
| 1 or 2 & 5          | The learned begin speaking in dead languages.            |
| 1 or 2 & 6          | Wounds whisper your secrets.                             |
| 3 or 4 & 1          | Lightning has lit trees aflame.                          |
| 3 or 4 & 2          | The dead immediately become hungry ghouls                |
| 3 or 4 & 3          | For a while, tears of true grief can raise the dead.     |
| 3 or 4 & 4          | Long dead knights offer weapons to the worthy.           |
| 3 or 4 & 5          | The faithful can see who is going to die in this battle. |
| 3 or 4 & 6          | Reinforcements are en route; can the paladins hold?      |
| 5 or 6 & 1          | A windstorm is uprooting trees from the earth.           |
| 5 or 6 & 2          | Thousands of Ravens attack the field, turning the tide.  |
| 5 or 6 & 3          | Eating human flesh acts as a Cure Light Wounds.          |
| 5 or 6 & 4          | Steeds refuse to take the field.                         |
| 5 or 6 & 5          | Everyone can summon one ghost from their ancestors.      |
| 5 or 6 & 6          | A knight is begging a peasant levy to stay on the field. |



|    |  |
|----|--|
|    | What can heroes learn about the Ghoul King with Arcana?  |
| 5  | The Ghoul King's elite necromancers are known as the Bone Hands.   |
| 10 | There is tension between the Ghoul King's clerics and the necromancers who serve him.  |
| 15 | You know a personal weakness of a necromancer serving the Ghoul King.  |
| 20 | You know of a lost necropolis the Ghoul King's necromancers might be looking for.  |
| 25 | Doresain, the Ghoul King, was driven from his abyssal domain by Yeenoghu, Gnoll Lord, and Orcus would not intervene on his behalf. |
| 30 | You can surmise exactly where the Ghoul King will want to place the final gate he will use to walk this plane.                     |



|    |   |
|----|---|
|    | What can heroes learn about the Raven Queen with Arcana?  |
| 5  | The Raven Queen can see through any raven's eyes.   |
| 10 | You know of a place in the darkest heart forest where the Shadowfell looms close; the Raven Queen's allies might be near.     |
| 15 | When the dead are put to rest under the Raven Queen's rites it bolsters her power.  |
| 20 | You know of a dark hill covered in standing stones where the Shadowfell is easy to reach.                                     |
| 25 | The Ghoul King is out of favor with Orcus and the Raven Queen wishes to destroy him while he is isolated.                     |
| 30 | You can surmise exactly where the Raven Queen will want to open a gate to the Shadowfell so her avatar might walk this plane. |





|    |  |
|----|--|
|    | What can heroes learn with History?  |
| 5  | The Raven Queen's paladins and the Ghoul King's priests have been clashing here for as long as anyone can remember.  |
| 10 | You know of a cursed steppe where the wind howls like a ghost; the Ghoul King and Raven Queen did battle here centuries ago.   |
| 15 | The Raven Queen and the Ghoul King were mortals here. You know the abandoned village where she was raised and the elf citadel where Doresain turned to Orcus.                                  |
| 20 | Elves are often ashamed that Doresain was originally an elf but refuse to decimate the Ghoul King.   |
| 25 | The Raven Queen killed the Ghoul King's beloved. She cut off their ghoul's head and buried it under her own cathedral.   |
| 30 | The Ghoul King bit the Raven Queen's beloved. The Raven Queen put her beloved to rest before they turned into a ghoul and the queen's tears of grief formed a river, her anger - a stormcloud. |



| 2d6 & 1d6 | 1 or 2 | 3 or 4 | 5 or 6 |  |
|-----------|--------|--------|--------|--|
| 2         |        |        |        |  |
| 3         |        |        |        |  |
| 4         |        |        |        |  |
| 5         |        |        |        |  |
| 6         |        |        |        |  |
| 7         |        |        |        |  |
| 8         |        |        |        |  |
| 9         |        |        |        |  |
| 10        |        |        |        |  |
| 11        |        |        |        |  |
| 12        |        |        |        |  |

Roll 2d6

|            |  |
|------------|--|
|            |  |
| 1 or 2 & 1 |  |
| 1 or 2 & 2 |  |
| 1 or 2 & 3 |  |
| 1 or 2 & 4 |  |
| 1 or 2 & 5 |  |
| 1 or 2 & 6 |  |
| 3 or 4 & 1 |  |
| 3 or 4 & 2 |  |
| 3 or 4 & 3 |  |
| 3 or 4 & 4 |  |
| 3 or 4 & 5 |  |
| 3 or 4 & 6 |  |
| 5 or 6 & 1 |  |
| 5 or 6 & 2 |  |
| 5 or 6 & 3 |  |
| 5 or 6 & 4 |  |
| 5 or 6 & 5 |  |
| 5 or 6 & 6 |  |

|    |                                   |
|----|-----------------------------------|
|    | What can heroes learn with _____? |
| 5  |                                   |
| 10 |                                   |
| 15 |                                   |
| 20 |                                   |
| 25 |                                   |
| 30 |                                   |



| D6&6_____  |            |            |
|------------|------------|------------|
| 1 or 2 & 1 | 3 or 4 & 1 | 5 or 6 & 1 |
| 1 or 2 & 2 | 3 or 4 & 2 | 5 or 6 & 2 |
| 1 or 2 & 3 | 3 or 4 & 3 | 5 or 6 & 3 |
| 1 or 2 & 4 | 3 or 4 & 4 | 5 or 6 & 4 |
| 1 or 2 & 5 | 3 or 4 & 5 | 5 or 6 & 5 |
| 1 or 2 & 6 | 3 or 4 & 6 | 5 or 6 & 6 |

Notes & Thanks

These are the tables I make for the games I run. I hope they are useful for you and inspire fun things to happen in your play.

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This blog post on the Papers and Pencils blog changed the way I thought about encounter tables: <https://www.paperspencils.com/structuring-encounter-tables/>

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If you'd like to tell me fun stories about how the war between the Raven Queen and the Ghoul King shook out at your table, I'd love to hear about it. Email me if you have a moment: [judd.karlman@gmail.com](mailto:judd.karlman@gmail.com)