

What The Monsters Are Doing Chart (Revised)

This is a one page cheat sheet GMs can use to quickly figure out what a monster is doing when encountered.

How This Works

Simply find out, or estimate, the monster's intelligence and then roll the corresponding die.

Then check the Activity Table.

Monster's Intelligence

The die rolled will depend on the INT of the monster:

Animal (INT 1-2) – 1D8 or 1D10
(depending on if the animal is prey or a predator)

Bestial / Low (INT 3-5) – 1D10

Low Cunning (INT 6-8) – 1D12

Human-Level (INT 9-12) – 1D12

High (INT 13-15) – 1D12+5

Genius (16+ INT) – 1D12+10



Activity Table

The table has 20 results, but you don't roll a D20. You roll the die indicated in the intelligence table, above.

1. Hunting...
2. Resting/Sleeping/Recreation
3. Moving through area
4. Patrolling territory
5. Eating/Cooking
6. Fighting with...
7. Caring for...
8. Trapmaking/Marking territory
9. Escaping from...
10. Searching for...
11. Crafting/Sharpening weapons
12. Trading with...
13. Planning...
14. Negotiating with/Issuing demands to...
15. Training/Instructing others in...
16. Researching/Experimenting on...
17. Manipulating...
18. Bating enemies
19. Executing on a multi-stage scheme
20. Observing and waiting

