

OUTDOOR ENCOUNTER CHARTS

These charts are to make fill out an area for an outdoor adventure. The random nature can result in some odd combinations, but they can make live a little easier for a GM preparing a surrounding area.

MASTER ENCOUNTER TABLE	
ROLL	RESULT
01-12	Trap (roll on trap table)
13-24	Ruins
25-36	Herb find
37-50	Natural Feature (roll on natural feature table)
51-64	Creature (roll on creature table)
65-77	Settlement (roll on settlement table)
78-89	Unusual Feature (roll on unusual feature table)
90-00	Treasure (roll on treasure table)

TREASURE TABLE	
ROLL	RESULT
01-12	Treasure Alone
13-24	Trapped (roll on trap table)
25-36	Trap, Creature (roll on tables)
37-50	Trap, Concealed (roll on tables)
51-65	Trap, Concealed, Creature
66-77	Concealed, Monster
78-89	Monster
88-00	Concealed

CREATURE TABLE	
ROLL	RESULT
01-15	Sorcerous
16-32	Caves
33-49	Similar to Local Table
50-68	Local Table
69-85	Different from Local Table
86-00	Undead

NATURAL FEATURES TABLE					
ROLL	RESULT	ROLL	RESULT	ROLL	RESULT
01-04	Natural Arch	36-40	Foggy or dust storm area	71-75	Excellent camp site
05-08	Sink Hole	41-45	Herb-poor area	76-80	Dead zone (dead trees etc)
09-12	Rock Slide	46-50	Herb-rich area	81-84	Ore-rich zone
13-16	Geothermal Vent	51-55	Very steep grade	85-88	Box canyon or isolated area
17-20	Oasis or spring	56-60	Old battleground	89-92	Orchard or high-food area
21-25	Quicksand	61-65	Path or lost road	93-96	Unusual plants for area
26-30	Rock Spires	66-70	Caves	97-00	Water Source
31-35	Burnt-out area				

UNUSUAL FEATURES TABLE					
ROLL	RESULT	ROLL	RESULT	ROLL	RESULT
01-05	Transportation Device (gate, etc)	31-35	Magic-poor area	71-75	Monster Generator
06-10	Magical feature (floating water, lower gravity, floating island, etc)	36-42	Dungeon	76-80	Unusual zone (swamp in a desert, etc)
11-15	Oracle	43-50	Graveyard	81-85	Volcanic area
16-20	Magic-free area	51-58	Old Ruins or lost town	86-90	Unusual temperature or weather
21-25	Magical Spring (fountain table)	59-65	Gigantic features (plants, stones, etc)	91-95	Battle going on
26-30	Faerie Circle	55-70	Magic-rich area	96-00	Dimensional Gate

OUTDOOR TRAPS																																	
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09-17	Rockslide (2D6 in D6 damage plus STR equal to 2xBOD rolled pins down; cone effect)																																
18-26	Punji Stakes (D6+1 AP to area 18, impairs area)																																
27-35	Grabber (trigger jams against an object or between two objects with 6+2D6 STR and with D6 BOD and D3+3 defense)																																
36-45	Slide (DEX roll or fall and slide to bottom)																																
46-55	Snare (grab roll and lift upside down off ground D3")																																
56-65	Pit (see table)																																
66-74	Noisemaker (triggers clapper or falling objects, alerting nearby creatures)																																
75-83	Spiked Spring (arm or bar that swings and strikes for D3 in D6 DC killing attack)																																
84-92	Deadfall (suspended item or debris collapses on a single hex as a Rockslide)																																
93-00	Use Dungeon Chart																																

PIT TRAPS

Unless noted otherwise, all pits are D3+1" deep and are concealed for a penalty of minus D3.

Spikes do killing damage; Rough, hard and irregular bottoms of pits are penetrating normal damage; soft pits (grass, moss, etc) do half damage.

The walls are minus 0-2 to climb (D3-1) unless noted otherwise.

ROLL	RESULT
01-12	Spiked, D3+3" deep
13-24	Spiked, poisoned with 2D6 Body Drain poison (does 1/2D6 every turn for 4 turns).
25-36	Spiked
37-50	Normal Pit
51-65	Deep pit (D3+3" deep)
66-77	monster lives inside
78-89	Walls are slick (-5 climbing)
88-00	Pit is filled with an ooze, water, acid, lava, webs (4D6 entangle) etc

SETTLEMENT TABLE

ROLL	RESULT
01-12	Wizard's Tower
13-24	Keep or small fortress
25-36	Small Village
37-50	Mine
51-64	Abandoned Hut
65-76	Farm
77-88	Monster Lair
89-00	Hermitage or Monastery

CONCEALMENT CHART

All concealment is at D3 sight PER penalty. This chart can be used to hide traps or other features (such as treasure) as needed.

ROLL	RESULT
01-14	Illusion covers it (looks like something else)
15-28	Hidden behind rubble
29-43	Hidden by façade
43-58	Hidden in pool
59-72	Disguised as something else
73-86	Invisible
87-00	Map that shows how to get to it (in some remote