

outdoor encounter charts

MASTER ENCOUNTER TABLE	
ROLL	ENCOUNTER 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		CREATURE TABLE	
ROLL	RESULT	ROLL	RESULT
01-12	Treasure Alone	01-15	Sorcerous
13-24	Trapped (roll on trap table)	16-32	Caves
25-36	Trap, Creature (roll on tables)	33-49	Similar to Local Table
37-50	Trap, Concealed (roll on tables)	50-68	Local Table
51-65	Trap, Concealed, Creature	69-85	Different from Local Table
66-77	Concealed, Monster	86-00	Undead
78-89	Monster		
88-00	Concealed		

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

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

TRAPS TABLE																							
(traps are -D3 perception to spot and OCV 3)																							
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01-08	Magical Trap: <table border="1" data-bbox="522 789 1006 1201" style="margin-left: 40px;"> <thead> <tr> <th>ROLL</th> <th>TRAPS</th> </tr> </thead> <tbody> <tr> <td>01-10</td> <td>Teleport Elsewhere</td> </tr> <tr> <td>11-20</td> <td>D3 in D6 Dispel on all gear</td> </tr> <tr> <td>21-30</td> <td>Entangle D6 in D6</td> </tr> <tr> <td>31-40</td> <td>Sleep (Drain 10D6 STN)</td> </tr> <tr> <td>41-50</td> <td>D6 in D6 blast of magical type</td> </tr> <tr> <td>51-60</td> <td>Alarm alerts all in a half mile</td> </tr> <tr> <td>61-70</td> <td>Telekinetic throw 3D6+10 STR</td> </tr> <tr> <td>71-80</td> <td>Mind Control 9D6 run in terror</td> </tr> <tr> <td>81-90</td> <td>Transform into something else, 9D6 major transform</td> </tr> <tr> <td>91-00</td> <td>Dispel 10D6 all spells at once</td> </tr> </tbody> </table>	ROLL	TRAPS	01-10	Teleport Elsewhere	11-20	D3 in D6 Dispel on all gear	21-30	Entangle D6 in D6	31-40	Sleep (Drain 10D6 STN)	41-50	D6 in D6 blast of magical type	51-60	Alarm alerts all in a half mile	61-70	Telekinetic throw 3D6+10 STR	71-80	Mind Control 9D6 run in terror	81-90	Transform into something else, 9D6 major transform	91-00	Dispel 10D6 all spells at once
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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, all pits are D3+3" deep and are concealed (-D3 PER) on 11-SPIKES are a D6-1 autofire KA at OCV 2. For each 100 lbs over 150, the spikes do another DC, until doubled	
ROLL	RESULT
01-12	Spiked, concealed -D3 PER, D3+3" deep (poisoned on 8- with random poison)
13-24	Concealed -D3 PER (D3+3" deep)
25-36	Spiked, D3+3" deep
37-50	D3+3"
51-65	D6+3" deep
66-77	monster lives inside
78-89	Walls are slick and unclimbable (-5 climbing)
88-00	Pit is filled with an ooze, water, acid, lava, webs (4D6 entangle) etc

PIT TRAP DATA			
FALL in ft	DEPTH	FALL RATE	DAMAGE
5	1"	1"	1D6
10	1 ½"	2"	2D6
15	2"	3"	2 ½D6
20	3"	3"	3D6
25	4"	4"	4D6-1
30	5"	5"	4D6
35	6"	5"	4 ½D6
40	6 ½"	6"	6D6
50	7"	6"	7 ½D6
60	8"	7"	9D6
70	9"	8"	12 ½D6
80	10"	9"	12D6

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 Monestary

CONCEALMENT CHART	
All Concealment is -D6 PER to notice, this can be used to hide traps and other features if desired	
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