

ONE-PAGE WILDERNESS ENCOUNTER GENERATOR FOR SOTU

Once a day the Referee rolls on the table below to see if an encounter takes place then make another roll to see if it is with humans or monsters.

Chance of Encounter Humans

Terrain

Clear/Sea	1 in 6	1 in 4
Wood	2 in 6	1 in 4
River	2 in 6	1 in 8
Swamp	3 in 6	1 in 8
Mtns.	3 in 6	1 in 8
Desert	2 in 6	1 in 3
City	1 in 6*	1 in 3

* monsters encountered in city are undead humanoids.

1d6 Types of Human At Sea

1	Bandit	Mermen
2	Berserkers	Mermen
3	Brigands	Buccaneers
4	Dervishes	Buccaneers
5	Nomads	Pirates
6	Cavemen	Pirates

Sighting Monsters

Monsters/other humans are sighted at a distance of 1d6 x 120ft unless the PCs are surprised. There is a 1 in 3 chance of surprise, with a distance of 3d3 x 10ft. If there are 3 or more monsters involved they will have circled the characters.

Evading Monsters

Party size	No. of Monsters	Roll > 1d20 to Evade
1-4	1	10
	2-3	6
	4+	2
5-12	1-3	13
	4-8	10
	9+	6
13-24	1-6	15
	7-16	13
	17+	10
25+	1-10	18
	11-30	15
	31+	13

Modifiers to Roll

Wooded Terrain:	+3
Clear, Sea, Desert:	-3
Pursuers twice as fast as Evaders:	-3
Evaders twice as fast:	+3

The Referee should make morale checks for monsters that are pursuing characters every 5 rounds. If they fail they give up the chase.

Monster Reaction to PCs: roll 2D6

2-3 Attacks	4-6 Hostile (-4 to next roll)
7-9 Cautious	10-11 Neutral (+4 to next roll)
12 Friendly	

Roll again next round if Hostile, Cautious or Neutral. If a monster is attacked, it fights back. If outnumbered, make a Morale check as per the SOTU rules.

Monster Types

Intelligence: roll 1d6: 1-5 No, 6 Yes

There is a 3 in 6 chance that intelligent monsters can be distracted from pursuit by discarded treasure and that unintelligent monsters can be distracted by discarded food.

Size: roll 1d6: 1-3 Small, 4-6 Large

Small Monsters

1HD AC 9 MV 12

Damage caused 1d6, Number appearing: 6d6

Large Monsters

HD 2d10 AC 1d8+1 MV as per SOTU

Damage Caused 2d12, Number appearing: 3d6-2

The Referee should then decide if the creature flies, swims, what it looks like, a name etc.

Special Features

Each type of monster should have a special feature. Some examples are:

Magical Resistance: roll 8+ on 1d20 for the monster to be unaffected by a spell.

Extra Attacks: can make 1d4 attacks per round.

Regeneration: recovers 1d3 HP per round.

Frightening: PCs must make Morale Check each round or withdraw for 1d3 rounds.

Poison: If Hit, PCs must make Saving Throw for 2d4 subsequent rounds. Each failed throw causes 1HP damage.

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