

Omegalite20 Wilderness Encounters

Check for encounters once during the day and once during the night. An encounter occurs on a d6 roll of 1 or 2:

d20	Grass/Plains	Desert/Wastes	Swamp Marsh	Forest
1	Event	Event	Event	Event
2	NPC Encounter	NPC Encounter	NPC Encounter	NPC Encounter
3	NPC Encounter	Cannibalistic Ghouls (2d4)	Frog, Giant (1d6)	Bear (1d4)
4	Herd Animals (3d6)	Fire Ants, Giant (d100)	Slug, Giant (1d4)	Poisonous Snake, Giant (1)
5	Ants, Giant (d100+10)	Animal, Small (1d4)	Electric Eels, Giant (1d6)	Spider, Large (2d4)
6	Insect Swarm (d1000)	Scorpion, Large (1d8)	Insect Swarm (d1000)	Spider, Giant (1d4)
7	Wasp, Giant (2d6)	Scorpion, Giant (1d4)	Croc/Alligator, Giant (1)	Ant, Giant (d100+10)
8	Stirge (3d6)	Lizard, Giant (1d4)	Crabmen (2d6)	Stirge (3d6)
9	Beetle, Giant (1d4)	Deinonychous (1d6+1)	Scorpion, Large (1d6)	Walking Tree (1d6)
10	Purple Worm (1)	Insect Swarm (d1000)	Constrictor Snake, Giant (1)	Wasp, Giant (2d6)
11	Megaraptor (1)	Wasp, Giant (2d6)	Poisonous Snake, Giant (1)	Wolf/Canine (2d4)
12	Ankheg (1)	Beetle, Giant (1d4)	Shambling Mound (1d3)	Wolf/Canine, Giant (2d4)
13	Mammoth (2d4)	Ankheg (1)	Stirge (3d6)	Owlbear (1)
14	Saber-tooth Tiger (2d4)	Purple Worm (1)	Spider, Large (2d4)	Velociraptor (2d4)
15	Velociraptor (2d6)	Radiation Zombies (3d6)	Ant, Giant (d100+10)	Triceratops (1d6)
16	Triceratops (1d6)	Stirge (3d6)	Choker (1)	Ankylosaurus (1d4)
17	Ankylosaurus (1d4)	Ants, Giant (d100+10)	Otyugh Pit (1)	Tyrannosaurus (1)
18	Tyrannosaurus (1)	Stalkerbot (1d3)	Brontosaurus (2d4)	Saber-Tooth Tiger (1d4)
19	Deathbot (1)	Deathbot (1)	Megaraptor (1)	Stalkerbot (1d3)
20	Roll twice*	Roll twice*	Roll twice*	Roll twice*

d20	Jungle	Hills/Mountains	Ruins	Event
1	Event	Event	Event	Eerie Temple
2	NPC Encounter	NPC Encounter	NPC Encounter	Fog
3	Shambling Mound (1d3)	Cannibalistic Ghouls (2d4)	NPC Encounter	Storm
4	Fire Ant, Giant (d100)	Stirge (3d6)	NPC Encounter	Radiation Storm
5	Ants, Giant (d100+10)	Wolf/Canines (2d4)	Cannibalistic Ghouls (3d6)	Village
6	Saber-Tooth Tiger (1d4)	Wolf/Canine, Giant (2d4)	Radiation Zombies (4d6)	Crude Fort
7	Beetle, Giant (1d6)	Bear (1d4)	Rats, Giant (5d6)	Forgotten Vault
8	Walking Tree (1d4)	Owlbear (1)	Spider, Large (3d4)	Radioactive Zone
9	Constrictor Snake, Giant (1)	Saber-tooth Tiger (1d4)	Scorpion, Large (1d8)	Ancient Battlefield
10	Choker (1)	Spider, Large (2d4)	Stirge (4d6)	Explorer Camp
11	Centipede, Giant (1d4)	Scorpion, Large (1d6)	Ants, Giant (d100+10)	Earthquake
12	Ankylosaurus (1d4)	Velociraptor (2d4)	Centipede, Giant (1d4)	Meteor Shower
13	Velociraptor (2d4)	Walking Tree (1d2)	Wolf/Canine (2d4)	Dilapidated Building
14	Triceratops (1d6)	Ants, Giant (d100+10)	Otyugh Pit (1)	Forbidden Shrine
15	Brontosaurus (2d4)	Purple Worm (1)	Spider, Giant (2d4)	Shipwreck
16	Insect Swarm (d1000)	Radiation Zombie (3d6)	Vendor Bot (1)	Lost Bunker
17	Tyrannosaurus (1)	Spiderbot (1d10)	Spiderbot (2d6)	Slave Camp
18	Poisonous Snake, Giant (1)	Stalkerbot (1d3)	Stalkerbot (1d3+1)	Solar Eclipse
19	Spiderbot (1d10)	Deathbot (1)	Deathbot (1)	Enigmatic Structure
20	Roll twice*	Roll twice*	Roll twice*	Roll twice

* Roll twice on chart; creatures may be allies, enemies or indifferent towards one another

d20	NPC Encounter	Description
1	Explorers	1d4+2 members; roll 1d6 for level; moderate relics
2	Explorers	1d6+2 members; roll 2d4 for level; many relics
3	Raiders/Bandits	1d6+6 in band; roll 1d3 for level; few relics
4	Raiders/Bandits	2d6+6 in band; roll 1d3+1 for level; moderate relics
5	Slavers	1d4+2 in band; roll 1d3 for level; few relics; 2d6 slaves
6	Slavers	1d6+4 in band; roll 1d3+1 for level; moderate relics; 4d6 slaves
7	Savages	3d6 in band; level 1d3; no relics; superstitious and territorial; probably cannibals
8	Nomads	1d6x10 in tribe; leader is Level 1d4+4; half are hunters (level 2) rest are level 1; few relics
9	Caravan	1d4 pack animals; caravan master is level 1d4+1; two guards per animal (level 1d3)
10	Pilgrims	1d3x10 pilgrims; all level 1; few relics; will flee if attacked
11	Android Party	1 Thinker; 2d4 Warriors; 2d6 Workers; many relics; tries to avoid contact with others
12	Hunting Party	2d6 in party; level 1d3; no relics; will only attack if attacked first
13	Scavengers	1d4+1 in group; level 1d3; moderate relics; will trade if approached openly
14	Diplomats/Envoys	1d4 diplomats and two guards per diplomat (level 1d4); moderate relics; in a hurry
15	War Party	2d4x10; Warlord is level 1d4+4; 1 lieutenant (½ Warlords level) per 10; rest level 1
16	Refugees	4d6 refugees; few possessions or relics; will flee if attacked
17	Wandering Prophet	Prophet is a level 10 mutant; 2d6 followers of varying levels; moderate relics
18	Relic Cultists	3d6 relic cultists; level 1d4; moderate relics; may be friendly or hostile
19	Strange Travelers	Weird, unusual travelers; possibly aliens or time travelers
20	Roll twice*	Roll twice; NPCs may be allies, enemies or indifferent towards one another

Events

1) Eerie Temple: A creepy temple, crudely constructed from salvaged materials or built in an old ruin. Possibly abandoned, but if not the occupants are almost certainly up to no good.

2) Fog: A thick bank of fog rolls in, reducing vision to just a few dozen feet.

3) Storm: A storm looms on the horizon and rolls in 1d3 hours later. Type of storm depends on terrain (i.e. desert = sand storm, jungle = monsoon, etc.).

4) Radiation Storm: A radiation storm sweeps in suddenly. The party only has minutes to find shelter. If they can't, treat as low intensity radiation for 1d6 hours.

5) Village: A small village of d100 inhabitants; they have a few relics for possible trade, or to fight back with if the party attacks them.

6) Crude Fort: A small fort made of rocks or salvaged materials constructed at a strategic location with 1d4x10 soldiers garrisoned within. They may demand a toll from travelers. Their leader (level 1d4+4) has relics.

7) Forgotten Vault: The party stumbles across the entrance of a long forgotten vault of the ancients. Who knows what treasures may yet remain within?

8) Radioactive Zone: The party passes through a radioactive zone, which they might detect if they have Geiger counters. Treat as medium intensity radiation exposure for 1d6x10 minutes.

9) Ancient Battlefield: The party has stumbled across an ancient battlefield, now overgrown. However, the rusted hulks of giant fighting machines are still recognizable. Beware! Ancient robots may still patrol the battlefield, alert for any sign of the enemy.

10) Explorer Camp: The party comes across the camp of other explorers. Treat as NPC Encounter #2 above, though the NPC explorers have set up guards so will see the party coming. They may be willing to trade, or at least share a campfire.

11) Earthquake: An earthquake rocks the region. Roll 1d6:

1-3 = Mild; you can feel it but no damage done

4-5 = Moderate; party has trouble standing; flimsy structures will collapse; animals will panic

6 = Strong; the earth splits open, sturdy structures may collapse; party stumbles and falls

12) Meteor Shower: A bright meteor shower sweeps across the sky, visible even during the day. No harm done, but superstitious types may read it as an omen.

13) Dilapidated Building: A crumbling old building of the ancients. Probably occupied by humanoids or animals. Might still contain some relics. It looks as though it could collapse at any moment.

14) Forbidden Shrine: A macabre shrine to some obscure god, foul looking with an aura of evil.

15) Shipwreck: The half buried remains of a ship. Something still lives in it though, and it may hold wondrous relics within. It can be either a crashed space ship or a seagoing vessel (even if it's in the middle of a desert or high up on a mountain).

16) Lost Bunker: A small bunker, most likely constructed by the ancients. It isn't very large, but could still contain relics. Someone, or something, also likely calls it home.

17) Slave Camp: A fortified camp of slavers. The slave master is level 1d4+4 with plenty of relics. He commands Levelx5 level 1 slavers, armed mostly with primitive weapons. There are also 1d6x10 slaves present, held in pens or crude wooden cages. If the party appears weak, the slavers will try to capture them. Otherwise, the slavers are willing to engage in trade.

18) Solar Eclipse: A full or partial solar eclipse occurs, blocking out the sun for a few minutes; considered by most to be a bad omen. Malevolent cultists will be looking for someone to sacrifice in order to appease their mercurial gods.

19) Enigmatic Structure: A strange and mysterious structure of unknown design or construction. It could be a gleaming silver tower, a pyramid of black rock, a foreboding gateway or portal, a giant statue, or any number of things. Go crazy; have fun.

Monsters

Frog, Giant: HD 5 (25 hp); AC: 12; bite +5 (1d8); swallows a man-size creature whole on a critical hit; giant leap 100'

Insect Swarm: AC: 10; A swarm of d1000 nettlesome, biting insects descends on the party. Everyone not in completely enclosed armor suffers 1d4 points of damage each round until they escape or dissipate the swarm. Each point of damage kills 1 insect, though cone and AoE weapons kill 10 insects per point of damage.

Lizard, Giant: HD 4d8+5 (25 hp); AC 15; Bite +5 (2d4+2)

Slug, Giant: HD 10 (50 hp); AC: 11; Acid spit +8 (3d6, plus reroll armor condition each hit)