

## RANDOM ENCOUNTERS

When you travel through dangerous territory (wilderness, dungeon etc.) the leader of the party rolls a **d12** to determine if you encounter something.

Add the following modifiers and then consult the table below:

- -1 if the party is 3 or less.
- +1 for each party member with disadvantage to Dexterity(Stealth) checks.
- +1 for each Small or larger creature above 7 in the party (mounts and followers included).

### RANDOM ENCOUNTER TABLE

#### Number Result

1-3	Tracks, if applicable. 50% lead to den, 50% lead to monster. Den has 25% chance of treasure.
4-9	Nothing
10+	You encounter a monster!

After the leader has rolled the d12 and the result is visible, any **rangers** in the party can elect to modify the result by an amount up to their proficiency bonus (optionally, multiclass rangers can only use the proficiency bonus per their levels in ranger).

If the party encounter a monster; determine the type of engagement. Compare the lowest passive Dexterity(Stealth) score to the highest passive Wisdom(Perception) score of each group. If one group sees the other they gain the benefit of a surprise round; otherwise combat begins on equal footing.

## ADDITIONAL RULES

When the leader rolls a d12 you can also have them roll a d6 and use a second table to determine specifically what they encounter. Here's a sample table. When using this table add +1 to the d6 result at night.

### RANDOM ENCOUNTER TYPE

#### Number Result Type

1	friendly or benign encounter (nymphs, merchants, goats) with leads to a possible quest hook (just roll on the table again) OR an environmental encounter (crashed boat, abandoned wagon, old ruins, cavern to somewhere)
2	monstrous animals or bugs (centipedes, worgs, spiders)
3	one or two enemies, often they have an environmental advantage (an ettercap with a big web, an ogre's house/garden, a pair of harpies in the trees/cliffs)
4	a group of monstrous humanoids (goblins, orcs, gnolls, kobolds)
5	an unusual creature or unusual group (gargoyles, mephits, imps, goblins with mounts)
6	a dangerous encounter with a 'boss' monster (chimera, trolls) OR an ecological encounter (roll twice on the table; the two parties are in conflict)
7	something undead (zombies, ghouls, skeletons, ghosts)