

**ENCOUNTER CHART FOR \_\_\_\_\_**

**Checking for encounters:** Roll d6 four times a day: morning travel, afternoon travel, first night watch, second night watch. A roll of 6 means that you roll on the encounter chart.

**Rolling on the encounter chart:** roll d12 while traveling and d6 while stationary.

1: Plot advancing creature:

2: Intelligent creature:

3: Unintelligent creature:

4: Ambush creature:

5: Beneficial creature:

6: Weather:

7. Lair:

8. Survival Check or Hazard:

9. Path Choice:

10. Beneficial location:

11. Ruin:

12. Tracks:

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