

DESERT DAY ENCOUNTERS

Percentile System	1D20 System	3D6 System	Desert Day Encounter	Description
0-10	1-2	3-4	Animal	Desert Insects such as ants, Scorpions, Spiders, desert snakes and small desert mammals like mice cross the party's path
11-20	3-4	5-6	Abandoned Vehicles	The party comes across a Wagon (Medieval period) or an automobile (Modern Period) or a space Craft (modern or future Period)
21-30	5-6	7		No Encounters
31-40	7-8	8	Illusions	The party or one of the party members believe he/she is seeing something like an Oasis or (use your imagination) that is spectacular. However, it is just an illusion.
41-50	9-10	09-10	Nomad	The party encounters a group of nomads. This could introduce new plot twists, information, misdirection or other interesting influences to the game.
51-60	11-12	11-12	Other Travelers	The party encounters a caravan. New items or information can be added here as well as new PC's and NPC's. News of distant lands can be discussed.
61-70	13-14	13-14	Bandits	The party encounters bandits on the travels
71-80	15-16	15-16	Discovery	The party runs into an amazing discovery, that could be a part of the campaign or not. The part could have found a lost temple or burial site.
81-90	17-18	17	Weather	Roll on the weather chart
91-100	19-20	18	Special	The part runs into some type of unusual beast or mythical figure. Something that does not happen everyday. Solar Eclipse, UFO,

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0-10	1-2	3-4	Small Creature	The Desert gets cold at night. From snakes to mice will be looking for heat. Maybe the heat of the of a party members
11-20	3-4	5-6	Predator	Even the desert has its predators. Wolves, Dingoes, hyenas or Lions they will be looking for food and easy prey.
21-30	5-6	7	No Encounter	The night is peaceful. There are no encounters
31-40	7-8	8	Large Creature	Lions and other large creatures curiosity and their search for food could make a camp attractive
41-50	9-10	09-10	Nomads	Scavengers looking for food or items to sell. Attempt to sneak into the camp without anyone noticing
51-60	11-12	11-12	Night Magic	Every land has its own night magic. In the Desert that winds might calls a party member's name or sing a familiar song
61-70	13-14	13-14	Bandits	Bandits attempt to use the cover of darkness to attack the party and rob them or kill them
71-80	15-16	15-16	Sand	A sand storm beings to brew. The party even under protection will probably not have a good night sleep
81-90	17-18	17	Weather	Roll on the Weather Chart
91-100	19-20	18	Special	The part runs into some type of unusual beast or mythical figure. Something that does not happen everyday

WEATHER ENCOUNTER CHART

Percentile System	1D20 System	3D6 System	Weather	DESCRIPTION
0-10	1-2	3-4	Ideal	The Best type of weather anyone could hope to have. Add +5% to distant traveled (unless mechanized transport then add 0%) for the same time period.
11-20	3-4	5-6	Good	Comfortable and pleasant weather. Add +3% to distant traveled (unless mechanized transport then add 0%) for the same time period
21-30	5-6	7	Fair	The weather is colder or warmer then desired, but not by much.. The area might be overcast and or a little wind or rain or snow. Add +0% to distant traveled for the same time period
31-40	7-8	8	Poor	Raining/snowing. It is a miserable day for traveling especially on foot. Thunder and lighting is most likely. Add -5% to distant traveled.(-3% in Mechanized transport) for the same time period.
41-50	9-10	09-10	Bad	This is not a day for traveling. Heavy snow/rain storm medium to heavy winds. There is a 20% chance of a tornado. Add -15% to distant traveled (-5% in mechanized transport) for the same time period
51-60	11-12	11-12	Severe	If you are on foot or animal traveling stops. There is a good chance (25%) is one does not find shelter that the party will take damage from the weather. Hurricane/tornado severe thunderhead occurring with winds over 70 mph. Mechanized transport is reduced by 75% for the same time period
61-70	13-14	13-14	Catastrophic	No one travels. If suitable shelter is not found quickly, the part will sustain severe damage to death due to the weather effect
71-80	15-16	15-16	No Change	The Weather remains the same
81-90	17-18	17	Warnings	There are signs of a great storm approaching.
91-100	19-20	18	Exceptional	The weather changes suddenly without any reason. GM's Desecration