

# Encounter adjustments

The following are encounter adjustments that may help with deciding if an encounter will happen:

# In the bounds of civilization (city, town, village)

Carrying money openly in a public place:

Dark hours: +7 added to the roll of the dice for an encounter check.

Light hours: +5 added to the roll of the dice for an encounter check.

# In the wilderness (everywhere but in a civilization)

## Fire:

There will be one additional encounter check if an unconcealed fire is built at night. If a fire does attract an encounter, roll 2 times and keep the one that best fits the scene.