

# Secrets in the Wilderness

Secrets in the Wilderness are special encounters, events, discoveries, phenomenons, etc. which occur when outside of the following settings:

CIVILIZATION (castle, city, town, village).

CIVILIZED WILDERNESS (any wilderness area within 3 days of a civilization).

The majority of the Secrets in the Wilderness experienced are desirable, but not all. Some are designed to create challenges. At times they can be deadly.

# of checks per 24 hours: 1

% chance per check: 1%

G.M.:

Check for Secrets in the Wilderness only once for a group (not once for each member in the group). Only do separate checks for individuals who stray outside of visual and hearing range of the company when you have to do a separate encounter check for that individual.

Do not check for Secrets in the Wilderness for pets and steeds, unless a player is actually playing that pet or steed as a character. Example: Without assistance, you cannot escape from a deep pit you have fallen into. You command your dog, "Go get help boy!" The G.M. could then allow you to play the dog to see if it could accomplish your command. As you play your faithful canine, the G.M. would then check for Secrets in the Wilderness.

When a Secret in the Wilderness is discovered, roll your % dice and look up the result on the following chart (to the left):