

**Gregorius21778:**

## **20 Further Details**

for random monster encounters in the wilderness



**Version 1.5; by Kai Pütz**

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This supplement provides the ML/GM with additional details for encounters with random in a Mutant Future(tm) game, in form of an additional d20 table.

While this supplement is written for “Mutant Future”(tm), any GM should be able to use it with other OSR retro clones with a tweak or two. The entries are tailored for encounters “in the wilderness”, and are thereby unlikely to make sense in a classic (underground) dungeon. For the sake of simplicity, the singular is used in regard to monsters in each entry. If the actual number of monsters encountered is important, it is addressed in the entry.

***Enjoy!***

## The encountered monster... (d20):

**1# ...nests/breeds nearby** possibly in a well hidden spot (e.g. in a deep ditch, thick undergrowth, a tree top or in a burrow). Any result of the Reaction Roll but Hostile will be treated as Unfriendly, and if it comes to a fight the monster will attack furiously (Morale +2) and make lots of noise. There is 2-in-6 chance that its mate (or: pack members) will show up after 2d6 rounds of combat.

**2# ...is wounded** reduce hit points by one or three points per HD). A lone monster will react either by fight or flight: treat a Friendly or Indifferent reactions as flight, an Unfriendly or Hostile reactions as "fight" and re-roll all Neutral reactions. In case of a group of monsters, at least 1/3 of the monsters are wounded (see above for hit point reduction) and they are less likely to attack (-2 on Reaction Roll and on Morale).

**3# ...lies in ambush** near a watering hole, which may be the only large body of drinkable water for miles. The characters cannot Surprise the monster and it gets +1 bonus to Surprise the PC.

**4# ...rests next to the carcass of a fresh kill.** In case of an Unfriendly reaction, the beast will just threaten the characters without leaving the carcass. As it already had its share, it will rather give up the remaining flesh than fight to the death (-2 to Morale, test at the start of the battle and the end of each combat round).

**5# ...is an impressive specimen of its kind, but shows age and the scars of numerous battles.** The monster is encountered alone, and has possibly been driven from its "pack" by younger rivals. Set its HP to maximum, decrease all its attributes but INT and WIL by one, and increase INT and WIL by two. There is a 2-in-6 chance that it lost an eye (if the species has a pair of eyes) and is thereby easier to attack (decrease its AC by two if the characters outnumber it).

**6# ...is rabid** Only one monster of its type is encountered. It foams from the mouth and acts erratic. HD is decreased by one. The monster will not shy away from the characters but give chase and attack (if the characters do not attack it first). Any character wounded by it will contract rabies if they don't pass a Save vs. Poison (-2). See MF core rules p.48

**7# ...is infested by flea like parasites.** If the beast is killed, the parasites will jump off to find a new host. The characters will need to pass an Ability Test vs. DEX to avoid being infested. If one character gets infested, the other will soon be as well, and infested characters will suffer a -2 to all interactions with NPC until they were able to clean themselves vigorously.

**8# ...is infested by burrowing, worm-like parasites** eat it alive (reduce its HP by half). It is in pain and very likely to attack (treat every reaction as two steps worse). A character that tries to dress or otherwise harvest the carcass for food will be attacked and infected by the parasites unless an Ability Test vs. DEX is passed. The worms burrow deep into the the body and need to be cut out (1d4-1 points of damage). An infested character will suffer 1 point of damage per day, and all natural healing is inhibited by the parasites. Cutting them out after they had more than an hour to burrow into the flesh means 2d4 points of damage and takes an Ability Test vs. INT to locate and remove all of them. If not all of them are removed, they will multiply and the infection starts again after 2d6 days.

**9#... suffers from a multitude of cancerous growth** inside, which will cause it to die in 1d4 days. It is lethargic, but next to numb to pain by now (Neutral Reaction and Morale 12). The flesh of the monster is unwholesome and cannot be harvested. In case of a group of monsters, they all suffer from the same genetic defect, possibly due to exposure to radiation or other hazards.

**10#... is a young male specimen in its prime** very energetic and bold. Increase its HD by one, treat a Neutral reaction as Hostile and re-roll any failed Morale tests. If a group of monsters is encountered, the mentioned specimen is the leader of them, and the Moral re-roll applies to the whole group till the young male is dealt with.

**11# ...is quite large (or rather small).** Increase (or decrease) the damage code of its attack/s by 2. If a group of monsters is encountered, the changes are only applied to one of them.

**12# ...is asleep.** All attempts to surprise it get a +2 bonus, but the characters may just as well avoid altogether.

**13# ...is a man-eater** a specimen that has an acquired taste for human flesh. If the group contains pure humans, increase its Morale by 1 and don't roll for its Reaction: the creature will attack.

**14# ... has made some bad experiences with high-tech weapons.** Test for Morale as soon as those are used by the characters, and decrease its Morale by two in that case.

**15# ...is part of a large, roving pack** don't roll for the number of monsters encountered but use the maximum of the given range).

**16# ...is very, very hungry** treat a Friendly reaction as Indifferent, all others as Hostile and increase its Morale by 1.

17# ...will not attack the characters immediately, but stalk them as it waits for a good opportunity. If none seems to present itself, the attack will happen 1d6 hours after dusk or dawn (whichever comes next).

18# ...is acting very shy and will bolt and flee if confronted. There is 50% chance that the next encounter of the characters will be the reason for this behavior: a group of 1d6+4 armed nomads (or bandits), each of them a 4<sup>th</sup> level fighter and half of their numbers equipped with modern firearms.

19# ...is with its freshly acquired mate, and very protective. The number of monsters encountered is 2. Increase the Morale of both by 2, but treat a reaction of Neutral or Indifferent as Unfriendly.

20# ...is well fed and in control of a bountiful hunting ground. Set its hit points to maximum but decreases its Moral by one.

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