Dodeca Encounters

Ludi Fortes - Strong Games
www.SpesMagnaGames.com

by Mark L. Chance

Introduction

Ever since the d20 System took the world's most popular roleplaying game by storm, the poor d12 has fallen into disuse. Most game sessions don't see my d12s do anything other than take up space on a table. Once in a while, a d12 may flicker and glow if someone shoots it with a laser pointer. Back in the day, my d12s got regular workouts. My longsword-wielding fighter/thief relished the chance to backstab large creatures. 1d12x5 points of damage could really get a hill giant chief's attention. Ah, good times!

Circa 1983, TSR published the inspiring *Monster Manual II*. Among the many gems hidden in that book were the “monster random encounter tables” in the appendix. These tables consolidated foes from all three monster books, breaking them down by monster level (which was sort of like CR). The appendix also provided oodles of random encounter tables for all terrain types, including the Astral and Ethereal Planes.

Best of all, the appendix included instructions for making my own random encounter tables. And, yes, rolling on one of these tables required using a d12 (plus a d8). The tables had monsters arranged by frequency (Old School Gamer for how common a monster was). Rarer monsters were placed at the top and bottom of the table, with increasingly more common monsters occupying the center positions where 1d12+1d8 would generate those numbers more often.

It's now time for this Old School idea to be updated for the New School campaign world. It's time for the d12 to come out retirement. Take that, ubiquitous d20!

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P.S. As always, if you have any comments or criticisms, don't hesitate to email me.

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How to Use This PDF

Print out the **Random Encounter Tables** (RETs) page (see page 4). You have permission to make as many copies of this page as you need. Gather whatever source materials you need to stock your tables. For example, you may want to use just monsters found in certain terrains or some really cool homebrew monsters.

If you haven't already done so, determine your PCs' Average Party Level (APL). This sets the base line for Challenge Ratings (CRs) of the encounters that you'll put on the RET. A RET uses 1d12 + 1d8 to generate a number from 2 to 20. The “sweet spot” of the table runs from 9 to 13; these are the results that will come up most often. Higher CR encounters are placed on the RET toward the top and bottom. Lower CR encounters occupy the middle slots. This distribution of encounters by CR on the RET ensures that APL +0 and APL -1 encounters occur more often than higher CR encounters.

Once you have your tables, roll 1d12 about once every 4 hours in wilderness areas or once every hour in urban/dungeon environments. On a 1, the PCs have a random encounter.

An Example from My Campaign

At the time of this writing, my current campaign's PCs include a ranger, a fighter, a druid, an inquisitor, a wizard, and a cleric. They're APL 6th, and they've ventured a couple of days into the Tangled Wood, a sub-tropical forest. I want to do up two RETs, one for day and another for night. I'm going to be focusing on CRs ranging from 5 through 8, keeping in mind that by CR I'm referring to the XP budget for each possible encounter.

When putting together my lists, I also need to remember my players' choices. For example, the ranger's favored enemy is fey, and the cleric can channel energy against the undead. Players like opportunities to use their PCs' abilities, and a considerate GM makes allowances for such. Since I also know there's an orc slaver hook fixing to be thrown into the sandbox, I want to include some orc slavers. Also, one of the major baddies in my campaign are the dromites (from Dreamscarred Press's excellent *Psionics Unleashed*).

After sorting through my various monster sources, I came up with these RETs:

Title: *Tangled Wood - Day (Dromite Tower Region)*

Roll	CR	Result
2	APL +3	*juvenile green dragon*
3	APL +3	*advanced treant*
4	APL +2	*2 redcaps*
5	APL +2	*dark naga*
6	APL +1	*2 grimstalkers*
7	APL +1	*4 dire wolves*
8	APL +0	*4 blink dogs*
9	APL +0	*3 quicklings*
10	APL +0	*3 spriggans*
11	APL -1	*2 giant mantises*
12	APL +0	*advanced dromite, 7 dromite warriors, 2 giant soldier ants*
13	APL +0	*shambling mound*
14	APL +0	*wood giant*
15	APL +1	*hangman tree*
16	APL +1	*advanced forest gargoyle, 2 forest gargoyles*
17	APL +2	*8 worgs*
18	APL +2	*3 quicklings, 3 spriggans*
19	APL +3	*8 centaurs*
20	APL +3	*2 hill giants*

Notes
Intelligent creatures are once-only encounters. Be prepared if PCs try to track creatures back to lairs. Quicklings and spriggans sometimes group up. Good-aligned creatures may become a source of aid/information.

Title: *Tangled Wood - Night (Dromite Tower Region)*

Roll	CR	Result
2	APL +3	*juvenile green dragon*
3	APL +3	*advanced treant*
4	APL +2	*2 redcaps*
5	APL +2	*4 vampire spawns*
6	APL +1	*2 grimstalkers*
7	APL +1	*4 dire wolves*
8	APL +0	*2 ghasts, 3 ghouls*
9	APL +0	*3 quicklings*
10	APL +0	*3 spriggans*
11	APL -1	*2 unicorns*
12	APL +0	*advanced orc, 7 orc warriors, 2 cheetahs*
13	APL +0	*3 allips*
14	APL +0	*17 Medium skeleton archers*
15	APL +1	*hangman tree*
16	APL +1	*5 ghoul wolves*
17	APL +2	*8 worgs*
18	APL +2	*3 quicklings, 3 spriggans*
19	APL +3	*8 centaurs*
20	APL +3	*5 korreds*

Notes
Vampire spawns were created by the dromite vampire in tower. It set the monsters loose to hunt and kill. The unicorns are a mated pair trying to find their colt.

Title:

Roll	CR	Result
2	APL +3	
3	APL +3	
4	APL +2	
5	APL +2	
6	APL +1	
7	APL +1	
8	APL +0	
9	APL +0	
10	APL +0	
11	APL -1	
12	APL +0	
13	APL +0	
14	APL +0	
15	APL +1	
16	APL +1	
17	APL +2	
18	APL +2	
19	APL +3	
20	APL +3	

Notes

Title:

Roll	CR	Result
2	APL +3	
3	APL +3	
4	APL +2	
5	APL +2	
6	APL +1	
7	APL +1	
8	APL +0	
9	APL +0	
10	APL +0	
11	APL -1	
12	APL +0	
13	APL +0	
14	APL +0	
15	APL +1	
16	APL +1	
17	APL +2	
18	APL +2	
19	APL +3	
20	APL +3	

Notes

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