

Prehistoric

The Prehistoric Region is filled with creatures of a far distant past. Within this region, one can encounter creatures of which will be encountered in no other region. Plant life is much different as well. Civilizations, Civilized Wilderness, Crypts, Dungeons, Labyrinths and Tombs do not exist in this wild habitat, rarely traversed by mankind.

Recommended level: 35+

Author's note:

Within this region, the Eras will not be separated; they will be mixed together for now. Within the descriptions of each and every prehistoric creature, I will try to place the correct information (theory). Some of this information will be my own opinion (i.e., behaviors, creature colors, etc.), just as others to do with the knowledge they have cultivated and accumulated by their incredible experiences in this field of research. I hope you enjoy this region.

Encounters, Rolling up:

Roll on the appropriate chart to know what will be encountered:

Jahthein

%Roll: Jahthein types:

01-15: Herald, Dark

16-30: Herald, Light

31-45: Maligna

46-70: Organic, Saga`Natur

71-85: Revealer

86-00: Yoreman

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Jahtha

%Roll: Jahtha types:

01-33: Arial Anarias

34-67: Baxter

68-00: Ryagg

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Secrets in the wilderness:

1 check / 24 hours = 00 roll. If there is a secret, roll it up in the Basic Rules Book.

Time of Encounter:

Roll on the following chart for the time of each encounter:

D-20: Time of encounter:

1-8: Daytime encounter: Roll on Chart #A

9-20: Nighttime encounter: Roll on Chart #B

Chart #A

D-20: Time:

1-2: 6am

3: 7am

4: 8am

5: 9am

6: 10am

7: 11am

8: 12pm (noon)

9: 1pm

10: 2pm

11: 3pm

12: 4pm

13: 5pm

14-15: 6pm

16-17: 7pm

18-20: 8pm

Chart #B

D-20: Time:

1-2: 9pm

3-4: 10pm

5-6: 11pm

7-9: 12am (midnight)

10-12: 1am

13-14: 2am

15-16: 3am

17-18: 4am

19-20: 5am

Region Check:

%Roll needed for Region Change: 93+

If the roll indicates there will be a region change, this change will take place within 1-D8 hours of normal travel time (on foot, at a normal pace of travel). This change can be otherwise stated by the G.M. of course as he or she sees fit.

%Roll: Region types:

01-10: Cliffs

11-20: Dead

21-30: Desert: %Roll: Desert settings:

01-50: Crystal

51-00: Savanna

31-40: Forest, Enchanted

41-50: Jungle

51-60: Marshlands

61-70: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

71-80: Ocean, Tropical

81-90: Swamp

91-00: Volcanic

Plant Life:

Vegetation-types: This will be the name of the vegetation. Class: Fungi, Herb, Plant, Root, Tree, etc.

%Roll to find: Roll the number given, or higher, and successfully locate a desired vegetation.

of attempts to find this vegetation per day: How many chances given to find a certain vegetation.

Help notes: Information notes on each vegetation type.

G.M.: Only if actively seeking a specific type of vegetation will you make known its presence unless you think a certain avoidance-roll vs. "Awareness" should be allowed in order to see it (unless it clearly stands out). The following are the types of plant-life that can be found in this region:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

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%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

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