

Mountains, Rocky

The Rocky Mountains Region is a place of large jagged mountains of traitoress rock. The creatures which exist in these harsh lands are strong, sometimes powerful.

Rocky Mountains are the newest of the created mountain ranges, formed as two or more continents clash together over thousands and thousands of years.

Recommended level: 25+

Encounters, Rolling up:

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

Dragon

%Roll: Dragon breeds:

01-10: Acid

11-20: Air

21-30: Anti-Magic

31-40: Deminaught

41-50: Electricity

51-60: Frost

61-90: Lizard

91-00: Magic

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Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoremán

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Dragon

%Roll: Dragon breeds:

01-05: Acid

06-10: Air

11-15: Anti-Magic

16-20: Deminaught

21-25: Electricity

26-30: Frost

31-00: Lizard

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Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoremán

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

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 20+

%Roll: Encounter types:

01-02: Bandit

03-12: Bat

13-14: Bear

15-19: Bird

20-21: Cat

22-31: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

32-41: Dog

42-43: Dragon (50% chance of being domesticated)

44-53: Guard

54-55: Insect

56-57: Jahtha

58-59: Jahthein

60-61: Lizard

62-00: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

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Bird

%Roll: Bird breeds:

01-15: Eagle, Common

16-20: Eagle, Giant

21-35: Falcon, Peregrine, Common

36-40: Falcon, Peregrine, Giant

41-55: Hawk, Common

91-00: Raven, Common

56-60: Hawk, Giant

61-75: Owl, Great Horned, Common

76-80: Owl, Great Horned, Giant

81-95: Raven, Common

96-00: Raven, Giant

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Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoreman

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Jahthein

%Roll: Jahthe in types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoreman

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Animated

%Roll: Animated breeds:

01-30: Gargoyle, Marble

31-40: Gargoyle, Stone

41-50: Cretin, Earth

51-70: Cretin, Marble

71-80: Hagrish Fiend, Earth

81-90: Hagrish Fiend, Stone

91-00: Spider, Stone

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Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoremán

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01-25: Black Widow, Giant
26-50: Brown Recluse, Giant
51-85: Jumping, Giant
86-00: Tarantula, Giant

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LABYRINTH

1-D4 checks / 24 hours of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 19+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 17+

%Roll: Encounter types:

01-10: Animated

11-15: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

16-29: Cyclops

30-31: Dog

32-41: Dragon

42-43: Jahtha

44-45: Jahthein

46-55: Kantar

56-70: Minotaur

71-72: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

73-86: Spider

87-00: Troll

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Animated

%Roll: Animated breeds:

01-35: Gargoyle, Marble

36-40: Gargoyle, Stone

41-45: Cretin, Earth

46-70: Cretin, Marble

71-75: Hagrish Fiend, Earth

76-00: Hagrish Fiend, Stone

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01-33: Arial Anarias

68-00: Ryagg

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Minotaur

%Roll: Minotaur breeds:

01-05: Brown, Common

06-25: Brown, Giant

26-00: Labyrinth

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Bird

%Roll: Bird breeds:

01-15: Eagle, Common

16-20: Eagle, Giant

21-35: Falcon, Peregrine, Common

36-40: Falcon, Peregrine, Giant

41-55: Hawk, Common

56-60: Hawk, Giant

61-75: Owl, Great Horned, Common

76-80: Owl, Great Horned, Giant

81-95: Raven, Common

96-00: Raven, Giant

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Dragon

%Roll: Dragon breeds:

01-10: Acid

11-20: Air

21-30: Anti-Magic

31-40: Deminaught

41-50: Electricity

51-60: Frost

61-90: Lizard

91-00: Magic

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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: 90+

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:

01-15: Arctic, Mountains

16-30: Cliffs

31-60: Mountains: %Roll: Mountain settings:

01-50: Earthen

51-00: Forested

61-65: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

66-70: Rocky

71-88: Volcanic

89-00: Wasteland

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:

Type: Bakkurin

Class: Herb

%Roll to find: 81+

of attempts to find this vegetation per 24 hours: 1

Help notes: Paralysis of the body.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Deadmarrow

Class: Fungi

%Roll to find: 91+

of attempts to find this vegetation upon a single corpse: 1

Help notes: Creating Undead.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Harbor Lilly

Class: Plant

%Roll to find: 96+

of attempts to find this vegetation per 24 hours: 1

Help notes: Reverses unnatural aging.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Harbor Moon

Class: Fungi

%Roll to find: 81+

of attempts to find this vegetation per 24 hours: 1

Help notes: Alleviates depression and / or sadness.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Red Parasentia

Class: Fungi

%Roll to find: 000

of attempts to find this vegetation per 24 hours: 1

Help notes: Magic draining.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Silvesh

Class: Plant

%Roll to find: 000

of attempts to find this vegetation per 24 hours: 1

Help notes: If this organic life is found, there will be something magical within arms reach of it, whether it be underground, on the ground, in the water, etc.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Takkrin

Class: Root.

%Roll to find: 88+

of attempts to find this vegetation per 24 hours: 3

Help notes: Aides in curing sickness and disease.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes: