

# Plateau

The Plateau Region is found well above sea level. Within this region are a variety of upland desert plants and creatures.

The Plateaus are great land masses of earth and rock that sit like great tables upon the upland desert floors of Utaemia.

Recommended level: 20+

## Encounters, Rolling up:

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

## CAVE

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 15+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 10+

%Roll: Encounter types:

01-05: Bandit

06-15: Bat

16-17: Cat

18-22: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

23-24: Dog

25-34: Dragon, Hunter

35-36: Jahtha

37-38: Jahthein

39-48: Lizard

49-50: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

51-60: Rat

61-70: Ratman

71-80: Scorpion

81-90: Snake

91-00: Spider

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%Roll: Open breeds types:

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# Bird

%Roll: Bird breeds:

01-15: Eagle, Common (75% chance of being domesticated)

16-20: Eagle, Giant (75% chance of being domesticated)

21-35: Falcon, Peregrine, Common (75% chance of being domesticated)

36-40: Falcon, Peregrine, Giant (75% chance of being domesticated)

41-55: Hawk, Common (75% chance of being domesticated)

56-60: Hawk, Giant (75% chance of being domesticated)

61-75: Owl, Great Horned, Common (75% chance of being domesticated)

76-80: Owl, Great Horned, Giant (75% chance of being domesticated)

81-95: Raven, Common (75% chance of being domesticated)

96-00: Raven, Giant (75% chance of being domesticated)

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%Roll: Open breeds types:

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%Roll: Open breeds types:

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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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# Bird

%Roll: Bird breeds:

01-15: Eagle, Common (50% chance to be domesticated)

16-20: Eagle, Giant (50% chance to be domesticated)

21-35: Falcon, Peregrine, Common (50% chance to be domesticated)

36-40: Falcon, Peregrine, Giant (50% chance to be domesticated)

41-55: Hawk, Common (50% chance to be domesticated)

56-60: Hawk, Giant (50% chance to be domesticated)

61-75: Owl, Great Horned, Common (50% chance to be domesticated)

76-80: Owl, Great Horned, Giant (50% chance to be domesticated)

81-95: Raven, Common (50% chance to be domesticated)

96-00: Raven, Giant (50% chance to be domesticated)

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## Open

%Roll: Open breeds types:

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21-00: Sentry













































## 01-33: Arial Anarias

68-00: Ryagg

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# DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 14+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 11+

%Roll: Encounter types:

01-15: Animated

16-20: Bat

21-22: Cat

23-27: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

28-29: Dog

### 30-39: Goblin

## 40-41: Jahtha

42-43: Jahthein

## 44-50: Minotaur

51-57: Ogre

58-59: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

60-64: Rat

## 65-72: Ratman

## 72-82: Scorpion

83-91: Snake

92-00: Spider

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## 01-33: Arial Anarias

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%Roll: Open breeds types:

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01-50: Poisonous, Giant

51-00: Sentry

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01-20: Black Widow, Giant  
21-30: Brown Recluse, Giant  
31-65: Jumping, Giant  
66-00: Tarantula, Giant

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# LABYRINTH

1-D4 checks / 24 hours of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 12+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 9+

%Roll: Encounter types:

01-10: Animated

11-15: Bat

16-17: Cat

18-22: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

23-24: Dog

## 25-34: Dragon, Hunter

35-41: Goblin

## 42-43: Jahtha

44-45: Jahthein

## 46-55: Minotaur

56-65: OGRE

66-67: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

68-72: Rat

72-79: Ratman

## 80-86: Scorpion

87-93: Snake

94-00: Spider

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01-70: Poisonous, Giant

71-00: Sentry

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# WILDERNESS

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 15+

%Roll: Encounter types:

01-05: Bandit

06-10: Bat

11-15: Bird

16-17: Cat

18-22: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

23-25: Dog

26-30: Dragon, Hunter

31-35: Horse

36-37: Jahtha

38-39: Jahthein

40-49: Lizard

50-51: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

52-60: Rat

61-70: Ratman

71-80: Scorpion

81-90: Snake

91-00: Spider

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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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%Roll: Open breeds types:











%Roll: Jahtha types:

34-67: Baxter

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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:

1-6: Daytime encounter: Roll on Chart #A

7-20: 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: 92+

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

11-30: Desert, Highland

31-50: Hills

51-70: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

71-80: Plains, Common

81-90: Rocky

91-96: Volcanic

97-00: 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:

Class:

%Roll to find: +

# of attempts to find this vegetation per 24 hours: 1

Help notes:

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# of attempts to find this vegetation per 24 hours: 1

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