

Secrets in the Wilderness:

Roll on the following chart to know the secret found. To the right of the result will be more information on what you have discovered.

%Roll: Secrets in the Wilderness:

01-50: Plant. Roll on Plants to know what plant has been discovered.

51-00: Sight. Roll on Sights to know what sight has been discovered.

:
:

%Roll: Plants:

01-50: Nut, Kookenburrow

51-00: Tree, Ulimarr

%Roll: Sights:

01-04: Ancient Ruins: %Roll: Site specifics:

01-35: Above Ground

36-70: Below Ground

71-00: Oceanic or Underwater

05-20: Burial Ground: %Roll: Burial Ground types:

01-05: Catacombs

06-10: Crypt

11-93: Graveyard / Cemetery

94-95: Great Burial Ground

96-00: Tomb

21-35: Cave: %Roll: Specific cave types:

01-17: Mine (man-made)

18-95: Natural cave formation

96-00: Volcanic (underground cave system)

36-60: Civilization: %Roll: Site specifics:

01-10: City

11-15: Castle

16-25: Single dwelling

26-55: Town

56-00: Village

61-72: Dungeon

73: Labyrinth

74-78: Oasis

79: Obelisk Runestone -- great claw-like white pearl with runes. hold many powers).

80-85: Path: %Roll: Specific path types:

01-25: Animal trail

26-50: Road / Toroughfare

51-75: Wagon Lane

76-00: Walking path

86-00: Water source: %Roll: Site specifics:

01-08: Lake

09-28: Pond

29-50: Pool
51-55: River
56-68: Skunk water
69-95: Stream
96-00: Waterfall

76-80: Structure: %Roll: Structure types:
01-02: Catacombs
03-25: Cave
26: City
27-28: Dungeon
29: Fortress or Castle
30-35: Graveyard or Grave Sight
36: Labyrinth
37-45: Mine
46-50: Monastery or Keep
51-55: Single Dwelling
56-65: Town
66: Underground volcanic system
67-00: Village

81-00: Water: %Roll: Water sources:
01-10: Lake
11-35: Pond
36-70: Pool
71-80: River
81-98: Stream
99-00: Waterfall