

Dimension, Water

The Dimension of Water is the creation place for all the substance of water in all forms, whether it be lakes, rivers, glaciers, or even water storms in all their varieties. It is also a place in which water plants and creatures exist.

The civilizations within this region are constructed of globes of warding magics to hold back the water. The uttermost care and thought is given to the construction of even the most simple dwelling places within this type of civilization . . . mostly against the elements and the powerful creatures that roam this dimension.

Recommended level: 60+

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: 17+

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

%Roll: Encounter types:

01-05: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

06-15: Dragon, Water

16-25: Elemental

26-35: Hydra, Aquatic

36-37: Jahtha

38-39: Jahthein

40-55: Mer

56-60: Quanari

61-62: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

63-80: Serpent

81-00: Waterwit

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01-33: Arial Anarias

34-67: Baxter

68-00: Ryagg

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01-50: Mukkir Worm

51-00: Ocean

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CIVILIZATION

1-D4 checks / 24 hours: Roll 1-D20 -- Roll needed for encounter: 20

%Roll: Encounter types:

01-20: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

21-22: Dragon, Water (domesticated)

23-24: Elemental

25-44: Guard

45-46: Jahtha

47-48: Jahtheim

49-58: Mer

59-96: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

97-98: Serpent (domesticated)

99-00: Waterwit

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Elemental

%Roll: Elemental types:

01-50: Living, Water

51-00: Water, Minor (this creature is in the E section of the Creatures Book under "Conjurer Spells)

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1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 12+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 7+

%Roll: Encounter types:

01-05: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

06-20: Dead

21-22: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

23-24: Jahtha

25-26: Jahthein

27-00: Undead

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DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 11+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 6+

%Roll: Encounter types:

01-40: Animated

41-45: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

46-55: Elemental

56-70: Gargoyle, Rune (the number encountered will be 3-D6 and each will be + 2-D10 added to their level).

71-72: Jahtha

73-74: Jahthein

75-76: Mer

77-78: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

79-85: Serpent

86-00: Waterwit

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Elemental

%Roll: Elemental types:

01-50: Living, Water

51-00: Water, Minor (this creature is in the E section of the Creatures Book under "Conjurer Spells")

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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WILDERNESS

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

%Roll: Encounter types:

01-05: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

06-15: Dragon, Water

16-25: Elemental

26-35: Hydra, Aquatic

36-37: Jahtha

38-39: Jahtheim

40-49: Mer

50-54: Nymph, Water

55-59: Quanari

60-65: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

66-75: Serpent

76-77: Siren, Sea

78-00: Waterwit

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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:

1-10: Daytime encounter: Roll on Chart #A

11-20: 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:

None. There is no region check in this in this place. One must dimension travel, or locate, and pass through, a dimension gate, in order to enter and leave this region.

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:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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