

Arctic Mountains

The Arctic Mountains region is a place of year-round snow and frigid cold, just as the Arctic Desert. This region, in comparison to the Arctic Desert is more dangerous to traverse. Not only are there an added variety of creatures, but the terrain itself is more dangerous by far. There is the constant threat of avalanches and decreased temperatures to deal with.

This is a harsh region in which little plant-life and a scarcity of food exists.

Recommended level: 35+

Encounters, Rolling up:

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

Bat

%Roll: Bat breeds:

01-33: Frost

34-67: Glacier

68-00: Ice

Behemoth

%Roll: Behemoth breeds:

01-50: Arctic

51-00: Ice

Wolf

%Roll: Wolf breeds:

01-50: Arctic

51-00: Frost

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

%Roll: Encounter types:

01-05: Cat

06-25: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

26-35: Dog

36-37: Dragon (domesticated)

38-57: Guard

58-59: Jahtha

60-61: Jahthein

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

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Dog

%Roll: Dog breeds:

01-90: Polar Hound (domesticated)

91-00: War

Animated

%Roll: Animated types:

01-25: Cretin, Steel

26-50: Dragon, Steel

51-75: Gargoyle, Steel

76-00: Titan, Ice

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51-00: Ice

Cat

%Roll: Cat breeds:

01-25: Saturnian

26-50: Spell

51-55: Tiger, Arctic, Common

56-00: Tiger, Arctic, Giant

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TOMB

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: 15+

%Roll: Encounter types:

01-05: Cat

06-20: Dead

21-25: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

26-27: Jahtha

28-29: Jahthein

30-31: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

32-00: Undead

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Bat

%Roll: Bat breeds:

01-33: Frost

34-67: Glacier

68-00: Ice

Behemoth

%Roll: Behemoth breeds:

01-50: Arctic

51-00: Ice

Wolf

%Roll: Wolf breeds:

01-50: Arctic

51-00: Frost

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:

1-16: Daytime encounter: Roll on Chart #A

17-20: 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:

01-40: Arctic, Desert

41-60: Ocean, Temperate

61-00: Plains, Kedg`Noth

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

Help notes:

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%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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%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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Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes: