

# Swamp

The Swamps are a low depression in a landmass which accumulate water. The Swamps feed from rain and streams and rivers, but yield little out from its borders.

This stagnant region is home to living plant life. These living organic life forms have developed over the ages, evolving into living, moving and sometimes talking trees and plants.

The mysteries within this land are many, the riches buried within the waters and half-sunken structures tell of a once thriving and strong land.

See: "Agabond" in the Legends segment, found in the L Section of the Basic Rules Book.

Recommended level: 28+

## Encounters, Rolling up:

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





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%Roll: types:
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# Jahthein

%Roll: Jahthein types:

01-40: Eye of Agabond

41-45: Herald, Dark

46-50: Herald, Light

51-70: Kazar, Rat (The Great Rat)

71-90: Maligna

91-95: Revealer

96-00: Yoreman

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# CRYPT

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 10+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 5+

%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: Jahtha

23-24: Jahthein

## 25-26: Leprechaun

27-28: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

## 29-30: Tichen

### 31-00: Undead

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# Dead

%Roll: Dead types:

01-05: Dead` Kin

06-15: Dithinoth

16-20: Specter, Dream

21-35: Goblin

36-40: Spirit, Banshee

41-50: Spirit, Harrowed

51-60: Spirit, Messenger

61-70: Spirit, Phantom

71-80: Spirit, Poltergeist

81-90: Spirit, Shade

91-00: Spirit, Shaman

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%Roll: Jahtha types:

34-67: Baxter

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# Undead

%Roll: Undead types:

01-10: Din`Shade

11-20: Dragonman, Moldering

21-22: Ethereal Veil

23-27: Fear`Shade

28-32: Goblin

33-42: Knight, Mist

43-47: Morlokk

48-57: Murk Reaver

58-62: Undertaker

63-67: Vampire(ss)

68-72: Warlock/Witch

73-82: Wolf, Blood

83-94: Wraith, Gothrin

95-00: Wraith, Greater

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# DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 10+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 5+

%Roll: Encounter types:

## 01-15: Animated

16-20: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

## 21-22: Dog, War

## 23-32: Dragon

### 33-34: Jahtha

### 35-36: Jahthein

### 37-39: Leech, Vitality

## 40-41: Leprechaun

## 42-56: Minotaur

## 57-66: Organic, Spore, Mistyn

67-68: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

69-73: Rat

## 74-80: Snake

81-82: Tichen

83-92: Troll, Marsh

93-00: Waterwit (found within a water source)

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## 01-33: Arial Anarias

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# LABYRINTH

1-D4 checks / 24 hours of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 8+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 3+

%Roll: Encounter types:

01-10: Animated

11-15: Bat

16-20: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

## 21-22: Dog, War

23-32: Dragon

### 33-42: Gargoyle

43-44: Jahtha

45-46: Jahthein

47-48: Leech, Vitality

## 49-50: Leprechaun

51-60: Minotaur

61-66: Organic

67-68: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

69-73: Rat

74-78: Snake

79-83: Thing

84-85: Tichen

86-94: Troll, Marsh

95-00: Waterwit (found within a water source)

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# Dead

%Roll: Dead types:

01-04: Dead` Kin

05-10: Dithinoth

11-15: Specter, Dream

16-20: Goblin

21-30: Spirit, Banshee

31-35: Spirit, Harrowed

36-75: Spirit, Messenger

76-80: Spirit, Phantom

81-90: Spirit, Poltergeist

91-95: Spirit, Shade

96-00: Spirit, Shaman

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%Roll: Jahtha types:

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# Undead

%Roll: Undead types:

01-10: Bird, Raven, Black

11-12: Ethereal Veil

13-22: Fear`Shade

23-32: Goblin

33-42: Morlokk

43-52: Shadow

53-57: Skeleton, Black

58-60: Skeleton, Chyru

61-63: Skeleton, Corrupted

64-68: Skeleton, Red

69-73: Tombman

74-78: Undertaker

79-83: Vampire(ss)

84-88: Warlock/Witch

89-92: Wolf, Blood

93-95: Wraith, Gothrin

96-00: Zombie

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# WILDERNESS

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

%Roll: Encounter types:

- 01-09: Bat  
10-14: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).  
15-18: Despicable  
19-20: Dog, War  
21-26: Dragon, Water  
27-36: Dragonman, Water  
37-38: Jahtha  
39-40: Jahthein  
41-42: Leech, Vitality  
43-44: Leprechaun  
45-49: Minotaur  
50-65: Organic  
66-67: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).  
68-72: Rat  
73-77: Ratman  
78-82: Shuros  
83-87: Snake  
88-89: Tichen  
90-95: Troll, Marsh  
96-98: Waterwit (found within a water source)  
99-00: Werewolf, Black`Guard

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# Minotaur

%Roll: Minotaur breeds:

01-30: Brown, Common

31-00: Brown, Giant

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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: 96+

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: Cliffs

16-25: Dead

26-30: Fearmist

31-50: Marshlands

51-65: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

66-70: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

71-75: Prehistoric

76-92: Rocky

93-97: Volcanic

98-00: 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: Tree.

Class: Plant.

%Roll to find: 61+

# of attempts to find this vegetation per 24 hours: 3

Help notes: Carpenters use this sap as glue when building. It is also used for setting adhesion traps.

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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