

Plane, Seven Havens

The Seven Havens is a place where creatures of light dwell. Amid the rolling streams and forests and lands there are a variety of creatures that roam this region.

The darkness of night never comes to this place, for within the boundaries of the Seven Havens there is forever light, both from the sun and from the city of Talc Eerie, which towers high into the heavens, visible throughout most all the land.

The oceans of this place are crystal clear and brilliant in dazzling colors and beauty, and the grand forests are unmatched in magnificence and splendor above all Utaemia.

Though not a common encounter, beings from all of Utaemia can travel this land if they have the means to enter the Plane of the Seven Havens. Even the Vahkrin from the Underworld trespass into this most sacred place, attempting to gather information on their enemies within the Seven Havens. There is a law decreed, that whosoever will bring in a Vahkin, dead or alive, will be rewarded for the deed. The Vahkrin must be brought to the main guild in Talc Eerie, the capitol city.

Recommended level: 62+

Encounters, Rolling up:

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

Open

%Roll: Open breeds types:

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%Roll: Open breeds types:

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Dead

%Roll: Dead types:

01-10: Dead`Kin

11-19: Dithinoth

20-28: Specter, Dream

29-37: Goblin

38-46: Spirit, Banshee

47-55: Spirit, Harrowed

56-64: Spirit, Messenger

65-73: Spirit, Phantom

74-82: Spirit, Poltergeist

83-91: Spirit, Shade

92-00: Spirit, Shaman

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Jahthein

%Roll: Jahthein types:

01-10: Herald, Dark

11-20: Herald, Light

21-30: Chimera, Din`Sol

31-40: Maligna

41-50: Mortalis`Bloodhound

51-60: Revealer

61-70: Sheba`Darkmane

71-80: Sheba`Whitemane

81-90: Ykor

91-00: Yoreman

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Animated

%Roll: Animated types:

01-17: Dragon, Steel

18-34: Dragon, Stone

35-51: Dragonman, Mercury

52-68: Golem, Ivory

69-84: Myst

85-00: Skeleton, Ironese

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Open

%Roll: Open breeds types:

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Jahthein

%Roll: Jahthein types:

01-09: Herald, Dark

10-18: Herald, Light

19-27: Cerberus

28-37: Chimera, Din`Sol

38-45: Maligna

46-53: Mortalis`Bloodhound

54-61: Organic, Saga`Natur

62-69: Revealer

70-77: Sheba`Darkmane

78-85: Sheba`Whitemane

86-93: Ykor

94-00: Yoreman

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%Roll: Open breeds types:

LABYRINTH

1-D4 checks / 24 hours of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 9+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 4+

%Roll: Encounter types:

01-25: Animated

26-50: Bird, Phoenix, White`Fire

51-55: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

56-70: Dragon

71-72: Jahtha

73-74: Jahthein

75-97: Lion, White

98-99: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

00: Vahkrin

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01-25: Arial Anarias

51-75: Dragon, Grondelem

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%Roll: Open breeds types:

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%Roll: Open breeds types:

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 (even though it may be a nighttime encounter, there is no darkness here):

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:

Roll needed for Region Change: Not applicable.

A plane or dimension gate must be found in order to exit or enter 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:

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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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