

# Cliffs

The cliff region is mostly rock, and little soil. Its cliffs of sheer rock tower high into the heavens. While traveling within this region there will be a 40% chance per 1-D8 days of coming across impassable areas in which one will have to find another way around. This only applies to travel on horse back, or any other type of steed travel, unless it is cat, lizard, spider, etc. Steeds with high coordination and dexterity characteristics will only have a 10% chance to not be able to pass, with the exception of lizard steeds which will only have a 1% chance of not being able to traverse certain areas.

If traveling on foot there will be a 20% chance of not being able to pass, unless you have ropes and grappling hooks. This form of travel will slow you down to 10% of the normal distance traveled each day.

Any creature with a 5-20 constitution will be forced to make a successful avoidance-roll vs. "Constitution" per 24 hours of travel in such a region or be delayed by 90% travel time if attempting to cross over cliffs. If traversing a path or road, this does not apply.

Recommended level: 20+

## Encounters, Rolling up:

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





# Behemoth

%Roll: Behemoth breeds:

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01-40: Saturnian

41-00: Spell

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## Dog

%Roll: Dog breeds:

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# Dragon

%Roll: Dragon breeds:

01-50: Air

51-00: Lizard

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# Lizardman

%Roll: Lizardman breeds:

01-80: Common

81-00: Shaman

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# Minotaur

%Roll: Minotaur breeds:

01-20: Brown, Common

21-00: Brown, Giant

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

%Roll: Encounter types:

01-10: Bat

11-15: Cat

16-35: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

36-45: Dog

46-47: Dragon (domesticated)

48-67: Guard

68-69: Jahtha

70-71: Jahthein

72-00: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

[illegible]













## CIVILIZED WILDERNESS (any wilderness area within 3 days of a civilization)

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 19+

### %Roll: Encounter types:

01-02: Bandit

03-12: Bat

13-22: Bird

23-27: Cat

28-37: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

38-47: Dog

48-49: Dragon

50-59: Guard

60-62: Insect

63-64: Jahtha

65-66: Jahthein

67-69: Lizard

70-98: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

99-00: Spider

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## Bird

%Roll: Bird breeds:

01-20: Eagle, Common

21-25: Eagle, Giant

26-45: Falcon, Common

46-50: Falcon, Giant

51-70: Hawk, Common

71-75: Hawk, Giant

76-95: Raven, Common

96-00: Raven, Giant

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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: 10+

%Roll: Encounter types:

01-05: Cat

06-10: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

11-25: Dead

## 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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# Minotaur

%Roll: Minotaur breeds:

01-50: Brown, Giant

51-00: Dungeon

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# LABYRINTH

1-D4 checks / 24 hours of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 19+

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

%Roll: Encounter types:

01-15: Animated

16-20: Bat, Gazer

21-25: Cat

26-30: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

31-32: Dog, War

33-42: Dragon

43-52: Gargoyle

53-62: Goblin, Krill`Shen

63-64: Jahtha

65-66: Jahthein

67-76: Minotaur, Labyrinth

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

79-88: Spider

89-00: Troll

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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: 10+

%Roll: Encounter types:

01-05: Cat

06-10: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

11-25: Dead

## 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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# Undead

%Roll: Undead types:

01-13: FearShade

14-26: Guardian, Shadow

27-39: Tombman

40-52: Undertaker

53-64: Vampire(ss)

65-76: Warlock / Witch

77-88: Wraith, Greater

89-00: Zombie

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## Bird

%Roll: Bird breeds:

01-20: Eagle, Common

21-25: Eagle, Giant

26-45: Falcon, Common

46-50: Falcon, Giant

51-70: Hawk, Common

71-75: Hawk, Giant

76-95: Raven, Common

96-00: Raven, 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:

1-16: 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:

01-05: Desert, Highland

06-20: Forest, Dense

21-30: Hills

31-40: Marshlands

41-55: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

56-65: Ocean: %Roll: Ocean settings:

01-20: Blood

21-40: Dark

41-60: Sylvanian

61-80: Temperate

81-00: Tropical

66-75: Rocky

76-85: Swamp

86-95: Volcanic

96-00: 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:

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:

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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Type:

Class:

%Roll to find: +

# 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

Help notes:

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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

Help notes:

Type:

Class:

%Roll to find: +

# of attempts to find this vegetation per 24 hours: 1

Help notes: