

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:

01-09: Bat
10-13: Cat
14-18: Character
19-28: Dog
29-38: Guard
39-40: Jahtha
41-42: Jahthein
43-47: Nymph
48-52: Organic
53-84: Race
85-86: Region Check
87-89: Scorpion, Poisonous, Giant
90: Secrets in the Wilderness
91-95: Snake, Black Mamba, Giant
96-00: Spider