

Volcanic

The Volcanic region is a place where the continents are constantly being forced up by enormous pressure from deep within the earth. The lands are forced upward in places, causing rugged mountains to form. At times, some of them send forth deadly lava and gasses upon the lands.

The creatures which dwell within this region are some of the strongest upon the earthen plane. Adventurers who brave this region are well warned to travel in numbers, and well supplied.

Recommended level: 30+

Encounters, Rolling up:

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

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%Roll: types:
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Dragon

%Roll: Dragon breeds:

01-20: Anti Magic

21-40: Electricity

41-60: Fire

61-80: Hunter

81-00: Serpentine

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CIVILIZATION

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

%Roll: Encounter types:

01-15: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

16-20: Dog

21-25: Dragon (domesticated)

26-45: Guard

46-47: Jahtha

48-49: Jahthein

50-00: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

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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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01-33: Arial Anarias

68-00: Ryagg

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Animated

%Roll: Animated types:

01-15: Cretin, Earth

16-30: Cretin, Earthman

31-40: Cretin, Marble

41-50: Cretin, Stone

51-60: Gargoyle, Marble

61-70: Gargoyle, Stone

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01-33: Arial Anarias

68-00: Ryagg

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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: 5+

%Roll: Encounter types:

01-10: Animated

11-16: Abomination

17-23: Bat

24-28: Bird, Phoenix, Pyrran

29-31: Cat

32-36: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

37-38: Dog, War

39-48: Dragon

49-58: Dragonman

59-63: Elemental, Unicorn, Fire

64-68: Hydra, Pyrran

69-70: Jahtha

71-72: Jahthein

73-82: Minotaur

83-84: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

85-87: Sachinnin`Kallous

88-97: Spellboar

98-00: Wolf

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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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Undead

%Roll: Undead types:

01-15: Dragonman, Moldering

16-30: Goblin

31-45: Skeleton, Corrupted

46-59: Skeleton, Chyru

60-73: Skeleton, Cragpit

74-87: Undertaker

88-00: Wolf, Blood

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WILDERNESS

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 14+

%Roll: Encounter types:

01-10: Abomination

11-20: Basilisk

21-30: Bat

31-40: Bird

41-45: Cat

46-50: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

51-52: Dog, War

53-62: Dragon

63-72: Dragonman

73-74: Jahtha

75-76: Jahthein

77-81: Lizard, Giant, Fire

82-83: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

84-89: Spellboar

90-00: Wolf

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68-00: Ryagg

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%Roll: types:
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%Roll: types:
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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:

1-7: Daytime encounter: Roll on Chart #A

8-20: 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: 95+

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:

01-10: Cliffs

11-15: Dead

16-25: Desert: %Roll: Desert settings:

01-50: Highland

51-00: Savanna

26-29: Fearnist

30-34: Forest: %Roll: Forest settings:

01-90: Dark

91-00: Enchanted

35-44: Jungle

45-54: Marshlands

55-69: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

70-74: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

75-79: Prehistoric

80-85: Rocky

86-95: Swamp

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: Craw

Class: Plant

%Roll to find: 91+

of attempts to find this vegetation per 24 hours: 3

Help notes: Bandage hold and/or compression against bleeding.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type: Crimzen

Class: Herb

%Roll to find: 81+

of attempts to find this vegetation per 24 hours: 3

Help notes: Stopping blood loss.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type: Dimmur

Class: Plant

%Roll to find: 96+

of attempts to find this vegetation per 24 hours: 2

Help notes: Used for stabilizing awareness.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type: Silvesh

Class: Plant

%Roll to find: 000

of attempts to find this vegetation per 24 hours: 1

Help notes: The presence of this organic life will always indicate there is something magical nearby.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type: Wyrmdrol

Class: Fungi

%Roll to find: 99+

of attempts to find this vegetation per 24 hours: 1

Help notes: Used to increase the heat / damage of fire-based spells.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours:

Help notes:

Type:

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%Roll to find: +

of attempts to find this vegetation per 24 hours:

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