

Dimension, Acid

The Dimension of Acid is the creation place for all the substance of acidic plants, creatures and natural weather conditions. The Acid rain is deadly to those who are not native to this abode. The very earth itself can burn the human hand to the touch, though it is damaging only over a period of time after an acid rainfall (1-D4 days).

There are great walls and expanses of shielding constructed over civilizations within this region. Cities, towns, and villages are built like great domes with great conduits for outside drainage to protect their inhabitants. Great care is given to the defense of all civilizations within this region . . . both against the deadly elements and the creatures that roam the lands.

Recommended level: 51+

Encounters, Rolling up:

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

Jahthein

%Roll: Jahtheintypes:

01-25: Herald, Dark

26-50: Herald, Light

51-75: Revealer

76-00: Yoremán

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Jahthein

%Roll: Jahthein types:

01-25: Herald, Dark

26-50: Herald, Light

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76-00: Yoreman

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DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 11+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 6+

%Roll: Encounter types:

01-15: Animated

16-25: Bat

26-35: Cat

36-41: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

42-56: Dragonman, Acid

57-66: Elemental, Acid

67-81: Gargoyle, Acid

82-83: Jahtha

84-85: Jahtheim

86-87: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

88-00: Serpentine, Acid

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%Roll: Dragonman breeds:

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LABYRINTH

1-D4 checks / 24 hours of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 16+

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

%Roll: Encounter types:

01-10: Animated

11-15: Bat

16-25: Cat

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

31-35: Dragon, Acid

36-50: Dragonman, Acid

51-65: Gargoyle, Acid

66-70: Hydra, Acid

71-72: Jahtha

73-74: Jahthein

75-76: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

77-88: Wolf, Acid

89-00: Wyrms, Acid

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%Roll: Hydra breeds:

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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:

1-4: Daytime encounter: Roll on Chart #A

5-20: 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:

None. There is no region check in this in this place. One must dimension travel, or locate, and pass through, a dimension gate, in order to enter and leave 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

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