

# Mountains, Forested

The Forested Mountains Region is a place of large Mountain of earth blanketed with a heavy growth of trees and vegetation. Within the shade of these dense forests thrive many species and breed of creatures.

Mountains are created by the earth itself as two or more continents drift together over thousands and thousands of years. Earthquakes also form Mountains, changing the land by unmatched forces more rapidly.

Recommended level: 25+

## Encounters, Rolling up:

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



## Bat

%Roll: Bat breeds:

01-20: Common

21-90: Giant

91-00: Vampire

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# Dragon

%Roll: Dragon breeds:

01-35: Electricity

36-00: Frost

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# Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Kazar Wolf

61-80: Revealer

81-00: Yoreman

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# CIVILIZATION

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

%Roll: Encounter types:

01-15: Bat

16-40: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

41-50: Dog

51-52: Dragon (domesticated)

53-72: Guard

73-74: Insect

## 75-76: Jahtha

77-78: Jahthein

79-98: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

99-00: Snake

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## Bird

%Roll: Bird breeds:

01-23: Eagle, Common

24-25: Eagle, Giant

26-50: Falcon, Common

51-73: Hawk, Common

74-75: Hawk, Giant

76-00: Raven, Common

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# Undead

%Roll: Undead types:

01-10: Bird, Raven, Black

11-19: Fear`Shade

20-28: Guardian, Shadow

29-37: Morlokk

38-46: Shadow

47-55: Skeleton, Black

56-64: Skeleton, Chyru

65-73: Skeleton, Red

74-82: Vampire(ss)

83-91: Warlock / Witch

92-00: Zombie

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# Animated

%Roll: Animated breeds:

01-20: Gargoyle, Marble

21-50: Gargoyle, Stone

51-65: Cretin, Earth

66-70: Cretin, Marble

### 71-90: Hagrish Fiend, Earth

91-00: Hagrish Fiend, Stone

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%Roll: Cyclops breeds:





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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: 17+

%Roll: Encounter types:

01-15: Animated

16-20: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

21-30: Cyclops, Common

31-32: Dog, War

33-37: Dragon

38-39: Jahtha

40-41: Jahtheim

42-51: Kantar

52-56: Minke

## 57-65: Minotaur

66-75: Ogre, Ulex

76-77: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

78-85: Snake

86-92: Spider

93-00: Troll

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# Undead

%Roll: Undead types:

01-10: Bird, Raven, Black

11-19: Fear`Shade

20-28: Guardian, Shadow

29-37: Morlokk

38-46: Shadow

47-55: Skeleton, Black

56-64: Skeleton, Chyru

65-73: Skeleton, Red

74-82: Vampire(ss)

83-91: Warlock / Witch

92-00: Zombie

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# WILDERNESS

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 18+

%Roll: Encounter types:

01-03: Bandit

04-08: Bat

09-12: Bear

13-16: Behemoth, Mountain

17-21: Bird

22-24: Cat

25-29: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

30-35: Cyclops, Common

36-37: Dog

38-41: Dragon

42-46: Goblin

47-51: Insect

52-53: Jahtha

54-55: Jahthein

56-60: Kantar

61-62: Leprechaun

63-66: Lizard

67-70: Minke

72-74: Ogre, Ulex

75-76: Pegasus

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

79-81: Shaktur

82-85: Snake

86-90: Spider

91-95: Troll

96-00: Wolf

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Dog

%Roll: Dog breeds:

01-20: Nashuri

21-00: War

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# Jahthein

%Roll: Jahthein types:

01-17: Herald, Dark

18-34: Herald, Light

35-51: Kazar Wolf

52-68: Organic, Saga`Natur

69-84: Revealer

85-00: Yoreman

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# Pegasus

%Roll: Pegasus breeds:

01-50: Dark

51-00: White

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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:

1-8: Daytime encounter: Roll on Chart #A

9-20: 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: 90+

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: Arctic, Mountains

11-20: Cliffs

21-30: Desert, Highland

31-40: Forest: %Roll: Forest settings:

01-20: Common

21-30: Dark

31-95: Dense

96-00: Enchanted

41-50: Grasslands

51-60: Great Lakes

61-70: Hills

71-80: Mountains: %Roll: Mountain settings:

01-50: Earthen

51-00: Rocky

81-90: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

91-00: Volcanic



## 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: Bakkurin

Class: Herb

%Roll to find: 81+

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

Help notes: Paralysis of the body.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Deadmarrow

Class: Fungi

%Roll to find: 91+

# of attempts to find this vegetation upon a single corpse: 1

Help notes: Creating Undead.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Harbor Lilly

Class: Plant

%Roll to find: 96+

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

Help notes: Reverses unnatural aging.

Type:

Class:

%Roll to find: +

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

Help notes:



Type: Harbor Moon

Class: Fungi

%Roll to find: 81+

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

Help notes: Alleviates depression and / or sadness.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Red Parasentia

Class: Fungi

%Roll to find: 000

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

Help notes: Magic draining.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Silvesh

Class: Plant

%Roll to find: 000

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

Help notes: If this organic life is found, there will be something magical within arms reach of it, whether it be underground, on the ground, in the water, etc.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Takkrin

Class: Root.

%Roll to find: 88+

# of attempts to find this vegetation per 24 hours: 3

Help notes: Aides in curing sickness and disease.

Type:

Class:

%Roll to find: +

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

Help notes: