

Wastelands

The Wastelands are a scorched and desolate land where water is difficult to find and plant-life is less common. Some believe the Wastelands to be a scourge and punishment to afflict mankind for their sins. In these lands dwell, and thrive, a race of Elves known as the Sardakk. Within this brutal, inhospitable region the Sardakk Elves have forged a sanctuary . . . Sardakahn Citadel.

Within this brutal region stalk horrors, shunned and avoided by those of the Living World. When all other races have succumbed to the power and terror of the Wastelands, these Sardakk Elves have thrived and prospered.

See: "Sardakk Elf" in the Legends segment, found in the L Section of the Basic Rules Book.

Recommended level: 31+

Encounters, Rolling up:

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

CAVE

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 8+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 5+

%Roll: Encounter types:

01-07: Abomination

08-13: Basilisk

14-23: Bat

24-29: Cat

30-33: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

34: Chimahgrin

35-40: Chimera, Din`Sol

41-50: Dragon

51-55: Dragonman, Acid

56: Hex

57-58: Jahtha

59-60: Jahthein

61-67: Medusa

68-77: Nature

78: Power Slave (if this is encountered, roll up a random encounter to know the owner of this treasure item)

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

80-87: Spellboar

88-90: Vahkrin

91: Vision

92-00: Wyrn

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:


```
%Roll: types:
```


.....

Dragon

%Roll: Dragon breeds:

01-15: Anti Magic

16-30: Deminaught

31-50: Electricity

51-70: Fire

71-80: Morgel

81-95: Mystic

96-00: Serpentine

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

•

•

•

•

•

•

•

:

•

•

•

•

•

•

•

•

•

•

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoreman

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

$$\vdots$$

•

•

•
•
•

-
-
-

•
•
•

•
•
•

•

$$\vdots$$

•

•

•
•
•

•
•
•

•
•
•

•
•
•

•

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

$$\vdots$$
$$\vdots$$

Nature

%Roll: Nature types:

01-98: Firefall

99-00: Tornado

1
 2
 3
 4
 5
 6
 7
 8
 9
 10
 11
 12
 13
 14
 15
 16
 17
 18
 19
 20
 21
 22
 23
 24
 25
 26
 27
 28
 29
 30
 31
 32
 33
 34
 35
 36
 37
 38
 39
 40
 41
 42
 43
 44
 45
 46
 47
 48
 49
 50
 51
 52
 53
 54
 55
 56
 57
 58
 59
 60
 61
 62
 63
 64
 65
 66
 67
 68
 69
 70
 71
 72
 73
 74
 75
 76
 77
 78
 79
 80
 81
 82
 83
 84
 85
 86
 87
 88
 89
 90
 91
 92
 93
 94
 95
 96
 97
 98
 99
 100
 101
 102
 103
 104
 105
 106
 107
 108
 109
 110
 111
 112
 113
 114
 115
 116
 117
 118
 119
 120
 121
 122
 123
 124
 125
 126
 127
 128
 129
 130
 131
 132
 133
 134
 135
 136
 137
 138
 139
 140
 141
 142
 143
 144
 145
 146
 147
 148
 149
 150
 151
 152
 153
 154
 155
 156
 157
 158
 159
 160
 161
 162
 163
 164
 165
 166
 167
 168
 169
 170
 171
 172
 173
 174
 175
 176
 177
 178
 179
 180
 181
 182
 183
 184
 185
 186
 187
 188
 189
 190
 191
 192
 193
 194
 195
 196
 197
 198
 199
 200
 201
 202
 203
 204
 205
 206
 207
 208
 209
 210
 211
 212
 213
 214
 215
 216
 217
 218
 219
 220
 221
 222
 223
 224
 225
 226
 227
 228
 229
 230
 231
 232
 233
 234
 235
 236
 237
 238
 239
 240
 241
 242
 243
 244
 245
 246
 247
 248
 249
 250
 251
 252
 253
 254
 255
 256
 257
 258
 259
 260
 261
 262
 263
 264
 265
 266
 267
 268
 269
 270
 271
 272
 273
 274
 275
 276
 277
 278
 279
 280
 281
 282
 283
 284
 285
 286
 287
 288
 289
 290
 291
 292
 293
 294
 295
 296
 297
 298
 299
 300
 301
 302
 303
 304
 305
 306
 307
 308
 309
 310
 311
 312
 313
 314
 315
 316
 317
 318
 319
 320
 321
 322
 323
 324
 325
 326
 327
 328
 329
 330
 331
 332
 333
 334
 335
 336
 337
 338
 339
 340
 341
 342
 343
 344
 345
 346
 347
 348
 349
 350
 351
 352
 353
 354
 355
 356
 357
 358
 359
 360
 361
 362
 363
 364
 365
 366
 367
 368
 369
 370
 371
 372
 373
 374
 375
 376
 377
 378
 379
 380
 381
 382
 383
 384
 385
 386
 387
 388
 389
 390
 391
 392
 393
 394
 395
 396
 397
 398
 399
 400
 401
 402
 403
 404
 405
 406
 407
 408
 409
 410
 411
 412
 413
 414
 415
 416
 417
 418
 419
 420
 421
 422
 423
 424
 425
 426
 427
 428
 429
 430
 431
 432
 433
 434
 435
 436
 437
 438
 439
 440
 441
 442
 443
 444
 445
 446
 447
 448
 449
 450
 451
 452
 453
 454
 455
 456
 457
 458
 459
 460
 461
 462
 463
 464
 465
 466
 467
 468
 469
 470
 471
 472
 473
 474
 475
 476
 477
 478
 479
 480
 481
 482
 483
 484
 485
 486
 487
 488
 489
 490
 491
 492
 493
 494
 495
 496
 497
 498
 499
 500
 501
 502
 503
 504
 505
 506
 507
 508
 509
 510
 511
 512
 513
 514
 515
 516
 517
 518
 519
 520
 521
 522
 523
 524
 525

•

Elemental

%Roll: Elemental types:

01-25: Living, Acid

26-50: Living, Air

51-75: Living, Fire

76-00: Unicorn, Fire

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

•
•
•

•
•
•

•
•
•

•

•

•

•

$$\vdots$$

•

•

•

•

•

•

•
•
•

•
•
•

•

•

•

•

$$\vdots$$

•

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

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

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 7+

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

%Roll: Encounter types:

01-06: Abomination

07-21: Animated

22-31: Bat

32-37: Cat

38-42: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

43: Chimahgrin

44-49: Dragonman, Acid

50-55: Gargoyle, Rune

56: Hex

57-58: Jahtha

59-60: Jahthein

61-67: Medusa

68-80: Minotaur

81-90: Nature

91: Power Slave (if this is encountered, roll up a random encounter to know the owner of this treasure item)

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

93-98: Thing

99: Vahkrin

00: Vision

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

• •

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

•

•

[illegible]

LABYRINTH

1-D4 checks / 24 hours of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 6+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 3+

%Roll: Encounter types:

01-05: Abomination

06-15: Animated

16-20: Bat

21-25: Cat

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

31: Chimahgrin

32-36: Chimera, Din`Sol

37-41: Dragon

42-46: Dragonman, Acid

47-51: Elemental

52-56: Gargoyle

57: Hex

58-62: Hydra

63-64: Jahtha

65-66: Jahthein

67-71: Medusa

72-76: Minotaur

77-86: Nature

87-91: Phoenix

92: Power Slave (if this is encountered, roll up a random encounter to know the owner of this treasure item)

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

94: Vahkrin

95: Vision

96-00: Wyrn

•

.

•

•

•

•

•

•

•

•

$$\vdots$$
$$\vdots$$

•

•

•

•

•

•

•

•

•

•

[illegible]

[illegible]

01-33: Arial Anarias

68-00: Ryagg

$$\vdots$$

•
•
•

•

•

•

•

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$

•

$$\vdots$$

•

•

•

•

•

•

•

•

•

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

•

•

•

•

•

•

•

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

$$\vdots$$

•

•

•

•
•
•

•

•

•

• •

$$\vdots$$


```
%Roll: types:
```


16-00: Labyrinth

[illegible]

[illegible]

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

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

:

Undead

%Roll: Undead types:

01-09: Fear`Shade

10-17: Morlokk

18-25: Shadow

26-34: Skeleton, Black

35-41: Skeleton, Harrowlith

42-43: Skeleton, Inninoth

44-50: Skeleton, Ripple

51-57: Tombman

58-63: Undertaker

64-70: Vampire

71-78: Walking Corpse

79-85: Warlock / Witch

86-92: Wraith, Greater

93-00: Zombie

$$\vdots$$
$$\vdots$$
$$\vdots$$

•

•

•

•

•
•
•

•

•

•

•

•

:

•

•

•

•

•

•
•
•

•

•

•

•

⋮

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

WILDERNESS

1-D4 checks / 24 hours: Roll 1-D20 -- Roll needed for encounter: 16+

%Roll: Encounter types:

01-07: Abomination

08-14: Basilisk

15-21: Cat

22-26: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

27: Chimahgrin

28-34: Chimera, Din`Sol

35-40: Cyphrin

41-42: Darkstrome

43-48: Dragon

49-52: Dragonman, Acid

53-57: Elemental

58: Hex

59: Jahtha

60-61: Jahthein

62: Medusa

63-75: Nature

76-85: Phoenix

86: Power Slave (if this is encountered, roll up a random encounter to know the owner of this treasure item)

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

88-92: Spellboar

93: Vahkrin

94: Vision

95-00: W_{yrm}

•

•

$$\vdots$$

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

.

•

•

•

Secrets in the wilderness:

1 check / 24 hours = 99+ 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:

1-10: 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: 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:

01-16: Dead

17-33: Desert: %Roll: Desert settings:

01-60: Crystal

61-00: Savanna

34-40: Ffarmist

41-46: Forest, Dark

47-56: Marshlands

57-66: Mountains, Rocky

67-73: Ocean: %Roll: Ocean settings:

01-30: Temperate

31-00: Tropical

74-83: Rocky

84-91: Swamp

92-00: 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:

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:

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:

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:

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:

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:

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:

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:

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:

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:

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: