

# Mountains, Rocky

The Rocky Mountains Region is a place of large jagged mountains of traitoress rock. The creatures which exist in these harsh lands are strong, sometimes powerful.

Rocky Mountains are the newest of the created mountain ranges, formed as two or more continents clash together over thousands and thousands of years.

Recommended level: 25+

## Encounters, Rolling up:

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



## Bat

%Roll: Bat breeds:

01-10: Common

11-15: Darguhl's (Necromancer Spell) This encounter will indicate a possible necromancer encounter as well.

16-25: Frost (encountered in permanently cold areas only)

26-27: Gazer

28-95: Giant

96-00: Vampire

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# Dragon

%Roll: Dragon breeds:

01-10: Acid

11-20: Air

## 21-30: Anti-Magic

### 31-40: Deminaught

## 41-50: Electricity

51-60: Frost

61-90: Lizard

## 91-00: Magic

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# Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoremán

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# Lizardman

%Roll: Lizardman breeds:

01-30: Common

31-80: Feral

81-82: Mystic

83-00: Shaman

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# Dragon

%Roll: Dragon breeds:

01-05: Acid

06-10: Air

## 11-15: Anti-Magic

16-20: Deminaught

## 21-25: Electricity

## 26-30: Frost

31-00: Lizard

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## CIVILIZED WILDERNESS (any wilderness area within 3 days of a civilization)

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 20+

%Roll: Encounter types:

01-02: Bandit

03-12: Bat

13-14: Bear

15-19: Bird

20-21: Cat

22-31: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

32-41: Dog

42-43: Dragon (50% chance of being domesticated)

44-53: Guard

54-55: Insect

56-57: Jahtha

58-59: Jahthein

60-61: Lizard

62-00: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

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# Bird

%Roll: Bird breeds:

01-15: Eagle, Common

16-20: Eagle, Giant

21-35: Falcon, Peregrine, Common

36-40: Falcon, Peregrine, Giant

41-55: Hawk, Common

91-00: Raven, Common

56-60: Hawk, Giant

61-75: Owl, Great Horned, Common

76-80: Owl, Great Horned, Giant

81-95: Raven, Common

96-00: Raven, Giant

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# Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoreman

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# Animated

%Roll: Animated breeds:

01-30: Gargoyle, Marble

31-40: Gargoyle, Stone

41-50: Cretin, Earth

51-70: Cretin, Marble

### 71-80: Hagrish Fiend, Earth

81-90: Hagrish Fiend, Stone

91-00: Spider, Stone

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01-25: Black Widow, Giant  
26-50: Brown Recluse, Giant  
51-85: Jumping, Giant  
86-00: Tarantula, Giant

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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:

01-10: Animated

11-15: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

## 16-29: Cyclops

30-31: Dog

32-41: Dragon

42-43: Jahtha

44-45: Jahthein

46-55: Kantar

## 56-70: Minotaur

71-72: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

73-86: Spider

87-00: Troll

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# Animated

%Roll: Animated breeds:

01-35: Gargoyle, Marble

36-40: Gargoyle, Stone

41-45: Cretin, Earth

46-70: Cretin, Marble

### 71-75: Hagrish Fiend, Earth

76-00: Hagrish Fiend, Stone

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## 68-00: Ryagg

# Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoremán

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# Minotaur

%Roll: Minotaur breeds:

01-05: Brown, Common

06-25: Brown, Giant

## 26-00: Labyrinth

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# Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoreman

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# WILDERNESS

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 19+

%Roll: Encounter types:

01-05: Bandit

06-10: Bat

11-15: Bear

## 16-20: Behemoth, Mountain

21-30: Bird

31-35: Cat

36-40: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

## 41-50: Cyclops

51-52: Dog

### 53-57: Dragon

53-57: Insect

## 58-59: Jahtha

60-61: Jahthein

## 62-66: Kantar

67-68: Leprechaun

69-73: Lizard

74-78: Lizardman

## 79-80: Pegasus

81-82: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

83-87: Shaktur

88-92: Spider

93-00: Troll

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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:

01-15: Arctic, Mountains

16-30: Cliffs

31-60: Mountains: %Roll: Mountain settings:

01-50: Earthen

51-00: Forested

61-65: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

66-70: Rocky

71-88: Volcanic

89-00: 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:

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: