

Desert, Savanna

The Savanna Desert is consists of scattered cacti and little to no vegetation. When encountering a creature from this habitat it will usually be in the early morning and at night. Only the strong survive in this climate for long. Survivalist call it, "the greatest challenge our mother earth has to offer".

It seldom rains in the desert. Winter time is the most common occurrence if at all. But even then, seldom.

This is a comfortable habitat for creatures which naturally use fire - or depend upon consistent heat to survive.

Recommended level: 26+

Encounters, Rolling up:

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

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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CIVILIZATION

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

%Roll: Encounter types:

01-10: Bird

11-30: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

31-35: Dog, War

36-37: Dragon (domesticated)

38-57: Guard

58-59: Jahtha

60-61: Jahthein

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

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Lizardman

%Roll: Lizardman breeds:

01-35: Crag`Kin

36-50: Feral

51-00: Shadima

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01-05: Black Widow, Giant
06-08: Brown Recluse, Giant
09-54: Jumping, Giant
55-00: Tarantula, Giant

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Undead

%Roll: Undead types:

01-06: Guardian, Shadow (number encountered = x2)

07-12: Fearshade (number encountered = x2)

13-18: Morlokk (number encountered = x2)

19-24: Mummy (number encountered = x3)

25-30: Shadow (number encountered = x2)

31-36: Skeleton, Black (number encountered = x4)

37-42: Skeleton, Chyru (number encountered = x2)

43-48: Skeleton, Harrowlith (number encountered = x18)

49-54: Skeleton, Red (number encountered = x8)

55-60: Skeleton, White (number encountered = x28)

61-65: Tombman (number encountered = x2)

66-70: Undertaker (number encountered = x2)

71-75: Vampire(ss) (number encountered = x2)

76-80: Walking Corpse (number encountered = x28)

81-85: Warlock / Witch (number encountered = x2)

86-90: Wolf, Blood (number encountered = x13)

91-95: Wraith, Gothrin

96-00: Zombie (number encountered = x2)

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Animated

%Roll: Animated types:

01-33: Lizardman, Stone

34-67: Skeleton, Stone

68-00: Spider, Stone

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%Roll: Salamander breeds:

51-00: Sentry

01-40: Black Widow, Giant
41-60: Brown Recluse, Giant
61-80: Jumping, Giant
81-00: Tarantula, Giant

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Undead

%Roll: Undead types:

01-06: Guardian, Shadow (number encountered = x2)

07-12: Fearshade (number encountered = x2)

13-18: Morlokk (number encountered = x2)

19-24: Mummy (number encountered = x3)

25-30: Shadow (number encountered = x2)

31-36: Skeleton, Black (number encountered)

37-42: Skeleton, Chyru (number encountered = x2)

43-48: Skeleton, Harrowlith (number encountered = x18)

49-54: Skeleton, Red (number encountered = x8)

55-60: Skeleton, White (number encountered = x28)

61-65: Tombman (number encountered = x2)

66-70: Undertaker (number encountered = x2)

71-75: Vampire(ss) (number encountered = x2)

76-80: Walking Corpse (number encountered = x28)

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91-95: Wraith, Gothrin

96-00: Zombie (number encountered = x2)

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WILDERNESS

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 15+

%Roll: Encounter types:

01-10: Bird

11-15: Cahadra

16-30: Cat

31-35: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

36-37: Dog, War

38-45: Dragon

46-48: Elemental

49-50: Jahtha

51-52: Jahtheim

53-57: Lizard

58-65: Lizardman

66-67: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

68-75: Salamander

76-82: Scorpion

83-84: Siren, Sand

85-92: Spider

93-00: Wolf

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%Roll: Cahadra breeds:

51-00: Sentry

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:

Roll needed for Region Change: 97+

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:

01-05: Cliffs

06-10: Dead

11-20: Desert, Crystal

21-25: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

26-40: Ocean: %Roll: Ocean settings:

01-10: Blood

11-20: Dark

21-30: Sylvanian

31-00: Tropical

41-50: Plateau

51-60: Rocky

61-85: Volcanic

86-00: 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: Anaria

Class: Root

%Roll to find: 95+

of attempts to find this vegetation per 24 hours: 4

Help notes: Exhaustion will decrease 30-100% (roll 1-D8 +2 x10). Found beneath the surface.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Embalmer's Clay

Class: Plant

%Roll to find: 91+

of attempts to find this vegetation per 24 hours: 2

Help notes: Used for casting (as in casting a broken arm or leg).

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Tuhsk

Class: Plant

%Roll to find: 80+

of attempts to find this vegetation per 24 hours: 2

Help notes: Used for keening any sharp-edged weapon.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Willinvox Spur

Class: Plant

%Roll to find: 90+

of attempts to find this vegetation per 24 hours: 3

Help notes: Used to alleviate the pain of arthritis

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

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%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

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