

Forest, Dense

Within the Forest there is quite a generous variety of trees, and a diversity of plants and animals, providing an extensive food supply to its inhabitants. This type of forest is typical for the larger types of common animals; the giants of their species.

Recommended level: 7+

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: 17+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 15+

%Roll: Encounter types:

01-15: Bat

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

21-25: Dog, War

26-28: Dragon, Forest

29-35: Insect, Scarab, Krylik, Forest

36-45: Jahmur

46-47: Jahtha

48-49: Jahtheim

50-54: Minke

55-59: Mulik

60-64: Pelos

65-66: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

67-71: Snake

72-78: Tamae

79-90: Wolf

91-00: Wolverine

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Bat

%Roll: Bat breeds:

01-30: Common

31-00: Giant

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%Roll: Jahtha types:

01-33: Arial Anarias

34-67: Baxter

68-00: Ryagg

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Jahthein

%Roll: Jahthein types:

01-17: Herald, Dark

18-34: Herald, Light

35-51: Kazar Wolf

52-68: Maligna

69-84: Revealer

85-00: Yoreman

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Snake

%Roll: Snake breeds:

01-50: Rattle, Common

51-75: Rattle, Giant

76-00: Viper, Giant

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Wolverine

%Roll: Wolverine breeds:

01-60: Common

61-00: Giant

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DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 17+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 15+

%Roll: Encounter types:

01-15: Animated

16-25: Bat

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

31-35: Dog, War

36-50: Jahmur

51-52: Jahtha

53-54: Jahthein

55-59: Minke

60-67: Minotaur

68-75: Pelos

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

78-84: Shauminnin`Kul

85-92: Snake

93-00: Tamae

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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

11-20: Bat

21-25: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

26-30: Dog, War

31-35: Goblin

36-50: Jahmur

51-52: Jahtha

53-54: Jahthein

55-62: Minke

63-75: Minotaur

76-84: Ogre

85-86: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

87-92: Snake

93-00: Tamae

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Animated

%Roll: Animated types:

01-33: Cretin, Marble

34-67: Gargoyle, Marble

68-00: Hagrish Fiend, Steel

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Minotaur

%Roll: Minotaur breeds:

01-10: Brown, Common

11-25: Brown, Giant

26-00: Labyrinth

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01-33: Arial Anarias

68-00: Ryagg

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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: 96+

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: Cliffs

11-20: Forest: %Roll: Forest settings:

01-25: Common

26-50: Dark

51-75: Enchanted

76-00: Mushroom

21-30: Grasslands

31-40: Great Lakes

41-50: Hills

51-60: Marshlands

61-70: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

71-80: Ocean: %Roll: Ocean settings:

01-33: Sylvanian

34-67: Temperate

68-00: Tropical

81-90: Plains: %Roll: Plains settings:

01-50: Common

51-00: Kedg`Noth

91-00: Rocky

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:

Vegetation-types:

Type: Ahkra

Class: Herb

%Roll to find: 86+

of attempts to find this vegetation per 24 hours: 1

Help notes: Cures the disease of the Lycanthrope virus. Highly addictive.

Type: Bonemold

Class: Fungi

%Roll to find: 91+

of attempts to find this vegetation per 24 hours: 1

Help notes: Minimizing, and even curing, disease.

Type: Chagrith

Class: Tree

%Roll to find: 61+

of attempts to find this vegetation per 24 hours: 2

Help notes: Leaves reduce infections in the body causes by unclean wounds, scraps, burns, etc.

Type: Chathe

Class: Herb

%Roll to find: 71+

of attempts to find this vegetation per 24 hours: 2

Help notes: This root is used for the numbing and healing of burns.

Type: Coullip

Class: Herb

%Roll to find: 86+

of attempts to find this vegetation per 24 hours: 2

Help notes: Used for extreme coughing caused by chest-cold or pneumonia.

Type: Crescent

Class: Herb

%Roll to find: 88+

of attempts to find this vegetation per 24 hours: 1 chance per water source, or per 200' of stream.

Help notes: Stabilizes shock.

Type: Dillin'Crescent

Class: Herb

%Roll to find: 81+

of attempts to find this vegetation per 24 hours: 3

Help notes: Used for stabilizing shock.

Type: Frokkmold

Class: Fungi

%Roll to find: 96+

of attempts to find this vegetation per 24 hours: 1

Help notes: Used for deadening the senses to physical, mental and spiritual pain. Fond only near water sources.

Type: Kakkrin

Class: Root

%Roll to find: 88+

of attempts to find this vegetation per 24 hours: 1

Help notes: Negating physical exhaustion.

Type: Red Parasentia

Class: Fungi

%Roll to find: 000

of attempts to find this vegetation per 24 hours: 1

Help notes: Magic draining.

Type: Sillsbar

Class: Herb

%Roll to find: 96+

of attempts to find this vegetation per 24 hours: 1

Help notes: This is a strong sedative that will cause wounds to heal more quickly, and spell-points to regenerate faster, and the body to be rested more fully by less amount of sleep.

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: Takkrin

Class: Root

%Roll to find: 88+

of attempts to find this vegetation per 24 hours: 2

Help notes: Aids in curing sickness and disease.