

Forest, Dark

The Dark Forest is home to the Mirellian Elves, an darker hearted race of people and over-sized creatures. When traversing this region it is always good to have an expert guide and stout folk in company.

Recommended level: 30+

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:

01-30: Bat

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

36-40: Dog, War

41-45: Dragon, Forest

46-50: Goblin

51-52: Jahtha

53-54: Jahthein

55-58: Jantara

59-70: Minke

71-74: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

75-85: Spider

86-90: Werewolf, Black`Guard

91-00: Wolf

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Spider

%Roll: Spider breeds:

01-25: Black Widow, Giant

26-50: Brown Recluse, Giant

51-75: Jumping, Giant

76-00: Tarantula, Giant

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CIVILIZATION

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

%Roll: Encounter types:

01-15: Bat

16-30: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

31-43: Dog

44-45: Dragon, Forest (domesticated)

46-66: Guard

67-68: Jahtha

69-70: Jahtheim

71-98: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

99-00: Spider

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Undead

%Roll: Undead types:

01-30: Skeleton, Black

31-40: Walking Corpse

41-60: Warlock/Witch (01-50: Female, 51-00: Male)

61-80: Vampire(ss) (01-50: Female, 51-00: Male)

81-00: Zombie

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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:

01-20: Animated

21-35: Bat

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

41-45: Dog, War

46-47: Goblin

46-47: Jahtha

48-49: Jahthein

50-61: Jantara

62-71: Minotaur

72-73: Mortalis Bloodhound

74-85: Myst Rider

86-87: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

88-00: Spider

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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: Cliffs

11-20: Dead

21-30: Forest: %Roll: Forest settings:

01-70: Dense

71-00: Enchanted

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31-40: Marshlands

41-50: Mountains: %Roll: Mountain settings:

01-33: Earthen

34-67: Forested

68-00: Rocky

51-60: Ocean: %Roll: Ocean settings:

01-20: Blood

21-60: Dark

61-80: Temperate

81-00: Tropical

61-70: Rocky

71-80: Swamp

81-90: Volcanic

91-00: 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:

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:

Class:

%Roll to find:

of attempts to find this vegetation per 24 hours:

Help notes:

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: Sillin Thorn

Class: Plant

%Roll to find: 97+

of attempts to find this vegetation per 24 hours: 1

Help notes: Causing pain and damage to the skin.

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.