

Rocky (The Shattered Lands)

The Rocky region is recklessly strewn with the dead fragments of once glorious mountain ranges. The entire region is covered with the once proud and majestic mountains of stone, now relentlessly dotting the landscape in heaps and broken fragments.

In legend, it is told this region was, at one time, a magnificent place of mountains, unseen in Utaemia to this day, ascending into the heavens in splendorous majesty. Legends consistently speak of the Age of War and the cataclysms that plagued this once mighty realm, of the sudden uprooting and scattering of its mountains, and the destruction of most all the inhabitants therein.

Since the cataclysms, this region has been covered in an ominous mist during the nighttime hours . . . the post effects of The Shattering which occurred during the conflicts that raged during the Age of War.

When the mists of the great devastations dispersed, mankind once again crept back into this hardened, scarred, land. Where there was once utter desolation, now showed promised riches for treasure hunters, for with the curse of The Shattering came also the blessing of gold and Gem Vein, unearthed by the terrible effects of the Age of War.

Recommended level: 30+

It is strongly recommended that only the most weathered 30+ characters enter into this region. You have been warned.

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: 10+

%Roll: Encounter types:

01-06: Animated

07-12: Bat

13-17: Bandit

18-23: Behemoth

24-28: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

29-34: Cyclops

35-40: Dragon

41: GemVein (see: “GemVein” in the G Section of the Basic Rules Book).

42-43: Jahtha

44-45: Jahthein

46-47: Leprechaun

48-53: Lizard

54-59: Lizardman

60-61: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

62-68: Snake

69-76: Spider

77-82: Tichin

83-88: Troll

89-00: Wolf

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Animated

%Roll: Animated breeds:

01-03: Behemoth, Sand
04-06: Centipede, Silkweave
07-09: Creeping Acid
10-12: Creeping Mud
13-15: Cretin, Earth
16-18: Cretin, Earthman
19-21: Cretin, Marble
22-24: Cretin, Steel
25-27: Cretin, Stone
28-30: Dragon, Gem
31-33: Dragon, Granitarr
34-36: Dragon, Steel
37-39: Dragon, Stone
40-42: Dragonman, Mercury
43-45: Gargoyle, Marble
46-48: Gargoyle, Steel
49-51: Gargoyle, Stone
52-54: Golem, Ivory
55-57: Hagrish Fiend, Earth
58-60: Hagrish Fiend, Steel
61-63: Hagrish Fiend, Stone
64-66: Imp, Ice
67-69: Lizard, Crystal
70-72: Lizardman, Crystal
73-75: Lizardman, Stone
76-78: Myst
79-81: Skeleton, Crystal
82-84: Skeleton, Stone
85-86: Snake, Shardlace
87-88: Snakeman, Crystal
89-90: Spider, Crystal
91-92: Spider, Ice
93-94: Spider, Stone
95-96: Titan, Ice
97-98: Witch, Silver
99-00: Wolf, Stone

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CIVILIZATION

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

%Roll: Encounter types:

01-10: Animated (controlled by an animationist)

11-15: Bat

16-20: Bird

21-30: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

31-35: Dragon

36-45: Guard

46-47: Horse

48-49: Jahtha

50-51: Jahthein

52-53: Leprechaun

54-94: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

95-96: Tichin

97-98: Werewolf, Black`Guard (in humanoid form)

99-00: Wolf (domesticated)

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Animated

%Roll: Animated breeds:

01-03: Behemoth, Sand
 04-06: Centipede, Silkweave
 07-09: Creeping Acid
 10-12: Creeping Mud
 13-15: Cretin, Earth
 16-18: Cretin, Earthman
 19-21: Cretin, Marble
 22-24: Cretin, Steel
 25-27: Cretin, Stone
 28-30: Dragon, Gem
 31-33: Dragon, Granitarr
 34-36: Dragon, Steel
 37-39: Dragon, Stone
 40-42: Dragonman, Mercury
 43-45: Gargoyle, Marble
 46-48: Gargoyle, Steel
 49-51: Gargoyle, Stone
 52-54: Golem, Ivory
 55-57: Hagrish Fiend, Earth
 58-60: Hagrish Fiend, Steel
 61-63: Hagrish Fiend, Stone
 64-66: Imp, Ice
 67-69: Lizard, Crystal
 70-72: Lizardman, Crystal
 73-75: Lizardman, Stone
 76-78: Myst
 79-81: Skeleton, Crystal
 82-84: Skeleton, Stone
 85-86: Snake, Shardlace
 87-88: Snakeman, Crystal
 89-90: Spider, Crystal
 91-92: Spider, Ice
 93-94: Spider, Stone
 95-96: Titan, Ice
 97-98: Witch, Silver
 99-00: Wolf, Stone

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Bat

%Roll: Bat breeds:

01-02: Acid

03-84: Common

85-87: Darguhl's (Necromancer Spell) This encounter will indicate a possible necromancer encounter as well.

88-89: Fire

90-91: Frost

92-93: Gazer

94-98: Giant

99-00: Vampire

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Bird

%Roll: Bird breeds:

01-10: Eagle, Common (50% chance to be domesticated)

11-15: Eagle, Giant (domesticated)

16-25: Falcon, Common (50% chance to be domesticated)

26-35: Hawk, Common (50% chance to be domesticated)

36-40: Hawk, Giant (domesticated)

41-45: Kyrokk (50% chance to be domesticated)

46-55: Owl, Common (50% chance to be domesticated)

56-70: Raven, Common (50% chance to be domesticated)

71-80: Vulture, Common (50% chance to be domesticated)

81-85: Vulture, Giant (domesticated)

86-95: Vulture, War, Common (50% chance to be domesticated)

96-00: Vulture, War, Giant (domesticated)

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Dragon

%Roll: Dragon breeds:

01-05: Acid (domesticated)

06-15: Air (domesticated)

16-20: Anti-Magic (domesticated)

21-30: Deminaught (domesticated)

31-40: Electricity (domesticated)

41-55: Fire (domesticated)

56-70: Frost (domesticated)

71-90: Lizard (domesticated)

91-00: Serpentine (domesticated)

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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:

01-03: Behemoth, Sand
 04-06: Centipede, Silkweave
 07-09: Creeping Acid
 10-12: Creeping Mud
 13-15: Cretin, Earth
 16-18: Cretin, Earthman
 19-21: Cretin, Marble
 22-24: Cretin, Steel
 25-27: Cretin, Stone
 28-30: Dragon, Gem
 31-33: Dragon, Granitarr
 34-36: Dragon, Steel
 37-39: Dragon, Stone
 40-42: Dragonman, Mercury
 43-45: Gargoyle, Marble
 46-48: Gargoyle, Steel
 49-51: Gargoyle, Stone
 52-54: Golem, Ivory
 55-57: Hagrish Fiend, Earth
 58-60: Hagrish Fiend, Steel
 61-63: Hagrish Fiend, Stone
 64-66: Imp, Ice
 67-69: Lizard, Crystal
 70-72: Lizardman, Crystal
 73-75: Lizardman, Stone
 76-78: Myst
 79-81: Skeleton, Crystal
 82-84: Skeleton, Stone
 85-86: Snake, Shardlace
 87-88: Snakeman, Crystal
 89-90: Spider, Crystal
 91-92: Spider, Ice
 93-94: Spider, Stone
 95-96: Titan, Ice
 97-98: Witch, Silver
 99-00: Wolf, Stone

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Bat

%Roll: Bat breeds:

01-03: Acid

04-44: Common

75-78: Darguhl's (Necromancer Spell) This encounter will indicate a possible necromancer encounter as well.

79-81: Fire

82-84: Frost

85-87: Gazer

88-97: Giant

98-00: Vampire

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Bird

%Roll: Bird breeds:

01-10: Eagle, Common (75% chance to be domesticated)

11-15: Eagle, Giant (domesticated)

16-25: Falcon, Common (75% chance to be domesticated)

26-35: Hawk, Common (75% chance to be domesticated)

36-40: Hawk, Giant (domesticated)

41-45: Kyrokk (75% chance to be domesticated)

46-55: Owl, Common (75% chance to be domesticated)

56-70: Raven, Common (75% chance to be domesticated)

71-80: Vulture, Common (75% chance to be domesticated)

81-85: Vulture, Giant (domesticated)

86-95: Vulture, War, Common (75% chance to be domesticated)

96-00: Vulture, War, Giant (domesticated)

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Dragon

%Roll: Dragon breeds:

01-05: Acid (75% chance to be domesticated)

06-15: Air (75% chance to be domesticated)

16-20: Anti-Magic (75% chance to be domesticated)

21-30: Deminaught (75% chance to be domesticated)

31-40: Electricity (75% chance to be domesticated)

41-55: Fire (75% chance to be domesticated)

56-70: Frost (75% chance to be domesticated)

71-90: Lizard (75% chance to be domesticated)

91-00: Serpentine (75% chance to be domesticated)

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01-33: Arial Anarias

68-00: Ryagg

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Open

%Roll: Open breeds types:

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Animated

%Roll: Animated breeds:

01-03: Behemoth, Sand
 04-06: Centipede, Silkweave
 07-09: Creeping Acid
 10-12: Creeping Mud
 13-15: Cretin, Earth
 16-18: Cretin, Earthman
 19-21: Cretin, Marble
 22-24: Cretin, Steel
 25-27: Cretin, Stone
 28-30: Dragon, Gem
 31-33: Dragon, Granitarr
 34-36: Dragon, Steel
 37-39: Dragon, Stone
 40-42: Dragonman, Mercury
 43-45: Gargoyle, Marble
 46-48: Gargoyle, Steel
 49-51: Gargoyle, Stone
 52-54: Golem, Ivory
 55-57: Hagrish Fiend, Earth
 58-60: Hagrish Fiend, Steel
 61-63: Hagrish Fiend, Stone
 64-66: Imp, Ice
 67-69: Lizard, Crystal
 70-72: Lizardman, Crystal
 73-75: Lizardman, Stone
 76-78: Myst
 79-81: Skeleton, Crystal
 82-84: Skeleton, Stone
 85-86: Snake, Shardlace
 87-88: Snakeman, Crystal
 89-90: Spider, Crystal
 91-92: Spider, Ice
 93-94: Spider, Stone
 95-96: Titan, Ice
 97-98: Witch, Silver
 99-00: Wolf, Stone

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Dead

%Roll: Dead types:

01-10: Dead`Kin

11-19: Dithinoth

20-28: Specter, Dream

29-37: Goblin

38-46: Spirit, Banshee

47-55: Spirit, Harrowed

56-64: Spirit, Messenger

65-73: Spirit, Phantom

74-82: Spirit, Poltergeist

83-91: Spirit, Shade

92-00: Spirit, Shaman

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01-33: Arial Anarias

68-00: Ryagg

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Undead

%Roll: Undead types:

01-09: Dragon, Wraith

10-18: Dragonman, Moldering

19-27: Ethereal Veil

28-36: Goblin

37-44: Skeleton, Black

45-52: Skeleton, Chyru

53-60: Skeleton, Corrupted

61-68: Skeleton, Cragpit

69-76: Undertaker

77-84: Vampire(ss)

85-92: Warlock/Witch

93-00: Wolf, Blood

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DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 12+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 7+

%Roll: Encounter types:

01-10: Animated

11-15: Bat

16-17: Bandit

18-22: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

23-24: Jahtha

25-26: Jahthein

27-28: Leprechaun

29-38: Lizard

39-48: Lizardman

49-66: Minotaur

67-68: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

69-78: Snake

79-88: Spider

89-90: Tichin

91-00: Troll

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Animated

%Roll: Animated breeds:

01-03: Behemoth, Sand
 04-06: Centipede, Silkweave
 07-09: Creeping Acid
 10-12: Creeping Mud
 13-15: Cretin, Earth
 16-18: Cretin, Earthman
 19-21: Cretin, Marble
 22-24: Cretin, Steel
 25-27: Cretin, Stone
 28-30: Dragon, Gem
 31-33: Dragon, Granitarr
 34-36: Dragon, Steel
 37-39: Dragon, Stone
 40-42: Dragonman, Mercury
 43-45: Gargoyle, Marble
 46-48: Gargoyle, Steel
 49-51: Gargoyle, Stone
 52-54: Golem, Ivory
 55-57: Hagrish Fiend, Earth
 58-60: Hagrish Fiend, Steel
 61-63: Hagrish Fiend, Stone
 64-66: Imp, Ice
 67-69: Lizard, Crystal
 70-72: Lizardman, Crystal
 73-75: Lizardman, Stone
 76-78: Myst
 79-81: Skeleton, Crystal
 82-84: Skeleton, Stone
 85-86: Snake, Shardlace
 87-88: Snakeman, Crystal
 89-90: Spider, Crystal
 91-92: Spider, Ice
 93-94: Spider, Stone
 95-96: Titan, Ice
 97-98: Witch, Silver
 99-00: Wolf, Stone

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68-00: Ryagg

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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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Animated

%Roll: Animated breeds:

01-03: Behemoth, Sand
 04-06: Centipede, Silkweave
 07-09: Creeping Acid
 10-12: Creeping Mud
 13-15: Cretin, Earth
 16-18: Cretin, Earthman
 19-21: Cretin, Marble
 22-24: Cretin, Steel
 25-27: Cretin, Stone
 28-30: Dragon, Gem
 31-33: Dragon, Granitarr
 34-36: Dragon, Steel
 37-39: Dragon, Stone
 40-42: Dragonman, Mercury
 43-45: Gargoyle, Marble
 46-48: Gargoyle, Steel
 49-51: Gargoyle, Stone
 52-54: Golem, Ivory
 55-57: Hagrish Fiend, Earth
 58-60: Hagrish Fiend, Steel
 61-63: Hagrish Fiend, Stone
 64-66: Imp, Ice
 67-69: Lizard, Crystal
 70-72: Lizardman, Crystal
 73-75: Lizardman, Stone
 76-78: Myst
 79-81: Skeleton, Crystal
 82-84: Skeleton, Stone
 85-86: Snake, Shardlace
 87-88: Snakeman, Crystal
 89-90: Spider, Crystal
 91-92: Spider, Ice
 93-94: Spider, Stone
 95-96: Titan, Ice
 97-98: Witch, Silver
 99-00: Wolf, Stone

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Bat

%Roll: Bat breeds:

01-21: Acid

22-23: Common

24-28: Darguhl's (Necromancer Spell) This encounter will indicate a possible necromancer encounter as well.

29-48: Fire

49-68: Frost

69-78: Gazer

79-80: Giant

81-00: Vampire

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%Roll: Jahtha types:

34-67: Baxter

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TOMB

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 11+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 6+

%Roll: Encounter types:

01-05: Animated

06-10: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

11-20: Dead

21-22: Jahtha

23-24: Jahthein

25-26: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

27-00: Undead

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Animated

%Roll: Animated breeds:

01-03: Behemoth, Sand
 04-06: Centipede, Silkweave
 07-09: Creeping Acid
 10-12: Creeping Mud
 13-15: Cretin, Earth
 16-18: Cretin, Earthman
 19-21: Cretin, Marble
 22-24: Cretin, Steel
 25-27: Cretin, Stone
 28-30: Dragon, Gem
 31-33: Dragon, Granitarr
 34-36: Dragon, Steel
 37-39: Dragon, Stone
 40-42: Dragonman, Mercury
 43-45: Gargoyle, Marble
 46-48: Gargoyle, Steel
 49-51: Gargoyle, Stone
 52-54: Golem, Ivory
 55-57: Hagrish Fiend, Earth
 58-60: Hagrish Fiend, Steel
 61-63: Hagrish Fiend, Stone
 64-66: Imp, Ice
 67-69: Lizard, Crystal
 70-72: Lizardman, Crystal
 73-75: Lizardman, Stone
 76-78: Myst
 79-81: Skeleton, Crystal
 82-84: Skeleton, Stone
 85-86: Snake, Shardlace
 87-88: Snakeman, Crystal
 89-90: Spider, Crystal
 91-92: Spider, Ice
 93-94: Spider, Stone
 95-96: Titan, Ice
 97-98: Witch, Silver
 99-00: Wolf, Stone

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%Roll: Open breeds types:

[illegible]

[illegible]

Dead

%Roll: Dead types:

01-10: Dead` Kin

11-19: Dithinoth

20-28: Specter, Dream

29-37: Goblin

38-46: Spirit, Banshee

47-55: Spirit, Harrowed

56-64: Spirit, Messenger

65-73: Spirit, Phantom

74-82: Spirit, Poltergeist

83-91: Spirit, Shade

92-00: Spirit, Shaman

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[illegible]

Undead

%Roll: Undead types:

01-05: Bird, Raven, Black

06-10: Ethereal Veil

11-15: Fear`Shade

16-20: Guardians, Shadow

21-25: Morlokk

26-30: Mummy

31-35: Shadow

36-40: Skeleton, Black

41-45: Skeleton, Chyru

46-50: Skeleton, Cragpit

51-55: Skeleton, Harrowlith

56-60: Skeleton, Red

61-65: Skeleton, White

66-70: Tombman

71-75: Undertaker

76-80: Vampire(ss)

81-85: Walking Corpse

86-90: Warlock/Witch

91-95: Wolf, Blood

96-00: Zombie

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WILDERNESS

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

%Roll: Encounter types:

01-06: Animated

07-08: Bandit

09-13: Bat

14-18: Behemoth

19-23: Bird

24-25: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

26-35: Cyclops

36-45: Dragon

46-50: Fairy, Gem`Stone

51: GemVein (see: “GemVein” in the G Section of the Basic Rules Book).

52-53: Horse (an encountered horse in this region will have a character type rider)

54-55: Jahtha

56-57: Jahthein

58-59: Leprechaun

60-66: Lizard

67-72: Lizardman

73-74: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

75-81: Snake

82-88: Spider

89-90: Tichin

91-92: Werewolf, Black`Guard (50% of being in humanoid form)

93-00: Wolf

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Animated

%Roll: Animated breeds:

01-03: Behemoth, Sand
 04-06: Centipede, Silkweave
 07-09: Creeping Acid
 10-12: Creeping Mud
 13-15: Cretin, Earth
 16-18: Cretin, Earthman
 19-21: Cretin, Marble
 22-24: Cretin, Steel
 25-27: Cretin, Stone
 28-30: Dragon, Gem
 31-33: Dragon, Granitarr
 34-36: Dragon, Steel
 37-39: Dragon, Stone
 40-42: Dragonman, Mercury
 43-45: Gargoyle, Marble
 46-48: Gargoyle, Steel
 49-51: Gargoyle, Stone
 52-54: Golem, Ivory
 55-57: Hagrish Fiend, Earth
 58-60: Hagrish Fiend, Steel
 61-63: Hagrish Fiend, Stone
 64-66: Imp, Ice
 67-69: Lizard, Crystal
 70-72: Lizardman, Crystal
 73-75: Lizardman, Stone
 76-78: Myst
 79-81: Skeleton, Crystal
 82-84: Skeleton, Stone
 85-86: Snake, Shardlace
 87-88: Snakeman, Crystal
 89-90: Spider, Crystal
 91-92: Spider, Ice
 93-94: Spider, Stone
 95-96: Titan, Ice
 97-98: Witch, Silver
 99-00: Wolf, Stone

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Bird

%Roll: Bird breeds:

01-10: Eagle, Common

11-15: Eagle, Giant

16-25: Falcon, Common

26-35: Hawk, Common

36-40: Hawk, Giant

41-45: Kyrokk

46-55: Owl, Common

56-70: Raven, Common

71-80: Vulture, Common

81-85: Vulture, Giant

86-95: Vulture, War, Common

96-00: Vulture, War, Giant

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%Roll: Open breeds types:

[illegible]

%Roll: Open breeds types:

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:

1-6: Daytime encounter: Roll on Chart #A

7-20: 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: 93+

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: Cliffs

16-25: Desert: %Roll: Desert settings:

01-50: Crystal

51-00: Savanna

26-40: Forest: %Roll: Forest settings:

01-80: Dark

81-00: Enchanted

41-50: Marshlands

51-60: Mountains, Rocky

61-70: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

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:

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:

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:

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:

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

Help notes:

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%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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%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes: