

Plains, Common

The Common Plains are flat land dotted with patches of grasses and shrubs. These lands are fertile and good for farming, though it takes a stout farmer to keep it.

Within this land are a variety of creatures which roam. Here, farms are fortified from the elements; wind and dust storms, and the ever encroaching species that ever roam and hunt.

Recommended level: 10+

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:

01-10: Bat

11-25: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

26-30: Dog

31-32: Feigner

33-42: Gargoyle, Common

43-52: Goblin

53-62: Insect

63-64: Jahtha

65-66: Jahthein

67-76: Lizard

77-86: Lizardman, Common

87-88: Organic, Gripper

89-91: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

92-00: Ratman, Common

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[illegible]

Goblin

%Roll: Goblin breeds:

01-40: Common

41-00: Kardjon

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Organic

%Roll: Organic types:

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Undead

%Roll: Undead types:

[illegible]

Bat

%Roll: Bat breeds:

01-90: Common

91-00: Giant

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Undead

%Roll: Undead types:

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:

01-03: Bat

04-13: Bird

14-23: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

24-33: Dog

34-35: Goblin

36-45: Guard

46-55: Horse

56-57: Insect

58-59: Jahtha

60-61: Jahthein

62-66: Lizard

67-68: Organic, Gripper

69-91: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

92-93: Ratman, Common

94-95: Undead, Vampire(ss)

96-00: Wolf

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Undead

%Roll: Undead types:

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Wolf

%Roll: Wolf breeds:

01-90: Common

91-00: 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:

01-05: Bat

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

11-15: Dog, War

16-17: Feigner

18-32: Gargoyle, Common

33-47: Goblin

48-62: Insect

63-64: Jahtha

65-66: Jahthein

67-81: Lizardman, Common

82-83: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

84-98: Ratman, Common

99-00: Undead, Vampire(ss)

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%Roll: Dog breeds:

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Undead

%Roll: Undead types:

Organic

%Roll: Organic types:

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Undead

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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: 95+

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:

01-12: Cliffs

13-27: Desert, Highland

28-42: Forest: %Roll: Forest settings:

01-50: Common

51-00: Dense

43-57: Grasslands

58-67: Great Lakes

68-80: Hills

81-85: Marshlands

86-90: Mountains, Earthen

91-93: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

94-97: Rocky

98-00: Swamp

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:

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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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of attempts to find this vegetation per 24 hours: 1

Help notes: