

Mountains, Earthen

The Earthen Mountains Region is a place of large earth and rock formations.

Mountains are created by the earth itself as two or more continents drift together over thousands and thousands of years. Earthquakes also form Mountains, changing the land by unmatched forces more rapidly.

Recommended level: 22+

Encounters, Rolling up:

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

Bat

%Roll: Bat breeds:

01-60: Common

61-00: Giant

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[illegible]

%Roll: Spider breeds:

[illegible]

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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Bird

%Roll: Bird breeds:

01-15: Eagle, Common

16-20: Eagle, Giant

21-35: Falcon, Peregrine, Common

36-40: Falcon, Peregrine, Giant

41-55: Hawk, Common

56-60: Hawk, Giant

61-75: Owl, Great Horned, Common

76-80: Owl, Great Horned, Giant

81-95: Raven, Common

96-00: Raven, Giant

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Undead

%Roll: Undead types:

01-33: Skeleton, Black

34-67: Vampire(ss)

68-00: Warlock/Witch (01-50: Female, 51-00: Male)

[illegible]

%Roll: Cyclops breeds:

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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Minotaur

%Roll: Minotaur breeds:

01-15: Brown, Common

16-35: Brown, Giant

36-00: Dungeon

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Spider

01-33: Arial Anarias

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: Yoreman

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31-00: Labyrinth

%Roll: Spider breeds:

[illegible]

Undead

%Roll: Undead types:

01-33: Skeleton, Black

34-67: Warlock/Witch (01-50: Female, 51-00: Male)

68-00: Zombie

WILDERNESS

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 17+

%Roll: Encounter types:

01-04: Bandit

05-10: Bat

11-15: Bear

16-19: Behemoth, Mountain

20-28: Bird

29-31: Cat, Spell

32-36: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

37-41: Cyclops

42-44: Dog

45-48: Dragon

49-55: Goblin

56-60: Insect

61-62: Jahtha

63-64: Jahthein

65-69: Kantar

70-71: Leprechaun

72-76: Lizard

77-83: Ogre

84-85: Pegasus

86-88: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

89-94: Shaktur

95-00: Troll

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Bird

%Roll: Bird breeds:

01-15: Eagle, Common

16-20: Eagle, Giant

21-35: Falcon, Peregrine, Common

36-40: Falcon, Peregrine, Giant

41-55: Hawk, Common

56-60: Hawk, Giant

61-75: Owl, Great Horned, Common

76-80: Owl, Great Horned, Giant

81-95: Raven, Common

96-00: Raven, Giant

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%Roll: Cyclops breeds:

51-00: Frost (encountered only within or near areas that are cold year round).

Insect

%Roll: Insect breeds:

01-05: Bee, Hamanatra

06-45: Bee, Honey, Common

46-55: Bee, Honey, Giant

56-70: Beetle, Piercer

71-85: Centipede, Rock

86-00: Jaguania Boar Worm

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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:

01-02: Arctic: %Roll: Arctic settings:

01-05: Desert

06-00: Mountains

03-10: Cliffs

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

01-20: Common

21-30: Dark

31-95: Dense

96-00: Enchanted

21-25: Grasslands

26-30: Great Lakes

31-40: Hills

41-45: Marshlands

46-60: Mountains: %Roll: Mountain settings:

01-50: Forested

51-00: Rocky

61-65: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

66-68: Plains, Common

69-80: Rocky

81-85: Swamp

86-95: Volcanic

96-00: 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: Bakkurin

Class: Herb

%Roll to find: 81+

of attempts to find this vegetation per 24 hours: 1

Help notes: Paralysis of the body.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Deadmarrow

Class: Fungi

%Roll to find: 91+

of attempts to find this vegetation upon a single corpse: 1

Help notes: Creating Undead.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Harbor Lilly

Class: Plant

%Roll to find: 96+

of attempts to find this vegetation per 24 hours: 1

Help notes: Reverses unnatural aging.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Harbor Moon

Class: Fungi

%Roll to find: 81+

of attempts to find this vegetation per 24 hours: 1

Help notes: Alleviates depression and / or sadness.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Red Parasentia

Class: Fungi

%Roll to find: 000

of attempts to find this vegetation per 24 hours: 1

Help notes: Magic draining.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

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:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

Type: Takkrin

Class: Root.

%Roll to find: 88+

of attempts to find this vegetation per 24 hours: 3

Help notes: Aides in curing sickness and disease.

Type:

Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes: