

Jungle

A Jungle setting will always lay within a tropical region, bordered by a tropical, or warm, ocean setting. Within the density of the Jungle are a diversity creatures and plant life unrivaled by most region in Utaemia. Here legends stalk the lands and inhabit the deep places of the earth.

The beauty and fury of the storms that keep this region so lush and beautiful keep most adventurers at bay.

Many heroes fall victim to the natural and unnatural happenings of these mystical lands. Even though many a tale ends in disaster and death, the rumors of secrets and wealth untold ever tempt the strong to brave this incredible region.

Recommended level: 27+

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: 14+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 4+

%Roll: Encounter types:

01-09: Bat

10-14: Banshee, Gnomim

15-24: Cat

25-29: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

30-34: Dog

35-36: Jahtha

37-38: Jahthein

39-48: Lizardman

49-50: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

51-60: Remoriz

61-70: Scorpion, Poisonous, Giant

71-80: Serpentine

81-90: Snake, Black Mamba, Giant

91-00: Spider

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%Roll: Open breeds types:

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Dog

%Roll: Dog breeds:

01-70: Nashuri

71-73: Starkeld (wild)

74-00: War (wild)

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%Roll: Scorpion breeds:

Spider

%Roll: Spider breeds:

01-24: Black Widow, Giant

25-48: Brown Recluse, Giant

49-72: Jumping, Giant

73-96: Tarantula, Giant

97-00: Toxin

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CIVILIZATION

1-D4 checks / 24 hours: Roll 1-D20 -- Roll needed for encounter: 19+

%Roll: Encounter types:

01-05: Bat

06-25: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

26-30: Dog

31-50: Guard

51-52: Jahtha

53-54: Jahtheim

55-00: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

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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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Jahthein

%Roll: Jahthein types:

01-15: Herald, Dark

16-30: Herald, Light

31-45: Maligna

46-70: Organic, Saga`Natur

71-85: Revealer

86-00: Yoreman

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%Roll: Scorpion breeds:

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

34-67: Baxter

68-00: Ryagg

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Animated

%Roll: Animated types:

01-10: Creeping Acid

11-20: Cretin, Earth

21-30: Cretin, Earthman

31-40: Gargoyle, Marble

41-50: Gargoyle, Stone

51-60: Hagrish Fiend, Earth

61-70: Skeleton, Stone

71-80: Snake, Shardlace

81-90: Snakeman, Crystal

91-00: Spider, Crystal

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%Roll: Jahtha types:

34-67: Baxter

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%Roll: Scorpion breeds:

LABYRINTH

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: 2+

%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).

26-27: Dog, War

28-37: Gargoyle

38-39: Jahtha

40-41: Jahthein

42-51: Korlich

52-61: Lizardman

62-66: Medusa

67-76: Minotaur

77-78: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

79-83: Scorpion, Poisonous, Giant

84-91: Snake

92-00: Spider

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%Roll: Open breeds types:

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%Roll: Scorpion breeds:

01-22: Black Widow, Giant
23-44: Brown Recluse, Giant
45-66: Jumping, Giant
67-88: Tarantula, Giant
89-00: Toxin

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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:

01-05: 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:

01-10: Banshee, Gnomim

11-15: Bat

16-25: Cat

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

31-35: Dog

36-37: Jahtha

38-39: Jahthein

40-41: Leech, Vitality

42-43: Leprechaun

44-53: Lizardman

54-62: Mortacon Wolf

63-64: Organic, Raesia Vine

65-66: Nymph

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

69-78: Scorpion, Poisonous, Giant

79-89: Snake

90-00: Spider

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%Roll: Open breeds types:

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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: 98+

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:

01-20: Forest, Enchanted

21-40: Ocean, Tropical

41-60: Prehistoric

61-80: Volcanic

81-00: 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: Nut, Kookenburrow

Class: Plant

%Roll to find: 81+

of attempts to find this vegetation per 24 hours: 1

Help notes: Food source. This nut is an excellent source of protein.

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

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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: Ulimarr

Class: Tree

%Roll to find: 95+

of attempts to find this vegetation per 24 hours: 1

Help notes: Aiding the Nashuri Dog in the development of their natural poison saliva.

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: