

# Wastelands

The Wastelands are a scorched and desolate land where water is difficult to find and plant-life is less common. Some believe the Wastelands to be a scourge and punishment to afflict mankind for their sins. In these lands dwell, and thrive, a race of Elves known as the Sardakk. Within this brutal, inhospitable region the Sardakk Elves have forged a sanctuary . . . Sardakahn Citadel.

Within this brutal region stalk horrors, shunned and avoided by those of the Living World. When all other races have succumbed to the power and terror of the Wastelands, these Sardakk Elves have thrived and prospered.

See: "Sardakk Elf" in the Legends segment, found in the L Section of the Basic Rules Book.

Recommended level: 31+

## Encounters, Rolling up:

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

















































































































































































































































































































































































































































































































































































































































































































































## Secrets in the wilderness:

1 check / 24 hours = 99+ 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:

1-10: 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:

01-16: Dead

17-33: Desert: %Roll: Desert settings:

01-60: Crystal

61-00: Savanna

34-40: Ffarmist

41-46: Forest, Dark

47-56: Marshlands

57-66: Mountains, Rocky

67-73: Ocean: %Roll: Ocean settings:

01-30: Temperate

31-00: Tropical

74-83: Rocky

84-91: Swamp

92-00: Volcanic

## 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:

Help notes:

Type:

Class:

%Roll to find: +

# of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

%Roll to find: +

# of attempts to find this vegetation per 24 hours:

Help notes:

Type:

Class:

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Class:

%Roll to find: +

# of attempts to find this vegetation per 24 hours:

Help notes: