

Marshlands

The Marshlands area are lower flat-lands that take in streams and rivers at its borders, but have little or no outlets for the intake it accumulates. This stagnant region is home to organic plants and trees, the likes of which are only seen elsewhere in one area of Utaemia, the swamps.

Within the borders of the Marshlands, there have evolved organic life forms that move and hunt of their own accord, making this region a dangerous place to explore for the unlearned.

Recommended level: 28+

Encounters, Rolling up:

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

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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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:

1-8: 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: 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:

01-20: Dead

21-30: Forest: %Roll: Forest settings:

01-70: Dark

71-00: Enchanted

31-50: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

51-80: Swamp

81-00: 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: Ganth Tree

Class: Plant

%Roll to find: 61+

of attempts to find this vegetation per 24 hours: 3

Help notes: Carpenters use this sap as glue when building. It is also used for setting adhesion traps.

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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of attempts to find this vegetation per 24 hours: 1

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