

Grasslands

The Grassland blanket the fields and gently rolling hills with large-bladed grasses. Within this beautiful region are a wide variety of trees, shrubs and plant life. The striking colors of this grand array of nature ranges in greens and yellows and browns, amidst a wide variety of colored flowers.

The rising and setting of the sun gifts the eye with spectacular scenes of nature in all its beauty. During the morning, dew clings to the grasses desperately for a time until the sun rises into the early morning sky to melt it away.

During the evening and nighttime hours, bats chase the moths and mosquitoes, happily preying upon the rich variety of insects, while during the daylight hours bees and butterflies are ever busy in their lives, attracted to the flowers as they go about their business . . . the myriad of spiders stalking and hunting them.

Note:

The Grasslands are usually the safest place to travel. Although there are some fearsome creatures which dwell therein, this region is a perfect starting point for all new adventurers, usually without the tougher encounters.

Recommended level: 1+

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: 20

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 15+

%Roll: Encounter types:

01-05: Bandit

06-15: Bat

16-25: Cat

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

31-35: Dog

36-45: Goblin, Common

46-55: Insect

56-57: Jahtha

58-59: Jahthein

60-64: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

65-74: Rat

75-87: Ratman, Common

88-00: Snakeman, Green

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Bat

%Roll: Bat breeds:

01-60: Common

61-00: Giant

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CIVILIZATION

1-D4 checks / 24 hours: Roll 1-D20 -- Roll needed for encounter: 20

%Roll: Encounter types:

01-04: Bat

05-10: Bird

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

26-30: Dog

31-45: Guard

46-55: Horse

56-57: Insect, Verilites

58-59: Jahtha

60-61: Jahthein

62-90: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

91-96: Rat

97-98: Ratman, Common

99-00: Ravis`Kin

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%Roll: Bat breeds:

01-90: Common

91-00: Giant

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%Roll: Jahtha types:

34-67: Baxter

68-00: Ryagg

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%Roll: types:
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DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 16+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 14+

%Roll: Encounter types:

01-02: Bat

08-12: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

13-17: Dog, War

26-30: Feigner

31-40: Goblin, Common

41-50: Insect

71-72: Jahtha

71-72: Jahthein

83-87: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

87-89: Rat

87-89: Ratman, Common

11-11: Snakeman, Green

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%Roll: types:
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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).

11-12: Dog, War

13-14: Feigner

15-29: Gargoyle, Common

30-44: Goblin

45-49: Insect

50-51: Jahtha

52-53: Jahthein

54-68: Lammur

69-70: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

71-85: Rat

86-00: Ratman, Common

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%Roll: types:
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TOMB

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 18+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 16+

%Roll: Encounter types:

01-05: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

06-20: Dead, Spirit, Messenger

21-22: Jahtha

23-24: Jahthein

25-26: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

27-00: 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: 96+

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:

01-24: Forest: %Roll: Forest settings:

01-60: Common

61-00: Dense

25-48: Great Lakes

49-72: Hills

73-76: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

77-00: Plains, Common

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: Ahkra

Class: Herb

%Roll to find: 86+

of attempts to find this vegetation per 24 hours: 1

Help notes: Cures the disease of the Lycanthrope virus. Highly addictive.

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: Gahshin

Class: Root

%Roll to find: 71+

of attempts to find this vegetation per 24 hours: 2

Help notes: Chewing this root will release juices from its fibers that kill bacteria of the mouth. The fibers rub the gums and teeth very well, helping to remove stains and tooth decay.

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: Lurbeed

Class: Fungi

%Roll to find: 97+

of attempts to find this vegetation per 24 hours: 2Help notes: When Lurbeed is heated it will release a scent similar to the scent a Manitis releases to another of the same species during mating season.

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: Maruka Red-Grass

Class: Plant

%Roll to find: 00

of attempts to find this vegetation per 24 hours: 1

Help notes: Heals sickness in horses by 1 level

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: Red Parasentia

Class: Fungi

%Roll to find: 000

of attempts to find this vegetation per 24 hours: 1

Help notes: Enchantment and Magical drain.

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: Siftweed

Class: Plant

%Roll to find: 71+

of attempts to find this vegetation per 24 hours: 2

Help notes: Water poured through Siftweed will absorb the impurities within the water as it can slowly flows through the thick layer of plant fibers. Purifies 1 gallon of water per use.

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: 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:

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: