

Ocean, Temperate

The Temperate Ocean is a colder water region with a variety of sea life. Beneath the surface there are both civilized and uncivilized creatures which inhabit, and sometimes, dominate the waters.

Civilizations are structured upon the face of the water. The surface structures are built to withstand the strongest of storms. There are also dome structures; cities below the surface of the ocean. The civilizations in the deep are upon the ocean's floor, and are built by the Vishna Mer . . . who let in the outside world to do trade with.

Recommended level: 30+

Encounters, Rolling up:

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

%Roll: Dragon breeds:

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[illegible]

Jahtha

%Roll: Jahtha types:

01-33: Arial Anarias

34-67: Baxter

68-00: Ryagg

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[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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Dragonman

%Roll: Dragonman breeds:

[illegible]

61-00: Ocean

Undead

%Roll: Undead types:

01-10: Dragon, Wraith

11-20: Ghoul, Aqua

21-35: Pirate, Deepwater

36-45: Skeleton, Black

46-55: Skeleton, Chyru

56-70: Skeleton, Plague` Pit

71-85: Skeleton, Tainted

86-00: Undertaker

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WILDERNESS

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

%Roll: Encounter types:

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

06-20: Crab, Deepwater

21-30: Dragon

31-45: Dragonman

46-47: Jahtha

48-49: Jahtheim

50-59: Mer, Vishna

60-64: Nymph, Water

65-69: Pirate, Black`Rock

70-71: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

72-76: Serpent

77-78: Siren, Sea

79-89: Turtle, Great Sea

90-00: Waterwit

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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:

1-6: Daytime encounter: Roll on Chart #A

7-20: 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 be an immediate change, for land will be spotted off on the horizon. This change can be otherwise stated by the G.M. of course as he or she sees fit.

%Roll: Region types:

01-10: Arctic: %Roll: Arctic settings:

01-50: Desert

51-00: Mountains

11-19: Cliffs

20-21: Fearnist

22-26: Forest, Enchanted

27-36: Hills

37-50: Grasslands

51-70: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

71-75: Rocky

76-85: 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:

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:

Class:

%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

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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of attempts to find this vegetation per 24 hours: 1

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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: