

Dimension, Air

The Dimension of Air is the creation place for all the substance of air plants, creatures and natural weather conditions. The storms are deadly; cyclones of great power rage in this dimension.

There are great walls and shielding expanses constructed about and over civilizations within this region. Cities, towns, and villages are encircled about by great barrier-walls to protect their inhabitants from the sudden storms that assail this vast region. Great care is given to the defense of all civilizations within this region . . . both against the deadly element of air, and the creatures that roam its regions.

Recommended level: 51+

Encounters, Rolling up:

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

[illegible]

[illegible]

Jahthein

%Roll: Jahthein types:

01-25: Herald, Dark

26-50: Herald, Light

51-75: Revealer

76-00: Yoreman

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%Roll: Gargoyle breeds:

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:

1-10: Daytime encounter: Roll on Chart #A

11-20: 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:

None. There is no region check in this in this place. One must dimension travel, or locate, and pass through, a dimension gate, in order to enter and leave this region.

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:

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