

Swamp

The Swamps are a low depression in a landmass which accumulate water. The Swamps feed from rain and streams and rivers, but yield little out from its borders.

This stagnant region is home to living plant life. These living organic life forms have developed over the ages, evolving into living, moving and sometimes talking trees and plants.

The mysteries within this land are many, the riches buried within the waters and half-sunken structures tell of a once thriving and strong land.

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

Recommended level: 28+

Encounters, Rolling up:

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

Bat

%Roll: Bat breeds:

01-90: Common

91-92: Darguhl's

93-98: Giant

99-00: Vampire

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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: 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:

01-15: Cliffs

16-25: Dead

26-30: Fearmist

31-50: Marshlands

51-65: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

66-70: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

71-75: Prehistoric

76-92: Rocky

93-97: Volcanic

98-00: 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: 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:

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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