

# Plane, Spirit (The EverDark)

The plane of spirits is a vast forest of unnaturally large trees within a blanket of endless forest. Within this spirit forest dwell a large variety of spirits. Very few living creatures make this terrible place their permanent abode.

There are no civilizations within this foreboding plane; only the blanketing, endless expanse of eerie forests whispering their haunting melodies and the inhabitants that endlessly roam . . . in the The EverDark.

Recommended level: 60+

## Encounters, Rolling up:

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

# WILDERNESS

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 19+

%Roll: Encounter types:

01-10: Character (spirit) see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

11-15: Character (living) see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

16-93: Dead

94-95: Jahtha

96-97: Jahtheim

98-99: Race (spirit) see: "Races Random determination of:" in the R section of the Basic Rules Book).

00: Race (living) see: "Races Random determination of:" in the R section of the Basic Rules Book).

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## 01-33: Arial Anarias

68-00: Ryagg

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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 encounter (thought it may be a daytime encounter, there is no light here in the EverDark):

### 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: Not applicable.

To enter into this plane, one must plane travel. Within this region, nothing changes. It is a vast and menacing forest with no way back unless one possesses the power to dimension or plane travel.

## 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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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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