

# Great Lakes

The Great Lakes region is a fertile land filled with streams and lakes and an abundant source of vegetation and water sites. There is a vast variety of wildlife which thrives on the lush nature of this region.

Recommended level: 7+

## Encounters, Rolling up:

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



















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# CIVILIZATION

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

%Roll: Encounter types:

01-02: Bandit

03-05: Bat

06-15: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

16-20: Dog

21-35: Guard

### 36-40: Horse

## 41-42: Jahtha

43-44: Jahthein

45-46: Janthina

47-96: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

97-98: Ravis`Kin

99-00: Waterwit (in water source only)

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%Roll: Open types:



































## Bird

%Roll: Bird breeds:

01-18: Eagle, Common

19-20: Eagle, Giant

21-38: Falcon, Peregrine, Common

39-40: Falcon, Peregrine, Giant

41-58: Hawk, Common

59-60: Hawk, Giant

61-78: Owl, Great Horned, Common

79-80: Owl, Great Horned, Giant

81-98: Raven, Common

99-00: Raven, Giant

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# 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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## 01-33: Arial Anarias

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# DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 15+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 13+

%Roll: Encounter types:

01-10: Animated, Gargoyle, Stone

11-15: Bandit

16-20: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

21-22: Dog, War

## 23-27: Dragon, Sleep

28-29: Feigner

### 30-39: Goblin

40-41: Jahtha

42-43: Jahthein

44-53: Lizard, Giant

54-63: Lizardman, Common

### 64-73: Minotaur, Common

74-83: Ogre, Common

84-85: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

86-90: Snakeman, Green

## 91-00: Spider, Jumping, Giant

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%Roll: Open types:



## 01-33: Arial Anarias

68-00: Ryagg

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%Roll: Minotaur types:



























# LABYRINTH

1-D4 checks / 24 hours 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:

01-10: Animated

## 11-13: Bandit

14-18: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

19-20: Dog, War

21-30: Dragon

31-32: Feigner

33-42: Goblin

43-44: Jahtha

45-46: Jahtheim

47-56: Lizard, Giant

57-66: Lizardman, Common

## 67-76: Minotaur

## 77-86: Ogre, Ulex

87-88: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

89-98: Spider, Jumping, Giant

99-00: Waterwit

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%Roll: Jahtha types:

34-67: Baxter

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# Bird

%Roll: Bird breeds:

01-18: Eagle, Common

19-20: Eagle, Giant

21-38: Falcon, Peregrine, Common

39-40: Falcon, Peregrine, Giant

41-58: Hawk, Common

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61-78: Owl, Great Horned, Common

79-80: Owl, Great Horned, Giant

81-98: Raven, Common

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51-00: Green

















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%Roll: Open types:









## 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: 95+

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:

01-10: Cliffs

11-25: Forest:      %Roll: Forest settings:

01-34: Common

35-67: Dark

68-00: Dense

26-40: Grasslands

41-65: Hills

66-75: Marshlands

76-85: Mountains:      %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

86-92: Plains, Common

93-00: Plateau

## 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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%Roll to find: +

# of attempts to find this vegetation per 24 hours: 1

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