

# Dead

The Dead region is a place where the minions of the dead and the half dead exist. In this terrible place there are few save the undead and the dead that roam the lands (this region is also called, "The Gray").

Recommended level: 40+

Warning: Only the most durable and strong should enter this terrible place.

## Encounters, Rolling up:

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































































































# Undead

%Roll: Undead types:

01-08: Bird, Raven, Black

09-16: Carrikk

17-24: Dragon, Wraith

25-32: Fearshade

33-40: Goblin

41-48: Griffon, Dead` Bone

49-56: Guardian, Shadow

57-64: Morlokk

65-72: Vampire(ss)

73-79: Walking Corpse

80-86: Warlock / Witch

87-93: Wolf, Blood

94-00: Wraith, Gothrin

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## Secrets in the wilderness:

1 check / 24 hours = 97+ 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:

1-16: Daytime encounter: Roll on Chart #A

17-20: 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: 85+

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:

01-05: Farmist

06-15: Forest: %Roll: Forest settings:

01-50: Dark

51-00: Enchanted

16-20: Jungle

21-40: Marshlands

41-50: Ocean: %Roll: Ocean settings:

01-50: Blood

51-00: Dark

51-70: Swamp

71-85: Volcanic

86-00: 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

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

Help notes:

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

Help notes:

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

Help notes:

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Help notes:

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Help notes:

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%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: