

# Arctic Desert

The Arctic Desert region is a place of year-round snow and frigid cold. This region, in comparison to the Wasteland Region, is of equal severity. If the cold does not claim the unwary, predators may. This is a harsh region in which little plant-life and a scarcity of food exists.

Recommended level: 30+

## Encounters, Rolling up:

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









# Dragon

%Roll: Dragon breeds:

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01-40: Dreganox Wolf

41-00: Frost

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01-10: Arctic

11-00: Krill









# CIVILIZATION

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

%Roll: Encounter types:

01-05: Cat

06-25: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

26-35: Dog

36-37: Dragon (domesticated)

38-57: Guard

58-59: Jahtha

60-61: Jahthein

62-00: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

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%Roll: Elemental types:























# Undead

%Roll: Undead types:

## 01-13: Fear`Shade

### 14-26: Guardian Shadow

## 27-39: Tombman

40-52: Undertaker

53-64: Vampire(ss)

## 65-76: Warlock / Witch

77-88: Wraith, Greater

89-00: Zombie

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# DUNGEON

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 17+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 15+

%Roll: Encounter types:

01-15: Animated

16-20: Cat

21-25: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

26-30: Dog

31-64: Goblin

65-66: Jahtha

67-68: Jahthein

## 69-98: Minotaur, Dungeon

99-00: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

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# Animated

%Roll: Animated types:

01-10: Cretin, Stone

11-25: Gargoyle, Stone

26-35: Hagrish Fiend, Stone

36-62: Imp, Ice

63-00: Spider, Ice

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# Minotaur

%Roll: Minotaur breeds:

[illegible]















%Roll: Elemental types:





















# Undead

%Roll: Undead types:

## 01-13: Fear`Shade

### 14-26: Guardian Shadow

## 27-39: Tombman

40-52: Undertaker

53-64: Vampire(ss)

## 65-76: Warlock / Witch

77-88: Wraith, Greater

89-00: Zombie

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# Dragon

%Roll: Dragon breeds:

01-40: Dreganox Wolf

41-00: Frost

%Roll: Elemental 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:

1-16: 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: 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:

01-40: Arctic, Mountains

41-45: Ocean, Temperate

46-00: Plains, Kedg`Noth

## 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:

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%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

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Type:

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# 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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# 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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Type:

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

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Type:

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# 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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Type:

Class:

%Roll to find: +

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

Help notes: