

Rocky (The Shattered Lands)

The Rocky region is recklessly strewn with the dead fragments of once glorious mountain ranges. The entire region is covered with the once proud and majestic mountains of stone, now relentlessly dotting the landscape in heaps and broken fragments.

In legend, it is told this region was, at one time, a magnificent place of mountains, unseen in Utaemia to this day, ascending into the heavens in splendid majesty. Legends consistently speak of the Age of War and the cataclysms that plagued this once mighty realm, of the sudden uprooting and scattering of its mountains, and the destruction of most all the inhabitants therein.

Since the cataclysms, this region has been covered in an ominous mist during the nighttime hours . . . the post effects of The Shattering which occurred during the conflicts that raged during the Age of War.

When the mists of the great devastations dispersed, mankind once again crept back into this hardened, scarred, land. Where there was once utter desolation, now showed promised riches for treasure hunters, for with the curse of The Shattering came also the blessing of gold and Gem Vein, unearthed by the terrible effects of the Age of War.

Recommended level: 30+

It is strongly recommended that only the most weathered 30+ characters enter into this region. You have been warned.

Encounters, Rolling up:

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

Animated

%Roll: Animated breeds:

01-03: Behemoth, Sand
 04-06: Centipede, Silkweave
 07-09: Creeping Acid
 10-12: Creeping Mud
 13-15: Cretin, Earth
 16-18: Cretin, Earthman
 19-21: Cretin, Marble
 22-24: Cretin, Steel
 25-27: Cretin, Stone
 28-30: Dragon, Gem
 31-33: Dragon, Granitarr
 34-36: Dragon, Steel
 37-39: Dragon, Stone
 40-42: Dragonman, Mercury
 43-45: Gargoyle, Marble
 46-48: Gargoyle, Steel
 49-51: Gargoyle, Stone
 52-54: Golem, Ivory
 55-57: Hagrish Fiend, Earth
 58-60: Hagrish Fiend, Steel
 61-63: Hagrish Fiend, Stone
 64-66: Imp, Ice
 67-69: Lizard, Crystal
 70-72: Lizardman, Crystal
 73-75: Lizardman, Stone
 76-78: Myst
 79-81: Skeleton, Crystal
 82-84: Skeleton, Stone
 85-86: Snake, Shardlace
 87-88: Snakeman, Crystal
 89-90: Spider, Crystal
 91-92: Spider, Ice
 93-94: Spider, Stone
 95-96: Titan, Ice
 97-98: Witch, Silver
 99-00: Wolf, Stone

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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: 93+

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: Desert: %Roll: Desert settings:

01-50: Crystal

51-00: Savanna

26-40: Forest: %Roll: Forest settings:

01-80: Dark

81-00: Enchanted

41-50: Marshlands

51-60: Mountains, Rocky

61-70: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

71-80: Swamp

81-90: Volcanic

91-00: 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:

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