

Hills

Within the Hills Region flow a sea of smaller, older, mountains, who's heights and summits have eroded to less complex hills and landscapes. Deeper ravines flow in this region, giving testimony to the age of the region. Within this region are a people who live for the hunt, whether it be for game . . . or for its vast richness of knowledge and experience impressed upon the lands by the ever flowing hands of time.

Recommended level: 14+

Encounters, Rolling up:

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


```
%Roll: types:
```

[illegible]

Lizard

%Roll: Lizard breeds:

01-10: Common

11-90: Giant

91-00: Rock

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

• •

$$\vdots$$
$$\vdots$$
$$\vdots$$

•

•

$$\vdots$$
$$\vdots$$

•

$$\vdots$$

Ratman

%Roll: Ratman breeds:

[illegible]

CIVILIZATION

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

%Roll: Encounter types:

01-05: Bat

06-10: Bird

11-25: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

26-30: Dog

31-45: Guard

46-50: Horse

51-52: Jahtha

53-54: Jahthein

55-56: Leprechaun

57-93: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

94-98: Rat

99-00: Ravis`Kin

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

⋮

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

$$\vdots$$

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

$$\vdots$$
$$\vdots$$

•

•

•

•
•
•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

%Roll: Jahtha types:

34-67: Baxter

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

•

•
•
•

⋮

•
•
•

•
•
•

•
•
•

•

•

•

•

•

•

•

•

•

•
•
•

•
•
•

•
•
•

•

•

•

$$\vdots$$
$$\vdots$$

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

⋮

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•
•
•

•
•
•

•
•
•

•
•
•

•

LABYRINTH

1-D4 checks / 24 hours of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 8+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 3+

%Roll: Encounter types:

01-15: Animated

16-17: Bandit

18-19: Bat

20-24: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

25-26: Dog, War

27-36: Goblin

37-38: Jahtha

39-40: Jahthein

41-42: Leprechaun

43-52: Lizard

53-62: Lizardman

63-72: Minotaur

73-82: Ogre

83-84: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

85-89: Rat

90-91: Ratman, Common

92-00: Troll

$$\vdots$$
$$\vdots$$

•

•

•

•

•

•

•

$$\vdots$$
$$\vdots$$

⋮

$$\vdots$$
$$\vdots$$

•

•

•

•

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

1

[illegible]


```
%Roll: types:
```



```
%Roll: types:
```


[illegible]

[illegible]

Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoreman

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

•

•

$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$
$$\vdots$$

WILDERNESS

1 check / 24 hours: Roll 1-D20 -- Roll needed for encounter: 17+

%Roll: Encounter types:

01-04: Bandit

05-09: Bat

10-15: Bird

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

21-22: Dog

23-32: Goblin

33-37: Horse

38-39: Jahtha

40-41: Jahthein

42-43: Janthina

44-45: Leprechaun

46-53: Lizard

54-61: Lizardman

62-67: Mulik

68-75: Ogre, Common

76-77: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

78-82: Rat

83-87: Ratman, Common

88-91: Troll (encountered only at night)

92-00: Wolf

$$\vdots$$

•

•

•

•

•

.

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

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: 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:

01-11: Cliffs

12-23: Forest: %Roll: Forest settings:

01-33: Common

34-67: Dark

68-00: Dense

24-34: Grasslands

35-45: Great Lakes

46-56: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

57-67: Ocean: %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

68-78: Plains, Common

79-89: Plateau

90-00: Rocky

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:

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:

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:

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:

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: