

# Marshlands

The Marshlands area are lower flat-lands that take in streams and rivers at its borders, but have little or no outlets for the intake it accumulates. This stagnant region is home to organic plants and trees, the likes of which are only seen elsewhere in one area of Utaemia, the swamps.

Within the borders of the Marshlands, there have evolved organic life forms that move and hunt of their own accord, making this region a dangerous place to explore for the unlearned.

Recommended level: 28+

## Encounters, Rolling up:

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

# CAVE

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 14+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 4+

%Roll: Encounter types:

01-05: Bandit

06-15: Bat

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

21-30: Despicable

31-35: Dog, War

### 36-45: Dragon, Water

46-47: Jahtha

48-49: Jahthein

### 50-51: Leech, Vitality

## 52-65: OGRE, ULEX

66-80: Organic

81-82: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

83-91: Troll, Marsh

92-00: Waterwit

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%Roll: Open breeds types:

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# Jahthein

%Roll: Jahthein types:

01-20: Herald, Dark

21-40: Herald, Light

41-60: Maligna

61-80: Revealer

81-00: Yoremán

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## Organic

%Roll: Organic types:

01-15: Gripper

16-30: Raesia Vine

31-44: Shamp

45-59: Shampstinger

60-73: Spore, Mistyn

74-87: Suilg

88-00: Treestalker

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## Organic

%Roll: Organic types:

01-15: Gripper

16-30: Raesia Vine

31-44: Shamp

45-59: Shampstinger

60-73: Spore, Mistyn

74-87: Suilg

88-00: Treestalker

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# Dead

%Roll: Dead types:

01-10: Dead`Kin

11-19: Dithinoth

20-28: Specter, Dream

29-37: Goblin

38-46: Spirit, Banshee

47-55: Spirit, Harrowed

56-64: Spirit, Messenger

65-73: Spirit, Phantom

74-82: Spirit, Poltergeist

83-91: Spirit, Shade

92-00: Spirit, Shaman

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# Undead

%Roll: Undead types:

01-09: Dragon, Wraith

10-18: Dragonman, Moldering

19-27: Ethereal Veil

## 28-36: Goblin

37-44: Skeleton, Black

45-52: Skeleton, Chyru

### 53-60: Skeleton, Corrupted

61-68: Skeleton, Cragpit

69-76: Undertaker

77-84: Vampire(ss)

85-92: Warlock/Witch

93-00: Wolf, Blood

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# Animated

%Roll: Animated types:

01-10: Creeping Acid

11-20: Cretin, Earth

21-30: Cretin, Earthman

31-40: Gargoyle, Marble

41-50: Gargoyle, Stone

51-60: Hagrish Fiend, Earth

61-70: Skeleton, Stone

71-80: Snake, Shardlace

81-90: Snakeman, Crystal

91-00: Spider, Crystal

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## Open

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## Organic

%Roll: Organic types:

01-15: Gripper

16-30: Raesia Vine

31-44: Shamp

45-59: Shampstinger

60-73: Spore, Mistyn

74-87: Suilg

88-00: Treestalker

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# LABYRINTH

1 check / 200' of hallway or tunnel: Roll 1-D20 -- Roll needed for encounter: 12+

1 check / chamber or room: Roll 1-D20 -- Roll needed for encounter: 2+

%Roll: Encounter types:

01-15: Animated

16-20: Bandit

## 21-35: Biter

36-40: Character (see: "Characters, Random Determination of:" in the C section of the Basic Rules Book).

41-55: Despicable

56-65: Dragon, Water (50% chance to be domesticated)

66-67: Jahtha

68-69: Jahthein

70-83: Organic

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

86-93: Thing

94-00: Waterwit

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# Animated

%Roll: Animated types:

01-10: Creeping Mud

11-20: Cretin, Marble

21-30: Cretin, Steel

31-40: Cretin, Stone

41-50: Gargoyle, Steel

51-60: Hagrish Fiend, Steel

61-70: Hagrish Fiend, Stone

71-80: Myst

81-90: Witch, Silver

91-00: Wolf, Stone

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## 01-33: Arial Anarias

68-00: Ryagg

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## Organic

%Roll: Organic types:

01-15: Gripper

16-30: Raesia Vine

31-44: Shamp

45-59: Shampstinger

60-73: Spore, Mistyn

74-87: Suilg

88-00: Treestalker

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# Dead

%Roll: Dead types:

01-10: Dead`Kin

11-19: Dithinoth

20-28: Specter, Dream

29-37: Goblin

38-46: Spirit, Banshee

47-55: Spirit, Harrowed

56-64: Spirit, Messenger

65-73: Spirit, Phantom

74-82: Spirit, Poltergeist

83-91: Spirit, Shade

92-00: Spirit, Shaman

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# Undead

%Roll: Undead types:

01-05: Bird, Raven, Black

### 06-10: Ethereal Veil

## 11-15: Fear`Shade

### 16-20: Guardians, Shadow

21-25: Morlokk

26-30: Mummy

31-35: Shadow

36-40: Skeleton, Black

41-45: Skeleton, Chyru

### 46-50: Skeleton, Cragpit

51-55: Skeleton, Harrowlith

56-60: Skeleton, Red

61-65: Skeleton, White

## 66-70: Tombman

71-75: Undertaker

76-80: Vampire(ss)

### 81-85: Walking Corpse

86-90: Warlock/Witch

## 91-95: Wolf, Blood

96-00: Zombie

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# WILDERNESS

1-D4 checks / 24 hours: Roll 1-D20 -- Roll needed for encounter: 18+

%Roll: Encounter types:

## 01-05: Bandit

06-15: Bat

16-19: Biter

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

25-34: Despicable

35-36: Dog

### 37-46: Dragon, Water

47-48: Jahtha

49-50: Jahthein

### 51-53: Leech, Vitality

54-65: OGRE, ULEX

66-80: Organic

81-82: Race (see: "Races Random determination of:" in the R section of the Basic Rules Book).

83-92: Troll, Marsh

93-00: Waterwit

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%Roll: Open breeds types:

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%Roll: Ogre Breeds:

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%Roll: Open breeds types:







## Organic

%Roll: Organic types:

## 01-15: Gripper

16-30: Raesia Vine

### 31-44: Shamp

45-59: Shampstinger

60-73: Spore, Mistyn

74-87: Suilg

88-00: Treestalker

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## Secrets in the wilderness:

1 check / 24 hours = 99 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: 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:

01-20: Dead

21-30: Forest:     %Roll: Forest settings:

01-70: Dark

71-00: Enchanted

31-50: Mountains:     %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

51-80: Swamp

81-00: Volcanic

## 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: Ganth Tree

Class: Plant

%Roll to find: 61+

# of attempts to find this vegetation per 24 hours: 3

Help notes: Carpenters use this sap as glue when building. It is also used for setting adhesion traps.

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:

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%Roll to find: +

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

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

Help notes: