

# Mountains, Earthen

The Earthen Mountains Region is a place of large earth and rock formations.

Mountains are created by the earth itself as two or more continents drift together over thousands and thousands of years. Earthquakes also form Mountains, changing the land by unmatched forces more rapidly.

Recommended level: 22+

## Encounters, Rolling up:

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































































































































































## 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:

1-8: 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: 90+

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:

01-02: Arctic:     %Roll: Arctic settings:  
                           01-05: Desert  
                           06-00: Mountains

03-10: Cliffs

11-20: Forest:     %Roll: Forest settings:  
                           01-20: Common  
                           21-30: Dark  
                           31-95: Dense  
                           96-00: Enchanted

21-25: Grasslands

26-30: Great Lakes

31-40: Hills

41-45: Marshlands

46-60: Mountains:   %Roll: Mountain settings:  
                           01-50: Forested  
                           51-00: Rocky

61-65: Ocean:     %Roll: Ocean settings:  
                           01-50: Temperate  
                           51-00: Tropical

66-68: Plains, Common

69-80: Rocky

81-85: Swamp

86-95: Volcanic

96-00: 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: Bakkurin

Class: Herb

%Roll to find: 81+

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

Help notes: Paralysis of the body.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Deadmarrow

Class: Fungi

%Roll to find: 91+

# of attempts to find this vegetation upon a single corpse: 1

Help notes: Creating Undead.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Harbor Lilly

Class: Plant

%Roll to find: 96+

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

Help notes: Reverses unnatural aging.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Harbor Moon

Class: Fungi

%Roll to find: 81+

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

Help notes: Alleviates depression and / or sadness.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Red Parasentia

Class: Fungi

%Roll to find: 000

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

Help notes: Magic draining.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Silvesh

Class: Plant

%Roll to find: 000

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

Help notes: If this organic life is found, there will be something magical within arms reach of it, whether it be underground, on the ground, in the water, etc.

Type:

Class:

%Roll to find: +

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

Help notes:

Type: Takkrin

Class: Root.

%Roll to find: 88+

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

Help notes: Aides in curing sickness and disease.

Type:

Class:

%Roll to find: +

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

Help notes: