

# Secrets in the Wilderness:

Roll on the following chart to know the secret found. To the right of the result will be more information on what you have discovered.

## %Roll: Secrets in the Wilderness:

01-50: Plant. Roll on Plants to know what plant has been discovered.

51-00: Sight. Roll on Sights to know what sight has been discovered.

:  
:

## %Roll: Plants:

01-50: Nut, Kookenburrow

51-00: Tree, Ulimarr

## %Roll: Sights:

01-04: Ancient Ruins: %Roll: Site specifics:

01-35: Above Ground

36-70: Below Ground

71-00: Oceanic or Underwater

05-20: Burial Ground: %Roll: Burial Ground types:

01-05: Catacombs

06-10: Crypt

11-93: Graveyard / Cemetery

94-95: Great Burial Ground

96-00: Tomb

21-35: Cave: %Roll: Specific cave types:

01-17: Mine (man-made)

18-95: Natural cave formation

96-00: Volcanic (underground cave system)

36-60: Civilization: %Roll: Site specifics:

01-10: City

11-15: Castle

16-25: Single dwelling

26-55: Town

56-00: Village

61-72: Dungeon

73: Labyrinth

74-78: Oasis

79: Obelisk Runestone -- great claw-like white pearl with runes. hold many powers).

80-85: Path: %Roll: Specific path types:

01-25: Animal trail

26-50: Road / Toroughfare

51-75: Wagon Lane

76-00: Walking path

86-00: Water source: %Roll: Site specifics:

01-08: Lake

09-28: Pond

29-50: Pool  
51-55: River  
56-68: Skunk water  
69-95: Stream  
96-00: Waterfall

76-80: Structure:   %Roll: Structure types:  
01-02: Catacombs  
03-25: Cave  
26: City  
27-28: Dungeon  
29: Fortress or Castle  
30-35: Graveyard or Grave Sight  
36: Labyrinth  
37-45: Mine  
46-50: Monastery or Keep  
51-55: Single Dwelling  
56-65: Town  
66: Underground volcanic system  
67-00: Village

81-00: Water:   %Roll: Water sources:  
01-10: Lake  
11-35: Pond  
36-70: Pool  
71-80: River  
81-98: Stream  
99-00: Waterfall