

Middle Plains of Drhokker

Description: The Middle Plains of Drhokker could be said to encompass, in terms of a continuous landscape and biome, all the watershed of the Jorakk and Jendasha Rivers, which includes all the open grassland, plains and prairie stretching from a couple hundred miles east of Gothmerr to as far westward as Shynabyth and Tharggy. This biome is bordered by the Rytarr Wilderness in the north and the Rokk Wilderness – an impressive expanse of forest in its own right – in the south.

However, this Regional Guide focuses on the lands surrounding the Jorakk River and the northern end of the Jendasha, which includes the major settlements of Gothmerr, Trarr and Vhott. If your party ventures further east or west across the wind-swept and seemingly endless horizons of the Middle Wild Lands, this Guide may still be used for Skill Checks and Random Encounters, though political facts and rumors will grow cold the further one gets from the Jorakk's mighty flow.

The most prominent geographic features of this region are the Jendasha and Jorakk Rivers, the former of which flows into the latter at the confluence near Trarr, where both then head northward toward Lake Jorakk. After the confluence, the Jorakk River becomes massive, being 5 miles wide in many areas, with a predominantly sluggish current that picks up some speed in narrower areas. The Jorakk River freezes in winter, allowing foot and sled traffic, but during the spring melt becomes a raging and dangerous flood wherein all travel is impossible. Toward the middle of summer, however, natural fords can be found, such as at the confluence near Trarr. Exceedingly dry months render it impossible for even shallow hulled and empty craft to proceed passed that point up the southern branch of the Jorakk River and into the higher mountains. Folk that would go that way must thus choose to either portage, or leave their craft behind.

Other than its small settlements, and the large flows of the Jorakk and Jendasha Rivers, the Middle Drhokker Plain is a seemingly endless prairie stretching in all directions as far as the eye can see, sometimes sparkling with the blues and greens of streams reflecting the sun, sometimes all drab brown, grays and yellows when drought soaks up the moisture of the land and causes even the toughest grasses to wilt away. Its wide swaths of low hills rolling to the horizon are sometimes broken by copses of larch and birch trees and hoary shrubs, though there are many places where it would seem that nothing but field and grass exists in all the world. In areas of greater moisture and fertility, such as around the Jendasha River Basin and the west bank of the Jorakk River, the grasslands are a rich gold of hip-high grass waving in the breeze. More arid stretches, however, such as those directly east of Trarr, are known for hard steppes that stretch flat to the horizon.

In the summer, thunderstorms come violently across the prairie, darkening the sky from the ground up with black curtains of sheeting rain. In the winter, everything freezes hard under a cover of crusted snow, and the wind howls in gales across the darkened waste.

The whole of the Middle Wild Lands is home to large grazing animals, including bison, musk-ox, antelope, and some elk and moose. Prey is made of these by packs of wolves and coyotes, as well as the fast and powerful Woolly Cheetah. Giant Eagles are sometimes seen soaring high above the steppe. Though those massive birds make their eyries far to the south in the Vrykarrs, they find good hunting out on the sweeping plain.

The prairie is also home to many Dejy tribes and Drhokkeran clansmen. Even distant reaches far removed from greater trade routes along the Jorakk and Jendasha Rivers are not all untamed. Many settlements represent temporary camps of Dejy tribesman moving steadily across the prairie in search of bison herds and good water. Others are little more than Fhokki homesteader families clustered together in a handful of sod-roofed longhouses, working cattle, sheep, goats and other animals which can turn grass into meat.

Though the growing season is brief, and rich soil lacking except for around rivers, it's common practice for those who steward the land, rooted to one spot by heavy timber, husbanded animals and tilled ground, to grow cold crops such as potatoes, onions, beets, cabbage, lettuces, winter wheat and barley. While meat and dairy are the mainstays of diet for Drhokkeran Fhokki, almost all supplement their fare as much as they may with such crops.

Drhokkeran settlements in this region have names like Vorra, Skorr-Norr, Vaykk, Jhorr and Drhuyl. For the most part, each settlement acts as a law unto itself. Though most outsiders refer to all the white-skinned and blond-haired clansmen of the Middle Steppe as the Drhokker, those folk themselves have little loyalty beyond their own bloodlines. Allegiance is to family and clan, in that order. While alliances between neighbors do exist, they are more often matters of convenience and mutual benefit, and many do not last long.

Throughout the Middle Plains, violence of war, raiding and feuds are rife. Though some Fhokki would settle and plough the land in peace, the want for more is notoriously strong with their kind. The lure of looted hoards, winter larders, stocked armories, young slaves and enlarged lands makes warriors of many Fhokki. Indeed, it's said that for every settlement of the plains there are ten warriors who would make themselves lord of all.

Even small settlements of fifty folk are commonly ruled by a petty chieftain claiming to be lord of all the lands surrounding his smoky sod-house. Such chieftains assert their power by demanding tributes of what folk they may in return for "protection" from neighboring warriors and, more so, their own. Most such wealth of the petty chief goes to his own feasting, to providing for the arms-men who protect his interests, and to the upkeep of good palisade walls.

Few boundaries remain undisputed, and even oath-bonded truces are notoriously short-lived in Drhokker. Feuds going back multiple generations are common, and though the Pact of Tharokken has established some order and common practice of trade along the Jendasha and Jorakk Rivers, it holds little weight outside of merchant circles. The Drhokkeran petty chieftains who style themselves warlords and kings are many, and in their contests for rule they nourish the plain with bodies and blood.

Gothr - (GOTH-uh)

Traar - (tr-AIR)

Votigutt - (VOTE-EE-gut)

More powerful clans like the Gothr, Traar and Votigutt, have gathered about themselves many vassal clans and tribesmen who must pay annual tributes to avoid wars and raids of reprisal. In return, the greater clan-lords swear oaths of peace,

protection and mutual aid with their tributary vassals. Such great-lords lay claim to much of the Jorakk River Basin, and have warred with one another for generations over it.

In addition to territorial and violent Fhokki warlords and homesteaders, there are also many Dejy horse-warriors whose ancestors have lived on the grasslands for time out of mind, subsisting, surviving, and flourishing for centuries much as they do today, by itinerantly following the migration of bison, antelope and seasonal water-flows. Trade has become critical for them in the last few centuries.

Almost all such tribes center their existence around the horse, depending upon it for their survival. Children learn to ride as soon as they can walk, and are said to grow more accustomed to travel on horseback than foot. The plains warriors are renowned for mastery of equestrian archery, reputedly being able to hit an apple at thirty paces while at full gallop.

Dejy settlements are mostly seasonal and temporary, as tribes traditionally camp in the northern plains through the summer and then follow the bison herds south and west till they near the Jendasha and Jenshyta Rivers, where many spend the winter. Some camps grow quite

large as allied tribes congregate for protection and increased efficiency in hunting. In the last century or so, however, permanent settlement-camps have become more common as powerful Dejy chiefs settle to a more stabilized life. Many of these have taken up grazing quite successfully, though few practice agriculture. Permanent Dejy settlements have names like Trukk, Shrakk, Shokk and Khekk. All are typical of their people, being clusters of yurts, lodges and longhouses formed from thin poles and covered by animal furs and hides.

Many Dejy horse tribes trade with their Fhokki neighbors for necessities, particularly metal-worked tools and weapons. Where possible, however, most keep to themselves, and avoid prolonged proximity with the clansmen of Drhokker. In general, the Fhokki and Dejy of the Middle Plains have little love for each other. Over the centuries many territorial disputes and wars have come between the two folk, whose ways of life remain fundamentally antagonistic. Grievances between them are old and deep, and don't seem likely to soften any time soon.

Indeed, it's commonly said amongst Drhokkeran clansmen that the Dejoy are little better than rats and wolves, happy to eat up the hard work of others. It is common knowledge that many plains tribes make a living off stolen Fhokki cattle, and it's not unusual to hear of remote Fhokki homesteaders being slaughtered for whatever reason. Though some Dejoy tribes do get along with their clannish neighbors, others hate all Fhokki deeply, and say they have good reason to kill the small-minded, palisade-bound, sod-mongering Drhokkers who take what they want, kill whom they may, and have no respect for old ways, deep-laws, the spirits, or the gods.

Prominent powers of the Middle Drhokker Plain

The most prominent political powers in the Middle Drhokker Plain are the Dunvig Gothr clan in Gothmerr, and the Traar in Trarr, and the Votigutt in Vhott. Though Trarr is the largest of the clan settlements, the Gothr have long enjoyed a position of primacy in terms of influence and wealth because of their Dunvig backing from Rayl and Narr'Rytar, and because of their exclusive access to trade in the highest grade Dwarven-mined metals seen in all the Middle Wild Lands, and even all of Tellene.

Gothmerr - (goth-MAIR-uh)

Trarr - (TRAR-uh)

Vhott - (vuh-HO-tet)

The Gothr have historically held themselves much apart from their neighbors with typical Dunvig superiority, making little attempt to conceal their desire to rule, either directly or through vassalage and tribute, all of the Jorakk River region (to which they claim right by ancestry). Naturally, such claims cause friction with the other clansmen and tribes of the surrounding steppe. However, while the Gothr do boast some of the most fearsome warriors in the Middle Wild Lands, their numbers remain relatively few compared to the Traars. In the last decade or two the Gothr have made some steps to repair relations with their neighbors, though at present such attempts seen largely unsuccessful.

The Traar, sitting between the Gothr to the north and the Votigutt to the south, enjoy a strategically dominant position at the confluence of the Jendasha and Jorakk Rivers. They are the largest of the three Drhokker clans residing along the Jorakk River, both in terms of size and the number of lesser tribes owing them tribute. They are said to be second to none amongst the Fhokki in breeding horses, and boast an elite cavalry. However, the Traars are said also to have been hampered by a long line of lords more concerned with petty squabbles and internal scheming than real politics and goal-oriented stratagem.

For example, for over a decade the Traars enjoyed a mutually beneficial trade and military agreement with Gothmerr, meant to consolidate control of the entire north-central river basin, create balance against the rising power of Rayl and Narr'Rytar, and prevent the possibility of Skarrnic intervention in Drhokkeran affairs. But a misunderstanding over marriage betrothals in the last year has not only eroded all previous diplomatic gains, but brought the two clans to

the brink of war, despite gifts given and oaths offered by the Gothr in order to settle the dispute.

Interestingly, over 20 years ago the Traar swore oaths of cooperation with the Vigurdr and Krym in Rayl, which move many said was meant to leverage influence against the Gothr, though the Gothr are also sworn blood-brothers with the Vigurdr and Krym. Such are politics in Middle Drhokker: consistent only in their inconsistency and change.

The Votigutt are a relatively isolated and small clan, but still strong in terms of warriors, wealth and resolve. Such strength is demanded of them, for the Votigutt dwell under nearly constant threat from Ork and Goblin tribes out of the Rokk Forests. There are also known to be Juttnorr, or Giants, further up in the higher Vrykarr foothills. Vhott, their principle settlement, is ringed by a stout palisade wall, and their warriors use smaller warships to make haste up and down the Jorakk River in times of need, though they cannot proceed above Vhott itself because of the large waterfall there. In such ways are the Votigutts much akin to the northern Dunvig clans of Lake Jorakk, who must make use of small numbers against great odds.

Vhott is a picturesque, even idyllic, settlement nestled in a vale alongside the still-small Jorakk River where it spills out of the upper hills of the Rokk Forest in a great waterfall. Beyond the falls can be seen rising up the first snow-capped peaks of the great Vrykarr Mountain Ranges. While the lands around Vhott are not as heavily forested as the Rokkskegg itself, Vhott is well known for its glades of white-barked aspen trees, which ripple their small green leaves peacefully in the summer breeze and turn a bright, fiery orange in the fall. The smell of the quaky groves is distinct with the fresh, clean scent of high mountain air. There is some good agriculture on the hills around Vhott, and they raise many sheep and goats, as well as hunt boar and stag from the forests, and take fish from the Jorakk River.

Vhott has long stood as a gateway to the Vrykarrs, controlling access into those mineral and forest rich foothills, and standing as a bulwark of defense against the southern Ork and Goblin tribes. For several generations, a degree of friendship has been fostered between the Votigutts and their northern neighbors, including the Traar, who traditionally send a number of strong

warriors to campaign through the spring and summer months against the Orks of Rokk. In recent years, bounty-hunters have also begun to visit Vhott in some number, as the Votigutts now offer coin for scalps, though not as much as is paid by the Dunvig clans in Narr'Rytar.

But recent years have seen an alarming rise in the frequency, boldness and ferocity of Orc raids out of the Rokk Wilderness, which have tried the Votigutt to their limit and slain many of their best warriors. Some say that a new and terrible Juttnorr has come down into the vales of the lower Vrykarr to subjugate its Orc tribes and use them for his greed. If that is the case, the Votigutts say, even Gothmerr will not find itself far enough from the reaches of the Rokk Wilderness to feel safe.

With the increase of these pressures, the Lord of Vhott, Gruld Gruldsonr, has called upon Trarr, and even the more distant Gothmerr, to send a goodly number of their best warriors to join the Votigutt shield-wall, that it may move deep into the southern wilderness and strike hard against the heart of this Orkin aggression. So far, however, neither the Traar, nor the Gothr, have proved forthcoming. With the passing of time, Gruld Gruldsonr has increased in frustration and despair to the point of recently swearing that if his people emerge victorious, standing alone against the new Orkin tide, that he will subsequently move in war against the Traar so that they "feel the bite of betrayal in the cut of Votigutt steel."

Weather: the Middle Drhokker Prairie climate region is bounded by the Jorakk River in the east, the Kannej Swamp in the West, the Rytarr Forest in the north and the Rokk Forest in the south. It is typical of a prairie climate, being quite dry and seeing extreme variations in temperature from summer to winter, and from day to night.

If using additional modifiers for weather such as the effect of the Setting of the Sun, have temperature drop an average of 35 degrees at night, or three whole temp ranges (Hot would become Cold).

Spring	d100	Day's Weather	d100	Day's Temperature (°F)
	01	Afternoon Storms*	01-02	Frigid (0-20)
	02-05	Prolonged and/or Severe Storms	03-15	Freezing (21-32)
	06-08	Intermittent Storms*	16-35	Cold (33-49)
	09-12	Heavy Precipitation	36-75	Cool (50-60)
	13-18	Moderate Precipitation	76-90	Warm (61-75)
	19-25	Light Precipitation	91-99	Hot (76-85)
	26-35	Intermittent Precipitation	00	Extremely Hot (86+)
	36-38	Overcast		
	39-45	Cloudy		
	46-00	Clear		
Summer	01-40	Afternoon Storms*	01	Cold (33-49)
	41-43	Prolonged and/or Severe Storms	02-03	Cool (50-60)
	44-50	Intermittent Storms*	04-15	Warm (61-75)
	51-52	Heavy Precipitation	16-40	Hot (76-85)
	53-55	Moderate Precipitation	41-00	Extremely Hot (86+)
	56-60	Light Precipitation		
	61-65	Intermittent Precipitation		
	66-68	Overcast		
	69-72	Cloudy		
	73-00	Clear		
Autumn	01-03	Afternoon Storms*	01-02	Frigid (0-20)
	04	Prolonged and/or Severe Storms	03-15	Freezing (21-32)
	05-06	Intermittent Storms*	16-35	Cold (33-49)
	07	Heavy Precipitation	36-75	Cool (50-60)
	08-10	Moderate Precipitation	76-90	Warm (61-75)
	11-15	Light Precipitation	91-98	Hot (76-85)
	16-25	Intermittent Precipitation	99-00	Extremely Hot (86+)
	26-30	Overcast		
	31-35	Cloudy		
	36-00	Clear		
Winter	01	Afternoon Storms*	01-40	Sub-Zero (<0)
	02-11	Prolonged and/or Severe Storms	41-80	Frigid (0-20)
	12	Intermittent Storms*	81-94	Freezing (21-32)
	13-15	Heavy Precipitation	95-99	Cold (33-49)
	16-18	Moderate Precipitation	00	Cool (50-60)
	19-21	Light Precipitation		
	22-24	Intermittent Precipitation		
	25-30	Overcast		
	31-35	Cloudy		
	36-00	Clear		
<i>*If Intermittent or Afternoon Storms are rolled, then the majority of the day should be considered Clear except for a 1-2 hour period of intense and violent storms.</i>				

Adventuring Skill Checks

Direction Sense: Open skies, plentiful rivers and relatively frequent trails and settlements mean landmarks may be found on a daily basis in many areas. However, in more untamed areas, the sweeping flatlands can become quite bewildering, and while a party may track cardinal directions by the sun, more precise navigation in those areas is somewhat similar to sea travel.

Levels for the Region	Difficulty for skill checks
Lowest	Trivial
Average	Average
Highest	Very Difficult

Fire-Building: Copses of dry brush and small trees may easily be found near rivers and streams. However, away from rivers sweeping grasslands entirely devoid of good fuel are the norm. Fhokki and Dejoy living in these areas burn dried dung.

Levels for the Region	Difficulty for skill checks
Lowest	Easy
Average (common near rivers)	Average
Highest (common away from river)	n/a

Glean Information: Good information exists on these lands throughout the region itself and up and down the Jorakk and Jendasha Rivers. Outside of those areas, information becomes rumor.

Levels for the Region	Difficulty for skill checks
Lowest	Trivial
Average	Average
Highest	Very Difficult

Hunting: While herds of antelope, caribou and buffalo may be found in good number, long range views make sneaking up on prey a true test of skill. The Dejoy have perfected the art of hunting such animals from horseback.

Levels for the Region	Difficulty for skill checks
Lowest	Trivial
Average	Difficult
Highest	Very Difficult

Survival: Areas around rivers and streams provide good sustenance of fish and small game. On the open plains Survival becomes much more difficult, though some Hunting may be had.

Levels for the Region	Difficulty for skill checks
Lowest	Easy
Average	Difficult
Highest	n/a

Surviving the Elements: Exposure in winter is a major concern in the Middle Plains. In other seasons, soaking thunderstorms present some concern to less prepared travelers.

Levels for the Region	Difficulty for skill checks
Lowest	Trivial
Average	Average
Highest	Very Difficult

Trapping: Few merchantable fur-bearing animals dwell upon the plains, though smaller varmints may be had.

Levels for the Region	Difficulty for skill checks
Lowest	Difficult
Average	Difficult
Highest	Very Difficult

Weather Sense: Afternoon summer storms are predictable, as are clear and bitterly cold days in the winter, but changes in those pattern are very difficult to predict.

Levels for the Region	Difficulty for skill checks
Spring	Average
Summer	Difficult
Autumn	Average
Winter	Difficult

Terrain and Travel: Almost all of the Middle Plains is Open Terrain, with sweeping fields of grass, crisscrossed by many small streams and shallow rivers that are usually fordable in the campaigning season (even the Jorakk and Jendasha can be forded in some places). In winter, these freeze over and may be crossed without issue. The spring thaw, however, turns many rivers and streams into rushing rapids. Crossing of such should be role-played, as significant loss/injury is possible.

Predominant Terrain: Open			
Difficulty of March	# of tiles	Equivalent miles	Effects*
Easy	½	5	½ day of rest.
Moderate	1	10	N/A
Hard	2	20	Standard Con check, with failure having effects of Arduous
Arduous	2 ½	25	Cumulative -1 penalty to Att, Def and Dam.
Forced	3	30	Cumulative -2 penalty to Att, Def and Dam. Standard Con check, with failure indicating a d4p HP injury.
*The Hiking/Road Marching Proficiency reduces the difficulty of a march by one level for distance travelled. So, a normally Arduous distance becomes Moderate for the proficient Marcher.			

Encounters: Encounters in this region often begin at great distances, with long sweeping vistas of fields of grass allowing sightings as far as the eye can see. Because of this, the relative chance of encounters is much higher on the steppe than in forested regions of equal habitability.

Being able to outpace an enemy is thus very important on the grasslands, and all but the poorest of its tribes and clansmen view the horse as a basic necessity for survival. The Goblin-Kind rarely venture out onto the steppe, but keep to the cover of the Rytarr Wilderness. If caught out on the plains during the day, even the fiercest Orks can be ridden down and killed from afar by adept Dejay horse-archers.

Big game animals include bison, musk-ox, wild goats, caribou, pronghorn antelope, wild horses, cattle and sheep (though those often belong to someone). Common, large predatory animals include wolves and woolly cheetah.

Most of this region is either untamed or wild. Deep wilderness is rare with occasional areas of sparse and medium settlement. Much of what is settled represents little more than homesteads of a handful of turf-halls, or small communities ruled by a petty clan chief or lord.

Chance and type of encounter. A roll should be made for both day and night (while around Lake Jorakk the Summer requires two day rolls, and the Winter two night rolls, the more southerly Middle Plains have a more standard 24 hour day/night cycle).

Description of area traveled through (prevalence in the region)	% Chance of Encounter ¹ Day/Night	Type of Encounter		
		d100		Encounter
		Day	Night	
Heavily Settled: On a well-traveled road and 3+ settlements within 10 miles OR one large settlement within 5 miles OR off-road and one settlement within 1 mile. (rare)	90 ³ /40	01-95	01-75 ²	Common ²
		96-97	76-91	Wild
		98	92-94	Orc and Goblin
		99	95	Rare
		00	96-00	Weird
Settled: On a regularly travelled road and 1-2 settlements within 10 miles OR off-road and one settlement within 2 miles. (some)	75 ³ /40	01-80	01-75 ²	Common ²
		81-95	76-91	Wild
		96-98	92-94	Orc and Goblin
		99	95	Rare
		00	96-00	Weird
Sparsely Settled: On a little used road and one settlement within 10 miles OR off-road and one settlement within 5 miles. (some)	50/30	01-40	01-45 ²	Common ²
		41-85	46-80	Wild
		86-95	81-91	Orc and Goblin
		96-99	92-95	Rare
		00	96-00	Weird
Untamed Lands: On a rarely used road/trail and 1 settlement within 20 miles OR off-road and one settlement within 10 miles. (very frequent)	50/30	01-25	01-35 ²	Common ²
		26-91	36-75	Wild
		92-96	76-85	Orc and Goblin
		97-99	86-90	Rare
		00	91-00	Weird

Description of area traveled through (prevalence in the region)	% Chance of Encounter ¹ Day/Night	Type of Encounter		
		d100		Encounter
		Day	Night	
Wild Lands: On a rarely used trail and one settlement within 30 miles OR off-trail and one settlement within 20 miles. (frequent)	50/30	01-07	01-03 ²	Common ²
		08-85	04-75	Wild
		86-95	76-90	Orc and Goblin
		96-99	91-95	Rare
		00	96-00	Weird
Deep Wilderness: No settlement within 30+ miles. (some)	50/30	01-04	01-02 ²	Common ²
		05-80	03-75	Wild
		81-90	76-90	Orc and Goblin
		91-95	91-98	Rare
		96-00	99-00	Weird
Orc/Goblin Territory: Any territory formally claimed by an Orc or Goblin tribe. Usually also at least Wild Lands. (rare, some near Rytarr and Rokk Forests)	40/60	01-05	01-45 ²	Common ²
		06-35	46-80	Wild
		36-85	81-91	Orc and Goblin
		86-95	92-95	Rare
		96-00	96-00	Weird
Cursed Lands: Lands devoid of life and rumored to be plagued by the lingering malice of angry spirits. (very rare and isolated)	5/60	01-05	01 ²	Common ²
		06-15	02-05	Wild
		16-20	06-10	Orc and Goblin
		21-25	11-15	Rare
		26-00	16-00	Weird
Aquatic: Bodies of water large enough to support water-based trade. Examples would be Lake Jorakk, Lake Adesh and the Jorakk and Jendasha Rivers. (on Jorakk or Jendasha River)	60 ² /20	Aquatic Encounter		

¹ When travelling 50% of encounters will be with tracks, not with actual creatures. When camping, reduce the listed Chance of Encounter by 50%.

² Common encounters at night require an automatic d100 roll, with 1-50 indicating an encounter with folks looking to turn Brigand and score some easy loot off easy prey.

³ In settled lands, the chance of encountering someone on the road is pretty high, with Common Encounters being the standard by-far. Most will be mundane and of little significance, such as running across a party of peasants bringing their cart of wheat to market. However, a party can make significance of any encounter, if they so choose, and so the chance of any such occurrence is reflected. GMs wishing to expedite ventures through settled lands should either ignore all Common Encounters, or reduce the Chance of Encounter to 25% of that listed so that only "significant encounters" result.

d100	Encounter Starting Distance
1-5	<25 ft.
6-10	25-49 ft.
11-15	50-74 ft.
16-25	75-99 ft.
26-35	100-149 ft.
36-45	150-299 ft.
46-55	300-599ft.
56-70	600-899ft
71-80	900-1200 ft.
81-90	1201-1500 ft.
91-100	>1501 ft.

Tracking

Age of the tracks ...	
d100	Result
1-10	d4p hours
11-20	2d4p hours
21-30	2d6p hours
31-40	3d6p hours
41-50	4d6p hours
51-60	1d4p days
61-70	1d6p days
71-80	2d4p days
81-90	2d6p days
91-100	3d6p days

Direction the tracks are going ...		
d8	From	To
1	North	South
2	South	North
3	East	West
4	West	East
5	Northeast	Southwest
6	Northwest	Southeast
7	Southeast	Northwest
8	Southwest	Northeast

Difficulty of Tracking skill check	Description ...
Trivial (-90 bonus)	<1 day old tracks made by multiple medium or larger creature(s) in fresh mud or snow.
Easy (-80 bonus)	1-2 day old tracks made by multiple medium or larger creature(s) in soft soil.
Average (-40 bonus)	1-3 day old tracks made by 1 medium or larger creature on a packed trail
Difficult (0 bonus)	1-3 day old tracks by tiny creatures, 3-6 day old tracks made by a small creature on a packed trail, or more recent tracks made by a medium or larger creature on very hard ground.
Very Difficult (+10 penalty)	Old tracks in inscrutable terrain (slab rock, streams, etc...)

Encounter Tables

Common - On Road			
d100	Encounter	d100	No. Appearing (possible circumstances of encounter)
01-05	Human, Brigands <i>(Morrdhmjund)</i>	01-45	d4p
		46-85	2d4p
		86-00	3d10p
06	Human, Berserker <i>(Berserkr)</i>	01-85	d8p (scouts, hunters, travelers, raiders)
		86-99	3d4p+8 (warband, refugees, travelers)
		00	20d20p (tribe)
07-12	Dwarf <i>(Dvergr)</i>	01-60	d4 (merchants, performers, migrant workers, warriors, etc...)
		61-85	2d4 (caravan, mercenary group, warrior band, migrants, refugee family, nobility and retainers, etc...)
		86-00	4d4 (caravan, mercenary group, warrior band, migrants, refugee family, nobility and retainers, etc...)
13-75	Human, Fhokki <i>Dunnvigr or Drhokker</i> (much more likely)	01-25	1 (hunter, trapper, scout, herder, vagabond, scholar, traveler, warrior, escaped slave, criminal, etc...)
		26-50	d8p (merchants, hunters, performers, farmers, herders, laborers, warriors, mercenaries, slavers, etc...)
		51-75	3d4p+8 (caravan, mercenary band, warrior band, performers, slavers, etc...)
		76-00	3d12p+10 (caravan)
76-80	Human, Dejy <i>by tribe</i>	01-40	1 (hunter, trapper, scout, herder, outcast, warrior, shaman, mourner, pilgrim, escaped slave, etc...)
		41-75	d8p (scouts, hunters, warriors, traders, slavers, etc...)
		76-95	3d4p+8 (warband, scouts, hunters, refugees, migrants, traders, etc...)
		96-00	30d12p (camped or travelling tribe)
81-00	Human, non-Dejy non-Fhokki Foreigner <i>(Surrmjund)</i>	01-25	1 (traveler, migrant, vagabond, scholar, pilgrim, spy, performer, deserter, criminal, etc...)
		26-75	d8p (slavers, performers, mercenaries, merchants, migrants, etc...)
		75-95	3d4p+8 (slavers, performers, mercenaries, merchant caravan, migrants, etc...)
		96-00	3d12p+10 (caravan)

Common - Off Road			
d100	Encounter	d100	No. Appearing (possible circumstances of encounter)
01-09	Human, Brigands <i>(Morrdhmjund)</i>	01-35	d4p
		36-75	2d4p
		76-00	3d10p
10-11	Human, Berserker <i>(Berserkr)</i>	01-85	d8p (scouts, hunters, travelers, raiders)
		86-98	3d4p+8 (warband, refugees, travelers)
		99-00	20d20p (tribe)
12-14	Dwarf <i>(Dvergr)</i>	01-75	d4 (merchants, performers, migrant workers, warriors, etc...)
		76-98	2d4 (caravan, mercenary group, warrior band, migrants, refugee family, nobility and retainers, etc...)
		99-00	4d4 (caravan, mercenary group, warrior band, migrants, refugee family, nobility and retainers, etc...)
15-75	Human, Fhokki <i>Dunnvigr</i> or <i>Drhokker</i> (much more likely)	01-45	1 (hunter, trapper, scout, herder, vagabond, scholar, traveler, warrior, escaped slave, criminal, etc...)
		46-75	d8p (hunters, farmers, herders, laborers, warriors, mercenaries, slavers, etc...)
		76-95	3d4p+8 (herders, farmers, homesteaders, mercenary band, warrior band, slavers, etc...)
		96-00	3d12p+10 (caravan, homesteaders, war band)
76-95	Human, Dejy <i>by tribe</i>	01-15	1 (hunter, trapper, scout, herder, outcast, warrior, shaman, mourner, pilgrim, escaped slave, etc...)
		16-50	d8p (scouts, hunters, warriors, traders, slavers, etc...)
		51-75	d4p+8 (warband, scouts, hunters, refugees, migrants, traders, etc...)
		76-00	30d12p (camped or travelling tribe)
96-00	Human, non-Dejy non-Fhokki Foreigner <i>(Surrmjund)</i>	01-40	1 (traveler, migrant, vagabond, scholar, pilgrim, spy, performer, deserter, criminal, etc...)
		41-75	d8p (slavers, performers, mercenaries, merchants, migrants, etc...)
		75-90	3d4p+8 (slavers, performers, mercenaries, merchant caravan, migrants, etc...)
		91-00	3d12p+10 (caravan)

Wild			
d100	Encounter	d100	No. Appearing (possible circumstances of encounter)
01-38	Game Animal	01-25	1 Small animal (rabbit, hedgehog, gopher)
		26-30	1 Badger
		31-35	d4 Coyotes
		36-40	Wolf (re-roll Wolf encounter)
		41-45	Wooly Cheetah (re-roll Wolf encounter)
		46-50	Bear (equal chance of Black, Brown or Grizzly)
		51-60	d20p Pronghorn Antelope
		61-70	d20p Musk-ox
		71-80	d20p Goats (50% chance of being wild)
		81-90	4d10p Buffalo
		91-93	1 Moose
		94-96	1 Elk
		97-99	d20p Elk
		00	Other, or re-roll
39-40	Human, Berserker <i>(Berserkr)</i>	01-85	d8p (scouts, hunters, travelers, raiders)
		86-99	3d4p+8 (warband, refugees, travelers)
		00	20d20p (tribe)
41-50	Human, Brigands <i>(Morrdhmjund)</i>	01-35	d4p
		36-75	2d4p
		76-00	3d10p
51-73	Human, Dejy/ <i>by tribe</i>	01-15	1 (hunter, trapper, scout, herder, outcast, warrior, shaman, mourner, pilgrim, escaped slave, etc...)
		16-50	d8p (scouts, hunters, warriors, traders, slavers, etc...)
		51-75	3d4p+8 (warband, scouts, hunters, refugees, migrants, traders, etc...)
		76-00	30d12p (camped or travelling tribe)
74	Bear, Black <i>(Svartrbjorg)</i>	01-95	1
		96-00	d4
75	Bear, Brown <i>(Brruynrbjorg)</i>	01-95	1
		96-00	d6
76	Bear, Grizzly <i>(Bjorgrröh)</i>	01-95	1
		96-00	d4
77	Boar, Wild <i>(Toskr)</i>	01-70	1
		71-00	d6
78	Boar, Giant <i>(Toskrroh)</i>	01-70	1
		71-00	d8
79-82	Cheetah, Wooly <i>(Maurrg)</i>	01-50	1
		51-00	d6
83-84	Sturm-Wolf <i>(Sturmwulf, Thalnarkk)</i>	01-75	1
		76-00	d8
85-86	Warg <i>(Warg)</i>	01-55	d4p
		56-80	2d4p
		81-90	d4p and roll for Orc encounter
		91-00	2d4p and roll for Orc encounter
87-88	Wasp, Giant <i>(Wasprjutt)</i>		d20p
89-90	Weasel, Giant <i>(Jermynjutt)</i>	01-95	1
		96-00	with an owner, who determines number
91-98	Wolf <i>(Wulff)</i>	01-15	1
		16-00	2d10p
99-00	Wolf, Dire <i>(Wulffmelr)</i>	01-25	1
		26-00	3d4

Orc and Goblin			
d100	Encounter	d100	No. Appearing (possible circumstances of encounter)
01-02	Bugbear (<i>Gotrbjorg</i>)	01-80	d4 (hunters, scouts, exiles)
		81-98	3d4p (warband)
		99-00	4d12p (clan)
03-25	Goblin* (<i>Gotr</i>)	01-60	d8p (scouts, hunters, travelers, raiders)
		61-91	3d4p+8 (warband)
		92-98	10d20p (large warband, tribe)
		99-00	20d20p (tribe)
26-30	Ogre (<i>Ogrr</i>)	01-90	1
		91-99	d10 (scouts, hunters, travelers, raiders)
		00	10+d10p (tribe)
31-80	Orc* (<i>Rukk, Gretvig</i>)	01-60	d8p (scouts, hunters, travelers, raiders)
		61-91	3d4p+8 (warband)
		91-98	10d20p (large warband, tribe)
		99-00	20d20p (tribe)
81-87	Orkin Wardawg, Lesser (<i>Shrronhuund</i>)	01-35	d4p
		36-70	d12
		71-85	d4p and roll again for Orcs
		86-00	d12 and roll again for Orcs
88-90	Orkin Wardawg, Greater (<i>Shrronhuundroh</i>)	01-35	d4p
		36-70	d12
		71-85	d4p and roll again for Orcs
91-00	Warg (<i>Warg</i>)	86-00	d12 and roll again for Orcs
		01-45	d4p
		46-80	3d4
		81-90	d4p and roll again for Orcs
		91-00	3d4 and roll again for Orcs
*When Orcs and/or Goblins are encountered, there is a 25% chance that the other breed of Goblinoid is present too. When large groups of Orcs are encountered, there is also a 10% chance that Ogres, Trolls or Giants will be present.			

Rare			
d100	Encounter	d100	No. Appearing (possible circumstances of encounter)
01-02	Drake (<i>Orrmir</i>)	01-99	1
		00	2
03-22	Eagle, Giant (<i>Gyolrr</i>)	01-75	1
		76-00	2
23-35	Giant, Hill (<i>Juttnorr</i>)	01-95	1 (hunter, raider, scout)
		96-99	1d4 (hunters, raiders, scouts)
		00	d20p (clan)
36-45	Gnome (<i>Mythr</i>)	01-35	1
		36-80	d8
		81-96	3d4p+8 (warband)
		97-00	20d20p (clan)
46-50	Grevan (<i>Niflym</i>)	01-50	1 (scout, hunter, exile, pilgrim)
		51-90	d4 (scouts, hunters, raiders, exiles)
		91-98	3d4 (warband, scouts, hunters, raiders)
		99-00	10d10 (large warband, tribe)
51-60	Leprechaun (<i>Fyly</i>)	01-95	1
		96-00	d20
61-70	Ogre (<i>Ogrr</i>)	01-90	1
		91-98	d10 (scouts, hunters, travelers, raiders)
		99-00	10+d10p (tribe)
71-75	Pegasus (<i>Naeluur</i>)	01-75	1
		76-00	d10
76-90	Troll (<i>Jotunn</i>)	01-90	1
		91-00	d12
91-95	Wyrms (<i>Wyrms</i>)	01-99	1
		00	2
96-00	reroll for type of encounter		

Weird			
d100	Encounter	d100	No. Appearing (possible circumstances of encounter)
01-07	Animating Spirit/ <i>Wætr</i>		1
08-13	Barrow-Wight/ <i>Vostarr</i>	01-75	1
		76-00	d4
14-20	Ghast/ <i>Gastt</i>	01-80	1
		81-00	d6
21-25	Ghoul/ <i>Dragrmjund</i>	01-50	1
		51-00	3d4
26-30	Hag/ <i>Nagjrmorr</i>	01-90	1
		91-00	d3
31-35	Haunt/ <i>Aptringr</i>		1
36-38	Imp/ <i>Faeyniri</i>		1
39-41	Rusalka/ <i>Haedhril</i>		1
42-45	Shadow/ <i>Shyo</i>	01-50	1
		51-75	d4
		76-00	d20
46-55	Skeleton/ <i>Kredhdragr</i>	01-25	d6
		26-70	2d6
		71-90	3d6
		91-00	6d6
56-60	Spectre/ <i>Dragr</i>	01-80	1
		81-00	d6
61-63	Swamp Death/ <i>Muuskegmordr</i> (reroll if not in bog)	01-85	1
		86-00	d3
64-70	Werewolf/ <i>Wyrwulf</i>	01-95	1
		96-00	d12
71-80	Will-O'-The-Wisp/ <i>Fraefyr</i>	01-50	1
		51-00	d4
81-90	Wraith/ <i>Morkl, Hrungrmorkl</i>	01-90	1
		91-00	2d6
91-95	Zombie/ <i>Dragrir</i>	01-25	1
		26-75	d10
		76-00	d20p
96-00	Zombie, Monster	01-25	1
		26-75	d6
		76-00	d10p

On the Jorakk and Jendasha Rivers			
d100	Encounter	d100	No. Appearing (possible circumstances of encounter)
01-50	Fishing boat	01-50	d4p (sailors)
		51-90	2d4p (sailors)
		91-00	4d4p (sailors)
51-85	Merchant ship	01-50	2d4p (sailors/mercenaries)
		51-85	4d4p (sailors/mercenaries)
		86-00	6d4p (sailors/mercenaries)
86-93	War ship	01-25	3d8p (warriors)
		26-90	6d8p (warriors)
		91-00	10d8p (warriors)
94-97	Pirate ship	01-15	d8p (brigands)
		16-50	3d8p (brigands)
		51-90	6d8p (brigands)
		91-00	10d8p (brigands)
98	Rusalka (<i>Haedhril</i>)		1
99	Siren (<i>Saemaerril</i>)	01-50	1
		51-00	d8
00	Swamp Death (<i>Muuskegmordr</i>) (reroll if not in bog)	01-85	1
		86-00	d3