

Cliffs

The cliff region is mostly rock, and little soil. Its cliffs of sheer rock tower high into the heavens. While traveling within this region there will be a 40% chance per 1-D8 days of coming across impassable areas in which one will have to find another way around. This only applies to travel on horse back, or any other type of steed travel, unless it is cat, lizard, spider, etc. Steeds with high coordination and dexterity characteristics will only have a 10% chance to not be able to pass, with the exception of lizard steeds which will only have a 1% chance of not being able to traverse certain areas.

If traveling on foot there will be a 20% chance of not being able to pass, unless you have ropes and grappling hooks. This form of travel will slow you down to 10% of the normal distance traveled each day.

Any creature with a 5-20 constitution will be forced to make a successful avoidance-roll vs. "Constitution" per 24 hours of travel in such a region or be delayed by 90% travel time if attempting to cross over cliffs. If traversing a path or road, this does not apply.

Recommended level: 20+

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:

1-16: Daytime encounter: Roll on Chart #A

17-20: 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:

01-05: Desert, Highland

06-20: Forest, Dense

21-30: Hills

31-40: Marshlands

41-55: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

56-65: Ocean: %Roll: Ocean settings:

01-20: Blood

21-40: Dark

41-60: Sylvaniaian

61-80: Temperate

81-00: Tropical

66-75: Rocky

76-85: 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:

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:

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of attempts to find this vegetation per 24 hours: 1

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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: