

Jungle

A Jungle setting will always lay within a tropical region, bordered by a tropical, or warm, ocean setting. Within the density of the Jungle are a diversity creatures and plant life unrivaled by most region in Utaemia. Here legends stalk the lands and inhabit the deep places of the earth.

The beauty and fury of the storms that keep this region so lush and beautiful keep most adventurers at bay.

Many heroes fall victim to the natural and unnatural happenings of these mystical lands. Even though many a tale ends in disaster and death, the rumors of secrets and wealth untold ever tempt the strong to brave this incredible region.

Recommended level: 27+

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: 98+

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: Forest, Enchanted

21-40: Ocean, Tropical

41-60: Prehistoric

61-80: Volcanic

81-00: 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: Nut, Kookenburrow

Class: Plant

%Roll to find: 81+

of attempts to find this vegetation per 24 hours: 1

Help notes: Food source. This nut is an excellent source of protein.

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

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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: Ulimarr

Class: Tree

%Roll to find: 95+

of attempts to find this vegetation per 24 hours: 1

Help notes: Aiding the Nashuri Dog in the development of their natural poison saliva.

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

Help notes: