

Desert, Highland

The Highland Desert is a dry and arid climate. It's seasons are harsh in themselves (the summer is hot and dry, the winters are cold and windy, fall is fleeting, and the spring is unpredictable; it can bring on snow or rain).

Recommended level: 19+

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: 96+

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:

01-15: Cliffs

16-25: Forest, Common

26-40: Hills

41-60: Mountains: %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

61-75: Plateau

76-88: Rocky

89-00: Volcanic

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: Embalmer's Clay

Class: Plant

%Roll to find: 91+

of attempts to find this vegetation per 24 hours: 2

Help notes: Used for casting (as in casting a broken arm or leg).

Type: Tilkure

Class: Plant

%Roll to find: 91+

of attempts to find this vegetation per 24 hours: 3

Help notes: Used for casting (as in casting a broken arm or leg).

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:

%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:

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Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

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Class:

%Roll to find: +

of attempts to find this vegetation per 24 hours: 1

Help notes:

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Class:

%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

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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: