

# Hills

Within the Hills Region flow a sea of smaller, older, mountains, who's heights and summits have eroded to less complex hills and landscapes. Deeper ravines flow in this region, giving testimony to the age of the region. Within this region are a people who live for the hunt, whether it be for game . . . or for its vast richness of knowledge and experience impressed upon the lands by the ever flowing hands of time.

Recommended level: 14+

## 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:

1-6: Daytime encounter: Roll on Chart #A

7-20: 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: 95+

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:

01-11: Cliffs

12-23: Forest:     %Roll: Forest settings:

01-33: Common

34-67: Dark

68-00: Dense

24-34: Grasslands

35-45: Great Lakes

46-56: Mountains:     %Roll: Mountain settings:

01-34: Earthen

35-66: Forested

67-00: Rocky

57-67: Ocean:     %Roll: Ocean settings:

01-50: Temperate

51-00: Tropical

68-78: Plains, Common

79-89: Plateau

90-00: Rocky

## 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:

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Help notes: