

Ocean, Tropical

The Tropical Ocean is a warmer water region with a variety of sea life. The warmth of the tropics brings a diversity of races, who enjoy the beauty of the tropics, and the sun. Beneath the surface there are both civilized and uncivilized creatures which inhabit, and sometimes, dominate the waters.

Like the Temperate Ocean, civilizations are also structured upon the face of these waters. The surface structures are built to withstand the strongest of storms. There are also dome structures; cities below the surface of the ocean. The civilizations in the deep are upon the ocean's floor, and are built by the Sylvan Mer . . . who let in the outside world to do trade with.

Recommended level: 35+

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 be an immediate change, for land will be spotted off on the horizon. This change can be otherwise stated by the G.M. of course as he or she sees fit.

%Roll: Region types:

01-10: Cliffs

11-15: Dead

16-25: Desert: %Roll: Desert settings:

01-50: Crystal

51-00: Savanna

26-30: Fearnist

31-35: Forest, Enchanted

36-60: Jungle

61-70: Marshlands

71-75: Prehistoric

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:

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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: