Regions, Random determination of:

Use this chart when determining the initial region on a mapping system. As soon as the first region is rolled up, a chart within each individual region will randomly inform the G.M. when the region changes.

   After rolling up a random region, if you need to roll one of the 8 settings within that region, there is a sub-chart for this. Roll on the following chart to determine the initial region (each region is linked; just click on it):

%Roll: Region:
01-05: Arctic: %Roll: Arctic settings:
               01-50: Desert
               51-00: Mountains

06-10: Cliffs
11-15: Dead
16-20: Desert: %Roll: Desert settings:
               01-33: Crystal
               34-67: Highland
               68-00: Savanna

21-25: Dimension: %Roll: Dimension settings:
               01-20: Acid
               21-40: Air
               41-60: Earth
               61-80: Fire
               81-00: Water

26-30: Fearmist
31-35: Forest: %Roll: Forest settings:
               01-20: Common
               21-40: Dark
               41-60: Dense
               61-80: Enchanted

36-40: Grasslands
41-44: Great Lakes
45-48: Hills
49-52: Jungle
53-56: Marshlands
57-60: Mountains: %Roll: Mountain settings:
               01-34: Earthen
               35-66: Forested
               67-00: Rocky

61-64: Ocean: %Roll: Ocean settings:
               01-50: Temperate
               51-00: Tropical

65-68: Plains, Common
69-72: Plane: %Roll: Plane settings:
               41-60: Seven Havens
               61-80: Spirit (The EverDark)
               81-00: Underworld

73-76: Plateau
77-80: Prehistoric
81-84: Rocky
85-88: Sky . . . Roll again to know which sky region it will be, ignoring this result if rolled again.
89-92: Swamp
93-96: Volcanic
97-00: Wasteland

D-8

1: Cave
2: Civilization
3: Civilized Wilderness
4: Crypt
5: Dungeon
6: Labyrinth
7: Tomb
8: Wilderness