

# Cave, Chance to find a:

Chance to find a cave 1-D8 hours of searching

After finding a cave, see: “Cave, Explanation of a:” in the C section of the Basic Rules Book.

Region: A: Needed % roll, or higher, to find a cave:

Arctic Desert: 96+

Arctic Mountains: 91+

Region: C: Needed % roll, or higher, to find a cave:

Cliffs: 51+

Region: D: Needed % roll, or higher, to find a cave:

Dead: 97+

Desert, Crystal: 91+

Desert, Highland: 92+

Desert, Savanna: 000

Dimension, Acid: 96+

Dimension, Air: 96+

Dimension, Earth: 51+

Dimension, Fire: 99+

Dimension, Water: 96+

Region: F: Needed % roll, or higher, to find a cave:

Fearmist: 91+

Forest, Common: 96+

Forest, Dark: 86+

Forest, Dense: 91+

Forest, Enchanted: 81+

Region: G: Needed % roll, or higher, to find a cave:

Grasslands: 99+

Great Lakes: 99+

Region: H: Needed % roll, or higher, to find a cave:

Hills: 91+

Region: J: Needed % roll, or higher, to find a cave:

Jungle: 92+



Region: M: Needed % roll, or higher, to find a cave:

Marshlands: 99+

Mountains, Earthen: 81+

Mountains, Forested: 81+

Mountains, Rocky: 71+

Region: O: Needed % roll, or higher, to find a cave:

Ocean, Temperate: 81+

Ocean, Tropical: 81+

Region: P: Needed % roll, or higher, to find a cave:

Plains, Common: 97+

Plane, Seven Havens: 70+

Plane, Spirit (The EverDark): 70+

Plane, UnderWorld: 70+

Plateau: 86+

Prehistoric: 91+

Region: R: Needed % roll, or higher, to find a cave:

Rocky (The Shattered Lands): 76+

Region: S: Needed % roll, or higher, to find a cave:

Swamp: 98+

Region: V: Needed % roll, or higher, to find a cave:

Volcanic: 76+

Region: W: Needed % roll, or higher, to find a cave:

Wasteland: 88+