Civilization, Chance to find a:

A civilization is considered a: City, Town, or Village.

See the following chart for the chance to find a civilization per 24 hours of steady travel on horseback (which is an average of 8 leagues (24 miles) per day):

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

<u>Region:</u> A: <u>Needed % roll, or better, to find a civilization</u>:
Arctic Desert: 96+
Arctic Mountains: 97+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Region: C: <u>Needed % roll, or better, to find a civilization</u>:
Cliffs: 91+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

<u>Region: D</u>: <u>Needed % roll, or better, to find a civilization</u>:

Dead: 00

Desert, Crystal: 96+

Desert, Highland: 91+

Desert, Savanna: 97+

Dimension, Acid: 96+

Dimension, Air: 96+

Dimension, Earth: 96+

Dimension, Fire: 96+

Dimension, Water: 98+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Region: F: <u>Needed % roll, or better, to find a civilization</u>:

Fearmist: 99+
Forest, Common: 86+
Forest, Dark: 96+
Forest, Dense: 91+
Forest, Enchanted: 96+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

<u>Region:</u> <u>G</u>: <u>Needed % roll, or better, to find a civilization</u>:

Grasslands: 81+
Great Lakes: 81+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Region: H: <u>Needed % roll, or better, to find a civilization</u>:
Hills: 82+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Region: J: Needed % roll, or better, to find a civilization:
Jungle: 96+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Region: M: <u>Needed % roll, or better, to find a civilization</u>:

Marshlands: 99+
Mountains, Earthen: 91+
Mountains, Forested: 91+
Mountains, Rocky: 91+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Ocean, Temperate: 98+
Ocean, Tropical: 97+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Region: P: Needed % roll, or better, to find a civilization:

Plains, Common: 81+
Plane, Seven Havens: 92+
Plane, Spirit (The EverDark): 00
Plane, UnderWorld: 92+
Plateau: 88+
Prehistoric: 97+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Region: R: <u>Needed % roll, or better, to find a civilization</u>:
Rocky (The Shattered Lands): 91+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Region: S: <u>Needed % roll, or better, to find a civilization</u>:

Sky: 00 (this will be a floating city)

Swamp: 99+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Volcanic: 97+

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

<u>Region: W</u>: <u>Needed % roll, or better, to find a civilization</u>:
Wasteland: 99+ (this will be a Sardakk elf civilization)

If a civilization is found, roll on "Civilization type" to see if it will be a city, town, or village:

Civilization type:

Roll on the "Civilization type" link to see if it will be a city, town, or village:

<u>%Roll: Civilization type</u>:
01-15: City
16-45: Town
46-00: Village

Note: Roll on the next chart to determine the population of the civilization found:

Population of civilization found:

Roll on the appropriate chart to see what the population count is for the civilization you have found:

City

01-70: Low populated city: 1-D100 +100 x 80
71-90: Moderately populated city: 1-D100 +200 x 90
91-00: Highly populated city: 1-D100 +300 x 100

Town

01-70: Low populated town: 1-D100 +10 x 50
71-90: Moderately populated town: 1-D100 +20 x 60
91-00: Highly populated town: 1-D100 +30 x 70

Village

%Roll: Population types:

01-70: Low populated village: 1-D100 +20
71-90: Moderately populated village: 1-D100 +30
91-00: Highly populated village: 1-D100 +40