

# 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: Ffarmist

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

Roll: Settings:

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