

Region Check:

Roll needed for Region Change: 98+

If the roll indicates there will be a region change, this change will take place within 1-D8 hours of normal travel time (on foot, at a normal pace of travel). This change can be otherwise stated by the G.M. of course as he or she sees fit.

%Roll: Region types:

01-20: Forest, Enchanted

21-40: Ocean, Tropical

41-60: Prehistoric

61-80: Volcanic

81-00: Wasteland