Tables for Generating
a Random Location in
the Kurt Hills Atlas Region
 by Talzhemir (Manda)

A. Which Large Hex?
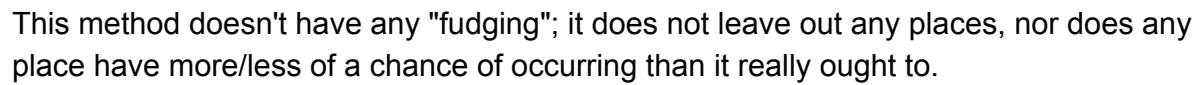
The easy way to pick a random Large Hex is to roll a d6 for a row and column, and count along that side. If a '1' is rolled, roll a d6, and on a 4-6, use the seventh row/column.

This method doesn't have any "fudging"; it does not leave out any places, nor does any place have more/less of a chance of occurring than it really ought to.

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B. Which Small Hex?

Which Row? Roll d20. Consult the appropriate table.
   1-6 - Reroll.
   7- Roll d6. Even=C, Odd=Q
   8-9 - Roll d20.
        1-4=B, 5-10=P, 11-14=R, 15-20=D
   10-11 - Roll d100.
        1-16 - Reroll
        17-19=A, 20-58=E, 59-61=S, 62-100=O
   12-16 - Roll d20.
        1-4=F, 5-8=H, 9-12=J,
        13-16=L, 17-20=N
   17-20 - Roll d20.
        1-5=G, 6-10=I, 11-15=K, 16-20=M

Which Column? Roll a d20, rerolling a 19 or 20. Treat this as hundreds and tens digits. (In other words, multiply this by ten.) Add a d10.
1-35 - Roll d6. Even=G, Odd=H
36-67 - Roll d6. Even=F, Odd=I
68-97 - Roll d6. Even=E, Odd=J
98-124 - Roll d6. Even=D, Odd=K
125-148 - Roll d6. Even=C, Odd=L
149-170 - Roll d6. Even=B, Odd=M
171-185 - Roll d6. Even=A, Odd=N
186-190=O

*The Large Hex selector does give properly scaled chances for the ½ and ¼ hexes. Thus, if you are placing things with equal probability in the small Hexes, and you roll one that is off the map, reroll the Small Hex