





*The Arcane Inner Flow Quadrant*  
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**Sphere Scale** 1mm : 1,000 million miles  
**Flow Scale** 1mm : 1d10 days (off flow river)

**Phlogiston Phenomena**

- Beacon
- Phlogiston Vortex
- Dark Region
- Flow Reef
- Hydroclastic Flow
- Sargasso
- Pulsing Phlogiston
- Shadow Cloud

**Phlogiston Rivers**  
(Width is proportional to speed)

- Known Flow River
- Unknown Flow River
- Predominant direction
- Unidirectional direction
- Tidal Flow River
- Cycle (active/total)
- Erratic Flow River
- Chance of occurring
- Route off flow river

**Travel Times**

- ↔12 both directions
- ↔18 one direction
- (Times in days unless suffixed; y: years, c: centuries)

**Major Flow Rivers**

- Arcane Inner Flow
- Arcane Outer Flow
- Braineater Flow
- Casa Flow
- Crystal Flow
- Eadhel Flow
- Gate Flow
- Golot Flow
- Gorth Flow
- Grey / Vodoni Flow
- Hammer Flow
- Lost Flow
- Maelstrom
- Mael Flow

**Crystal Spheres**

- 10 days travel across
- 20 days travel across
- 50 days travel across
- Known Sphere
- Unknown Sphere
- Erratic Sphere

**Drift Direction**

- Very Slow
- Slow
- Medium
- Fast
- Very Fast

**Facilities**

- Notable Port Facilities
- Notable Trading Port
- Dangerous
- Deadly Danger

**Activity**

- War Zone
- Pirates
- Beholders
- Clockwork Horrors / Sheens
- Flowfiends
- Humanoids
- Imperial Elven Fleet
- Neogi

**Game Systems**

AD&D 2nd. Edition	BESM
BECMI D&D	Sword World
D&D 3rd. Edition	Tasanta
Hackmaster	Runequest
Pathfinder	Space 1889