

ONE PAGE REGEN

By
Hunter Fox
Sly Fox Games

1 Use the **Size** table to start creating your point-crawl region!
Rolling a d6+4, we got 7 Points and 2 Themes for our Local region.

2 Sequentially roll a d6 for each Point in your region. Attach each result to the region based on the previous d6's result:

- Lower results are attached to the row's left
- Higher results are attached to the row's right
- Stack matching results as you see fit (above or below)

Look to the orange numbers in the example to see our roll order.

3 Use the **Connections** table, moving between dice as you see fit to add connections between the following:

- Points whose left or right side touches another Point
- Stacked Points of the same result
- Distant Points of the same result on the same row

Looking at the lower 4 Point, we create connections to the stacked 4 and the left flanking 1, adding a Forest Trail and Lost Mines to the region.

4 Use the **Details** table, moving across Points as desired.

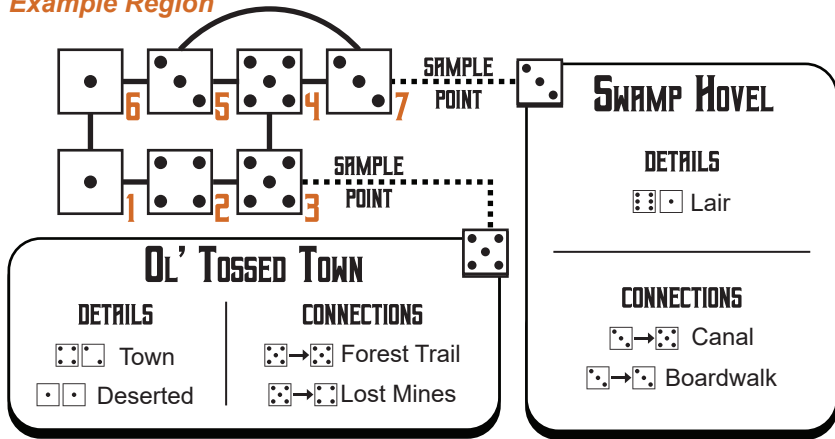
The lower 4 Point touches two adjacent Points (4 & 4), so we roll 2d6 for each, getting a deserted (4) town (4).

5 Use the **Themes** table. Select themes and spice up the place.

We rolled LAWLESS (4) and FLOODED (4). So let's call this region the "Shanty Strand," my world's marshland pirate haven.

THE SHANTY STRAND

Example Region



SIZE

Choose a size and roll for Point Total

	# OF POINTS	THEMES
LOCAL	1d6 + 4	2
FIEFDOOM	2d6 + 7	3
COUNTRY	3d6 + 10	4
CONTINENT	4d6 + 15	5

THEMES (d66)

Roll 2d6 to determine
Ten's digit and One's digit

11	Decay
12	Unrest
13	Madness
14	Exile
15	Frontier
16	Survival
21	Criminal
22	Terraformed
23	In-Dcline
24	Holy Land
25	Order
26	Forbidden
31	Contested
32	Infestation
33	Undiscovered
34	Planar/Elemental
35	Nomadic
36	Unnatural
41	Collapse
42	Lawless
43	Chaos
44	Destruction
45	Forgotten
46	Cursed
51	Disease
52	Corruption
53	Disaster
54	Containment
55	Heresy/Fervor
56	Rebellion
61	Ancient
62	Advanced
63	Restless Dead
64	Famine
65	Flooded
66	Neutral

CONNECTIONS

Using the left column, reference selected Point to a connecting Point to determine Connection type

	UNDERGROUND	COASTAL	WETLAND	LOWLAND	HIGHLAND	SUMMIT
1	Caves	Under-River	Sinkhole	Fissure	Ancient Hallway	Shaft
2	Current	Tidal Flat/Coast	Ferry	Tributary	Old Road	Hewn Ladder
3	Ancient Sewer	Bridge	Boardwalk	Causeway	Canal	Gap
4	Narrow Cavity	Highway	Open Plain	Trade Route	Pilgrimage Path	Old Aqueduct
5	Trench	Stream	Trench	Lost Mines	Forest Trail	Switchbacks
6	Tunnels	River	Dry Riverbed	Rapids	Stairs/Device	Ridgeline

DETAILS

For each adjacent Point, add a Detail to a selected Point by rolling 2d6 and assigning each die a column or row

	CREATURES	CIVILIZATION	MANMADE	NATURAL	STRANGE	MODIFIER
1	Deserted/Graves	Outpost/Manor	Battlefield/Wreck	Volcano/Canyon	Rift/Portal	Magical
2	Domesticated	Waystation/Tavern	Dam/Levy	Resource/Forest	Leyline/Nexus	Hidden
3	Bountiful/Game	Gathering Post	Monument/Tower	Geyser/Spring	Out-of-phase	Tricky/Trap
4	Infested/Haunted	Village/Town	Dungeon/Prison	Forest/Glade	Skeleton/Constuct	Spiritual
5	Encampment	Fort/Castle	Repository/Ruins	Grotto/Cavern	Living Land	Unstable
6	Lair/Territory	City/Capital	Shrine/Retreat	Lake/Swamp	Aura/Null	Overgrown