	Sir Toma's Magic Site Analysis [OLD, see the link below instead]					
New version: http	os://docs.google.com/spreadsheets/d/1Pvi642Vg3xV9zXied-5ntISOA3N32h4zGiWHpn0exEU/edit?usp=sharing					
edits for inspiration and knowled	ge:	Changelog:				
orec	http://dominionsmods.com/index.php?showtopic=3532	v2				
ondeur de rhodes	https://docs.google.com/spreadsheets/d/1Cn6bU1FEVO0rAQ5vYfVXq6RwUdPogvCPbBkjFvltm7l/edit#gid=742249415	Updated province	e breakdown to MapNuke de	aults		
andarbmax, Lucid, and Nosy	Proof-reading, and feedback	Added section on	Voice of Tiamat separate to	other remote search sp	ells	
	-	Added a section of	discussing search priority who	n there are known sca	les in a province	from a site
ings to note:					1	
nique sites haven't been accounte	d for and are treated as per normal. This should be fairly even as most gem types have similar amounts of unique sites at similar levels,	v3				
	results. If anyone has ideas on how to account for them please let me know.	Nice formatting				
e 'Coastal' terrain tag has been co	mpletely ignored. A small number of water sites are only present on coasts.	Actually included	nature findings			
small number of sites had no tag a	t all. These seemed to be sea related (possibly kelp forest?) and have been assigned mostly been assigned to seas	Corrected province	ce breakdown			
		Added example s	ite searching decisions			
calculate the overall amount of g	ems available in an arbitrary game I have used the default province breakdown from the MapNuke generator assuming only land nations					
	orec's post above. If anyone has more accurate figures I will gladly update them. This is labeled as the "Expected NUW Total"					
you have any suggestions of feedb	ack feel free to reach out to SirToma#8442 on discord.					
Do:						
ld more case studies if desired.						
nprove calculation of expected nur	nber of sites per province type.					
hat is displayed on the results pa	ges:					
rrain Breakdown	Shows the expected gem (EG) find (all types) for a given level+element search for a certain terrain type per site that exists.					
	Multiplying the EG value by the average amount of sites for the province type should give you a measure of the expected gem					
	return from a site searching turn					
	E.g. If there are on average 2 sites per plains province (Taorec's small test suggests this for MA) then searching with a L2 fire mage					
	gives an expected income of 0.282 gems per turn (as level 0 sites are always known), while searching with a level 3 gives an					
	expected income of 0.324 gems per turn. This further suggests that searching with a L3 fire mage in a province that has already					
	been searched to L2 is worth 0.042 gems per turn.					
	This value can also be used to calculate a rate of return on remote site searching.					
	This section also contains an "Expected NUW total". This is an estimate of the expected gems per turn per province given a					
	specified terrain distribution. Multiplying this by the number of provinces on the map will give an estimate of the total gems					
	available for an element					
em Breakdown:	This section shows the breakdown of the gems found from searching this particular element					
	Currently the overall value is all that is displayed, but the data is available to break it down by level and terrain type if desired					
ndings:	The findings page has some general conclusions I've extracted from the data.					
	These are my opinion and should probably be taken with a grain of salt, especially in light of the 'Things to note' above.					

Cross Element Searching

Fire and Astral searching are very unlikely (comparatively) to generate an income in another element Air searching has a chance to generate a small Nature and Death income

Water searching has a chance to generate a small fire and astral income and a better chance for earth and death

Earth searching has a chance to generate a small Nature and Fire income, and a very good chance of generating astral pearls Nature searching has a small chance to generate air, earth, astral and death gems

Death searching has a small chance of generating water or nature

Overall Gem Availability

Assuming a terrain breakdown based on the default NukeMap values and only land nations.

	Plains/High Sw	amps	Wastes	Caves	Farms	Forests	Mountains	Lakes (Sea)
Percent of map	36%	5%	5%	6%	15%	17%	7%	9%
Weighted Site Locations	0.36	0.06	0.06	0.07	0.12	0.19	0.08	0.09

Changing the above values will alter the "Expected NUW Total" values on the individual result sheets

Death and Earth searching gives the best return by a not insignificant margin, 0.21 vs 0.17 for fire, astral, and nature. This is a 21% increase!

Water also has a low return above ground, but makes up for it by being very abundant in both sea and deep sea provinces which would be more prevalent in a game with UW nations.

Additionally you don't need to search any deeper than for the other elements to get this

Searching Case Study

Below is a breakdown of each element. Overall the general theme is that searching with a level 2 is sufficient for most terrain/element combinations.

While a level 3 is preferable the differences are on the order of 0.02 to 0.04 EG per turn. Therefore it is unlikely to be worth re-searching if you have searched with a level 2 previously outside of specific cases.

As a case study let's consider early game MA Marignon to highlight the point.

Around turn 6 you have a Witch Hunter (F2S1) available, and on turn 13 you have a Grand Master (F3S3) available. What is the benefit of searching with the Witch Hunter compared to waiting for a more complete search from the Grand Master? (Assuming all provinces are plains)

Witch Hunter: EG per fire search 0.135
EG per astral search 0.099
Grand Master: EG per fire search 0.156

EG per astral search

For fire the Witch Hunter will get 3 searches in prior to the Grand Master, generating 0.405 EG. The Grand Master generates 0.021 additional EG per search. Therefore searching with the Witch Hunter (and not re-searching later) is beneficial for 20 turns.

0.17

For astral the Witch Hunter will get 3 searches in prior to the Grand Master, generating 0.297 EG. The Grand Master generates 0.071 additional EG per search. Therefore searching with the Witch Hunter (and not re-searching later) is beneficial for only 5 turns, and 5 turns later we are ~6 gems per turn worse off (assuming two sites per province).

Based on this it is not really worthwhile to re-search for fire with the grand master, but it is worth doing for astral. Luckily the Grand Master is a two path mage, so you can get the best of both worlds without any real loss of efficiency. In this case I would search with the Witch Hunter ASAP and then re-search with an S3 Grand Master when possible.

Remote Site Searching

The return on investment of remote searching spells is very poor if you have consistent access to the path and are not concerned about turn economy. If you have multipath mages for that element then even the turn economy benefit is mostly lost

For example remote searching astral as LA Pan (only S1 access) will give a return of 0.164 pearls per turn on average for a plains province (assuming two sites on average). This takes 19 turns to repay itself and is basically the best example I could argue for with the data for the standard remote searches.

Voice of Tiamat is potentially an exception here. If you haven't searched a province at all it has a return of 0.894 gems/cast/site freq. in deep sea and 0.523 in normal seas. This gives a positive expected return in 5 and 8 turns respectively assuming 2 sites per province, which is very reasonable. (Credit to Nosy for spotting this).

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This can be deceiving, however, as all water nations are able to search up to W2 immediately. Doing this prior to casting would lower the return to 0.582 and 0.327 gems/cast/site freq. and an expected 7 and 13 turn payback period (once again assuming two sites on average).		
This is still one of the best deals from remote searches and could is likely worthwhile depending on your path access and dilligence in site searching early. Being able to search for gems in paths you don't yet have access to is likely valuable beyond what the raw numbers would indicate.		
The return continues to get worse the more elemental paths you have available to you (having a W2+F1+ mage like Atlantis strips out the majority of the return).		
Terrain Searching		
Fire	i	
Ideally search with a level 3 mage everywhere (on land), though a level 2 is not much of a downgrade and it is likely not worth the turn to L3 a province that has already been searched by an L2 Underwater a level 1 mage is sufficient		
Waste and Deep Sea have the best return, so it may be worth remote searching for F in deep sea if you can't get a mage down there easily.		
Air		
Ideally search with a level 3 mage everywhere (on land), though a level 2 is not much of a downgrade and it is likely not worth the turn to L3 a province that has already been searched by an L2 (caves may be an exception here).		
It is barely worth searching sea provinces. If you do a level 1 search is sufficient		
Water		
Ideally search with a level 2 mage underwater and in caves, though a level 1 mage doesn't miss much and it may not be worth going back over later.		
Above ground a level 3 mage should be used as there are a significant number of gems in level 3 only sites (three rarity 0 ones are available for above ground provinces).		
Deep sea, sea, and swamps are the best income terrains, though all are pretty balanced.		
Earth		
Level 3 is recommended for Caves and Deep Sea		
Elsewhere it is nice to have but level 2 also covers most things and it is likely not worth going back to search level 3 later.		
Caves and Deep Sea have huge expected returns but are relatively rare. It is likely worth remote searching if you can't get a level 3 earth mage to your deep sea provinces.		
Astral		
	ĺ	
The presence of the Unfound Door site (level 4, rarity 0) makes searching with a level 4 actually beneficial over a level 3, but the expected income difference is so low that I don't think remote searching is worth it unless you only have level 1s (and even then the return on Arcane Probing is VERY low as the example above shows)		
Wastelands, Deep Sea, and Caves can't have this site so cap out at level 3 like the other gem types. Once again though level 2s		
are likely sufficient in these locations.		
Death		
While searching to level 3 looks optimal much of the jump (0.01 of 0.03) is exclusively due to the well of pestilence site (level 3, rarity 0).		
As this site is usually easy to detect without searching (due to diesease and death scales) it is only worth searching to level 2 above ground unless you suspect a well.		
Caves and seas are likely only worth searching at level 2, and for deep sea level 1 is sufficient		
Nature		
Worth searching to level 3 if possible but as always if you have searched to level 2 the extra level may not be worth the turns.	1	
Caves and seas cap out at level 2 and deep sea caps out at level 1.		
Sea provinces can contain the Kelp Fortress site, which gives a free fort (level 1 rarity 0). You should search N1+ ASAP to save yourself on infrastructure costs if possible as an UW nation.		

Forests and seas	s have significantly better gem returns than the other terrain types so you should search these first.	
	Blood	
	thing for gem income alone but you likely want to search to level 3 eventually if you are using blood for the get the summoning circle site (30% blood magic bonus).	
•	at level 2 and first gate at level 1 also have a blood bonus but are unique, so are probably less likely to be in any given game despite having a lower rarity.	
Obviously don't	search for blood underwater.	
	Holy	
	sence of the Ancient Temple site holy searching gives a very low return. The underwater version gives 1S AND ely worth searching for religiously.	
Luckily most nat	cions have priest mages or dirt cheap priests so the search is 'free'	
While H2 and H3 them is very unli	3 have some good sites (the records of mankind in particular) there are so few and almost all unique so finding ikely.	
	Searching with Scales Present	
•	rn scales are present in a province the calculations change somewhat. Below is some guidance on search ough it is not particularly numerical.	
If these criteria a	are met and you don't have a mage of the required level remote site searching is likely worthwhile.	
Growth	Search N3 if N2 (and lower) don't find a site	
Magic	Search S3 and/or E3 if S1 and W1 don't find a site	
Heat	Search F3 or F4 if F1 doesn't find a site	
Death	Search D3	
Turmoil	Search D3 if F1 and N2 don't find a site	
Order	Search E3 if E2 and lower don't find a site	

										Terra	ain Breakd	own									
		ALL		Pla	ins	Farn	nland	Fo	rest	Mou	ntain	Was	teland	Swa	ımp	Cav	ve	Se	а	Deep	Sea
Search Level	EG		Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio
9		0.157	100%	0.175	100%	0.168	1009	6 0.159	100%	0.154	100%	0.204	100%	0.167	100%	0.165	100%	0.103	100%	0.191	100%
4		0.157	100%	0.175	100%	0.168	1009	6 0.159	100%	0.154	100%	0.204	100%	0.167	100%	0.165	100%	0.103	100%	0.191	100%
3		0.156	100%	0.175	100%	0.168	1009	6 0.159	100%	0.154	100%	0.203	99%	0.167	100%	0.165	100%	0.103	100%	0.191	100%
2		0.146	93%	0.154	88%	0.147	889	6 0.142	90%	0.135	88%	0.182	89%	0.148	88%	0.145	88%	0.101	98%	0.191	100%
1		0.118	75%	0.117	67%	0.110	669	6 0.108	68%	0.099	64%	0.137	67%	0.108	65%	0.099	60%	0.101	98%	0.191	100%
0		0.013	8%	0.019	11%	0.019	129	6 0.015	10%	0.016	11%	0.027	13%	0.018	11%	0.040	24%	0.000	0%	0.000	0%
Expected NUW	Total		0.17																		
				Gem Br	reakdown																
All Terrains																					
Fire	Air		Water	Earth	Astral	Nature	Death														
0.126		0.006	0.006	0.004	0.007	0.002	0.00	5													

										Terr	ain Breakd	own									
	T	ALL			lains	Fari	mland	For	rest	Mou	ıntain	Wast	teland	Swa	mp	Ca	ve	9	iea	Deep 5	Sea
Search Leve	EG		Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG F	Ratio
	9	0.159	100%	0.1	99 100	6 0.19	5 100%	0.186	100%	0.207	100%	0.229	100%	0.177	100%	0.083	100%	0.043	100%	0.032	100%
	4	0.159	100%	0.1	99 100	6 0.19	5 100%	0.186	100%	0.207	100%	0.229	100%	0.177	100%	0.083	100%	0.043	100%	0.032	100%
	3	0.159	100%	0.1	97 99	6 0.19	5 100%	0.186	100%	0.207	100%	0.229	100%	0.177	100%	0.083	100%	0.043	100%	0.032	100%
	2	0.142	89%	0.1	59 85	6 0.16	86%	0.164	88%	0.175	84%	0.194	85%	0.151	85%	0.043	52%	0.042	96%	0.032	100%
	1	0.102	64%	0.1	16 58	6 0.11	5 59%	0.113	61%	0.124	60%	0.127	56%	0.096	54%	0.043	52%	0.040	93%	0.032	100%
	0	0.009	6%	0.0	9 5	6 0.00	9 5%	0.007	4%	0.017	8%	0.009	4%	0.009	5%	0.005	6%	0.000	0%	0.000	0%
Expected NU	N Total		0.18																		
				Gem	Breakdowr	ı															
All Terrains																					
Fire	Air		Water	Earth	Astral	Nature	Death														
0.00	13	0.125	0.006	0.0	0.00	3 0.00	0.009														

										Terr	ain Breakd	lown									
		ALL		P	lains	Farr	nland	For	rest	Mou	ıntain	Wast	eland	Swa	mp	Ca	ve		Sea	Deep 5	Sea
Search Leve	el EG		Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG F	Ratio
	9	0.218	100%	0.16	4 1009	6 0.169	100%	0.191	100%	0.185	100%	0.185	100%	0.204	100%	0.186	100%	0.19	7 100%	0.303	100%
	4	0.218	100%	0.16	4 1009	6 0.169	100%	0.191	100%	0.185	100%	0.185	100%	0.204	100%	0.186	100%	0.19	7 100%	0.303	100%
	3	0.217	100%	0.16	3 999	6 0.167	7 99%	0.190	99%	0.184	99%	0.183	99%	0.203	99%	0.183	98%	0.19	7 100%	0.303	100%
	2	0.198	91%	0.12	1 739	6 0.125	74%	0.156	82%	0.148	80%	0.142	77%	0.164	80%	0.182	98%	0.19	4 99%	0.303	100%
	1	0.167	77%	0.10	1 619	6 0.100	59%	0.131	69%	0.116	63%	0.118	64%	0.145	71%	0.154	83%	0.18	91%	0.280	93%
	0	0.011	5%	0.00	13 29	6 0.003	3 2%	0.002	1%	0.003	1%	0.003	2%	0.003	1%	0.006	3%	0.024	1 12%	0.031	10%
Expected NU	W Total		0.18																		
				Gem	Breakdown																
All Terrains																					
Fire	Air		Water	Earth	Astral	Nature	Death														
0.0	08	0.005	0.167	0.0	3 0.009	0.009	0.010														

										Terr	ain Breakd	lown									
		ALL		P	ains	Farr	nland	Fo	rest	Mou	ıntain	Was	teland	Swar	mp	Car	ve	S	ea	Deep	Sea
Search Level	EG		Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG I	Ratio
9		0.204	100%	0.20	4 100%	0.207	7 100%	0.179	100%	0.242	100%	0.199	100%	0.190	100%	0.303	100%	0.176	100%	0.372	100%
4		0.204	100%	0.20	4 100%	0.207	7 100%	0.179	100%	0.242	100%	0.199	100%	0.190	100%	0.303	100%	0.176	100%	0.372	100%
3		0.203	100%	0.20	3 100%	0.206	5 100%	0.178	100%	0.241	100%	0.197	99%	0.189	100%	0.301	99%	0.176	100%	0.372	100%
2		0.187	92%	0.18	2 89%	0.185	89%	0.161	90%	0.213	88%	0.177	89%	0.169	89%	0.260	86%	0.152	86%	0.342	92%
1		0.136	67%	0.13	0 649	0.129	62%	0.114	63%	0.151	62%	0.122	61%	0.121	64%	0.227	75%	0.137	78%	0.271	73%
0		0.204	100%	0.20	4 100%	0.207	7 100%	0.179	100%	0.242	100%	0.199	100%	0.190	100%	0.303	100%	0.176	100%	0.372	100%
Expected NUW	Total		0.21																		
	Gem Breakdown																				
All Terrains																					
Fire	Air	1	Water	Earth	Astral	Nature	Death														
0.008		0.004	0.007	0.15	0.018	0.009	0.006	5													

										Teri	ain Breakd	lown									
		ALL			lains		mland	Fo	rest	Mou	ıntain		teland	Swa		Ca		S	ea	Deep :	
Search Level	EG		Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG I	Ratio
9		0.126	100%	0.1	34 100	6 0.18	3 100%	0.150	100%	0.162	100%	0.142	100%	0.176	100%	0.150	100%	0.128	100%	0.152	100%
4		0.125	100%	0.1	34 100	6 0.18	3 100%	0.150	100%	0.162	100%	0.142	100%	0.176	100%	0.150	100%	0.128	100%	0.152	100%
3		0.120	95%	0.1	73 94	6 0.17	2 94%	0.141	94%	0.152	94%	0.142	100%	0.166	94%	0.150	100%	0.104	81%	0.152	100%
2	:	0.112	89%	0.1	51 87	6 0.16	87%	0.131	88%	0.142	87%	0.118	83%	0.155	88%	0.132	88%	0.103	81%	0.130	86%
1		0.073	58%	0.1	02 56	6 0.10	2 56%	0.081	54%	0.087	54%	0.082	58%	0.095	54%	0.106	71%	0.096	75%	0.080	53%
0	4	0.002	2%	0.0	3 2	6 0.00	3 2%	0.002	1%	0.002	1%	0.003	2%	0.003	1%	0.005	3%	0.000	0%	0.000	0%
Expected NUW	/ Total		0.17																		
	Gem Breakdown																				
All Terrains																					
Fire	Air		Water	Earth	Astral	Nature	Death														
0.002	!	0.002	0.004	0.0	0.10	6 0.00	2 0.003														

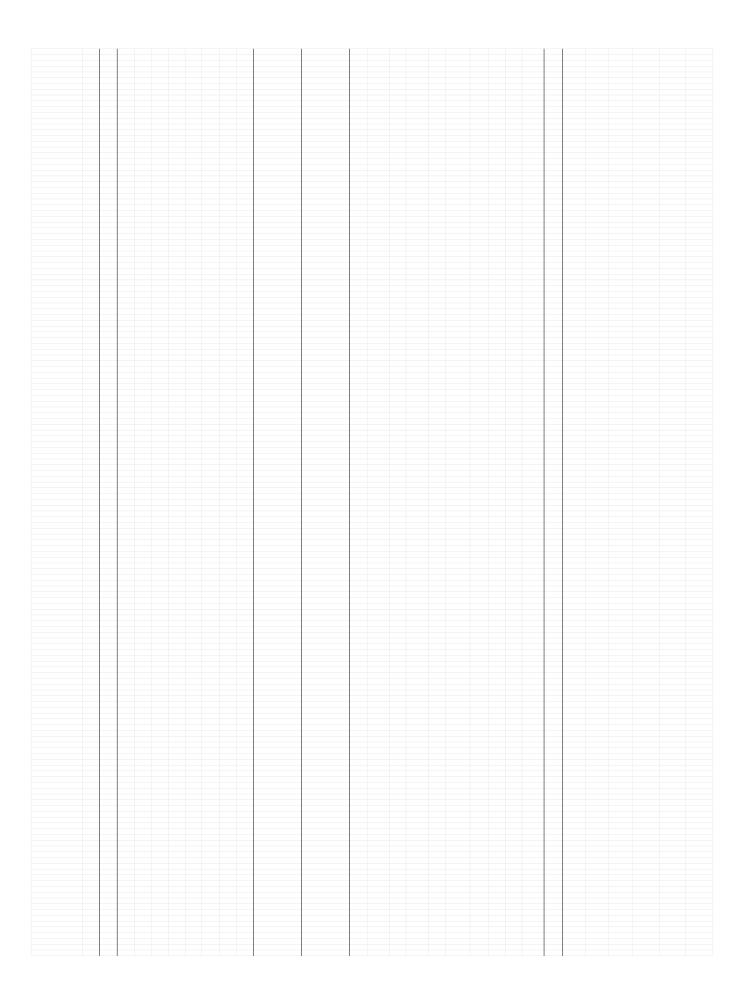
										Teri	ain Breakd	lown									
		ALL		P	lains	Farr	nland	Fo	rest	Mou	ıntain	Was	teland	Swa	mp	Ca	ve	S	ea	Deep	Sea
Search Level	EG		Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG I	Ratio
9		0.210	100%	0.15	5 1009	0.154	100%	0.271	100%	0.136	100%	0.142	100%	0.155	100%	0.065	100%	0.234	100%	0.049	100%
4		0.210	100%	0.15	5 1009	0.154	100%	0.271	100%	0.136	100%	0.142	100%	0.155	100%	0.065	100%	0.234	100%	0.049	100%
3		0.208	99%	0.15	3 999	0.15	99%	0.269	99%	0.135	99%	0.139	98%	0.153	99%	0.065	100%	0.234	100%	0.049	100%
2	:	0.189	90%	0.12	2 799	0.121	79%	0.233	86%	0.108	79%	0.109	77%	0.124	80%	0.064	97%	0.234	100%	0.049	100%
1		0.147	70%	0.10	2 669	0.102	2 66%	0.178	66%	0.086	63%	0.091	64%	0.102	66%	0.062	95%	0.182	78%	0.049	100%
0	4	0.022	10%	0.00	0 09	0.000	0%	0.016	6%	0.000	0%	0.001	0%	0.003	2%	0.040	61%	0.027	11%	0.000	0%
Expected NUW	/ Total		0.18																		
	Gem Breakdown																				
All Terrains																					
Fire	Air		Water	Earth	Astral	Nature	Death														
0.003		0.011	0.003	0.00	9 0.00	0.166	0.010)													

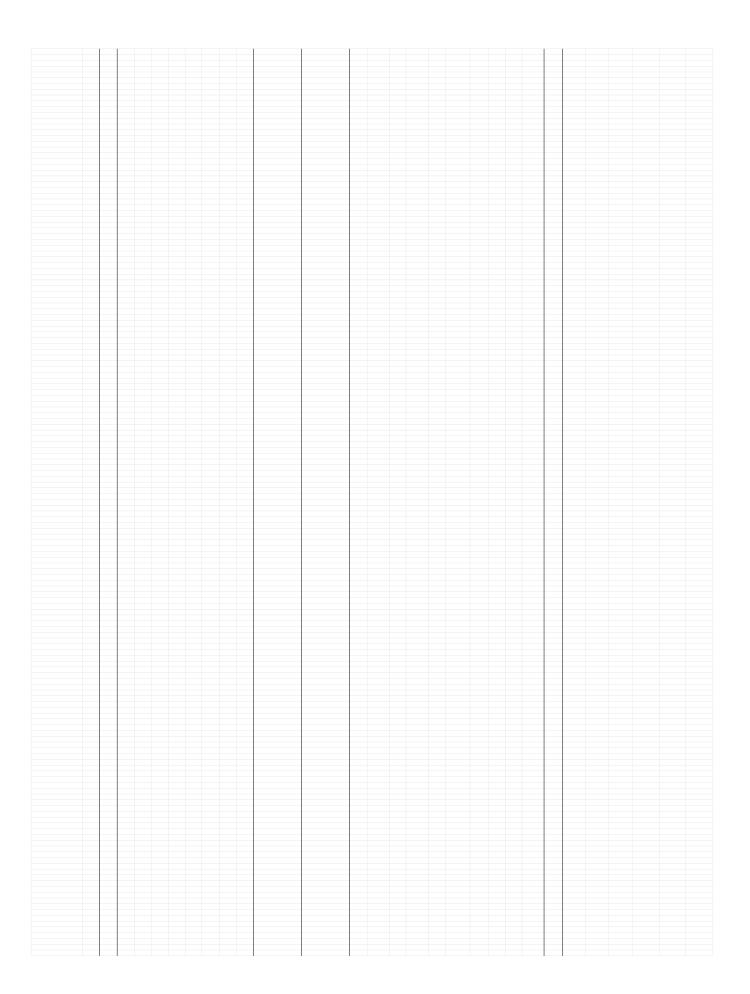
										Teri	ain Breakd	lown									
		ALL		P	ains	Farn	nland	Fo	rest	Mou	ıntain	Wast	teland	Swa	mp	Ca	ve	S	ea .	Deep :	Sea
Search Level	EG		Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG I	Ratio
9		0.178	100%	0.20	5 100%	0.204	100%	0.220	100%	0.192	100%	0.203	100%	0.227	100%	0.154	100%	0.215	100%	0.114	100%
4		0.178	100%	0.20	5 100%	0.204	100%	0.220	100%	0.192	100%	0.203	100%	0.227	100%	0.154	100%	0.215	100%	0.114	100%
3		0.177	99%	0.20	4 99%	0.202	99%	0.218	99%	0.190	99%	0.202	99%	0.226	99%	0.151	98%	0.215	100%	0.114	100%
2	:	0.161	90%	0.17	0 83%	0.169	83%	0.191	87%	0.160	83%	0.168	83%	0.195	86%	0.146	95%	0.201	93%	0.114	100%
1		0.119	67%	0.10	5 51%	0.104	51%	0.131	60%	0.104	54%	0.099	49%	0.135	59%	0.050	33%	0.171	79%	0.114	100%
0	4	0.007	4%	0.00	7 3%	0.007	7 3%	0.005	2%	0.006	3%	0.006	3%	0.009	4%	0.005	3%	0.000	0%	0.018	16%
Expected NUW	/ Total		0.21																		
				Gem	Breakdown																
All Terrains																					
Fire	Air		Water	Earth	Astral	Nature	Death														
0.003		0.002	0.013	0.00	3 0.004	0.011	0.143														

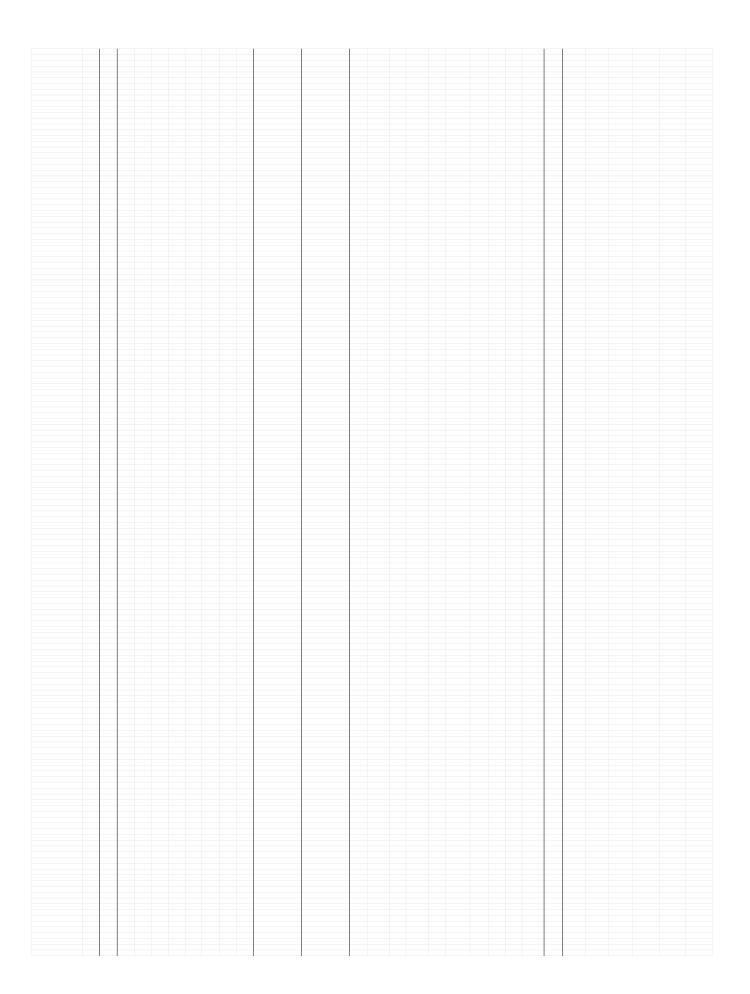
										Terr	ain Breakd	lown									
		ALL		Pla	ins	Farn	nland	For	est	Mou	ntain	Wast	eland	Swa	mp	Car	ve	Se	ea	Deep	Sea
Search Leve	l EG		Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio
	9	0.014	100%	0.012	100%	0.009	100%	0.011	100%	0.013	100%	0.011	100%	0.017	100%	0.013	100%	0.000	#DIV/0!	0.000	#DIV/0!
	4	0.014	100%	0.012	100%	0.009	100%	0.011	100%	0.013	100%	0.011	100%	0.017	100%	0.013	100%	0.000	#DIV/0!	0.000	#DIV/0!
	3	0.014	100%	0.012	100%	0.009	100%	0.011	100%	0.013	100%	0.011	100%	0.017	100%	0.013	100%	0.000	#DIV/0!	0.000	#DIV/0!
	2	0.014	100%	0.012	100%	0.009	100%	0.011	100%	0.013	100%	0.011	100%	0.017	100%	0.013	100%	0.000	#DIV/0!	0.000	#DIV/0!
	1	0.012	87%	0.009	72%	0.006	63%	0.008	70%	0.010	77%	0.008	72%	0.013	79%	0.011	83%	0.000	#DIV/0!	0.000	#DIV/0!
	0	0.000	0%	0.000	0%	0.000	0%	0.000	0%	0.000	0%	0.000	0%	0.000	0%	0.000	0%	0.000	#DIV/0!	0.000	#DIV/0!
	Gem Breakdown																				
All Terrains																					
Fire	Air		Water	Earth	Astral	Nature	Death														
0.000 0.003 0.00		0.001	0.001	0.001	0.003	0.005															

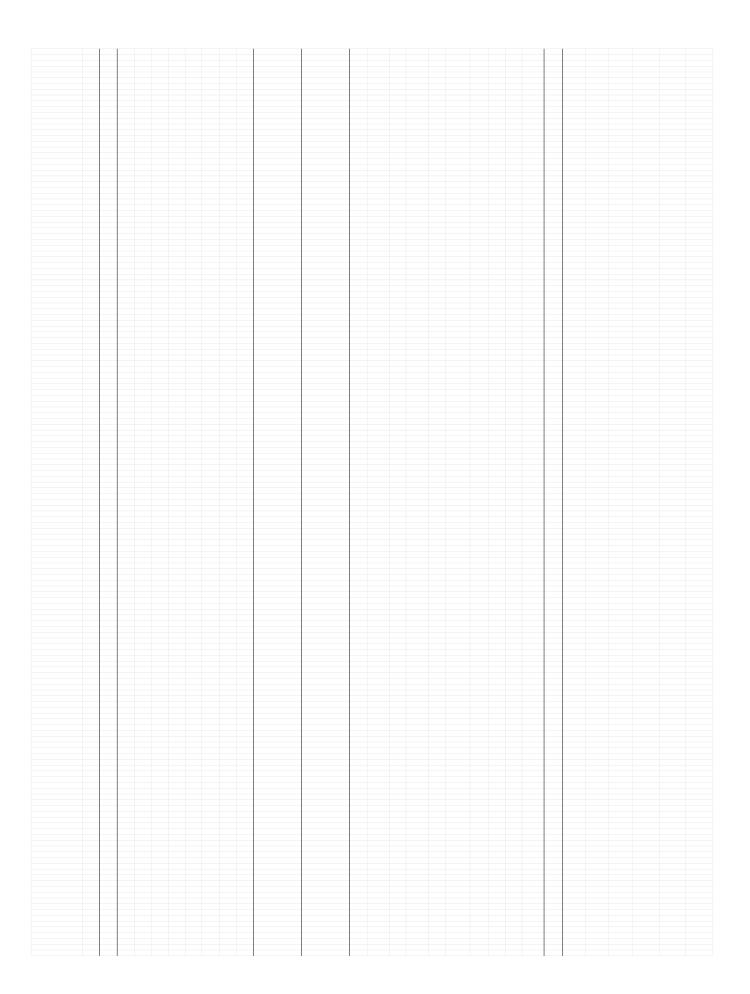
										Terr	ain Breakd	own									
		ALL		Pla			nland	For			untain		teland	Swa			ve	S		Deep	
Search Level	EG		Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio	EG	Ratio
		0.018	100%	0.025	100%	0.025	100%	0.020	100%	0.021	100%	0.024	100%	0.023	100%	0.044	100%	0.048	100%	0.062	100%
	ı	0.018	100%	0.025	100%	0.025	100%	0.020	100%	0.021	100%	0.024	100%	0.023	100%	0.044	100%	0.048	100%	0.062	100%
	1	0.018	99%	0.024	98%	0.024	98%	0.019	98%	0.021	98%	0.023	98%	0.023	98%	0.044	100%	0.048	100%	0.062	100%
	2	0.013	73%	0.013	53%	0.013	53%	0.010	53%	0.011	53%	0.013	53%	0.012	53%	0.023	53%	0.048	100%	0.062	100%
	ı	0.012	66%	0.010	41%	0.010	41%	0.008	41%	0.009	41%	0.010	41%	0.009	41%	0.017	39%	0.048	100%	0.062	100%
Expected NUV	/ Total		0.022984																		
				Gem B	reakdown																
All Terrains																					
Fire	Air		Water	Earth	Astral	Nature	Death														
0.00)	0.001	0.006	0.001	0.008	0.000	0.001														

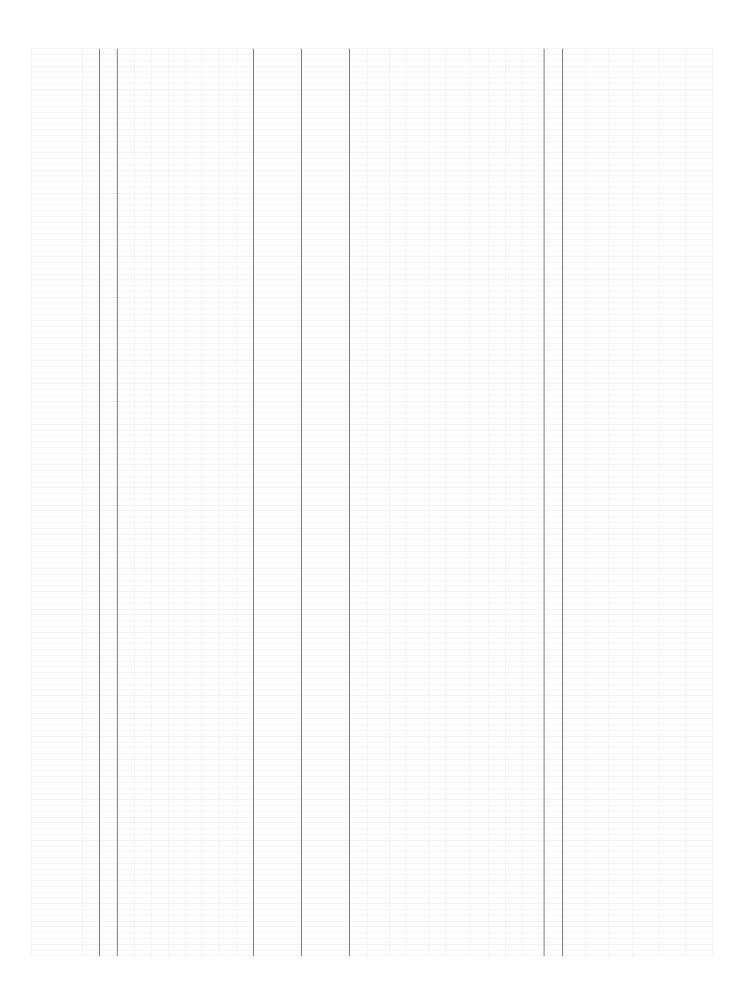
Service Servic	lame	Level	Rarity	Fire Air	Water	Earth A															_	75		0.75			
SAME OF SAME O	Mist Covered Highlands				1				1						1												0.75
September 1	Air Shaft		1		1				1			1	1	1	- 1	1	- 1	1	1		0.2	25	0.225	0.225	0.225	0.225	0.225
Selection From Process of the Control of the Contro	Oragon Jaws		2	1	1	1			3						1						1 0.0	025	0.025	0.025	0.025	0.025	0.025
Cover of the class	Pragon Mountain Bubbling Fissure		1 6		1				1						1				1	1							0.025
Schert Affects	Canyon of Wild Winds				2				2			1	1		1		1	1						0.75	0.75		0.79
Scheener Sch	Dypress Forest Desert of Sighs				1			1	1 2	Sorcerer of the Sands				- 1			1				0.	.75 .75	0	0.75	0.75	0.75	0.75
Marce 1 6 1 1 1 1 1 1 1 1	nchanted Windmill				1				1			1	1	1	1		1	1	1		0.	.75	0	0.75	0.75	0.75	0.75
September 1	Mirage				1				1								1				0.	.75	0	0.75	0.75	0.75	0.79
Tages from the control of the contro	ikysplit Oak				1				1			1	1	1	1			1	1		0.	.75	0	0.75	0.75	0.75	0.79
Campur (Mayor)	Thunder Oak				1				1			1	1	1	1		1		1		0.	.75	0	0.75	0.75	0.75	0.75
Color from	Trapped Wind				1				1					- 1		1			1		0.	.75	0	0.75	0.75	0.75	0.75
State Stat	Joud Pillars		1		1		1		2			1	1	1	1		1		1		0.2	25	0	0.225	0.225	0.225	0.225
State			1 1	1	2				2			1	1	1	1	1	1		1		0.2	25	0	0.225		0.225	0.225
Noting from 1 1 1 1 1 1 1 1 1 1	oaming Waves				1				1					- 1	•	1	1	1	1		0.2	25	0	0.225	0.225	0.225	0.225
La Mante Margane 1	Forest of Joy		1 1		1				1					1							1 0.2	25	0	0.225	0.225	0.225	0.225
More with Marker 1	ce Mists				1	1			2			1	1	1	1		1	1	1		0.2	25	0	0.225	0.225	0.225	0.225
Single file of the control of the co	sland of Floating Stone		1		1	1			2														0				0.225
Sizery Montholes 1			1 1		3	1			3	Sorceress					1	1							0				0.225
Deformance	itairway Mountain		1		2	1			3						1						1 0.2	25	0	0.225	0.225	0.225	0.225
Walley Monds 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	The Cloven Mountain		1 1		3	1			4						1						1 0.2	25	0	0.225	0.225	0.225	0.225
Wisperson From Proces 1	Wailing Woods		1		1				1 2					1					-		1 0.2	25	0	0.225	0.225	0.225	0.225
Minor Private 1	Whisperwind Tower		1		1				1			1		1	1		1		1		0.2	25	0	0.225	0.225	0.225	0.225
Next of air	scademy or High Magics Blizzard Valley		1		1	1			1 2	Wizard	Cold	1	1	- 1	1		- 1	1	1				0				0.025
Scoret Clifs 1 2 1 1 1 1 1 1 1 1			. 2		1				1			1	1	1	1		1	1					0				0.025
Since Forcins 1 2 2 2 3 4 6 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Pocket of Air icoriatic Cliffs		1 3		1				1										1	1	0.0	125	0	0.025			0.025
Tempers per 1 2 2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1	iliver Forest		. 2		1	1			2					1							0.0	025	0	0.025	0.025	0.025	0.029
Sever of the Select Order	Stone Spires Semnest Spire		1 2		2				2	Wind Master					1		1				0.0	125	0	0.025	0.025	0.025	0.025
New of the Substrate of Subs	lower of the Silver Order		1 2		3	2			5	Adept of the Silver Order		1	1	1	1		1	1	1		0.0	025	0	0.025	0.025	0.025	0.029
The Specime Now	lower of the Silver Order		1 3							Adept of the Silver Order				1	1		1		1		0.0	025	0	0.025	0.025	0.025	0.025
Coper bids	Win Spire Tower		1											1	1		1	1	1		0.0	025	0	0.025	0.025	0.025	0.025
Miss Nave New New New New New New New New New Ne	Siggurat of Thunder		2		2				2			1	1	1	1		1		1		0.0	.75	0				0.025
Materian	Black Hawk Nest		1		1				1					1	1		1				0.2	25	0	0	0.225	0.225	0.225
Merodaka 2 1 1 1 2 3 3 Bassest 1 1 1 1 1 1 1 1 0 225 0 0 0 225 025 025 025 025 025 025	Blasted Heath		1		2				2			1	1	1	1		1	1	1		0.2	25	0	0	0.225	0.225	0.225
Monomord Match 2 1 1 1 2 1 2 0 0 0 225 0 0 0 0 225 0 25 0	Mirrorlake				1	2			3	Illusionist		1	1	1	1		1		1		0.2	25	0	0	0.225	0.225	0.225
Name of Arc	Moonwind Marsh				1		1		2												0.2	25	0	0	0.225	0.225	0.225
Satspay (offs)	Rune of Air				1				1 2			1	1	1	1		1	1	1 1				0				0.225
The Doors Cloud	Saltspray Cliffs				1	1			2												0.2	25	0	0	0.225	0.225	0.225
The Filling Front 2 1 2 1 3 1 1 1 1 1 0.255 0 0.235 0.25	The Doom Cloud			1	2				2 4		Misfortune	1	1	1	1		1	1	1		1 0.2	25	0		0.225	0.225	0.225
The Withfunder Official Control of Technology (Control of Technology Control of Technolo	The Flailing Forest		1		2			1	3					1							1 0.2	25	0		0.225	0.225	0.225
Thurself Womber 2 2 1 1 1 1 2 1 1 1 1 1 1 1 1 1 1 1 0.225 0 0 0.235 0.235 0.25	ne Highest Peak The Whirlwind of Cyrlon				4				1				- 1	- 1	1			1	1		1 0.2	125	0	0	0.225	0.225	0.225
Demond Corish 2 2 3 3 1 4 Decrees 1 1 1 1 1 1 0.025 0 0.025	Thunder Woods				1			1	2						1				1		0.2	25	0	0	0.225	0.225	0.225
Nory New			;		2				2			1	1	1	1		1	1					0				0.025
Caved Clouds 3 0 1 1 1 1 1 1 0.025 0 0 0.075 The Invented Clouds clouds clouds cloud cloud clouds cloud c	vory Tower		2		3		1		4	Sorceress		1		1	1		1		1		0.0	025	0	0	0.025	0.025	0.025
Next of Clockins Soules	Tempest Hall		1 2		3				3			1	1	1	1		1	1	1		0.0	75	0			0.025	0.025
The inverted Stever 3 1 1 4 4 Indisposal 1 1 1 1 1 1 1 1 0 225 0 0 0 0 225 insprinced Spaley 3 1 2 2 2 2 4 1 1 1 1 1 1 1 1 1 1 1 0 225 0 0 0 0 225 insprinced Spaley 3 2 2 2 4 1 1 1 1 1 1 1 1 1 0 005 0 0 0 0 005 1 1 0 0 0 0	Vest of Obsidian Snakes		1		2				2			1	1	1	1	1	1	1	1		0.2	25	0			0.225	0.75
Improved Zephyr 3 2 2 2 3 1 0.025 0 0 0.025 1 0.025 1 0.025 1 0.025 0 0 0.025 1 0.025 1 0.025 0 0 0 0.025 1 0.025 1 0.025 0 0 0 0.025 1 0.025 1 0.025 0 0 0 0.025 1 0.025 1 0.025 0 0 0 0.025 1 0.025 0 0 0 0.025 1 0.025 0 0 0 0.025 1 0.025 0 0 0 0.025 1 0.025 0 0 0 0.025 1 0.025 0 0 0 0 0.025 1 0.025 0 0 0 0 0.025 1 0.025 0 0 0 0 0.025 1 0.025 0 0 0 0 0.025 1 0.025 0 0 0 0 0.025 1 0.025 0 0 0 0 0.025 1 0.025 0 0 0 0 0 0.025 1 0.025 0 0 0 0 0 0.025 1 0.025 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	The Inverted Tower				4				4	Illusionist		1	1	1	1	1	1	1	1		1 0.2	25	0	0	0	0.225	0.225
Prenanciar of Prenamer 3 2 1 1 1 1 1 1 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0.025 0 0 0 0.025 0 0 0.025 0 0 0 0.025 0 0 0 0.025 0 0 0 0.025 0 0 0 0.025 0 0 0 0.025 0 0 0 0.025 0 0 0 0.025 0 0 0 0.025 0 0 0 0 0 0 0 0 0	The Rainbow Shroud morisoned Zephyr		1 2		2			2	4 2			1	1	1	1		1	1	1 1		1 0.2	125	0	0	0	0.225	0.225
Valley of the Rec	Pinnacle of Power		2		1				1			1	1	1	1		1	1			1 0.0	025	0			0.025	0.025
Palace of Dreams 4 2 4 1 5 1 5 1 0.025 0 0 0 0			2	1	3	1			3						1	1							0				0.029
	Palace of Dreams		1 2	1	4	1	1		5												1 0.0						
	Total																					125	0	0		0	0.025
												1									19	9.5	0	0		0 19.475	0.025 0.025 19.5
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																					H	95		0		13475	0.025
																					1	95		0		114475	0.025
																					N N	95		0		13.475	0.025
																					H	95		0		19475	0.025
																					N N	95		0		19475	0.025
																					S S	95		0		13475	0.025
																					1	9.5	0	0		114475	0.025
																					8	9.5	0	0		13475	0.025
																					H	9.5	0	0		13475	0.025
																					H	9.5		0		114475	0.025
																					1	9.5	0	0		13475	0.025
																					8	9.5	0	0		114475	0.025
																					H	9.5	0	0		13.475	0.025
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																						9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		0		13.475	0.025





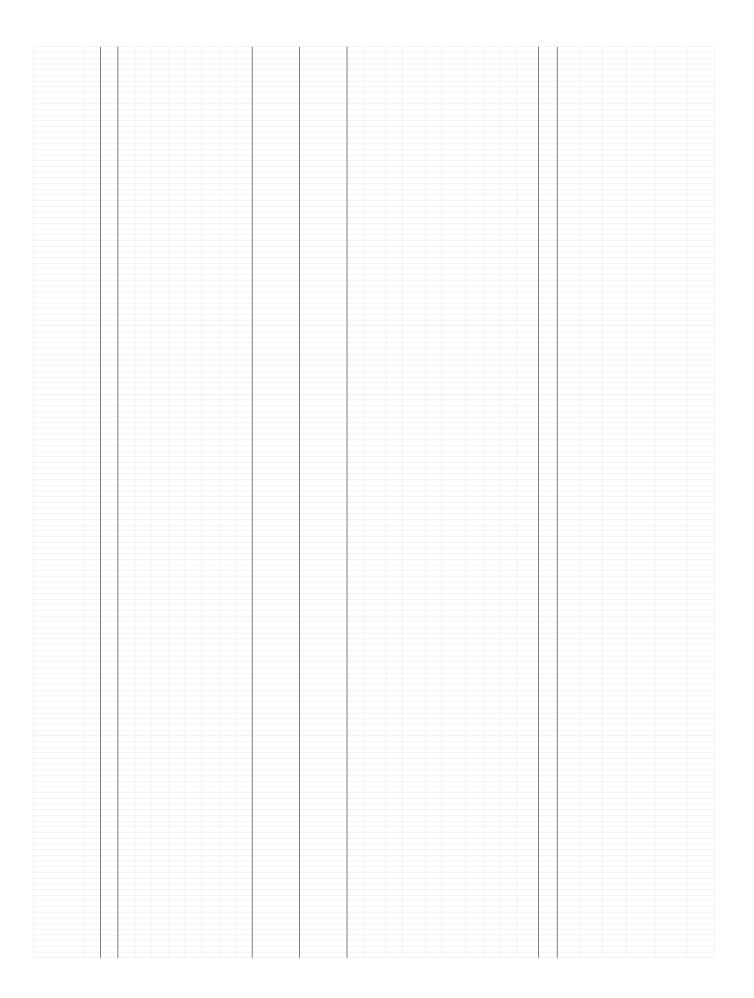


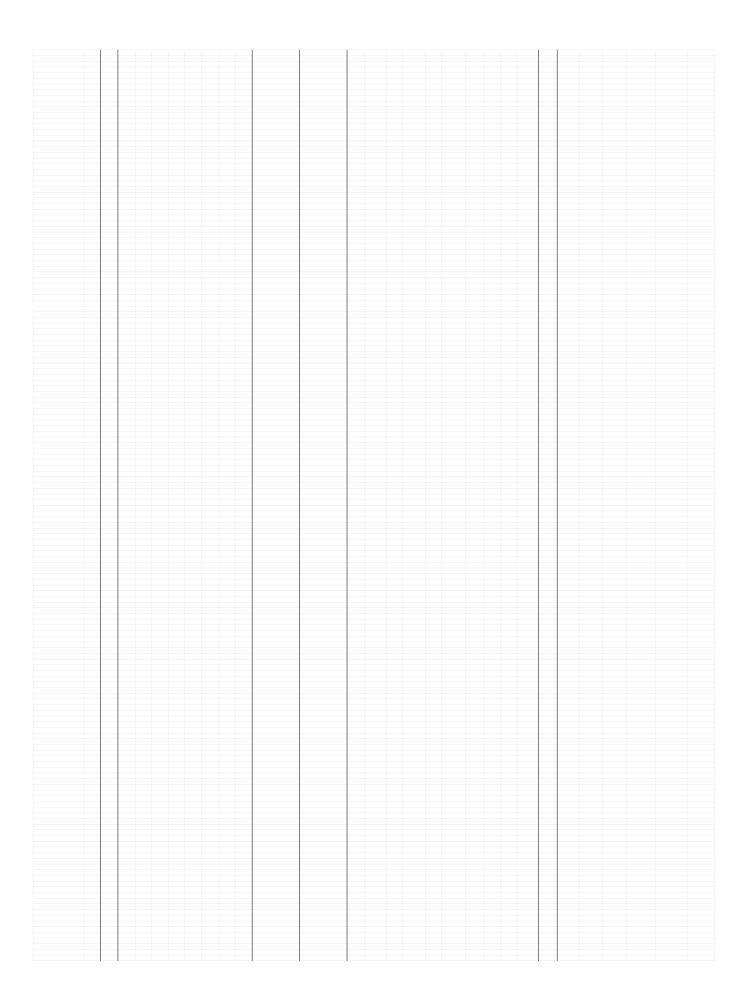


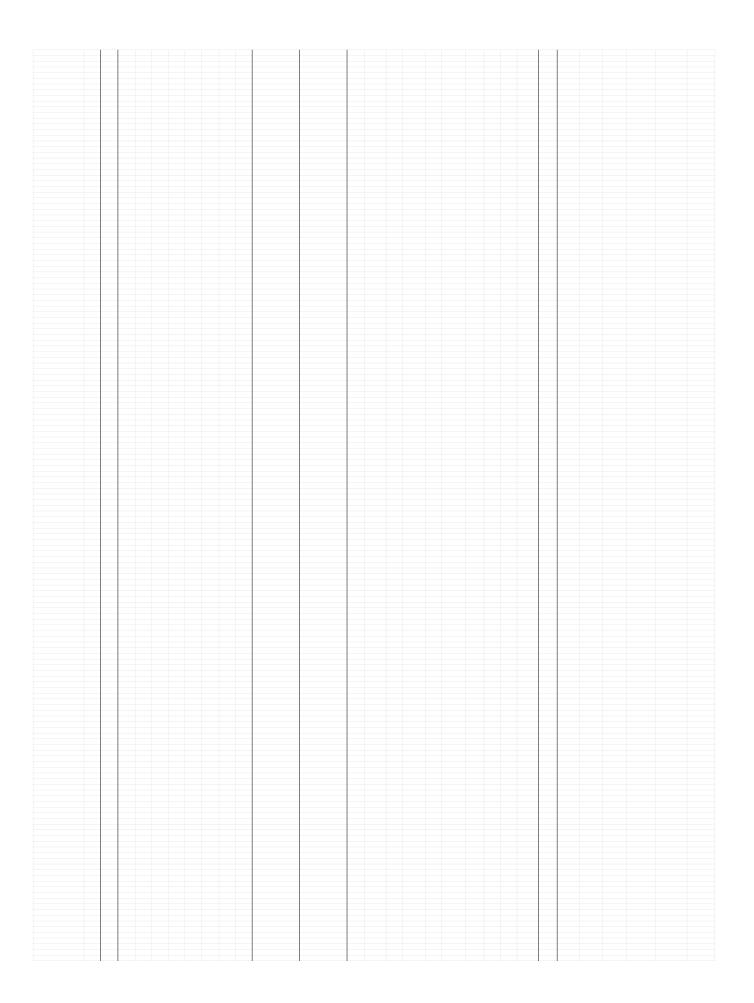


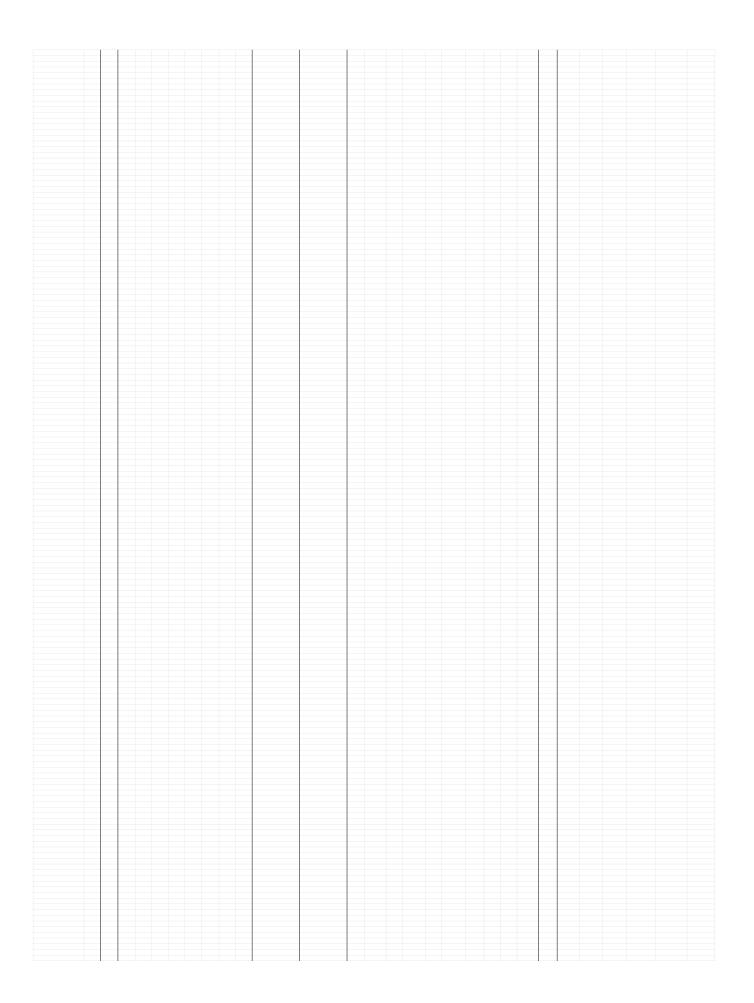
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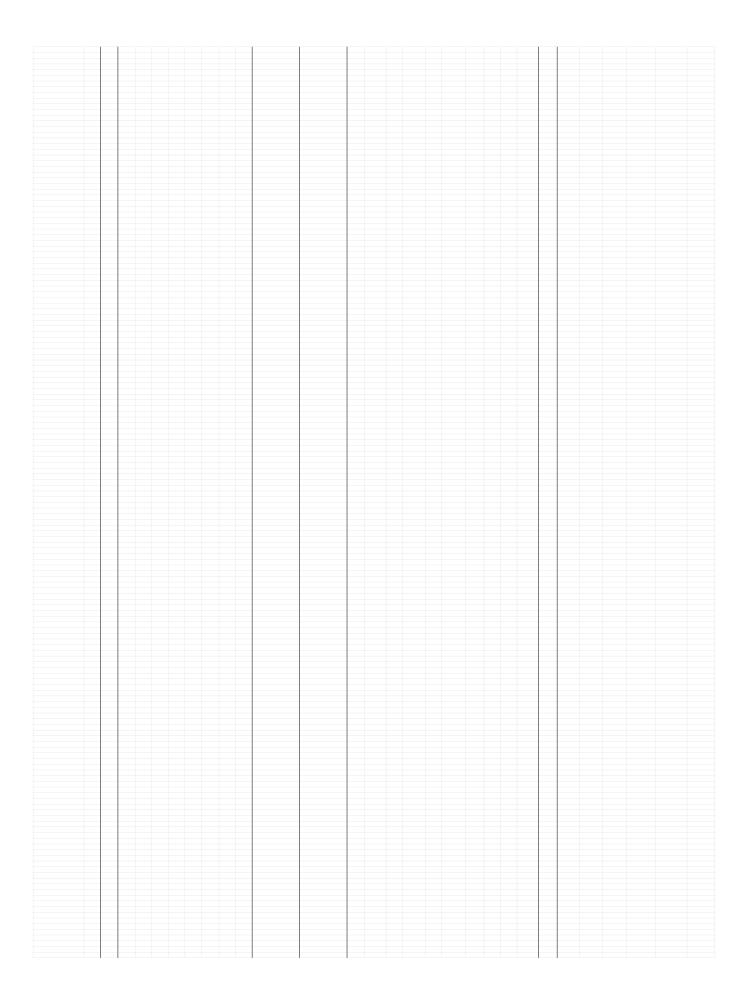
The section of the se	Name	Level Ra	arity E	re Ai	r Water Ea	arth Astral	Nature	Death T	Total C	Other	Scale	Plains Farmi	land Fo	orest M	ountain C	ave Waste	eland Sw	amp Coas	t Sea	Deep Sea	Unique In	ncidence Incid	dence0 In	cidence1 In	cidence2	ncidence3	Incidence4
September 19	Academy of High Magics Alchemists Guild	1	2	1			1		2 5			1	1	1	1		1	1	1			0.225				0.225	0.225
See Control of the Co	Ashen Fields	1	2	1					1			1					1					0.025	0	0.025	0.025	0.025	0.025
See - Control -	Boiling Current	1	1	1	1				2		Heat			1	1			1				0.225	0	0.225	0.225	0.225	0.225 0.225
The section of the se	Cavern of Magma Cavern of Rubies	1	2	1		1			2		Heat					1						0.225		0.225	0.225	0.225	0.225 0.025
The second property of	Caverns of Glowing Moss Copper Cliff	1	0	1		1			1 2			1	1	1	1	1	1	1	1 1	. 1		0.75		0.75	0.75		0.75
The section of the se	Crust of Molten Sulphur	1	0	1					1											1		0.75		0.75	0.75	0.75	0.75
Name of the control of a contro	Enchanted Pyre	1	ő	1				- 1	1	sorcerer or the samus	neat	1	1	1	1		1	1	1			0.75		0.75	0.75	0.75	0.75
Tames from the property of the	Fountain of Fire	1	2	3					3		Heat	1	1	1	1	1	1	1	1	1		0.025	0	0.025	0.025	0.025	0.025
The stand of the s	Gorge of Glowing Fish	1	0	1					1											1		0.75		0.75	0.75	0.75	0.75
Age	High Temple of the Magi House of Embers	1	1 2	2			2		4 5	Magus, High Magus		1	1	1	1			1	1		1	0.225	0	0.225	0.225	0.225	0.225
The property of the property o		1	1	1			1		2					1										0.225		0.225	0.225
See productions of the control of th	Magus Temple	1	1	1			1		2 1	Magus		1	1	1	1	-	1	1	1	_ ^		0.225	0	0.225	0.225	0.225	0.225
Sequence of the sequence of th	Pond of Laval Rage Wind Heath	1	1	1	1				1 2			1					1			1		0.225		0.225 0.225	0.225 0.225	0.225	0.225 0.225
The series of th	Rageflame Tower	1	1	1					1			1	1	1	1		1	1	1			0.225		0.225	0.225	0.225	0.225
The production of the control of the	Smoldering Maze	1	1	1					1			1	1	1	1		1	1				0.225	0	0.225	0.225	0.225	0.225
parting from 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Smoulderstone	1	0	1					1			1	1	1	1		1	1	1			0.75	0	0.75	0.75	0.75	0.75
Targeter GIT 1 1 1 1 2 2 3 3 2 3 3 3 3 3	Solar Lens	1	2	1					1			1	1	1	1		1	1	1			0.025		0.025	0.025	0.025	0.025
in the fight of the control of the c	Stargazers Cliff	1	1	1			1		2			1	1	1	1		1	1	1			0.225	0	0.225	0.225	0.225	0.225
The market of 1	Sun Ridge	1	0	2	1				2			1	1	1	1		1	1	1	1		0.75		0.75	0.75	0.75	0.75
The ment of the close close	Tar Pits Thermal Vent	1	0	1					1			1	1	1			1	1	1	1		0.75		0.75	0.75	0.75	0.75 0.75
Seem of the Colorion Color of 1	Tower of the Golden Order	1	2	3			2		5 A	Adept of the Golden Order		1	1	1	1		1	1	1			0.025	0	0.025	0.025	0.025	0.025
Anderwater Vision 1	Tower of the Golden Order	1	2	2										1	1							0.025	0	0.025	0.025	0.025	0.025
withing clades 1	Underwater Volcano	1	0	1					1							1				1		0.75			0.75	0.75	0.75
The Affances	Wildfire Glade Ash Valley	1 2	0	1				1	1					1			1					0.75	0	0.75	0.75	0.75	0.75
Souther of hables 2	City of Ashes	2	2	1					2								1				1	0.025	0	0	0.025	0.025	0.025
Souther of hables 2	uragon Forest Flame Forest	2	1	1	1		1		3 2					1								0.225		0	0.225	0.225	0.225
Stoom of Anthron 2	Fountain of Rubies	2	2	3 2					3					1	1	1	1	1	1				0	0			
August	House of Aratron	2	2	2		1			3						1		1	1	1		1	0.025	0	0	0.025	0.025	0.025
index Grope 2	Magma Pit	2	2	1		1			2						1	1						0.025	0	0	0.025	0.025	0.025
olse Circle 2	Scorched Tower Smoke Gorge	2 2	2	2	1				2			1	1	1	1		1	1	1		1		0	0			
Team Seamy 2 2 1 1 1 1 2 2 2 2 3 3 3 4 3 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	Solar Circle	2	2	1			,		1			1	1	1	1		1	1	1			0.025		0	0.025	0.025	0.025
The Clase of Physiological Phy	Steam Swamp	2	1	1	1		1		2						•			1				0.225	0	0	0.225	0.225	0.225
The Fire Prince 2 2 1 4 4 1 1 1 1 1 1 1 1 1 1 1 1 1 2 0.225 0 0 0 0.225 0.255 0.225 0.255 0.225 0.255 0.225	Temple of the Solar Bull The Citadel of Pyriphlegeton	2 2	2	2 4					2 F	Heliodromus Pyromancer		1	1	1	1	1	1	1	1		1	0.025 0.225	0	0	0.025 0.225	0.025 0.225	0.025
Nate of Fronce Interes 2 2 2 0 0 1 1 1 1 1 1 1 1	The Fire Prison	2	1	4					4			1	1	1	1	1	1	1	1		1		0	0			
Inter of the Part 2 1 1 1 1 1 1 1 1 1	Maze of Frozen Flames	2	2						0			1	1	1	1		1	1	1		1	0.025	0	0	0.025	0.025	0.025
The Prompter of the Raying God 2 2 1 2 2 2 2 First Lord, Pryomatorest High Turnoil 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Rune of Fire	2	1						0			1	1	1	1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
Performance 3 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	The Temple of the Raging God	2	1	2					2 F	Fire Lord, Pyromancer, High P	Turmoil		1	1	1	1			1		1	0.225	0	0	0.225	0.225	0.225
gar of the Protects 1	Devil's Furnace	3	1	1					1					1	1				1		1	0.225	0	0	0	0.225	0.225
Search of the Desert 3 2 2 2 9 4 Meet 1 1 1 0.025 0 0 0 0.025 0.00 0 0.00 0.0	Egg of the Phoenix	3	2	2					2			1	1	1	1		1	1	1		1	0.025	0	0	0	0.025	0.025
is de Réscrice. 1 2 1 1 2 2 1 1 1 1 1 1 1 1 0.025 0 0 0 0.035 0.05 1 1 1 1 1 1 1 1 1 0.025 0 0 0 0.035 0.05 1 1 1 1 1 1 1 1 1 0.025 0 0 0 0.025 0.025 1 1 1 1 1 1 1 1 1 0.025 0 0 0 0 0.025 0.025 1 1 1 1 1 1 1 1 1 1 1 0.025 0 0 0 0 0.025 0.025 1 1 1 1 1 1 1 1 1 1 1 1 1 0.025 0 0 0 0 0.025 0.025 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Halls of Imprisoned Sunlight Heart of the Desert	3	2	3 2			1		4 2		Heat					1	1				1	0.025	0	0	0	0.025	0.025
Next	Isle of Rebirth	3	2	1				1	2													0.025	-	0		0.025	0.025
Assister 0 0 1 1 2 2 1 1 1 1 1 1 1 0.75 0.75 0.75 0.75 0.75 0.75 0.75 0.75	Prison of the Desert Sun	4	2	5					5		Heat	1	1	1	1			1	1		1	0.025	0	0	0	0	0.025
Nanof Prepartual Drought 0 0 1 1 1 Heat 1 1 0.75 0.75 0.75 0.75 0.75 0.75 0.75 0.76 0.76 0.76 0.76 0.77 0.77 0.77 0.77	Cavern of Flames Lava Lake	0	1 0	1	1				1 2			1	1	1	1	1	1	1	1			0.225	0.225	0.225	0.225	0.225	0.225
Octobro 0 2 3 Heat 1 1 1 1 1 0.025 0.025 0.025 0.025 0.025 0.025	Plain of Perpetual Drought	0	0	1					1		Heat						1					0.75	0.75	0.75	0.75	0.75	0.75
	Volcano	0	2	3					3		Heat	1	1	1	1	1	1	1	1		1	0.025	0.025	0.025	0.025	0.025	0.025
	Total		- 1																			21.375	1.975	17.075	20.025	21.35	21.375











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Name	Level	Darite	Cire **	ir ter	ater Forti	Actes	atura ~	eath Total	Other	Scale	Plains	armland c	west to	ountain Cours	Wartelan Course	Coast See	Deer Co-	Hoiova I	neidanes tra	denceding	lance to	idancelle	idenit-	vidance
Cold Currents	Level	Ranty	Fire Ai	ır Wa	ater Earth	Astral N	lature Di	eath Total	Other	Scale	Plains B	armland Fi	orest Mi	ountain Cave	Wasteland Swamp	Coast Sea	Deep Sea	Unique	0.75	0.75	0.75	0.75	0.75	0.75
Coral Reef	0	0			1			1								1	- 1				0.75	0.75	0.75	0.75
Merman Village	0	0						0								1			0.75		0.75	0.75	0.75	0.75
Shambler Reef	0	0						0								1			0.75		0.75	0.75	0.75	0.75
Turtle Village	0	0						0								1			0.75	0.75	0.75	0.75	0.75	0.75
Lake of Mists	0	1			1			1			1	1	1	1	1	1			0.225	0.225 0	.225	0.225	0.225	0.225
Underground Lake	0	1			1			1						1										0.225
Frozen Lands	0	2			1			1		Cold	1	1	1	1	1	1								0.025
Ice Caverns	0	2			1			1		Cold				1										0.025
Navigators Guild	0	2			2			2	Navigator							1					.025		0.025	0.025
Shrine of the Shark Lords The Golden City	0	2						0								1		- 1		0.025 0 0.025 0	.025 .025	0.025	0.025	0.025
Boiling Bog	1	0			1			1					- 1	1				- 1	0.75	0	0.75	0.75	0.75	0.75
Cavern of Underwater Ice	1	0			1			1						-			- 1		0.75	0	0.75	0.75	0.75	0.75
Charmed Current	1	0			1			1								1			0.75	0	0.75	0.75	0.75	0.75
Chitterpalm Oasis	1	0			1			1							1				0.75	0	0.75	0.75	0.75	0.75
Clam Field	1	0				1		1								1			0.75	0	0.75	0.75	0.75	0.75
Corpse Candles' Marsh	1	0			1			1 2					1						0.75		0.75	0.75	0.75	0.75
Depths Unnamed	1	0			2			2									1		0.75	0	0.75	0.75	0.75	0.75
Dripping Stones	1	0			1			1						1					0.75		0.75	0.75	0.75	0.75
Enchanted Well	1	0			1			1			1	1	1	1 1	1	1			0.75		0.75	0.75	0.75	0.75
Fathoms Deep	1	0			1			1		Magic							1	1	0.75	0	0.75	0.75	0.75	0.75
Frozen Deeps	1	0			1			1		Cold							1		0.75		0.75	0.75	0.75	0.75
Garden of Frozen Flowers	1	0			1			1			1	1	1	1	1	1			0.75		0.75	0.75	0.75	0.75
Lantern Fens	1	0	1					1					1						0.75		0.75	0.75	0.75	0.75
Mercury Pond	1	0			2			2			1	1	1	1 1	1	1			0.75		0.75	0.75	0.75	0.75
Oasis	1	0			1			1							1				0.75	0	0.75	0.75	0.75	0.75
Ridge of Ice	1	0			1			1								1	1		0.75		0.75	0.75	0.75	0.75
Rockside Spring	1	0			1	1		2						1					0.75		0.75		0.75	0.75
Sinkmarsh	1	0			1			1					1			1			0.75		0.75	0.75	0.75	0.75
Sweet Water Current Well of White Water	1	0			1			1			1		1	1 1	1				0.75		0.75 0.75	0.75 0.75	0.75	0.75
Academy Underneath	1 1	1			2			1	Hydromancer, Sea Father		1		1	1 1	1	1		- 1	0.75	0 0	1.225	0.75	0.225	0.75
Azure Academy	1 1	1			1			1	Azure Mage		1	1	1	1	1	1		1	0.225				0.225	0.225
Coral Statue	1 1	1			1			1			1					1		- 1	0.225					0.225
Dark Waters	1 1	1			1			1 2											0.225				0.225	0.225
Dripping Caverns	1	1			1			1						1					0.225		.225			0.225
Enchanted Glacier	1	1			1			1						1					0.225	0 0	.225	0.225	0.225	0.225
Falling Depths	1	1			2			2									1		0.225					0.225
Forgotten Oasis	1	1			1			1							1				0.225					0.225
Frozen Glen	1	1			1			1					1						0.225				0.225	0.225
Geyser	1	1	1		1			2			1	1	1	1	1	1			0.225	0 0	.225	0.225	0.225	0.225
Glowing Depths	1	1	1		1			2									1		0.225	0 0	.225	0.225	0.225	0.225
Icebrick Tower	1	1			1			1			1	1	1	1	1				0.225					0.225
Isle of Ice	1	1			3			3								1			0.225					0.225
Lifeless Lake	1	1						1 1			1	1	1	1	1	1			0.225				0.225	0.225
Maelstrom	1	1			2			2								1			0.225	0 0	.225	0.225	0.225	0.225
Mist Caverns	1	1		1	1			2						1					0.225				0.225	0.225
Mist Swamps	1	1		1	1			2					1						0.225					0.225
Mount Frost	1	1			2			2		Cold				1				1	0.225	0 0	.225	0.225	0.225	0.225
Mud Caverns	1	1			1	1		2						1					0.225	0 0			0.225	0.225
Overgrown Lake	1	1			1		1	2			1	1	1	1	1				0.225	0 0	.225	0.225	0.225	0.225
Pearl Beach	1	1				1		1								1			0.225				0.225	0.225
Plaguewater Oasis	1	1						1 1							1				0.225					0.225
Rustwater	1	1	1		2	2		5			1	1	1	1	1	1		1	0.225	0 0	.225	0.225	0.225	0.225
Stalagmite Cavern	1	1			1	1		2						1					0.225				0.225	0.225
Stony Swamps Subterranean Lake	1	1				1		1					1					1	0.225				0.225	0.225
The Ferry	1	- 1			1			1 2			1	1	1	1	1	1			0.225					0.225
The Forest of the Lake	1	- 1			2		1	1 2			- 1	- 1	1	- 1	1	1		- 1	0.225					0.225
Waterfall	1	- 1			1		- 1	3					1						0.225	0 0	.225	0.225	0.225	0.225
Well of Yesterdays Waters	1	1		-	1	1		2			1	1	1	1 1	1	1			0.225					0.225
Whispering Waters	1	1			1	1		1			-	- 1	- 1	1 1	1	1	- 1		0.225					0.225
Academy of High Magics	1	2			1			1	1 bs. wizard		1	1	1	1	1	1	-		0.025					0.025
Black Ice Valley	1	2			1			1 2	,		-	-		1					0.025					0.025
Bottomless Lake	1	2			1			1			1	1	1	1 1	1	1			0.025	0 0	.025	0.025	0.025	0.025
Great Oasis	1	2			1		1	2							1				0.025					0.025
Mermage Coven	1	2			2			2	Mermage							1 1			0.025	0 0	.025	0.025	0.025	0.025
Pharos	1	2						0	_							1		1	0.025	0 0	.025	0.025	0.025	0.025
River Fortress	1	2			1			1			1	1	1	1	1	1			0.025	0 0	.025	0.025	0.025	0.025
Temple of the Turning Tide	1	2			1			1	Sea Father							1			0.025	0 0	.025	0.025	0.025	0.025
The Swamp of Dread	1	2			1			2 3										1	0.025	0 0	.025	0.025	0.025	0.025
Wellspring of the Virgins	1	2			1			1			1	1	1	1	1	1		1	0.025	0 0				0.025
Double Bottom Lake	2	1			1		1	2			1	1	1	1 1	1	1			0.225	0	0		0.225	0.225
Melting Cliffs	2	1			1	1		2			1	1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
Meltwater Stream	2	1			1	1		2						1					0.225	0		0.225	0.225	0.225
Moonlit Lake	2	1			1	1		2						1					0.225	0				0.225
Oasis of the Dead	2	1			1			1 2							1				0.225	0				0.225
Rain Ridge	2	1		1	1			2						1					0.225	0	0		0.225	0.225
Rune of Water	2	1						0			1	1	1	1 1					0.225	0		0.225	0.225	0.225
Singing Stream Stream Fountain	2	1	1		1			2			1	1	1	1 1	1	1			0.225	0			0.225	0.225
Stream Fountain Sunken Tower	2	1	1		1			2				1				1			0.225	0				0.225
Tears of the Ancients	2	1			1	1		1								1			0.225	0			0.225	0.225
The Frozen Forest	2	1			3	1	1		Ice Druid	Cold			1				1	1	0.225	0	0	0.225		0.225
Frost Vale	2	2			1			1		Cold			-	1				- 4	0.225	0			0.025	0.025
Frozen Fountain	2	2			3			2			1	1	1	1 1	1	1			0.025	0				0.025
Halls of Stalagmatic Splendor	2	2			2	1		3			1			1					0.025	0				0.025
Healing Spring	2	2			1		1	2			1	1	1	1	1	1			0.025	0			0.025	0.025
Kraken Pit	2	2						0											0.025	0				0.025
Man'o'War Breeding Ground	2	2			2			2								1	-		0.025	0			0.025	0.025
Sentient Current	2	2			1			1								1			0.025	0			0.025	0.025
Sunken Island	2	2			2	2		4								1			0.025	0		0.025		
Temple of the Sacred River	2	2			1			1 2	Renata, Renatus		1	1	1	1	1	1			0.025	0	0	0.025	0.025	0.025
The Darkness	2	2			1	1		2									1	1	0.025	0	0	0.025	0.025	0.025
The Gate in the Deep	2	2			2			2									1	1	0.025	0			0.025	0.025
The Hippocampoi Fields	2	2			1		1	2								1		1	0.025	0	0	0.025	0.025	0.025
The Olm Cavern	2	2			1	1	1	3						1				1	0.025	0	0	0.025	0.025	0.025
The Sea of the Tears of Men	2	2			2			2 4			1	1	1	1	1	1		1	0.025	0	0	0.025	0.025	0.025
The Silent Sea	2	2			3			3						1				1	0.025	0	0	0.025	0.025	0.025
Troll Pit	2	2						0								1			0.025	0		0.025	0.025	0.025
Lake of Living Water	3	0			1			1			1	1	1	1	1	1			0.75	0	0		0.75	0.75
Weeping Stone	3	0			1			1			1	1	1	1	1	1			0.75	0	0	0	0.75	0.75
Wellspring of Secrets	3	0			1			1			1	1	1	1	1	1			0.75	0	0	0	0.75	0.75
Pool of Perpetual Night	3	1			1			1			1	1	1	1	1	1		1	0.225	0	0		0.225	
The Water Sphere	3	1			3			3			1	1	1	1	1	1		1	0.225	0	0			0.225
Academy of the Crescent Moon	3	2			2	2		4	Wizard of the Crescent Moon		1	1	1	1	1	1		1	0.025	0	0			0.025
Sign of Nodens	3	2			2			2					1			1		1	0.025	0	0	0	0.025	0.025
The Great Mirror of Maaki	3	2		1	1	1		3			1	1	1	1	1	1		1	0.025	0	0		0.025	0.025
The Sunless Sea	3	2			3			3						1	1			1	0.025	0	0		0.025	
Tower of Ice	3	2			2			2						1	1			1	0.025	0	0			0.025
Tower of Pearls Well of All Waters	3	2			3	2		3	Hydromancer					1	1	1			0.025	0	0		0.025	0.025
***CII OI MII WAIGES	3	2			5			3			1	1	1	1 .	1	1		1	0.025		0	0		0.025
The Coalledon													1	1 1	1	1			U.U25				0	0.025
The Sea Underneath Total	4	2																	32.55			29.65	32 525	32 55

Name	Level	Rarity	Fire	Air v	Vater Fact	th Astro	Nature	Death To	tal	Other	Scale	Plains For	mland S	orest Me	untain Cave	Wattelan	(Swamp /	Coast See	Deer S	ea Unione	Incidence Is	cidencel tee	idence to	cidence to	cidence le	ncidence
Caves in the Deep	0	0				1			1											1	0.75	0.75	0.75	0.75	0.75	0.75
Copper Deposit Gold Deposit	0	0							0							1					0.75	0.75	0.75	0.75	0.75	0.75
Great Gold Mine	0	0							0						1	1					0.75	0.75	0.75	0.75	0.75	0.75
Great Iron Mine Great Silver Mine	0	0							0						1	1					0.75 0.75	0.75 0.75	0.75 0.75	0.75 0.75	0.75 0.75	0.75 0.75
Iron Deposit	0	0							0						-	1					0.75	0.75	0.75	0.75	0.75	0.75
Mine of Superior Iron Silver Deposit	0	0							0						1	1					0.75 0.75	0.75	0.75	0.75	0.75	0.75 0.75
Basalt Wall	0	1				1			1							1					0.225	0.225	0.225	0.225	0.225	0.225
Canyon of Sand Steel Swamps	0	1				1			1			1	1	1	1	1 1	1	1	1	1	0.225	0.225 0.225	0.225	0.225	0.225	0.225 0.225
White Man Hill	0	1			1	1		1	1		Growth	1	1	1	1	1	1	1			0.225	0.225	0.225	0.225	0.225	0.225
Bear Mountain	0	2				2			2						1						0.025	0.025	0.025	0.025	0.025	
Forest of Golden Leaves Mammoth Cave	0	2	;	1		2		1	2					1		1				-	0.025		0.025	0.025	0.025	0.025
Subterranean City	0	2							0							1					0.025	0.025	0.025	0.025	0.025	0.025
The Statue of the Overlords The World Pillar	0	2		- 1		4			0		Order, Productivity	1	1	1	1	1	1	1			0.025		0.025	0.025	0.025	0.025
Basalt Plateau	1	0				1			1											1	0.75	0	0.75	0.75	0.75	0.75
Chasm of Strange Lights	1	0				1	1		2						1	1					0.75	0	0.75	0.75	0.75	0.75
Crystal Cavern Deep Crevasse	1					1	1		1			1	1	1	1	1	1	1	1		0.75	0	0.75	0.75	0.75	0.75
Earth Blood Seepage	1					2			2			1	1	1	1	1		1			0.75	0	0.75	0.75	0.75	0.75
Enchanted Tower Forest of Truffles	1					1		,	1 2			1	1	1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75 0.75
Gem Deposits	1	0				-			ō			1	1	1	1	1 1	1	1			0.75	0	0.75	0.75	0.75	0.75
Gorge Hidden Gem Deposits	1					1			1						1	1					0.75	0	0.75	0.75	0.75	0.75
Hidden Gem Deposits Hidden Gold Deposit	1								0							1					0.75	0	0.75	0.75	0.75	0.75
Hidden Gold Mine	1								0						1	1					0.75	0	0.75	0.75	0.75	0.75
Magma Cave Meteorite Rock	1	0	:	1		1			2						1	1				1	0.75	0	0.75	0.75	0.75	0.75
Mineral Cave	1	0				1			1			1	1	1	1	1 1	1	1			0.75	0	0.75	0.75	0.75	0.75
Mineral Deposit	1	0				1			1							1					0.75	0	0.75	0.75	0.75	0.75
Moving Sand Banks Mud Field	1	0				1			1			1	1	1	1	1	1	1	1		0.75	0	0.75	0.75	0.75	0.75
Quicksand	1	0				1			1			1	1	1	1	1		1			0.75	0	0.75	0.75	0.75	0.75
Ridge of Volcanic Glass Rock Crab Colony	1	0				1			1										1	1	0.75	0	0.75	0.75	0.75	0.75
The Imperial Quarry	1	0				1			1			1	1	1	1	1 1	1	1	1	1 :	0.75	0	0.75	0.75	0.75	0.75
Underwater Cliff Underwater Stalagmite	1	0				1			1										1	1	0.75	0	0.75	0.75	0.75	0.75
Castle Arcanum	1	1		1		1			2	Wizard, Warrior Mage		1	1		1	1		1		1	0.225	0	0.225	0.225	0.225	0.225
Cave of the Pale Ones	1	1				1		1	2			1	1	1	1	1 1		1			0.225	0	0.225	0.225	0.225	0.225
Dolmen Earthroot Tower	1	1				1			1			1	1	1	1	1 1		1			0.225	0	0.225	0.225	0.225	0.225
Fossilized Conch	1	1				1			1										1		0.225	0	0.225	0.225	0.225	0.225
Mineral Fingers Mountain Underneath	1	1				2			2											1	0.225 0.225	0	0.225	0.225 0.225	0.225	0.225
Mountain Underneath Plateau of Shards	1	1				2			2											1	0.225	0	0.225	0.225	0.225	
Standing Stones	1	1		1		1			2			1	1	1	1	1	1	1			0.225		0.225	0.225	0.225	0.225
Ten Thousand Things The Jervellan Wall	1	1		1 1	1	1		1	5			1	1	1	1	1 1	1	1			0.225		0.225	0.225	0.225	0.225
Water Filled Cave	1	1			1	1			2			1	1	1	1	1	1	1			0.225	0	0.225	0.225	0.225	0.225
Abyss	1	. 2				1			1	Wizard		1	1	1	1	1	1	1	1		0.025		0.025	0.025	0.025	0.025
Academy of High Magics Ancient Forge	1	2				1		1	1	wizard		1	1	1	1	1 1	1	1			0.025		0.025	0.025	0.025	0.025
Archaic Fortress	1	. 2							0			1	1	1	1	1	1	1			0.025		0.025	0.025	0.025	
Chamber of Changes Circle of Standing Stones	1	2				1			1			1	1	1	1	1 1	1	1			0.025		0.025	0.025	0.025	0.025
Entrance	1	2				1			1			1	1	1	1	1 1		1			0.025	0	0.025	0.025	0.025	0.025
Flooded Mines Isle of the Saoi	1	. 2			1	1		1	2			1	1	1	1		1	1	1		0.025		0.025	0.025 0.025	0.025	0.025 0.025
The Jade Pagoda	1	2			1	1	1		3	Master of the Way		1	1	1	1	1	1	1	1		0.025	0	0.025	0.025	0.025	0.025
Tower of the Iron Order Tower of the Iron Order	1	. 2				3 2	2		5			1	1	1	1	1	1	1			0.025		0.025	0.025	0.025	
Tower of the Iron Order	1	2				2	2		4			1	1	1	1	1	1	1			0.025		0.025	0.025	0.025	0.025
Twice Walled Tower	1	. 2				1	1		2	Sorceress		1	1	1	1	1	1	1			0.025	0	0.025	0.025	0.025	0.025
The Statue of the Sitting God Basalt Statue	2	1				2	1		2		Order	1	1	1	1	1	1	1	1	1	0.75	0	0	0.75	0.75	0.75
City of Stones	2	1				4			4											1 :	0.225	0	0	0.225	0.225	0.225
Earth Blood Vein Firbolg Fortress	2	1				2			2			1	1	1	1	1 1	1				0.225	0	0	0.225	0.225	0.225
Forgotten Crevasse	2	1				1			1			1	1	1	1	1	1	- 1		1	0.225	0	0	0.225	0.225	0.225
Glittering Cavern	2	1				1			1							1					0.225	0	0	0.225	0.225	
Iron Tomb Isle of the Sea Fathers	2	1			2	1		1	2	Sea Father					1	1					0.225	0	0	0.225	0.225	0.225
Meteorite Cliffs	2	1				1	1		2			1	1	1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
Rock Forest Rune of Farth	2	1				1		1	2			1	4	1	,		1	1	1		0.225	0	0	0.225	0.225	0.225
Snowcap Mountain	2	1			1	1			2			1	1	1	1	1	1	1	1		0.225	0	0	0.225	0.225	0.225
Stone Tree Grove	2	1				1			1				1	1							0.225	0	0	0.225	0.225	0.225
Sulphur Cliffs The Broken Maze	2	1		1		2	1		3			1	1	1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
The Forgotten Fortress	2	1				3		1	4			1	1	1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
The Labyrinth Thundertop Mountain	2	1		1		2	2		4			1	1	1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
Basalt Halls	2	2				3			3											1	0.025	0	0	0.025	0.025	0.025
Basilisk Cave Buried Temple	2	2				1			1			1	1	1	1	1	1	1			0.025	0	0	0.025	0.025	0.025
Buried Temple Ctonian Gate	2	2				3	1		3			1	1	1	1	1 1	1	1			0.025	0	0	0.025	0.025	0.025
Endless Caverns	2	2			1	1			2						1	1					0.025	0	0	0.025	0.025	0.025
Glowing Caverns Long Lost Circle	2	2			1	1	1	2	3						1	1				1	0.025 0.025	0	0	0.025	0.025	0.025
Lost Vale of the Elders	2	2				1		1	2	Gnome					1						0.025	0	0	0.025	0.025	0.025
The Basalt Forge The Deepest Mine	2	2				1 4			1						1	1				1	0.025	0	0	0.025 0.025	0.025	0.025
The Deepest Mine The Mosaic Desert	2	2		1 1		1			3	Sorcerer of the Sands						1					0.025	0	0	0.025	0.025	0.025
Troll Pit	2	2							0			1	1	1	1	1 1	1	1			0.025	0	0	0.025	0.025	0.025
Villa of Ever Changing Fresques Iron Cliff	3	2	:	1 1		1	1	1	5			1	1	1	1	1 1	1	1	1	1	0.025	0	0	0.025	0.025	0.025
The Chasm of Black Roses	3	1				1		1 2	4						1						0.225	0	0	0	0.225	0.225
The Underworld	3	1				3			3	Gnome		1	1	1	1	1 1	1	1			0.225	0	0		0.225	0.225
Conjurer's Cave Gemwall Cavern	3	2				2			2						1	1					0.025	0	0	0	0.025	
Heart of the Mountain	3	2				2			2						1						0.025	0	0	0	0.025	0.025
Infinite Cavern Riddle Dark	3	2				2		2	2							1					0.025	0	0	0	0.025	0.025
Runaway Pit	3	2				1	2	2	3			1	1	1	1		1	1			0.025	0	0	0	0.025	0.025
The Cliff of Seven Directions	3	2				1	1		2		Magic				1						0.025	0	0	0	0.025	0.025
The Cornerstone The Vaults Beneath	3	2				4	1		5		Order	1 1	1	1	1	1	1	1			0.025	0	0	0	0.025	0.025
Troglodyte Cave	3	2				1			1							1					0.025	0	0	0	0.025	0.025
Troglodyte Den Underworld Entrance	3	2				2			1 2			1	1	1	1	1 1		1			0.025	0	0	0	0.025	0.025 0.025
The Factory	4	2				3			3				1		1	1		1			0.025	0	0	0	0	0.025
The Sun Below Total	4	2	4	4					4							1 1					0.025 35.525	0	29.95	0 33.975	0	0.025
		1	1								1	1								1	1 35.525		∠8.85	33.975	35.475	35.525

			1	100				100			I		l															
Name	Level	Rarity	Fire	Air	Water	Earth	Astral	Nature	Death	Total	Other	Scale	Plains	Farmlar	nd Forest	Mountain	Cave Was	elant Swa	mp Coast	Sea	Deep Sea	Unique	ncidence Ir	icidence0 Inc	dence1 Ir	icidence: I	ncidence: Inci	dence4
Lake of Reflected Time	0		1					1		-	1		1		1	1 1		1	1	1			0.225	0.225	0.225	0.225	0.225	0.225
Library	0		1								0 Sage		1		1	1 1		1	1	1			0.225	0.225	0.225	0.225	0.225	0.225
Painted Cavern	0							1			1						1						0.225	0.225	0.225	0.225	0.225	0.225
The Halfway Inn	0									_	0		1		1 :	1 1		1	1	1			0.225	0.225	0.225		0.225	0.225
Guild of the Merchant Princes										-	°				1 .			-	-	-	_	- 1	0.025	0.025	0.025	0.025	0.025	0.025
	U		4							- '	0									1		- 1						
Arcane Vent	1		9					1		-	1										1		0.75	0	0.75	0.75	0.75	0.75
Displaced Tunnel	1							1			1										1		0.75	0	0.75	0.75	0.75	0.75
Enchanted Gate	1							1			1		1		1 :	1 1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75
Maze	1							>			2		1		1 .	1 1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75
Painted Cave	1										1		1		1	1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75
	- 1		1							-	1				1 .				-	1								
Pearl Farm	1		7					1		-	1												0.75	0	0.75	0.75	0.75	0.75
Shimmering Conchs	1	- 1						1			1									1	I I		0.75	0	0.75	0.75	0.75	0.75
Spiral Shaft	1							1			1						1						0.75	0	0.75	0.75	0.75	0.75
Starlit Pond	1							1			1		1		1	1 1			1	1			0.75	0	0.75	0.75	0.75	0.75
Submerged Labyrinth													-						-1	-			0.75	0	0.75	0.75	0.75	0.75
Submerged Labyrintin	- 1		1																				0.75		0.75	0.75	0.75	0.75
Abandoned Laboratory	1		4					1		-	1		1		1 :	1 1		1	1	1			0.225	0	0.225	0.225		0.225
Basalt Pillars	1		1					1			1										1		0.225	0	0.225	0.225	0.225	0.225
Blasphemous Presence	1		1					1			1										1		0.225	0	0.225	0.225	0.225	0.225
Brook of Glimmering Pearls	1					1		1			2		1		1 :	1 1			1	1			0.225	0	0.225	0.225	0.225	0.225
Caverns of Passing Time						٠,					2		1			1 1		1	1	1			0.225	0	0.225	0.225	0.225	0.225
	- 1		1								4									-								0.225
Crystal Flames	1		1 :	l							2		1		1	1 1		1	1	1			0.225	0	0.225		0.225	0.225
Enchanted Current	1		1				- 1	2			2	Magic								1	1	1	0.225	0	0.225	0.225	0.225	0.225
Eye Pebble Plain	1							1			1	1											0.225	0	0.225	0.225	0.225	0.225
Mirror Palace											2										1		0.225	0	0.225	0.225		0.225
	- 1		1					1			4				1 .			1	- 1	1		- 4						0.225
Moonlit Halls	1		1					1			1		1		1	1 1		1	1	1			0.225	0	0.225	0.225		0.225
Pyramid of Life	1		1					1	1		2		1		1	1 1		1	1	1			0.225	0	0.225	0.225	0.225	0.225
Sages Guild	1							1			1 Sage		- 1		1 .	1 1		1	1	1			0.225	0	0.225	0.225	0.225	0.225
Skywatch Tower								1			,1 "		1 :		1			1	1	1			0.225	0	0.225	0.225	0.225	0.225
	1		1								1		1		1	1		1	-									
Strange Opening	1		4				- 2	2			2	Misfortune	1		1	1 1	1	1	1	1			0.225	0	0.225	0.225	0.225	0.225
The Ancient Master	1		1							- 0	0		1		1	1 1		1	1	1		1	0.225	0	0.225	0.225	0.225	0.225
Totem Collection	1							1 1			2	Luck	- 1		1 :	1 1		1	1	1			0.225	0	0.225	0.225	0.225	0.225
Distortion	1		,								,		1 1			1	1	1	1	1			0.025	0	0.025	0.025	0.025	0.025
	1		4							_	1		1		1 :				1	1								
Gateway	1		2					1		-	1		1		1	1 1	1	1	1	1			0.025	0	0.025	0.025		0.025
Ichtyid Enclave	1		2			1		1			2 Ichtyid Pearl Mage									1 1	1		0.025	0	0.025	0.025	0.025	0.025
Nexus	1		,					1			1		1		1	1 1	1	1	1	1			0.025	0	0.025	0.025	0.025	0.025
Pearl Stairway													-										0.025	0	0.025	0.025	0.025	0.025
	- 1		-							-	1										4							
Scrying Pool	1		2			1					2		1		1	1 1	1	1	1	1			0.025	0	0.025	0.025	0.025	0.025
The Cave of Souls	1		2				- 1	2	1		3					1	1					1	0.025	0	0.025	0.025	0.025	0.025
The Council of Sages	1		,	1		1 1		1			4 Lore Master		1		1 :	1 1		1	1	1		- 1	0.025	0	0.025	0.025	0.025	0.025
Village of Strange Men						-		1			,		1			1 1		1	1	1		-	0.025	0	0.025	0.025	0.025	0.025
	1		4							_	1							1										
Garden of Pearls	2		1				- 2	2			2		1		1	1 1			1	1			0.75	0	0	0.75	0.75	0.75
Abyss to the Beyond	2		1				- 1	2			2										1		0.225	0	0	0.225	0.225	0.225
Citadel of the Lore Masters	2							,			2		1		1 :	1 1		1	1	1		- 1	0.225	0	0	0.225	0.225	0.225
Impossible Angle								,			:1		1		1			-	- 1	1	_	- 1	0.225	0	0	0.225	0.225	0.225
			1							_	1								1									
Monolith	2		1					2			2		1		1 :			1	1	1			0.225	0	0	0.225	0.225	0.225
Moon Mirror	2		1	1				1			2		1		1	1 1		1	1	1			0.225	0	0	0.225	0.225	0.225
Moonratch Lake	2					1		1			2		1		1 .	1 1		1	1	1			0.225	0	0	0.225	0.225	0.225
Moonvine Forest						-		1 1			3		1					-1	-				0.225	0	0	0.225	0.225	0.225
															_						_		0.225			0.223		0.225
Mountain Crater	2		4			1		1			2					1							0.225	0	0	0.225	0.225	0.225
Nightlight Fen	2		1 :	ı				1			2								1				0.225	0	0	0.225	0.225	0.225
Painted Crypt	2							1	1		2		1		1 :	1 1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
The Crystal Citadel						1		1	-		2 Crystal Adept		1		1			1	1				0.225	0	0	0.225	0.225	0.225
											2 Crystal Auept				1 .				-	1		- 1				0.225		0.225
The Iron Caverns	2		4			1 1		1			3						1				1	1	0.225	0	0		0.225	
Archaic Diagram	2		2							- 1	0		1		1	1 1		1	1	1			0.025	0	0	0.025	0.025	0.025
Basalt Mirror	2		2								0		1		1 :	1 1		1	1	1			0.025	0	0	0.025	0.025	0.025
Chamber of Enchantment										_			1		1 :	1 1		1	1	1			0.025	0	0	0.025	0.025	0.025
			1								9												0.025		0	0.025	0.025	
Dragon Rune	2		2					1		-	1		1		1 :			1	1	1 1		1		0				0.025
Dreaming Stone	2		2								0		1		1	1 1	1	1	1	1 1	L		0.025	0	0	0.025	0.025	0.025
Gorge of Mystery	2		2					1			1										1		0.025	0	0	0.025	0.025	0.025
Labyrinth of the Deeps	- 1		,					3			2												0.025	0	0	0.025	0.025	0.025
Laboyillian or the Deeps	2										ĭl										1			U				
Moon Mages Circle	2		4					2	1		3 Moon Mage		1		1	1		1	1	1		1	0.025	0	0	0.025	0.025	0.025
Moonlit Pond of Pearls	2		2					3			3		1			1 1		1	1	1			0.025	0	0	0.025	0.025	0.025
Seer's Grave	2		2					1			1		1		1 :	1 1		1	1	1 1			0.025	0	0	0.025	0.025	0.025
Sorcerer's Circle	2		2								0		- 1		1 :	1 1		1	1	1			0.025	0	0	0.025	0.025	0.025
The Gnomon	- 2										.1		1		1			1	1	1			0.025	0	0	0.025	0.025	0.025
	2		1								1		1		-					-		1						
The Hidden Kingdom of Elludia	2		2					3	1		4 Elludian Moon Mage		1		1	1 1		1	1	1		1	0.025	0	0	0.025	0.025	0.025
The Water Solstice	2		2			4	- 1	2			6									1	l l	1	0.025	0	0	0.025	0.025	0.025
Unsettling Pattern	2		2							- 0	0		1		1	1 1		1	1	1 1			0.025	0	0	0.025	0.025	0.025
Crystal Garden	- 2							1			,				1		1	1	1	1			0.75	0	0	0	0.75	0.75
	3		1								1		- 1		1	1		1	-	-								
The Crater	3		4				- :				2										1	1	0.225	0	0	0	0.225	0.225
Arcane Gateway	3		2					1			1									1	1 1		0.025	0	0	0	0.025	0.025
Seventh House on the Left	3		2						1		1		1		1	1 1		1	1	1		1	0.025	0	0	0	0.025	0.025
Strange House in the Mist			J					1							1	_				1		- 1	0.025	0	0	0	0.025	0.025
	3		1								1		1					1	1			1		U				
Temple of the All-Seeing Eye	3		2							-	0		1			1 1		1	1	1		1	0.025	0	0	0	0.025	0.025
	3		2			1		1			2		1		1	1 1	1	1	1	1		1	0.025	0	0	0	0.025	0.025
The Crystal Academy			2							-	0		- 1		1 :	1 1		1	1	1		1	0.025	0	0	0	0.025	0.025
	3		1								3 65-46											- 1			-	0		
The Forgotten City	3							5			3 Shadow Seer		1		1	1		1	1	1		1	0.025	0	0		0.025	0.025
The Forgotten City The Grey Tower of Nexus	3		2									Magic																0.025
The Forgotten City The Grey Tower of Nexus The Last Void	3 3		2				- 2				2										1	1	0.025	0	0	0		
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires	3 3 3		2					2			3 Golden, Silver, Iron Adepts		1		1	1 1		1	1	1	1	1	0.025	0	0	0	0.025	0.025
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires	3 3 3 2		2							:	3 Golden, Silver, Iron Adepts		1		1	1 1	1		1		1	1	0.025			0	0.025	
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires The Ultimate Gateway	3 3 3 3		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				3	3		1	3 Golden, Silver, Iron Adepts 0		1			1 1	1	1	1 1	1	1	1 1 1	0.025 0.025	0	0	0	0.025 0.025	0.025
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires The Ultimate Gateway Unfound Door	3 3 3 3 3 4		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				1	1		1	3 Golden, Silver, Iron Adepts 0		1		1	1 1	1	1	1	1 1	1	1 1	0.025 0.025 0.75	0 0	0	0	0.025 0.025 0	0.025 0.75
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires The Ultimate Gateway Unfound Door Cave of the Sleepers	3 3 3 3 3 4 4		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				1	3			3 Golden, Silver, Iron Adepts 0 1 1					1 1	1	1		1	1	1 1 1	0.025 0.025 0.75 0.025	0	0	0	0.025 0.025 0	0.025 0.75 0.025
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires The Ultimate Gateway Unfound Door	3 3 3 3 4 4 4		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				1	1			Golden, Silver, Iron Adepts Golden, Silver, Iron Adepts 1		1		1	1 1	1	1	1	1 1	1	1 1 1	0.025 0.025 0.75 0.025 0.025	0 0	0	0	0.025 0.025 0	0.025 0.75 0.025 0.025
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires The Ultimate Gateway Unfound Door Cave of the Sleepers Hall of Enlightenment	3 3 3 3 3 4 4 4		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				3 1	3 1 1 2		1	0 1 1 2		1		1	1 1 1	1	1 1 1	1	1 1 1	1	1 1 1 1 1 1 1 1 1	0.025 0.025 0.75 0.025 0.025	0 0 0 0 0	0 0 0 0	0 0 0	0.025 0.025 0 0	0.025 0.75 0.025 0.025
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires The Ultimate Gateway Unifound Door Cave of the Sleepers Hall of Enlightenment Library of Time	3 3 3 3 3 4 4 4 4		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				3 1 1	3 1 1 2 4			3 Golden, Silver, Iron Adepts 1 1 1 2 4 Shadow Seer		1		1	1 1 1	1	1	1	1 1	1	1 1 1 1 1 1	0.025 0.025 0.75 0.025 0.025 0.025	0 0 0 0 0 0	0 0 0 0	0 0 0 0	0.025 0.025 0 0 0	0.025 0.75 0.025 0.025 0.025
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires The Ultimate Gateway Unfound Door Cave of the Sleepers Hall of Enlightenment Library of Time Endless Field of Cubes	3 3 3 3 3 4 4 4 4 4		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				3 3 3 4	3 1 1 2 4		1	0 1 1 2		1		1	1 1 1	1	1 1 1	1	1 1 1	1	1 1 1 1 1 1 1 1	0.025 0.025 0.75 0.025 0.025 0.025 0.025	0 0 0 0 0 0 0	0 0 0 0 0	0 0 0 0 0 0 0	0.025 0.025 0 0 0 0	0.025 0.75 0.025 0.025 0.025 0.025
The Forgotten City The Grey Tower of Nexus The Last Viol The Metal Spires The Ultimate Gateway Unfound Door Cave of the Seepers Hall of Enightenment Ulbrary of Time Endless Field of Cubes The Mountain of the Past	3 3 3 3 3 4 4 4 4 4 4		2 2 2 2 2 2 2 2 2 2 2 2				3 3 3 4	3 1 1 2 4			0 1 1 2		1		1	1 1 1	1	1 1 1	1	1 1 1	1	1 1 1 1 1 1 1	0.025 0.025 0.75 0.025 0.025 0.025 0.025 0.025	0 0 0 0 0 0	0 0 0 0	0 0 0 0	0.025 0.025 0 0 0	0.025 0.75 0.025 0.025 0.025 0.025 0.025
The Forgotten City The Grey Tower of Nexus The Last Void The Metal Spires The Ultimate Gateway Unfound Door Cave of the Sleepers Hall of Enlightenment Library of Time Endless Field of Cubes	3 3 3 3 3 4 4 4 4 4 4 4 6		2 2 2 2 2 2 2 2 2 2 2 2 2				3 3 3 4	3 1 1 1 2 4 4			0 1 1 2		1		1	1 1 1	1	1 1 1	1	1 1 1	1	1 1 1 1 1 1 1 1 1 1 1 1 1	0.025 0.025 0.75 0.025 0.025 0.025 0.025	0 0 0 0 0 0 0	0 0 0 0 0	0 0 0 0 0 0 0	0.025 0.025 0 0 0 0	0.025 0.75 0.025 0.025 0.025 0.025
The Forgotten City The Grey Tower of Nexus The Last Viol The Metal Spires The Ultimate Gateway Unfound Door Cave of the Seepers Hall of Enightenment Ulbrary of Time Endless Field of Cubes The Mountain of the Past	3 3 3 3 3 3 4 4 4 4 4 4 4 4 6		2 2 2 2 2 2 2 2 2 2 2 2 2 2 2				3 3 2 4 4	3 1 1 1 2 4 4			0 1 1 2		1		1	1 1 1	1	1 1 1	1	1 1 1	1	1 1 1 1 1 1 1 1 1	0.025 0.025 0.75 0.025 0.025 0.025 0.025 0.025	0 0 0 0 0 0 0 0 0	0 0 0 0 0	0 0 0 0 0 0 0 0 0 0	0.025 0.025 0 0 0 0 0	0.025 0.75 0.025 0.025 0.025 0.025 0.025

Nama	Lares	Davis	Circ	Air	e Court	Artes	ura Do-1	Total	Other	Scale	Diains F	Forest	Mountain Co.	Wasteland	Coast San	oon co-li-	niou-a I.	vidane .	dancel	decer	cidence	widon	Incide
Name Cavern of Ancient Mushrooms	Level 0	Ranty	Fire	Air Water	Earth 1	Astral Nat	ure Death	Total 2	Other	Scale	Plains Farmland	Forest	Mountain Cave	Wastelanc Swamp	Coast Sea E	eep Sea Ur	nique II	0.75	0.75	0.75	0.75	0.75	0.75
Glowing Kelp Forest	0	()				1	1							1			0.75	0.75	0.75	0.75	0.75	0.75
Wild Forest	0						1	1			1 1	1		1 1	1			0.75	0.75 0.225	0.75	0.75	0.75 0.225	0.75
Ancient Ruin Horses Vale	0	1						0			1 1		1	1 1	1		- 1				0.225	0.225	0.225
Mushroom Forest	0	1					1	1				•	1		- 1		1	0.225	0.225	0.225	0.225	0.225	0.225
The Mammoth Forest	0	1	L				3	3				1					1	0.225	0.225	0.225	0.225	0.225	0.225
Wormwood Marsh	0	1			1		1	1				1		1						0.225	0.225	0.225	0.225
City of Dates Hoburg Holdfast	0	- 1			1		1	0			1			1			1				0.025	0.025	0.025
Hoburg Settlement	0	- 2	2					0	Horticulturalist	Growth	1							0.025	0.025	0.025	0.025	0.025	0.025
Kelp sea	0	1	1		1		2	3							1						0.025	0.025	0.025
Bile Marsh Dying Forest	1						1 1	1 2		Death		- 1		1				0.75	0	0.75	0.75	0.75	0.75
Enchanted Field	1		á				1	1		Death	1 1	1	1	1 1	1			0.75	0	0.75	0.75	0.75	0.75
Endless Forest	1	(0			1	1	2				1						0.75	0	0.75	0.75	0.75	0.75
Farm of Plenty Fields of Glowing Algae	1						1	0			1 1	1	1	1 1	1 1			0.75	0	0.75	0.75	0.75	0.75
Forest of Delights	1						2	2				1			1			0.75	0	0.75	0.75	0.75	0.75
Giant Anemone	1						1	1							1			0.75	0	0.75	0.75	0.75	0.75
Glen of Verdant Greenery	1	()				1	1			1 1		1	1 1	1			0.75	0	0.75	0.75	0.75	0.75
Grove of Fertility	1	()				1	1			1 1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75
Kelp Fortress Living Sediment	1						1	1							1			0.75	0	0.75	0.75	0.75	0.75 0.75
Monstrous Conch	1		ó				1	1							1			0.75	0	0.75	0.75	0.75	0.75
Moss Covered Cavern	1		0				1	1					1					0.75	0	0.75	0.75	0.75	0.75
Ridge of Empty Shells	1	(0				1	1								1		0.75	0	0.75	0.75	0.75	0.75
Stone Circle Wall of Living Kelp	1						1	1	Woodhenge Druid		1 1	1	1	1 1	1 1			0.75	0	0.75	0.75	0.75	0.75 0.75
Whispering Woods	1		,				1	1	Enchantress			1			1			0.75	0	0.75	0.75	0.75	0.75
Wolf Oak	1			1			1	2			1 1	1	1	1 1	1			0.75	0	0.75	0.75	0.75	0.75
Animist's Hut	1	1	L				1	1	Animist			1						0.225	0	0.225	0.225	0.225	0.225
Breeding Ground of Eels	1	1					1	1								1		0.225			0.225	0.225	0.225
Caveman Cavern Coral Garden	1	1					1	0					1		1			0.225			0.225	0.225	0.225
Date Oasis	1	1					1	1						1	1			0.225			0.225	0.225	0.225
Dusk Spiral	1	1	ı				1 1	1 2	Black Witch			1					1	0.225	0	0.225	0.225	0.225	0.225
Field of Golden Rye	1	1					1	1			1							0.225	0		0.225	0.225	0.225
Field of the Fire Flies	1	1	1				1	2	Cashantense		1 1	1	1	1 1	1			0.225			0.225	0.225	0.225
Flower Swamp Forest of a Thousand Streams	1	1			1		1	2	Enchantress Enchantress		1 1	1	1	1 1	1			0.225			0.225	0.225	0.225
Fungus Forest	1	1					1	1			1	1	1 1	1 1	1			0.225			0.225	0.225	0.225
Gateward Valley	1	1	ı					0			1 1	1	1	1 1	1		1	0.225	0	0.225	0.225	0.225	0.225
Hidden Forest	1	1					1	1	Witch			1						0.225	0	0.225	0.225	0.225	0.225
Hidden Valley	1	1			1		1	2			1 1	1	1	1 1	1			0.225			0.225	0.225	0.225
Lair of the Eel-Kind Moonvine Circle	1	1				1	1	1	Enchanter		1 1	1	1	1 1	1	1	- 1	0.225			0.225	0.225	0.225
Oakwood Tower	1	1				1	1	1	Lincidittei		1 1	1	1	1 1	1		1	0.225			0.225	0.225	
Poison Glades	1	1					1 2	3				1					1	0.225	0	0.225	0.225	0.225	0.225
The Cedar Forest	1	1	L				2	2				1					1	0.225	0	0.225	0.225	0.225	0.225
The Cedar Pillars The Crown Woods	1	1	4	1			2	3			1 1	1	1	1 1	1		1	0.225			0.225	0.225	0.225
	1	1					1	1	Enchantress			1					1	0.225			0.225	0.225	0.225
The Flowering Forest The Frogmarch	1						1	1	Enchantress			1		1			1	0.225		0.225	0.225	0.225	0.225
The Motheroak	1	-					2	2			1 1	1	1	1 1	1		1	0.225			0.225	0.225	0.225
Torn Wood Heights	1	1	ı				2	2				1					1	0.225	0	0.225	0.225	0.225	0.225
Woodhenge	1	1	L				1	1			1 1	1	1	1 1	1			0.225	0		0.225	0.225	0.225
Amber Beach Island Ancient Forest	1	1			1		1	2				- 1			1			0.025		0.025	0.025	0.025	0.025
Birdsong Tower	1						-	0			1 1	1	1 1	1 1	1		1	0.025			0.025	0.025	0.025
Earthroot Grove	1	- 2	2				1	1			1							0.025			0.025	0.025	0.025
Floating Forest	1	2	2				2	2							1			0.025			0.025	0.025	0.025
Hall of Ancient Oaks Lair of Spiders	1	2					1	1			1 1	1	1	1 1	1			0.025		0.025	0.025 0.025	0.025 0.025	0.025 0.025
Skin Shifter's Barrow	1						1	1			1 1	1	1	1 1	1			0.025			0.025	0.025	0.025
The Gate of Deeper Slumber	1	- 2	2				2	2		Sloth	1 1	1	1	1 1	1		1	0.025			0.025	0.025	0.025
The Valley of Shame	1	- 2	2				1	1		Turmoil, Sloth	1 1	1	1	1 1	1		1	0.025			0.025	0.025	0.025
Twisting Woods	1	2	2				1	1				1						0.025			0.025	0.025	0.025
Withering Woods Wolven Gate	1	1					1 1	1 2			1 1	1		1 1	1			0.025			0.025	0.025	0.025
Druid's Grave	2						1	1			1 1		1	1 1				0.025	0	0.023	0.025	0.025	0.025
Kelp Grove	2	(o .				1	1							1			0.75	0	0	0.75	0.75	0.75
Animist's Tower	2	1	ı				2	2				1					1	0.225	0	0	0.225	0.225	0.225
Cottage in the Woods	2	1	L				1	1	Hedge Wizard			1						0.225	0	0	0.225	0.225	0.225
Evergreen Mountain Flowering Bog	2				1		1	2					1	1				0.225	0		0.225	0.225	0.225
Forest of Avendron	2	- 1			2		3	5	Witch			1					1	0.225	0	0	0.225	0.225	0.225
Garden of Weeping Roses	2	1	L				2	2			1 1	1	1	1 1	1			0.225	0	0	0.225	0.225	0.225
Ivy Grove	2	1					1	1				1						0.225	0	0	0.225	0.225	0.225
Maggot Woods Mist Forest	2	1		1			1 1	2				1						0.225	0		0.225	0.225	0.225
Mist Forest Oak of Memories	2			1		1	1	2				1						0.225	0	0	0.225	0.225	0.225 0.225
Sea Oak	2	1	ı	1			2	3							1			0.225	0		0.225	0.225	0.225
Thorn Maze	2	1	l l				1	1			1 1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
Tinderwood Forest	2	1	1				1	2		Counth		1						0.225	0		0.225	0.225	0.225
Vale of the Silver Cattle Forest of Amber Kelp	2	1	1		1		1	0	Amber Clan Mage	Growth	1 1	1	1	1 1	1		1	0.225	0	0	0.225	0.225	0.225
Forest of Splendor	2	1		1			1	2				1					1	0.025	0	0	0.025	0.025	0.025
Grove of the Unpleasant	2	- 2	2				1 1	2			1 1	1	1	1 1	1			0.025	0	0	0.025	0.025	0.025
Grove of Revelry	2	- 2					1	1				1						0.025	0		0.025	0.025	0.025
Jungle Temple	2	- 3			1		2	3			1 .	1	1	1 .	1			0.025	0	0	0.025	0.025	0.025
Mandrake Gallows Shrine of the Wild	2						3	3			1 1		1	1 1				0.025	0	0	0.025	0.025	0.025
Telesterion	2		2		1		1	2	Epoptes, Mystes			1						0.025	0			0.025	
The Amber Halls	2	- 2	2 1				2		Amber Clan Mage						1		1	0.025	0		0.025	0.025	0.025
The Crone	2	- 2						0			1 1	1	1	1 1			1	0.025	0		0.025	0.025	0.025
The Forest Beneath the Waves Tower of the Moon	2	1					2	2			1 1	1	1	1 1	1		1	0.025	0	0	0.025	0.025	0.025
Tower of the Moon Tree of Knowledge	2							0			1 1		1	1 1	1		1	0.025	0		0.025		0.025
Tree of Life	2		2					0			1 1		1	1 1	1		1	0.025	0		0.025	0.025	0.025
Undermirks	2	- 3	2				2 1	3					1				1	0.025	0	0	0.025	0.025	0.025
Vale of Healing Herbs	2	- 2						0			1	1	1	1	1			0.025	0	0	0.025	0.025	0.025
Grove of the Evergreens	3						1	1			1 1	1	1	1 1	1			0.75	0	0	0	0.75	0.75
Forest of the Ape King The Sacred Glen	3						1	1			1 1	1	1	1 1	1		1	0.225	0	0	0	0.225	0.225
The Sacred Glen The Shrouded Lands	3			2		2	2	6		Growth	1 1	1	1	1 1	1		1	0.225	0	0	0	0.225	
The Wormwood Tower	3	1		1			1 1	3	Wormwood Witch			1					1	0.225	0	0	0	0.225	0.225
Grove of Hooded Spirits	3	- 2	2				1	1		Growth		1						0.025	0	0	0	0.025	0.025
Hall of the Ivy King	3	- 2					2	2		Growth		1					1	0.025	0	0	0		0.025
Heart of the Forest	3	1				2	1	2			1 1	1	1	1 1	1		1	0.025	0	0	0	0.025	0.025
	3					2	3	3				1	1	1 1	1		1	0.025	0	0	0	0.025	
Maze of Thorn Hedges Oak of Ages	3	1	2		1		2	3					1	1 1			1	0.025	0	0	0	0.025	
Oak of Ages		- 2	2				1	1				1					1	0.025	0	0	0	0.025	0.025
Oak of Ages Oasis of Verdant Greenery Starsong Grove	3			1	1		1	3			1 1	1	1	1 1	1		1	0.025	0	0	0	0.025	0.025
Oak of Ages Oasis of Verdant Greenery Starsong Grove The Land of Pleasures Unattained	3	- 2																					
Oak of Ages Oasis of Verdant Greenery Starsong Grove The Land of Pleasures Unattained The Snake Collector	3 3	2					1 1	1 2						1			1	0.025	0	0	0	0.025	0.025
Oak of Ages Oasis of Verdant Greenery Starsong Grove The Land of Pleasures Unattained The Snake Collector Tower of Thorns	3 3 3	1	2				2	2			1 .	1	1				1	0.025	0	0	0	0.025	0.025
Oak of Ages Oasis of Verdant Greenery Starsong Grove The Land of Pleasures Unattained The Snake Collector	3 3 3 4 4	2						2 5			1 1	1 1	1	1 1			1 1 1 1		0	0	0		0.025 0.025
Dak of Ages Dasis of Verdant Greenery Starsong Grove The Land of Pleasures Unattained The Snake Collector Tower of Thorns Soul of the Wild	3 3 3 4 4 4	2					2 5	2 2 5 4			1 1	1 1	1	1 1			1 1 1 1	0.025 0.025	0 0	0 0 0 0	0 0 0 0	0.025 0 0	0.025 0.025 0.025 0.025

	Laure de			111.1.1				lou	le.u.	Material -	to all fi				6								
Name	Level R	arity Fire	Air	Water Eart	h Astral	Nature	Death Total	Other	Scale	Plains Farn	nland Forest	Mountain Cave	Wastelanc S	wamp Coast	Sea E	Deep Sea Un	ique In	cidence In	adencel Inc	idence: In	aidence In	cidence: I	ncidence
Ancient Temple of Ctis	0	1					1 1							1				0.225		0.225	0.225	0.225	0.225
Bone Filled Cave	0	1					1 1						1					0.225		0.225	0.225	0.225	0.225
Haunted Village	0	1					1 1			1	1 1	1	1	1	1			0.225		0.225	0.225	0.225	0.225
Inkpot End	0	1					0			1	1 1		1	1	1		1	0.225		0.225	0.225	0.225	0.225
Ruins of the Old Empire	0	1					1 1			1	1 1	1	1	1	1			0.225		0.225	0.225	0.225	0.225
The Wasted Sea	0	1					2 2									1	1	0.225	0.225	0.225	0.225	0.225	0.225
Skull Temple	0	2					1 1			1	1 1	1	1	1	1		1	0.025		0.025	0.025	0.025	0.025
The Shaded Lands	0	2					3 3			1	1 1	1	1	1	1		1	0.025		0.025	0.025	0.025	0.025
Basalt Ruins	1	0					1 1									1		0.75	0	0.75	0.75	0.75	0.75
Battlefield	1	0					1 1			1	1 1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75
Black Coral Reef	1	0					1 1								1			0.75	0	0.75	0.75	0.75	0.75
Black Sands	1	0					1 1								1			0.75	0	0.75	0.75	0.75	0.75
Burial Mound	1	0					1 1			1	1 1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75
Cavern Tomb	1	0					1 1						1					0.75	0	0.75	0.75	0.75	0.75
Enchanted Tomb	1	0					1 1			1	1 1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75
Forest of the Dead	1 1	0					1 1			-	1	-	-	- 1	1			0.75	0	0.75	0.75	0.75	0.75
Garden of Bones	1 1	0					1 1			1	1 1	- 1	- 1	- 1	1			0.75	0	0.75	0.75	0.75	0.75
Graveyard of the Damned	1 1	0					1 1			1	1 1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75
	1 1						1 1			1	1 1	1	1	- 1	1		_				0.75		0.75
Labyrinth of Skulls	1	0					1 1			1	1 1	1	1	1	1		-	0.75	0	0.75		0.75	
Stale Current	1	0					1 1								1		_	0.75	0	0.75	0.75	0.75	0.75
Submerged Catacombs	1	0					1 1								1		_	0.75	0	0.75	0.75	0.75	0.75
Sunken Galley	1	0					1 1								1			0.75	0	0.75	0.75	0.75	0.75
Witches Bog	1	0		1			1 2				1	1		1				0.75	0	0.75	0.75	0.75	0.75
Ancient Tomb	1	1					1 1						1					0.225	0	0.225	0.225	0.225	0.225
Banefire Braziers	1	1	1				1 2			1	1 1	- 1	1 1	1	1			0.225	0	0.225	0.225	0.225	0.225
Blackrose Tower	1	1					1 1	Blackrose Sorceress			- 1						- 1	0.225		0.225	0.225	0.225	0.225
Ronedoor Tower	1 1	1					1 1	Distribut Sorceress		- 1	1 1	1	1	- 1	1		-1	0.225	0	0.225	0.225	0.225	0.225
Broken Tower	1 1						2 2			1	1 1	- 1		1	1			0.225		0.225	0.225	0.225	0.225
Catacombs	1 1						1 2			1	1 1		1 1	1				0.225		0.225	0.225	0.225	0.225
	1	1				1	1 2			1	1 1	1	1 1	1									
Chilsick Swamp	1	1		1		1	1 3				1			1			1	0.225		0.225	0.225	0.225	0.225
Crypt in the Sand	1	1			1		1 2			1	1 1	1	1	1	1			0.225		0.225	0.225	0.225	0.225
Dark Depths	1	1		1			1 2									1		0.225		0.225		0.225	0.225
Dusk Spiral	1	1				1	1 2				1						1	0.225	0	0.225	0.225	0.225	0.225
Field of Undead Clams	1	1					1 1								1			0.225	0	0.225	0.225	0.225	0.225
Gallows	1	1					1 1			1	1 1	1	1	1	1			0.225	0	0.225	0.225	0.225	0.225
Ghoul Fish Cave	1	1		1			1 2									1		0.225	0	0.225	0.225	0.225	0.225
Greyshade Forest	1	1					3 2	Necromancer									- 1	0.225	0	0.225	0.225	0.225	0.225
Halls of the Drowned		1					1 1								,		1	0.225	0	0.225	0.225	0.225	0.225
Isle of Death	1	1					3 2								,		1	0.225		0.225	0.225	0.225	0.225
Leper Fens	1 1	1					3 3								1			0.225		0.225		0.225	0.225
	1 1	- 1		1			2 3							- 1			1						
Overgrown Graveyard	1	1				1	1 2			1	1 1	1	1	1	1			0.225		0.225	0.225	0.225	0.225
Reef of Sunken Ships	1	1					2 2								1			0.225		0.225	0.225	0.225	0.225
Swamp of Shadows	1	1					1 1							1				0.225	0	0.225	0.225	0.225	0.225
The Sea of Dead Memories	1	1		1		1	1 3									1	1	0.225	0	0.225	0.225	0.225	0.225
Windswept Catacombs	1	1	1				1 2			1	1 1	1	1	1	1			0.225	0	0.225	0.225	0.225	0.225
Banefire Forge	1	2	1				1 2			1	1 1	1	1 1	- 1	1			0.025	0	0.025	0.025	0.025	0.025
Halls of the Dead	1 1	2					1 1			1	1 1	1	1 1	1	1			0.025	0	0.025	0.025	0.025	0.025
Marble Mausoleum	1 1	2					1 1			1	1 1	1	1 1	1	1			0.025	0	0.025	0.025	0.025	0.025
wiai bie wausoleum	1 1						1 1				1 1	1	1 1	- 1				0.023	-	0.023	0.023	0.023	0.023
Pit of Despair	1	- 2					1 1			1	1 1	- 1	1	- 1	1		1	0.025	0	0.025	0.025	0.025	0.025
Plague Barrow	1	2					1 1			1	1 1	1	1	1	1			0.025	0	0.025	0.025	0.025	0.025
Raven Oak	1	2				1	1 2			1	1 1	1	1	1	1			0.025	0	0.025	0.025	0.025	0.025
The City of a Thousand Wonders	1	2	1				2 3			1	1 1	1	1	1	1		1	0.025	0	0.025	0.025	0.025	0.025
Lilium Vale	2	0				1	1			1	1 1	1	1		1			0.75	0	0	0.75	0.75	0.75
Animal Cemetary	2	1					0			1	1 1		1	1	1			0.225	0	0	0.225	0.225	0.225
Ashen Forest	2	1					1 1				1		1					0.225	0	0	0.225	0.225	0.225
Carrion Thicket	2	1				- 1	1 2				1							0.225	0	0	0.225	0.225	0.225
Cave of Dark Rites	1 3	- 1				-	2 2						1 1	1				0.225	0	0	0.225	0.225	0.225
Cave of Ghouls	2	1					2 2			1	1 1	1	1 1	1	1			0.225	0	0	0.225	0.225	0.225
Dying Ground of the Whales	1 2	- 1					1 4					-	1 1					0.225	0	0	0.225	0.225	0.225
Dying Ground of the Whales	1 4	- 1		2		1	1 4								. 1		1	0.225			0.225	0.225	0.225
Flaming Tomb	2	1	1				1 Z			1	1 1	1	1 1	1	1			0.225	0	0	0.225	0.225	0.225
Flesh Eater's Isle	2	1					0			1	1 1	1	1	1	1		1	0.225	0	0	0.225	0.225	0.225
Litter Skull	2	1					4 4	Necromancer		1	1 1	1	1 1	1	1		1	0.225	0	0	0.225	0.225	0.225
Murder Bog	2	1					1 1				1			1				0.225	0	0	0.225	0.225	0.225
Murering Mire	2	1					1 1			1	1 1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
Plaguewater Stream	2	1		1			1 2			1	1 1	1	1 1	1	1			0.225	0	0	0.225	0.225	0.225
Shademist Swamp	2	1	1				1 2							1				0.225	0	0	0.225	0.225	0.225
Silver Sarcophagus	2	1	1			1	1 2			- 1	1 .	1	1 ,	1	1			0.225	0	0	0.225	0.225	0.225
Temple of Darkness	2	1								1	1	1	1 1	- 1				0.225	0	0	0.225	0.225	0.225
	2	1					1 1			1	1 1	1	1 1	1					0				
The Crypt Underneath	2	1					3 3			1	1 1	1	1 1	1	1		1	0.225	0	0	0.225	0.225	0.225
Valley of the Dead	2	1			1		1 2						1						0	0			
Black Tower	2	2					3 3	Circle Master		1	1 1	1	1	1	1			0.025	0	0	0.025	0.025	0.025
Circle of Sending	2	2					0			1	1 1	1	1	1	1			0.025	0	0	0.025	0.025	0.025
Conjurer's Circle	2	2					0			1	1 1	1	1	1	1			0.025	0	0	0.025	0.025	0.025
Death Mound Downs	2	2					2 2	Necromancer		1	1 1	1	1	1	1			0.025	0	0	0.025	0.025	0.025
Nidus of Power	2	2					0			1	1 1	1	1	1	1 1			0.025	0	0	0.025	0.025	0.025
Oath Stone	2	2					0			1	1 1	1	1	1	1		1	0.025	0	0	0.025	0.025	0.025
Opulent Tomb	2	2					2 2						1					0.025	0	0	0.025	0.025	0.025
Sunken Ship of Dread	2	2					1 1								1		1	0.025	0	0	0.025	0.025	0.025
	2	2					1 1				1 .			,	1		- 1	0.025	0	0	0.025	0.025	0.025
The City of the Damned The Mausoleum of the Great Saria	. 4	2								1	1	1	1	4			- 1	0.025	0	0		0.025	
	2	2					3 3			1	1 1	1	1	- 1	1		1		-	-	0.025		0.025
Well of Darkness	2	2					3 3			1	1 1	1	1 1	1	1			0.025	0	0	0.025	0.025	0.025
Well of Pestilence	3	0					1 1		Death	1	1 1	1	1	1	1			0.75	0	0	0	0.75	0.75
Flesh Garden of Mortal Remains	3	1				1	2 3			1	1 1	1	1	1	1		1	0.225	0	0	0	0.225	0.225
Gloom Gate	3	1					2 2			1	1 1	1	1	1	1 1			0.225	0	0	0	0.225	0.225
The Bowl of the Lost	3	1					1 1			1	1 1	1	1	1	1		1	0.225	0	0	0	0.225	0.225
Tower oF Seven Tombs	3	1					2 2			1	1 1	1		1	1		1	0.225	0	0	0	0.225	0.225
Necromancer's Lair	3	2					2 2					1	1				- 1	0.025	0	0	0	0.025	0.025
Sigil of the Ancients	3	2					2 2				1 .	1	1	,	1 1		1	0.025	0	0	0	0.025	0.025
	3	2								1	1 1	1	1	1	1 1		1		U	U		0.025	0.025
Control of December 1	3	2					2 2			1	1 1	1	1 1	1	1			0.025	0	0	0	0.025	0.025
Statue of Death	3	2	1			1	2 4		Turmoil	1	1 1	1	1	1	1		1	0.025	0	0	0	0.025	0.025
Statue of Death The Charnel House	1 2	2			1		3 4		Death, Drain				1				1	0.025	0	0	0	0.025	0.025
Statue of Death The Charnel House The Draining Stone	3	2					0					1	1				1	0.025	0	0	0	0.025	0.025
Statue of Death The Charnel House	3						3 3						1				1	0.025	0	0	0	0.025	0.025
Statue of Death The Charnel House The Draining Stone	3	2																					
Statue of Death The Charnel House The Draining Stone The Obsidian Sphere	3 3	2			1		2 2						1				- 1	0.025	0	0	0	0.025	0.025
Statue of Death The Charnel House The Draining Stone The Obsidian Sphere The Umbral Conclave Tomb of the Seven Oracles	3 3 3	2 2			1		2 3					1	1				1			0	0		
Statue of Death The Charnel House The Draining Stone The Obsidian Sphere The Umbral Conclave Tomb of the Seven Oracles Tomb of the Ancients	3 3 3	2 2 2			1		2 3 4 4			1	1 .	1	1		1		1	0.025	0	0	0	0.025	0.025
Statue of Death The Charmel House The Draining Stone The Obsidian Sphere The Umbral Conclave Tomb of the Seven Oracles Tomb of the Ancients Tomb of the Grand Thaumathurg	3 3 3 3	2 2 2 2 2			1		2 3 4 4 1 1			1	1 1	1 1	1		1		1 1 1	0.025 0.025	0	0	0	0.025 0.025	0.025 0.025
Statue of Death The Charnel House The Draining Stone The Obsidian Sphere The Umbral Conclave Tomb of the Seven Oracles Tomb of the Seven Oracles Tomb of the Grand Thaumathurg Umbral Cave	3 3 3 3 3	2 2 2 2 2			1		1 1			1	1 1	1 1	1 1		1		1 1 1	0.025 0.025 0.025	0 0 0	0 0	0 0 0	0.025 0.025 0.025	0.025 0.025 0.025
Statue of Death The Charine House The Draining Stone The Obsidian Sphere The Unbral Conclave Tomb of the Seven Oracles Tomb of the Ancients Tomb of the Grand Thaumathurg Umbral Cave Crown of Darkness	3 3 3 3 3 3 4	2 2 2 2 2 2 2			1					1		1 1	1 1		1		1 1 1 1	0.025 0.025 0.025 0.025	0 0 0	0 0 0	0 0 0	0.025 0.025 0.025 0	0.025 0.025 0.025 0.025
Statue of Death The Charnel House The Draining Stone The Obsidian Sphere The Umbral Conclave Tomb of the Seven Oracles Tomb of the Seven Oracles Tomb of the Grand Thaumathurg Umbral Cave	3 3 3 3 3 3 4	2 2 2 2 2 2 2 2	1		1		1 1			1	1 1	1 1 1 1	1 1 1	1	1		1 1 1 1 1 1 1	0.025 0.025 0.025	0 0 0 0	0 0	0 0 0 0 0	0.025 0.025 0.025 0	0.025 0.025 0.025

Name	Level	Rarity	Fire	Air	Water	Earth	Astral	Nature	Death	Total	Other	Plains	Farmland	Forest	Mountain (Cave	Wasteland	Swamp	Coast Sea	Deep Sea	Unique	Incidence I	ncidencel	Incidence: I	ncidence	incidence I	Incidence
Arena			,								0	1	1	-	1 1		1	1	1	2300 300		0.75	0.75	0.75	0.75	0.75	0.75
Academy of War											0	1	1		1 1		1	1	1			0.225	0.225	0.225	0.225	0.225	0.225
Slave Market											0 3BS	1	1		1 1	1	1 1	1	1			0.225	0.225	0.225	0.225	0.225	0.225
Brigand Lair	1										0	1	1		1 1		1	1	1			0.75	0	0.75	0.75	0.75	0.75
Forgotten Village	1										0 1BS				1							0.75	0	0.75	0.75	0.75	0.75
Bloodleaf Forest	1	1 1						1	ı		1				1							0.225	0	0.225	0.225	0.225	0.225
Bloodmarble Mausoleum	1	. 1	ı						1	ı	1	1	1		1 1	1	1 1	1	1			0.225	0	0.225	0.225	0.225	0.225
Bloodsplatter Pattern	1	1 1						1			1	1	1		1 1	1	1 1	1	1			0.225	0	0.225	0.225	0.225	0.225
Bloodstone Mountain	1	. 1					1				1				1							0.225	0	0.225	0.225	0.225	0.225
Bloodsucker Fens	1	1 1	ı			1					1							1				0.225	0	0.225	0.225	0.225	0.225
Bloodwind Waste	3	1 1	ı		1						1						1					0.225	0	0.225	0.225	0.225	0.225
Cliffside Abattoir	1	1 1	ı		1						1				1						1	0.225	0	0.225	0.225	0.225	0.225
Damned Merchant	3	1 1	ı								0 1BS	1	1		1 1		1	1	1			0.225	0	0.225	0.225	0.225	0.225
Fields of Blood	1	1 1	ı						1	L	1	1										0.225	0	0.225	0.225	0.225	0.225
Gore Swamps	3	1 1	ı					1	1 1	l	2							1			1	0.225	0	0.225	0.225	0.225	0.225
Mount Chaining	1	1 1	1								0	1	1		1 1		1	1	1		1	0.225	0	0.225	0.225	0.225	0.225
Sacrificial Grove	1	1 1	1								0		1		1							0.225	0	0.225	0.225	0.225	0.225
The Blood Keep	1	1 1	1								0 1BS				1						1	0.225	0	0.225	0.225	0.225	0.225
The First Gate	1	1 1	1								0	1	1		1 1	1	1 1	1	1		1	0.225	0	0.225	0.225	0.225	0.225
The Vale of Infinite Horror	1	1 1	ı								0	1	1		1 1		1	1	1		1	0.225	0	0.225	0.225	0.225	0.225
Torture Tower	1	1 1	ı								0		1									0.225	0	0.225	0.225	0.225	0.225
Tower of the Devil's Bride	1	1 1	ı								0	1	1		1 1		1	1	1		1	0.225	0	0.225	0.225	0.225	0.225
Assassins Guild	1	1 3	2								0	1	1		1 1		1	1	1			0.025	0	0.025	0.025	0.025	0.025
Bleeding Tree	3	1 3	2					1	l		1				1							0.025	0	0.025	0.025	0.025	0.025
Blood Henge	3	1 3	2					1	l		1 Bloodhenge Druid	1	1		1 1		1	1	1			0.025	0	0.025	0.025	0.025	0.025
Nest of Bats	1		2						1	l	1					1	1					0.025	0	0.025	0.025	0.025	0.025
Red Forest	1		1	1				1	ı		2				1						1	0.025	0	0.025	0.025	0.025	0.025
Stained Altar	1		2								0	1	1		1 1		1	1	1		1	0.025	0	0.025	0.025	0.025	0.025
The Lesser Abyss	1		2								0					1	1				1	0.025	0	0.025	0.025	0.025	0.025
Devil's Den	2										o	1	1		1 1		1	1	1		1	0.225	0	0	0.225	0.225	0.225
Pentagram	2										o	1	1		1 1		1	1	1			0.225	0	0	0.225	0.225	0.225
The Second Gate	2										o	1	1		1 1	1	1 1	1	1		1	0.225	0	0	0.225	0.225	0.225
Bloodshade Glen	2		2					1	ı		1				1			1			1	0.025	0	0	0.025	0.025	0.025
Bloodstone Mirror	2		2								0	1	1		1 1		1	1	1			0.025	0	0	0.025	0.025	0.025
Ebony Tower	2		2					1	3	3	4	1	1		1 1		1	1	1			0.025	0	0	0.025	0.025	0.025
Forest of Pain	2	, ;	,					1	1		1				1						1	0.025	0	0	0.025	0.025	0.025
Haunted Torture Chamber	2		,						1		1	1	1		1 1	1	1 1	- 1	1		_	0.025	0	0	0.025	0.025	0.025
House of Disfigurement	2		,								0	1	1		1 1		1	1	1		1	0.025	0	0	0.025	0.025	0.025
Pool of Unhealthy Rites	2		,			1			1		2	1	1		1 1	1	1 1	1	1		_	0.025	0	0	0.025	0.025	0.025
Splattermaid Gorge	2		,		1						1	1				1		•	-		- 1	0.025	0	0	0.025	0.025	0.025
The Ebony Circle	2		,		1				3	3	4	1	- 1		1 1		- 1	- 1	1		1	0.025	0	0	0.025	0.025	0.025
The Lodge	2		,						3		0 1BS	1	1		1 1		1	1	1		1	0.025	0	0	0.025	0.025	0.025
The Mountain of Power	1 2										0 38S	-	1				1	1	-		1	0.025	0	0	0.025	0.025	0.025
The Slaughterhouse	2	1									0		- 1		1 1		1	- 1	1		1	0.025	0	0	0.025	0.025	0.025
Tower of the Deformer	2											1	1		1 1		1	1	1		1	0.025	0	0	0.025	0.025	0.025
The Demon Gate	2											1	1		1 1		1	1	1		1	0.025	0	0	0.025	0.025	0.025
The Prison of Hearts	1 3											1	1		1 1		1	1	1		1	0.225	0	0	0	0.225	0.225
The Prison of Hearts The Summoning Circle	1 3											1	1		1 1		. 1	1	1		1	0.225	0	0	0	0.225	0.225
	3	1 1										1	1		1 1	1	1	1	1				0	-			
The Blood Rock	3												1		1 1		1		1		1	0.025	-	0	0	0.025	0.025
Hall of Flayed Skins	4		1								0	1	1				-	1	-		1	0.025	0	0	0	0	0.025
The Third Gate	4	1 3	4								U	1	1		1 1	1	1 1	1	1		1	0.025	0	0	0	0	0.025
Total	-1										1										1	8.25		6.7	7.7	8.2	8.25

Name	Level	Rarity	Fire	Air	Water	Earth	Astral	Nature	Death	Total	Other	Plains	Farmlan	d Fore	st Mo	ountain Cave	e Wa	stelancs	wamp Coa	st Sea	Deep Sea	Unique	Incidence II	cidencel li	ncidence:	ncidence: I	ncidence: Ir	hcidence
Monastery of Light			2										1	1	1	1		1	1	1			0.025	0.025	0.025	0.025	0.025	0.025
Ancient Temple			0					1			ı		1	1	1	1	1	1	1	1			0.75	0	0.75	0.75	0.75	0.75
Ancient Temple of the Deeps		ı	0					1			2										1 1		0.75	0	0.75	0.75	0.75	0.75
Convent		ı	1										1	1	1	1		1	1	1			0.225	0	0.225	0.225	0.225	0.225
Shrine of the Outcast		ı	1										1	1	1	1	1	1	1	1			0.225	0	0.225	0.225	0.225	0.225
Abbey		ı	2										1	1	1	1		1	1	1			0.025	0	0.025	0.025	0.025	0.025
Cradle of Faith		1	2										1	1	1	1	1	1	1	1	1		0.025	0	0.025	0.025	0.025	0.025
Mountain of Revelation		ı .	2													1							0.025	0	0.025	0.025	0.025	0.025
Oracle's Lair		ı	2										1	1	1	1	1	1	1	1	1		0.025	0	0.025	0.025	0.025	0.025
Order of the Secret Light		ı .	2					1			Sage		1	1	1	1		1	1	1		1	0.025	0	0.025	0.025	0.025	0.025
Order of the Undying		ı	2										1	1	1	1		1	1	1		1	0.025	0	0.025	0.025	0.025	0.025
Pillar of Life		ı .	2										1	1	1	1	1	1	1	1	1	1	0.025	0	0.025	0.025	0.025	0.025
Place of Prophecy		ı .	2										1	1	1	1	1	1	1	1	1		0.025	0	0.025	0.025	0.025	0.025
Stele of Law		ı .	2										1	1	1	1		1	1	1	1		0.025	0	0.025	0.025	0.025	0.025
Temple of Flying Monkeys		ı .	2										1	1	1	1		1	1	1		1	0.025	0	0.025	0.025	0.025	0.025
Temple of Life and Death		ı .	2					1	1		2		1	1	1	1		1	1	1		1	0.025	0	0.025	0.025	0.025	0.025
Temple of the Spider		ı	2										1	1	1	1	1	1	1	1			0.025	0	0.025	0.025	0.025	0.025
The Martyr's Grave		ı .	2										1	1	1	1	1	1	1	1	1		0.025	0	0.025	0.025	0.025	0.025
The Prophet's Sigil		ı	2										1	1	1	1	1	1	1	1	1		0.025	0	0.025	0.025	0.025	0.025
Pool of Sanctity		2	1								ı		1	1	1	1	1	1	1	1			0.225	0	0	0.225	0.225	0.225
The Marble Temple		2	1										1	1	1	1		1	1	1		1	0.225	0	0	0.225	0.225	0.225
Garden of Longevity		2	2										1	1	1	1			1	1		1	0.025	0	0	0.025	0.025	0.025
Temple of Hidden Flame		2	2	1									1	1	1	1	1	1	1	1			0.025	0	0	0.025	0.025	0.025
Hidden Monastery		3	1										1	1	1	1		1	1	1			0.225	0	0	0	0.225	0.225
The Empty Grave		3	1						1				1	1	1	1	1	1	1	1		1	0.225	0	0	0	0.225	0.225
The Forgotten Crypt		3	1		1 :	ı	1						1	1	1	1	1	1	1	1		1	0.225	0	0	0	0.225	0.225
The Records of Manking			,								Lore Master, All graphs		1	1	- 1	1		- 1	- 1	1		- 1	0.025	0	0	0	0.025	0.025
Temple of Time			2					2			, and a graphic		1	1	1	1		1	1	1		-	0.025	0	0	0	0	0.025
The Ward			,										1	1	1	1		1	1	1		- 1	0.025	0	0	0	0	0.025
Total													-		-			- 1	1	-		- 1	3.575	0	2.325	2.825	3.525	3.575

		0.5						
				Expected				
1.08	-0.2			0.4109589				
1.67	0			0.9090909				
2.15	0.1			1.3043478				
2.35	0.2			1.8918918				
2.8	0.3			2.8571428				
			_			_	_	
225		Plains	Swamps	Wastes	Caves	Farms	Forests	Mountains
Land	202	88	11	9	12	29	43	12
		44%	5%	4%	6%	14%	21%	6%
Land	182	84	13	10	12	22	33	10
		46%	7%	5%	7%	12%	18%	5%
		45%	6%	5%	6%	13%	20%	6%