

A ONE-PAGE SANDBOX CAMPAIGN-MAKER FOR OD&D

This document use material from various OD&D, including Chainmail, to start a quick & easy random sandbox campaign.

Nature of terrain (settled)

Use this table to see what the terrain is in any standard hex from settled lands. These terrain types come from *Chainmail*.

Each time characters enter a new hex, roll 1d6. From 1-3, roll another terrain in settled lands, from 4-5, roll for a terrain in the wilderness; 6 indicates this is a sea hex.

1d20	Terrain
1-2	River
3	Marsh
4	Castle
5	Gull
6-7	Wood
8	Rough
9-12	Hill
13-20	Plain

Nature of terrain (wilderness)

Use this table to see what the terrain is in any standard hex from wilderness. These terrain types come from *Underworld & Wilderness adventures*.

Each time characters enter a new, unexplored hex, roll 1d6. From 1-3, the terrain is the same; from 4-5, roll for a new one; 6 indicates this is a sea hex. If a river comes, it always continues for 1d20 hexes.

As there are far much more wilderness than settled one, let's consider characters will find settled lands only when they arrive in an already settled mapped land.

1d8	Terrain
1	Clear
2	Woods
3	River
4	Swamp
5	Mountain
6	Desert
7	Arid plain
8	City

Civilization

Use this table to get the cultural background of a character, of a city or region, or even a humanoid tribe. These civilizations come from *Supp. IV: Gods, demi-gods and Heroes*.

1d10	Civilization
1	Egyptian
2	Indian
3	Greek
4	Celtic
5	Viking

6	Finnish
7	Hyborean
8	Menilbonean
9	Mexican
10	Chinese

Human types

Use this table to check the lifestyle of human inhabitants of any settled region. It doesn't mean all people are the same, but that it's a dominant feature for adventurers and give the mood of this region. The types come from *OD&D Monsters & Treasure*.

1d6	Human type
1	Bandit (the region is civilized, but under the threats of plunderers or burglars).
2	Berserkers (the region is settled by barbarian tribes, where these savage fighters are the warlords).
3	Brigands (as per Brigands, but the threat is strongly tied to Chaos)
4	Dervishes (there's a sanctuary of the Law nearby and nomads come often for pilgrimages).
5	Nomads (Nomad herders and merchants travel often in this region).
6	Cavemen (the region is mainly settled by primitive men).

If the region is close to the sea, then use the following table instead.

1d6	Human type
1-2	Mermen (sea-dwellers raid the coastal cities and harass boats).
3-4	Buccaneers (these seafarers raid the coast and have their own hides in the region).
5-6	Pirate (as per Buccaneers, but under the leadership of some Chaos threat).

Example

Let's roll a few dices for a starting hex for the campaign. A 20 on the Nature of terrain for settled lands indicates it's a plain. A 3 shows its inhabitants are from a Greek-style civilization, and a 2 that it's settled by barbarians with Berserkers. Maybe they had a greater civilization centuries ago and went back to Barbary, as Dark ages Greeks.

Then, the 6 hexes surrounding are respectively (2, 2, 5, 6, 2, 5) made of these terrains: plain, river (10 hex long), a city (maybe a ruin from the ancient civilization?), sea (with Pirates), a marsh and mountains. That's enough to play for a while! Some rolls in the wandering monsters tables could provide the most common creatures types in the wilderness parts.

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