

How to Make a Sandbox Fantasy

Table of Contents

Introduction.....	4
Sandbox Campaigns	4
How to Make a Fantasy Sandbox.....	5
The Process	5
The Isle of Pyade.....	6
The Process in Detail.....	7
Sketching the World.....	7
Air Circulation.....	7
Monsoons.....	8
Ocean Currents	8
Example	10
History and the Main Campaign Region	13
The Eainians	15
The Dark Empire	16
The Eainian Empire	17
The Present.....	17
The Campaign Map.....	20
Drainage.....	22
Creatures and the Human Landscape	25
Placing Settlements.....	26
Placing Locales and Naming Geography.....	28
Regional Background and History	31
Describing the Geography.....	34
Isle of Pyade, Terrain	34
Designing the Descriptions	37
Describing Lairs, Locales, and Ruins	39
Isle of Pyade, Lairs, Locales, and Ruins	39
Designing the Descriptions	43
Creating Plots	45
Fortress of the Lich Lord	45
The Threat of the Sahuagin.....	46
The Empire of Po.....	47
The Baron and the Sheriff.....	47
The Dwarves of Southpoint	47
The Role of Plot.....	48
Locale Encounters.....	49
Locale Encounters	49
General Encounters.....	52
Map Important Locales.....	54
0105 Hawth (village) Dwarf	54
0204 Sandpoint (village) Halfling.....	56
0403 Datha (hamlet) Human	58
0404 Carra (hamlet) Human	60
0504 Kathi (village) Human.....	62
The Home Base	64
Home Base Demographics.....	71

Fleshing out the Home Base	74
The Detailed List of Shops	74
Creating Shops	75
The Shops of Mikva	77
Shop Descriptions of Mikva	77
1) Chandler.....	77
2) Finesmith.....	78
3) Finesmith.....	78
4) Herbalist	79
5) Jeweler.....	79
6) Jeweler.....	80
7) The Leathercrafters of Pyade.....	80
8) The King's Sheriff.....	81
9) Mikva Trading Hall.....	82
10) Ostler	83
11) Temple of Veritas.....	83
12) Sea Brethren Hall.....	84
13) Resident Mage	85
14) Potion Shop	85
15) The Tailor's Guild	86
16) The Red Wench (tavern)	86
17) The House of Fish (tavern)	86
18) The Oaken House (inn)	87
19) Weaponsmith.....	87
20) The Weavers of Pyade.....	87
Final Town Map of Mikva.....	89
Final Town Map	89
Placing the Buildings	89
Creating NPCs and Monsters.....	92
Amur Forest	92
Bay of the Dead	93
East Bay.....	93
North Downs.....	94
South Bay	94
South Downs	94
The Midland Sea	94
The Sands	95
West Fen	95
0105 The Village of Hawth	96
0201 Spies	96
0203 Barrows	96
0204 Sandpoint	97
0401 Aventis.....	97
0402 Sableport	97
0403 Mikva	98
0403 Datha	98
0404 Carra	98
0504 Kathi.....	99
0505 Sahaugin Outpost.....	99

Important NPCs	101
What to Detail?	101
The NPCs of Pyade	102
Descriptions	103
The Barony of Pyade	103
The Thieves of Pyade	106
Dangerous Foes	107
Rumors and Random Encounters	113
Rumors	113
Random Encounters	114
Wrapping it up.	117
Appendices	118
Links to Resources	118
Mapping with Hexes	120
Hex Grids	120
Joining Maps	121
Numbering Hexes	125
Submaps	126
Wrapping it up	128
How I made Blackmarsh	129
Traveling	132
Types of Travel	132
Generating Encounters	132
Rulings not Rules	133
Placing Encounters	135
Exhaustion	136
Encounters	137
Journeys	137
Voyages	141
Trips	143