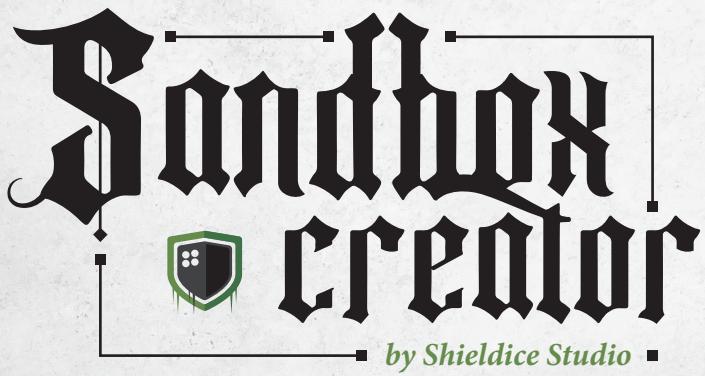


Realm Fables

Sandbox Creator





Contents:

- 1.** How to Use
- 5.** Sandbox Themes
- 11.** D20 Locations
- 13.** D6, D12, D8 Tables
- 15.** Additional Themes
- 17.** NPCs
- 19.** Groups & Guilds
- 21.** Sandbox Structure
- 23.** Quest Markers

What You'll Need...

All you will need to create your own Sandbox is a Standard Deck of Playing Cards, a Collection of Dice, a Pen/Pencil, a Notebook, and your imagination!

How To Use...

The Realm Fables Sandbox Creator can be used to quickly generate a sandbox map for planning a session, or for solo play. Follow these steps below to create your own Sandbox!

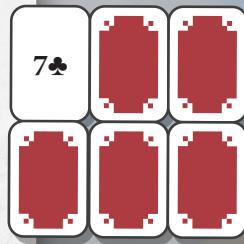
- 1] Roll a D6 to choose your Sandbox Style (or choose one of the six for yourself).
- 2] Draw cards, one by one, and lay them out in a grid. The more cards, the larger the Sandbox. Eight cards is a good starting point.
- 3] Reference the playing card table of the relevant Sandbox Style, and take notes on the descriptions of each area of your Sandbox.
- 4] Roll a D20 for each area and place it at the top of the card. Now reference the relevant D20 Location Table and take notes on the most prominent, famous or rumoured location in that area.
- 5] Roll D6's and place them beside your D20s to determine the Hostility Level at that location.
- 6] Roll a D12 to determine the main Inhabitant Type for each area of your Sandbox.
- 7] If you wish, roll D8s and place them on cards to represent the current weather within that area.

TIP: You don't have to roll on every table for every card. You may even want to roll more than one D20, in order to add more prominent locations to a specific area of your Sandbox.



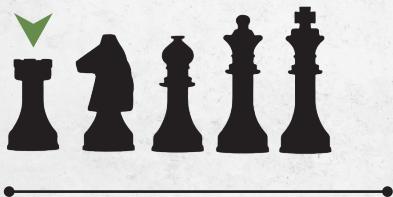
Solo Play...

If playing solo you can simply flip one card at a time to find out what you have discovered on your travels, or, if you wish, you can draw and lay out your sandbox areas face down, then reveal each card and roll dice once you have travelled in that direction.



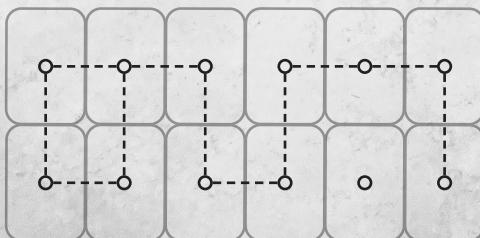
Game Pieces...

Use meeples, miniatures or tokens to represent your location within the Sandbox when playing solo. You can also use coins or chess pieces as waypoints and quest markers.



Point-Crawl...

To design a point-crawl Sandbox, allow prominent locations within areas to become destinations with roads connecting them. Flip a coin to see whether north, east, south and west are passable. If they are, connect lines between each location to represent roads. (You can also add diagonal lines for north-east etc.). Any locations cut off from roads will have to be reached by other means, such as an airship.





Mixing Styles...

You may wish to use more than one Sandbox Style. For instance, drawing cards for both Verdant and Oceanic can create a series of overgrown islands or the feel of an entire lush continent. To do this, simply take notes on each area of your Sandbox when you draw the card. Jot down a bullet point stating which Sandbox Style each card relates to.

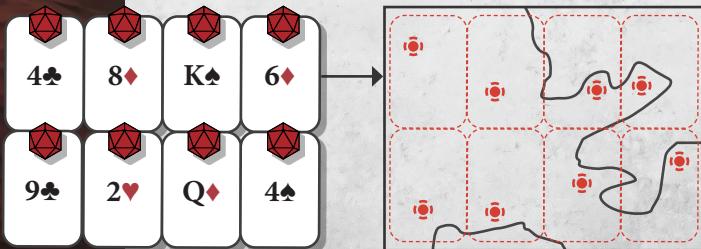
Dice Drops...



If your Sandbox is large enough (enough cards drawn to cover a large amount of space on your table) you can drop/roll your D20 locations directly onto the cards. Wherever the dice land is where the corresponding location lies within your Sandbox.

Map Drawing...

If you are planning your Sandbox Setting for a session or upcoming campaign, you will probably want to draw a rough map layout of the areas as well as taking notes. Taking a top-down photo of the abstract Sandbox you have created, along with your notes, may suffice. When sketching the map, the playing card edges can represent borderlines, or you can draw a much more realistic map, using the drawn cards and rolled dice as inspiration. Allow the conceptual layout to generate ideas within your mind.



Sandbox Story...

Random generation is quick and fun, but you may not always get the results you're after. Try to remember, a good narrative beats sticking to the rules! Cards, dice and game pieces all put together can generate a Sandbox for you, but it is the unseen connections between these individual pieces and writing prompts that will create a breathing world for parties of adventurer's to explore. Don't be afraid to re-roll a die if you don't like the outcome, or change the Sandbox Style of a card you drew if you feel as if it doesn't quite work for that corner of your new world.

If you roll a Market Location within a Sandbox Area that consists of nothing but flowing ocean tides, try to think of a unique connection between the two ideas. Is this market floating on the high seas? Is there a fleet of merchant ships that sail the coastline looking to trade their wares with wealthy sailors?

Additional themes and types of NPCs can further add to the depth of your Sandbox. The history of your newly formed areas, the cultures and traditions can all add life to sprawling landscapes. Who lives here, and how will they react to any travellers in their lands? Will the party become embroiled in guild politics or have to escort a wanted ally out of these realms?

Creating a Sandbox Story does not necessarily mean you should railroad the players to fit a certain narrative, but more so that the Sandbox itself seems to hold its own story. If the treacherous land feels as if it has been lived in before the party of adventurers ever arrived there, they will then be drawn further into it, and carve their own story from its deep damp gulleys and dark jagged peaks...





I. Verdant Sandbox

Sweeping forests or lush jungles. Creating a Verdant Sandbox can give the players vast areas to explore, filled with green lands and roads that lie between ancient woodland. Perhaps you wish to venture deep into overgrown ruins and find the treasures of lost civilisations, or simply protect local farmers from what waits between the cursed trees along the edge of patchwork fields. Verdant Sandboxes can create a deep sense of myth and legend.

♥ HEARTS:

- 2 ♥ - Thick forest and greened cliff sides.
- 3 ♥ - Damp swampland and twisted trees.
- 4 ♥ - Flowered meadows and farmland.
- 5 ♥ - Streams, bridges and greenwood.
- 6 ♥ - Ridges covered in moss and bracken.
- 7 ♥ - Bamboo forest and clear pools.
- 8 ♥ - Ancient Fae woods and magical grottos.
- 9 ♥ - Old woodland and vibrant clearings.
- 10 ♥ - River rapids surrounded by fir trees.
- Jack ♥ - Deep fenland and jagged rocks.
- Queen ♥ - A green mountain covered in fern.
- King ♥ - Mossy ravines and rotten walkways.
- Ace ♥ - Verdant hillocks and copses of oak.

♠ SPADES:

- 2 ♠ - Primordial forest of sentient trees.
- 3 ♠ - Magical, abundant farmland.
- 4 ♠ - Highland covered in damp heather.
- 5 ♠ - Gnarled jungle of poisonous vines.
- 6 ♠ - Old willows, streams and thick bramble.
- 7 ♠ - Dark timberlines and a growing rot.
- 8 ♠ - Fields of golden corn and woodlands.
- 9 ♠ - Boiling and bubbling black swampland.
- 10 ♠ - The sweltering jungle of lost things.
- Jack ♠ - Colourful rainforest and lakes.
- Queen ♠ - Overgrown, disbanded crop-land.
- King ♠ - Valley of flesh eating plants.
- Ace ♠ - Misty fungal forest of always-night.

♣ CLUBS:

- 2 ♣ - Rolling hills of cloud high trees.
- 3 ♣ - Ploughed fields and towering oaks.
- 4 ♣ - Tangled, dark wilderness of evergreens.
- 5 ♣ - A labyrinth of twisting jungle pathways.
- 6 ♣ - Primeval forest filled with giant fossils.
- 7 ♣ - Overgrown body of a long dead titan.
- 8 ♣ - Crevasse covered in fungi and spores.
- 9 ♣ - Strange flowers grow in a glowing gully.
- 10 ♣ - A cut down forest that sprouts again.
- Jack ♣ - Sodden rainforest filled with chasms.
- Queen ♣ - Mangrove swamp and islands.
- King ♣ - Vast orchard of many fruits.
- Ace ♣ - A single, giant, fallen tree.

♦ DIAMONDS:

- 2 ♦ - Vast estate gardens overcome by nature.
- 3 ♦ - Jagged cliffs covered in hanging moss.
- 4 ♦ - Shadowed jungle of purple growth.
- 5 ♦ - Emerald forest of barbarous spines.
- 6 ♦ - Cobwebbed backwoods and groves.
- 7 ♦ - Steep woodland at the base of a bluff.
- 8 ♦ - Wet caves filled with radiant growth.
- 9 ♦ - Ancient foggy grottos filled with roses.
- 10 ♦ - A giant lake bed covered in fungi.
- Jack ♦ - Meteor crash site with alien plants.
- Queen ♦ - A forever-burning jungle canyon.
- King ♦ - Arable land covered in blight.
- Ace ♦ - Haunted forests and black rivers.



2. Wasteland Sandbox

Cracked earth and sunlit deserts. A Wasteland Sandbox can be an extremely dangerous place. Venturing forth into endless dunes that shimmer with heat by day, and bite like ice at night, can test and push a party to their limits. Perhaps resources are sparse here. Nomads may dwell in these harsh environments, and creatures long avoided by intelligent species roam the wastes. Will you find your way across these lands, or become one with its dust?

♥ HEARTS:

- 2 ♥ - Red canyon battered by strong winds.
- 3 ♥ - Grey desert plateau with cracked earth.
- 4 ♥ - Dense, flowered cactus forests.
- 5 ♥ - Rolling dunes of golden sand.
- 6 ♥ - Rocky desert and crumbling structures.
- 7 ♥ - Volcanic fissures across a black waste.
- 8 ♥ - Arid plains and sharp shrubbery.
- 9 ♥ - Sandy graveyard of giants.
- 10 ♥ - Fog filled black wastes of ash.
- Jack ♥ - Glass structures across white sand.
- Queen ♥ - Cracked, poisonous land of bone.
- King ♥ - Shifting blue dunes of ethereal dirt.
- Ace ♥ - Dried lake-bed filled with white silt.

♠ SPADES:

- 2 ♠ - Barren volcanoes across dark ridges.
- 3 ♠ - Jutting obsidian rocks and spiked glass.
- 4 ♠ - Glowing cracked earth and lava pits.
- 5 ♠ - A barren land of dried shrubs and ash.
- 6 ♠ - Shattered stone and crumbling cliffs.
- 7 ♠ - Red earth and tall mesas.
- 8 ♠ - Isolated plains of dry earth and dust.
- 9 ♠ - Sooty, smoking land of pale earth.
- 10 ♠ - Mountainous sandstone heights.
- Jack ♠ - An ancient shoreline, void of water.
- Queen ♠ - Huge dust bowl filled with rust.
- King ♠ - Rugged land of grit-stone structures.
- Ace ♠ - Hot white sands and cactus groves.

♣ CLUBS:

- 2 ♣ - A labyrinthine wasteland of giant ruins.
- 3 ♣ - Scaled back of a sleeping sand beast.
- 4 ♣ - Sharp, frozen dunes of shard-sand.
- 5 ♣ - Hot, glass-like flat ground and ravines.
- 6 ♣ - Grime filled badlands of acidic slush.
- 7 ♣ - Burning lands of fire and peaks.
- 8 ♣ - Split earth above a fiery abyss.
- 9 ♣ - Sprawling desert and stone spires.
- 10 ♣ - A great arch of sandstone above dunes.
- Jack ♣ - Steep, dry rocky terrain and ash-fall.
- Queen ♣ - Black lands of towering peaks.
- King ♣ - Large butte amidst arid wastes.
- Ace ♣ - Broken plateau of unknown rock.

♦ DIAMONDS:

- 2 ♦ - Harsh plains of poisonous dust.
- 3 ♦ - Stone slabs in sinking sand fields.
- 4 ♦ - Tiered tablelands of crimson soot.
- 5 ♦ - Polluted kingdom, covered in drab sand.
- 6 ♦ - Golden lands of shining earth.
- 7 ♦ - Raised area of churning rock and lava.
- 8 ♦ - Volcanic mass of rock and green flames.
- 9 ♦ - The colossal skin of an ancient snake.
- 10 ♦ - Charred realm of smoke and ember.
- Jack ♦ - The crumbling ruins of a desert city.
- Queen ♦ - Fields of fossilised trees and skulls.
- King ♦ - Fragmented roads of an old desert.
- Ace ♦ - Burning wastes with a magical aura.



3. Alpine Sandbox

High mountains and steep slopes covered in waving timberlines. An Alpine Sandbox can create many challenges for a party. Ice axes and ropes may be needed to traverse here. Scaling snowy peaks and entering steep valleys filled with wild flowers and evergreen trees can create a beautiful and foreboding land to explore. Will the terrain itself prove deadlier than enemy combatants, or will the party conquer the yawning glaciers and wild tundra?

♥ HEARTS:

- 2 ♥ - Frost fields and frozen ravines.
- 3 ♥ - Boreal forest at the base of a mountain.
- 4 ♥ - Wide rivers and evergreen slopes.
- 5 ♥ - Pillars of snow topped stone and steps.
- 6 ♥ - A great mountain spilt by a god.
- 7 ♥ - Rolling tundra and icy shafts.
- 8 ♥ - A steep valley filled with lavender.
- 9 ♥ - Snowy fields on an extreme elevation.
- 10 ♥ - Quiet forest buried in snowdrifts.
- Jack ♥ - Frosty cliff-sides of shifting shale.
- Queen ♥ - Precarious ridge-lines of ice.
- King ♥ - High, sharp rock structures.
- Ace ♥ - A mountain pass of deep snow.

♠ SPADES:

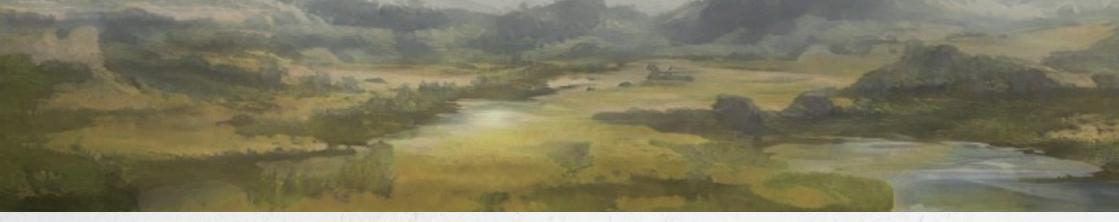
- 2 ♠ - Many small peaks of packed earth.
- 3 ♠ - Hoar frost covered boulders and pools.
- 4 ♠ - Deep fir forest with a central clearing.
- 5 ♠ - Icy bluff with a towering summit.
- 6 ♠ - Range of hollows and wild flowers.
- 7 ♠ - Land of gulleys and dark rime.
- 8 ♠ - Vibrant basin of winter foliage.
- 9 ♠ - Gorges of rushing rivers and caverns.
- 10 ♠ - The vale of the frozen mammoths.
- Jack ♠ - Unclimbed cliff-faces of crystal.
- Queen ♠ - Glacier of magical rifts.
- King ♠ - Mountain network of frozen caves.
- Ace ♠ - Snow filled groves and wintry woods.

♣ CLUBS:

- 2 ♣ - Sprawling, flat, blue mountaintop.
- 3 ♣ - Giant frozen lake surrounded by cliffs.
- 4 ♣ - Pebbly river banks beneath the peaks.
- 5 ♣ - Blocked mountain pass in low tundra.
- 6 ♣ - Maze-like ice halls of an ancient city.
- 7 ♣ - Frozen shoreline of a drained lake.
- 8 ♣ - Tall, frozen grasses in a forgotten vale.
- 9 ♣ - Towering waterfalls and deadly rapids.
- 10 ♣ - Snow-topped inactive volcanoes.
- Jack ♣ - Mountain in the shape of a hawk.
- Queen ♣ - Barren slopes of ever-winter.
- King ♣ - Beautifully bright mountain range.
- Ace ♣ - Sparse woodland at the base of cliffs.

♦ DIAMONDS:

- 2 ♦ - Forest on the slopes of a lost valley.
- 3 ♦ - Sheer walls of rock and snow.
- 4 ♦ - Walkways along a green mountainside.
- 5 ♦ - Ancient mountain teeming with life.
- 6 ♦ - Quiet roadways through an expanse.
- 7 ♦ - Dangerous craggy routes and clefts.
- 8 ♦ - Humongous crevasse cuts the land.
- 9 ♦ - Frozen crater of a magical calamity.
- 10 ♦ - Many structures of wind-blasted stone.
- Jack ♦ - Snowy shrub-land and high fells.
- Queen ♦ - Icy pools and thorny hillsides.
- King ♦ - A loch beneath a cursed mountain.
- Ace ♦ - Long, high ridge marked by cairns.



4. Grassland Sandbox

Prairies and grassy plains. A Grassland Sandbox may seem to be easier terrain to cover, but what lies in wait within the tall grasses, or across a series of flooded plains? The party may choose to camp beneath the stars, or beneath the thick branches of a solitary tree, amidst the great grassland expanse of the world around them. Do the roads and taverns become less frequent as you venture further into ancient meadows or hot savannah?

♥ HEARTS:

- 2 ♥ - Dry flatland covered with wiry grass.
- 3 ♥ - Wetland with low, stony hills.
- 4 ♥ - Rolling hills of short grass and flowers.
- 5 ♥ - Tropical savannah dotted with trees.
- 6 ♥ - Flatland of grey grass and lichen.
- 7 ♥ - Burial mounds amidst the waving grass.
- 8 ♥ - A deep fissure cuts across the plains.
- 9 ♥ - Enchanting prairie of golden flowers.
- 10 ♥ - Forbidden meadows of a sleeping god.
- Jack ♥ - Jade green flat fields of clover.
- Queen ♥ - Stubby grass covers a high steppe.
- King ♥ - Silver savannah with many streams.
- Ace ♥ - Shadowed lowland of mauve plants.

♠ SPADES:

- 2 ♠ - Pampas grass covers an ancient city.
- 3 ♠ - Floodplain and large flocks of birds.
- 4 ♠ - Upper moorland covered in thick fern.
- 5 ♠ - Patchwork fields of grazing grass.
- 6 ♠ - Meadows of white blossom trees.
- 7 ♠ - Steep grassland slopes and jutting rock.
- 8 ♠ - Grassland covered with thistle tufts.
- 9 ♠ - Great sweeping plains and shrubbery.
- 10 ♠ - Dry grasses littered with bison bones.
- Jack ♠ - Plateau of waist high weeds.
- Queen ♠ - Low flood-land and tall reeds.
- King ♠ - Abandoned pasture-land.
- Ace ♠ - Expanse of hills and tall birch copse.

♣ CLUBS:

- 2 ♣ - Knee high grass and sparse bamboo.
- 3 ♣ - Paved paths amidst emerald turf.
- 4 ♣ - Clear river running through fields.
- 5 ♣ - Vast lawns of an ancient race.
- 6 ♣ - Rolling plains dotted with stone blocks.
- 7 ♣ - Sentient grasses of magical pastures.
- 8 ♣ - Furry fields of a behemoth's back.
- 9 ♣ - Withered growth across dying hillocks.
- 10 ♣ - Trenches of war across muddied fields.
- Jack ♣ - Verdant greensward and streams.
- Queen ♣ - White grasses and silver trees.
- King ♣ - Fields of cherry blossom and ash.
- Ace ♣ - Grassy ruts and berry bushes.

♦ DIAMONDS:

- 2 ♦ - Fields with wooden fences and fireflies.
- 3 ♦ - Stubbly stump grass and shattered rock.
- 4 ♦ - Waterfalls and tufts of lemon grass.
- 5 ♦ - Guarded, ancient parkland.
- 6 ♦ - Amber fields of waist high barley.
- 7 ♦ - Cursed ground of a once fabled farm.
- 8 ♦ - Misty flatland of plagued growth.
- 9 ♦ - Quiet, fallow fields beside a red river.
- 10 ♦ - Grazed stubble and dying trees.
- Jack ♦ - Flooded meadows, tips of trees.
- Queen ♦ - Long, level land covered in fungus.
- King ♦ - Eerie moorland of grass and ghosts.
- Ace ♦ - A wild park dedicated to the gods.

S. Oceanic Sandbox

Open oceans, misty shorelines and desert islands. An Oceanic Sandbox can allow the party to take to the high seas! Travelling on ships across dangerous waters can make for memorable adventures. Perhaps the party enter the depths themselves and explore underwater caves and ancient cities of the deep. Secrets dwell on solitary islands and treasure has been buried within the jungle groves of a cursed bay. Will the party be lost at sea?

♥ HEARTS:

- 2 ♥ - Archipelago hidden in thick fog.
- 3 ♥ - Desert island floating within salty seas.
- 4 ♥ - Mountainous island and volcanic ash.
- 5 ♥ - Impassable coastline of jagged rock.
- 6 ♥ - Sprawling, azure ocean.
- 7 ♥ - Glimmering bay of white sand.
- 8 ♥ - Beautiful inlet covered in greenery.
- 9 ♥ - Giant lily pad islands on foamy waters.
- 10 ♥ - Large sea dotted with whirlpools.
- Jack ♥ - Deep expanse of black water.
- Queen ♥ - Saltwater river through a canyon.
- King ♥ - High seas littered with wreckages.
- Ace ♥ - Briny depths of churning foam.

♠ SPADES:

- 2 ♠ - Frozen shoreline and giants' bones.
- 3 ♠ - Ancient cove of bronze structures.
- 4 ♠ - Hive-like network within sea cliffs.
- 5 ♠ - A great fjord and snowcapped peaks.
- 6 ♠ - Abandoned fleet of a thousand ships.
- 7 ♠ - Walled bay holds the throne of a god.
- 8 ♠ - Gulf of golden sands and giant shells.
- 9 ♠ - A vast underwater, ruined city.
- 10 ♠ - Grey expanse of misty waters.
- Jack ♠ - Cursed depths of a magical whirlpool.
- Queen ♠ - Magnificent, colourful coral reef.
- King ♠ - Large skerry covered in moss.
- Ace ♠ - Sandy atolls and turquoise waters.

♣ CLUBS:

- 2 ♣ - A collection of overgrown islands.
- 3 ♣ - Wind battered peninsula and forests.
- 4 ♣ - Colossal, sunken, pale temple.
- 5 ♣ - Tropical ocean and pebbly shoreline.
- 6 ♣ - Jungle bay and high, limestone cliffs.
- 7 ♣ - Shining haven of rock amidst the waves.
- 8 ♣ - The white surf and red sand of a beach.
- 9 ♣ - A lonely isle amidst tall pillars of rock.
- 10 ♣ - Huge rocks carved to look like skulls.
- Jack ♣ - Lagoon and a high, yellow sandbank.
- Queen ♣ - Saltwater lake amidst wetlands.
- King ♣ - Dangerous crystalline shoreline.
- Ace ♣ - Many bobbing icebergs on the ocean.

♦ DIAMONDS:

- 2 ♦ - Saltwater low tide reveals many caverns.
- 3 ♦ - Famous anchorage on the coastline.
- 4 ♦ - Slowly sinking islands on the warm sea.
- 5 ♦ - Structures of ice along a shadowy shore.
- 6 ♦ - A land of sand and coral lies beneath.
- 7 ♦ - Moving islands that occasionally crash.
- 8 ♦ - A great saltwater waterfall over stone.
- 9 ♦ - High tide brings mystical jetties.
- 10 ♦ - Islands floating above the waves.
- Jack ♦ - Stilted walkways high above the sea.
- Queen ♦ - The shell of a great, sleeping turtle.
- King ♦ - Cold ocean of the dead and dying.
- Ace ♦ - Magically frozen waves of jade.



S. Planar Sandbox

The weird and wonderful interdimensional planes. Planes of the elements: Fire, earth, air and water. Perhaps the party stumble through a portal or are transported to another realm through the magic of an adversary. What might they find beyond the veil; death and shadow, or a rich realm of otherworldly beings? Test the party with bizarre locations across a magical land that no longer plays by the rules they're used to. Will they ever find a way out?

♥ HEARTS:

- 2 ♥ - Forest of ever-flaming trees of starlight.
- 3 ♥ - Shadowed land of the whispering dead.
- 4 ♥ - Floating rock structures within a void.
- 5 ♥ - Watery depths of a titan's tear.
- 6 ♥ - Plane of coloured glass.
- 7 ♥ - Plane of air and mirrored platforms.
- 8 ♥ - Crystalline land of refracted light.
- 9 ♥ - Upside down, great stone steps.
- 10 ♥ - Ethereal fields of blue flame.
- Jack ♥ - Realm of chasms and earthen gods.
- Queen ♥ - Churning hills of black clay.
- King ♥ - Marble halls of a broken world.
- Ace ♥ - Glass bridges over a lake of fire.

♠ SPADES:

- 2 ♠ - Moon plains of arcane wonders.
- 3 ♠ - Feathered wing-lands of airy heights.
- 4 ♠ - Melting islands of shimmering snow.
- 5 ♠ - Shadow plane and shifting spinal paths.
- 6 ♠ - Sludge fells amidst a great earth bowl.
- 7 ♠ - The floral realm of a maiden's dream.
- 8 ♠ - Steel ridge of an old god's axe blade.
- 9 ♠ - Within a vast brazier of pale flame.
- 10 ♠ - The plane of distant memories.
- Jack ♠ - Celestial farmland of a nature deity.
- Queen ♠ - Atop the skull of a skeletal being.
- King ♠ - Vast, beach paradise made of rubies.
- Ace ♠ - Smouldering mound-lands of flesh.

♣ CLUBS:

- 2 ♣ - A realm forged from a witch's cauldron.
- 3 ♣ - Hovering ring-realm of wrought iron.
- 4 ♣ - Forest of hanging fabric and streams.
- 5 ♣ - Islands held aloft by thick chains.
- 6 ♣ - Bronze plane of tiered sections.
- 7 ♣ - Intangible astral plane of darkness.
- 8 ♣ - Clouded mountain of the gods' seat.
- 9 ♣ - Spirit realm of dead trees and ghosts.
- 10 ♣ - Clockwork, moving lands of copper.
- Jack ♣ - Chaotic realm of lava and fire-rain.
- Queen ♣ - Feral abyss of fungus and night.
- King ♣ - Spherical plane of the dream-orb.
- Ace ♣ - Maw of a planar colossus.

♦ DIAMONDS:

- 2 ♦ - Tentacled land of a cosmic entity.
- 3 ♦ - The surface of a dying, orange star.
- 4 ♦ - Plane of insanity, built on nightmares.
- 5 ♦ - Dreary planar landscape of no magic.
- 6 ♦ - Greened lakes of a rotating land.
- 7 ♦ - Purple, crystal mountains of a moon.
- 8 ♦ - A rocky realm built upon an asteroid.
- 9 ♦ - Great lake of oil beside a dead leviathan.
- 10 ♦ - Within the jewel of a goddess' crown.
- Jack ♦ - Kaleidoscopic landscape of colour.
- Queen ♦ - Tearing realm of parchment roads.
- King ♦ - Hallucinatory oasis within a desert.
- Ace ♦ - Flaming planar mountain above a pit.

D20 Location Tables



Hearts

Roll a D20 to generate a prominent location for your sandbox card. Either use the corresponding suit table, or roll a D4 to decide which table to use.

I	Camp	II	Large Town
2	Chapel	12	Fortified Town
3	Settlement	13	City
4	Circus	14	Sprawling City
5	Isolated Hamlet	15	Capital City
6	Brewery	16	Palace
7	Village	17	University
8	Elevated Village	18	Farm
9	Hidden Village	19	Temple
10	Small Town	20	Stables



Spades

If you are playing solo and rolling D4s here rather than using the suit, place a D4 beside each D20 so you can quickly reference the location.

I	Castle	II	Ruins
2	Military Camp	12	Battlefield
3	Besieged City	13	Dungeon
4	Border Fort	14	Deserted Village
5	Combat Arena	15	Empty Manor
6	Tournament Grounds	16	Lair
7	Air/Shipwreck	17	Graveyard
8	Training Grounds	18	Forbidden City
9	Tomb	19	Dark Spire
10	Watch Tower	20	Wizard's Tower

3 Clubs

Try to think on how your rolled location can match your Sandbox Style. A maze within a verdant area could become a tangle of overgrown pathways.

I	Maze	II	Arch
2	Gateway	12	Hideout
3	Obelisk	13	Altar
4	Roost	14	Lodge
5	Pyramid	15	Horde
6	Chasm	16	Standing Stones
7	Nest	17	Burial Mound
8	Portal	18	Harbour
9	Hut	19	Cave
10	Sanctuary	20	Crossroads

4 Diamonds

Allow your rolled locations and drawn area themes to bring forth ideas of what type of NPCs, or monsters, might inhabit them.

I	Mine	II	Statue
2	Market	12	Trade Route
3	Gardens	13	Casino
4	Store	14	Forge
5	Zoo	15	Gallery
6	Bridge	16	Theatre
7	Toll Road	17	Library
8	Quarry	18	Estate
9	Mill	19	Cathedral
10	Tavern	20	Guildhall

D6 Hostility Table

1	Peaceful, Friendly	4	Distrusting, Wary
2	Peaceful, Passive	5	Aggressive, Angered
3	Scared, Evasive	6	Hostile, Attack on Site

D12 Inhabitants Table

1	Humans	7	Undead
2	Elves	8	Orcs
3	Dwarves	9	Demons
4	Gnomes	10	Bird-folk
5	Drow	11	Giants
6	Fey	12	Multicultural

D8 Weather Tables

Verdant

1	Sunny	5	High Winds
2	Cloudy	6	Cool
3	Rain	7	Misty
4	Storm	8	Clear Skies

Wasteland

1	Freezing	5	Dry Thunderstorm
2	Scorching	6	Warm Winds
3	Acid Rain	7	Dry Heat
4	Sand Storm	8	Humid

Alpine

1	Clear Skies	5	Heavy Snow
2	Warm	6	Freezing Winds
3	Cold Air	7	Hail
4	Light Frost	8	Ice Storm

Grassland

1	Lightning Storm	5	Light Rain
2	Dry Fires	6	Heavy Rain
3	Warm Breeze	7	Strong Winds
4	Cold Breeze	8	Rolling Thunder Clouds

Oceanic

1	Low Tide	5	Cold Front
2	Large Waves	6	Gale
3	Churning Storm	7	Windless Waters
4	Warm Front	8	Hurricane

Planar

1	Raining Fire	5	Encompassing Shadows
2	Falling Crystal Shards	6	Meteor Shower
3	Magical Winds	7	Falling Stars
4	Healing Rains	8	Magical Storm



Additional Themes

In order to add additional themes to your Sandbox, simply draw one to three cards from the deck and place them away from your main Sandbox map. Take notes on the matching prompts below to create the back-story or current climate of your Sandbox. Allow the Sandbox Style, Location Types, Inhabitants and Additional Themes to coalesce into a coherent, thematic and breathing part of your campaign world. How do all of these elements come together to create a compelling and narrative filled landscape for parties of adventurers?

♥ HEARTS:

- 2 ♥ - The sun never seems to rise here...
- 3 ♥ - The moon burns red at night...
- 4 ♥ - Ghosts wander the wilds...
- 5 ♥ - The land slowly erodes...
- 6 ♥ - A magical calamity approaches...
- 7 ♥ - Strange pilgrims travel the roads...
- 8 ♥ - A dark ship sails the sky at dawn...
- 9 ♥ - The watching eye of a god hangs above...
- 10 ♥ - Stars here can be plucked by witches...
- Jack ♥ - Death only changes you here...
- Queen ♥ - Weapons here are made of light...
- King ♥ - Sentient plants roam the lands...
- Ace ♥ - Fallen warriors rise as spirit guides...

♠ SPADES:

- 2 ♠ - Political discourse is rife...
- 3 ♠ - A plague sweeps the common folk...
- 4 ♠ - Poverty and hunger are common here...
- 5 ♠ - Assassination attempts are frequent...
- 6 ♠ - Trade routes are targeted by brigands...
- 7 ♠ - An invading army approaches...
- 8 ♠ - The land is ruled by a dark entity...
- 9 ♠ - Occupied by a conqueror's military...
- 10 ♠ - Harvests begin to fail here...
- Jack ♠ - Under attack from mystic forces...
- Queen ♠ - Many skirmishes take place here...
- King ♠ - A militia of peasants are amassing...
- Ace ♠ - A rebellion has just been crushed...

♣ CLUBS:

- 2 ♣ - The land is slowly disintegrating...
- 3 ♣ - Frequent earthquakes ravage the area...
- 4 ♣ - A poisonous growth covers the land...
- 5 ♣ - Acidic rain falls on warm nights...
- 6 ♣ - Demonic rifts have opened up...
- 7 ♣ - Roads are becoming overgrown...
- 8 ♣ - Once a year a great tsunami comes...
- 9 ♣ - Thorns grow from stone here...
- 10 ♣ - A moss threatens to cover the world...
- Jack ♣ - Trees begin to bear poisoned fruit...
- Queen ♣ - A curse has fallen upon the land...
- King ♣ - People's essence is tied to nature...
- Ace ♣ - A slumbering dragon awakens...

♦ DIAMONDS:

- 2 ♦ - The people have been imprisoned...
- 3 ♦ - A great tournament is to be held...
- 4 ♦ - Resources are sought for construction...
- 5 ♦ - A banished prince has returned...
- 6 ♦ - Borehole of unknown origin appears...
- 7 ♦ - Merchants plan to take over...
- 8 ♦ - A famous thief has gained immortality...
- 9 ♦ - A hidden garden of power rests here...
- 10 ♦ - The rulers are puppets of an old evil...
- Jack ♦ - Animals have high intelligence here...
- Queen ♦ - The seasons have no logical order...
- King ♦ - The land is an enormous gateway...
- Ace ♦ - A mighty hero has arisen...

Theme Prompts

Taking notes on overarching themes within your Sandbox can help with character motivations, background plots and objectives. These prompts can be combined with your Additional Themes to create interesting narratives within your Sandbox, and add to the world building elements of the setting. The writing prompts in the tables below can be used to spark your imagination, and although you won't want to railroad the players within the Sandbox, having an idea of upcoming plot points can make for a cohesive and emotional experience.

I	Courage against Evil	II	Perseverance against Great Odds
2	Power Corrupts	12	Bring Forth Justice
3	Faith in Love	13	Seek Vengeance
4	The Gaining of Honour	14	Save a Loved One
5	A Hero's Journey	15	Find Inner Peace
6	A Villain's Origin	16	Break the Chain of Violence
7	The Corrupt go Unpunished	17	The Tragedy of War
8	The Weak Rise Up	18	A Great Betrayal
9	A Test of Loyalty	19	The Hero's Sacrifice
10	The Bonds of Friendship	20	Survival against Nature

Genre Themes

1	Myth & Legend	5	Horror
2	Romance	6	Crime
3	Mystery	7	Thriller
4	Adventure	8	Comedy



Non-Player Characters

Choose an area of your Sandbox and roll on one of these NPC tables to generate a unique character the party can find in that location. NPCs can aid or hinder the party, befriend them or perhaps hire them for jobs across the Sandbox. Quests can be obtained from the NPCs in the table below; a list of generic archetypes to drop into your world. If you are after something more specific, try rolling on the Intentions and NPC table on the right hand page. Sometimes the miniatures in your collection may dictate which NPCs can be present.

1	Guide	6	Merchant
2	Mentor	7	Guardian
3	Emissary	8	Villain
4	Trickster	9	Preacher
5	Comrade	10	Lord



intentions...

I	Deceive the party	II	Slay a monster
2	Help the party	12	Map the land
3	Ask for help	13	Befriend the party
4	Hire the party	14	Find an heirloom
5	Challenge the party	15	Give information
6	Find shelter	16	Gain information
7	Find a loved one	17	Gather resource
8	Hunt the party	18	Defend home
9	Steal from the party	19	Scout location
10	Find a friend	20	Recover memory



I	Hunter	II	Nobleman
2	Pirate	12	Barkeep
3	Acolyte	13	Duellist
4	Bandit	14	Assassin
5	Knight	15	Farmer
6	Healer	16	Cultist
7	Bard	17	Adventurer
8	Wizard	18	Druid
9	Commoner	19	Priestess
10	Warrior	20	Automaton

Groups & Guilds

Individual NPCs are a great addition to your Sandbox, but where do their allegiances lie? Adding groups and guilds to your lands is a great way to create conflict or interesting political narratives to the Sandbox. Roll on the two tables below to generate prominent guilds to add to your newly formed areas. If you wish, you can answer the questions here with a flip of a coin to add more nuance to your group or guild.

Yes/No Questions | Coin: [Heads = Yes, Tails = No]

- 1) Does the guild hail from this Sandbox area?
- 2) Does the guild have opposing views to the party?
- 3) Would the guild harm the innocent to achieve their goals?
- 4) Is the guild part of an ancient order?
- 5) Are the guild loved by the common folk?
- 6) Is the guild tolerated by the rulers of the Sandbox?
- 7) Does the guild have strength in numbers?
- 8) Do the guild currently seek an item or knowledge?



I	Thieves Guild	II	Warriors Guild
2	Arcane Guild	12	Antiquarians Guild
3	Cartographers Guild	13	Artisans Guild
4	Adventurers Guild	14	Librarians Guild
5	Dungeoneers Guild	15	Mages Guild
6	Assassins Guild	16	Druidic Guild
7	Science Guild	17	Hunters Guild
8	Merchants Guild	18	Mercenary Guild
9	Bardic Guild	19	Deserters Guild
10	Herbalists Guild	20	Pit Fighters Guild



I	Band of Dishevelled Knights	II	Alliance of Rebel Leaders
2	Group of Cruel Inquisitors	12	An Old God's Disciples
3	Crew of Wanted Corsairs	13	Society of Silent Monks
4	Council of Crime Lords	14	Sisterhood of Devout Paladins
5	Underground Gambling Group	15	Brotherhood of Lost Soldiers
6	Rabble of Orphaned Children	16	Union of Craftsmen
7	Black Market Dealers	17	Gang of Unruly Bandits
8	Ancient Religious Order	18	Company of Barbaric Raiders
9	Hooded Cult of Elves	19	Cohort of Corrupted Wizards
10	League of Dragon Worshippers	20	Division of the Queen's Guard

Sandbox Structure

Structuring your sessions within a Sandbox can seem tricky. The party should have the freedom to traverse and explore the areas and create their own stories. As the Game Master you can still work these events into a coherent narrative that will be rewarding for the players. The ten points below break down a simple structure to follow whilst planning sessions, and using the party's choices as inspiration for repercussions within the world. Number '5' and '6' will likely be common within your gaming sessions as open world exploration is encouraged.



▼ Enter a New World [The Outsiders]

1. Adventure hooks to draw party
2. Display various world themes

▼ Inciting Incident [The Drive]

3. Trigger an emotional event
4. Create a call to action

▼ The Land Before You [The Explorers]

5. Allow for multiple goals / solutions
6. Give the party freedom to discover

▼ A Changing World [The Growth]

7. Their choices alter surroundings
8. Surroundings effect the party

▼ The Realisation [The Transformed]

9. Secrets are revealed
10. Characters develop and learn

Note Taking Topics

When taking notes on your new Sandbox and the areas and locations within, use this list of twenty ‘topics’ when considering how all of the pieces fit together. Perhaps you wish to make some bullet points on the history of an area, or the pantheon of gods that inhabit your world. Having a bullet point or two at hand for each of the below can allow you to quickly world build on the fly at the table. The party members’ reactions and feedback to certain information discovered throughout the Sandbox can also aid you in planning future sessions.

- | | |
|-------------------------|--------------------------|
| 1 - History | 11 - Trade |
| 2 - Hierarchy Structure | 12 - Intelligent Species |
| 3 - Warfare | 13 - God / Pantheon |
| 4 - Religions | 14 - Literature |
| 5 - Languages | 15 - Philosophy |
| 6 - Current Fashion | 16 - Military |
| 7 - Technology | 17 - Banking |
| 8 - Magic Systems | 18 - Laws |
| 9 - Flora & Fauna | 19 - Factions |
| 10 - Resources | 20 - The Arts |

Current Conflicts

1	Open War	6	Cold War
2	Arms Race	7	Guerilla Warfare
3	Environmental	8	Open Rebellion
4	Supernatural	9	Religious Inquisition
5	Border Tensions	10	Martial Law

Quest Markers

Quests can be found throughout your Sandbox. From winning tavern brawls to acquiring the secret knowledge of a long unsolved mystery, quests can greatly diversify the gameplay within your world. Try choosing a variety of quests from the list below, take notes on them, and mark an 'eye' or '?' on your map drawing wherever you wish for them to be located. If you are using the playing cards as visual aids, anything from board game tokens to chess pieces can be used as quest markers across your Sandbox areas.

- - Gather Resource
- - Find or Fetch
- - Training / Tutor
- - Gamble / Games
- - Crafting Location
- - Wilderness Traversal
- - Build Base
- - Fight / Brawl
- - Ambush
- - Penance / Prayer
- - Rest / Food Source
- - Research
- - Attend Event
- - Defend Location
- - Escort Mission
- - Chase / Track Target
- - Race / Challenge
- - Plan Heist
- - Infiltration
- - Assassination
- - Impersonation
- - Cartography
- - One on One Duel
- - Investigate
- - Find a Cure
- - Political Secrets
- - Acquire Knowledge
- - Dungeon Delve
- - Slay a Monster
- - Solve Puzzle
- - Avoid Trap
- - Solve Mystery
- - Unveil Secrets
- - Free Prisoner
- - Discover Portal
- - Frame NPC



Sandbox Creator

Realm Fables

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shieldicestudio@outlook.com