Game Prep Worksheet

Region Outline v1.2

A simple guideline for setting up regions in your game world.

This worksheet will guide you through creating a region outline in your game world. By following along step-by-step, you can quickly define a chunk of the world, sub-regions within that region, points of interest, dangers, and inhabitants. Using your new region outline, you can flesh it out, map it, and further develop it for use in your campaign.

> **Randomize it!**
> In this worksheet are a number of lists, most of which can be randomized. Simply roll the dice mentioned after the name in parentheses. In the case of two dice types separated by a comma, like this: (d4, d12), you roll the first dice to determine the table that you'll roll the second dice with.

This guide is an ongoing project and will be updated and tweaked in response to feedback and testing.

I. Overview

Basic Details

First you'll determine some basic details for your region. These aren't essential, so you can come back to these later, but it might be a helpful starting point.

Name of Region.

Naming a region might be the spark that starts the creative process, but it might also be the cherry on top after making the sundae. An easy trick, if somewhat overused these days, is to make the name a two-word description of the region you want to make. Darkhollow Wood, for example, tells you a lot about the region.

Size of Area.

A region's size can vary drastically. If you're having trouble, consider that a normal pace for a traveling party is around 24 miles in a day. If you want your region to take longer or shorter than a day to cross on average, use that as a base to adjust.

Sub-regions.

Come up with a rough number of sub-regions and name them. A region may be broken up entirely into sub-regions, or you might use sub-regions to denote only a few important places within the wider region. A sub-region might be an area where the terrain deviates, a patch of

civilization in the wilds, or an area defined by a physical border such as a waterway, elevation, etc.

> *Example.*
> **Bellbranch Wood** *is separated into various sub-regions. One is the* **King's Wood***, an area along the southern border of the region, where royalty once hunted game. Another is the* **Deepwood***, an area near the center of the region where the trees grow thicker and less light reaches the forest floor.*

Boundary Type

Choose one for the region and for each sub-region. This will tell you whether the region is defined by natural borders and terrain or by political or cultural influence. It might be both - some kingdoms might define a portion of their border with a natural barrier such as a river and the others by how far they can wield their influence in that direction.

Geographic.

The area is defined by its geographical nature and natural borders that might include mountains, rivers, and oceans.
> *Example: Bellbranch wood, Goldheath fields, The Ghostfog Moor*

Political.

The area is defined by its center of government, diplomatic boundaries, and/or current controlling occupants.
> *Example: The Kingdom of Weslya, The Askaran Empire, The Township of Honeywine Hill*

II. Region and Sub-region Attributes

Attributes are keywords that help to quickly define the most notable aspects of a region or subregion. Follow along with a notepad and pen (or a word processor) to note down the general climate, terrain, prevalent weather, and other important aspects of your region and do the same for each sub-region. For sub-regions you should skip climate, and skip terrain and weather if they do not vary within the region.

Use dice rolls to generate random qualities or choose what best fits your vision. These lists are not exhaustive, so feel free to get creative and come up with your own attributes!

Climate (d6)

1. Arctic
2. Arid
3. Boreal
4. Subtropical
5. Temperate
6. Tropical

Political Type (d12)

if applicable

1. Barony
2. City
3. City-state
4. Tribe
5. County
6. Duchy
7. Empire
8. Kingdom
9. Parish
10. Republic
11. Town
12. Village

Prevailing Terrain (d8)

1 or 2

1. Coastal - *Bay, beach, bluff, fjord*
2. Fields - *Grassland, heath, plain, steppe*
3. Forest - *Evergreen, jungle, rainforest, softwood, thorn*
4. Hills - *foothills, moor, highland*
5. Mountains - *Alpine, heights, hollows, valleys*
6. Subterranean - *Caves, tunnels, sinkholes*
7. Waste - *Desert, glacial, ridgeland, tundra*
8. Wetland - *Bog, fen, marsh, swamp*

Common Weather (d12)

Any that apply

1. Cloudy
2. Dry
3. Humid
4. Paradise
5. Rainy
6. Seasonal
7. Snowy
8. Sunny
9. Warm
10. Hot
11. Cold
12. Frigid

Other Attributes (d3, d10)

Any that apply

1

1. Abundant
2. Barren
3. Civilized
4. Cursed
5. Dense
6. Drought-stricken
7. Empty
8. Enchanted
9. Famine
10. Feytouched

2

1. Fiendtouched
2. Fish and game
3. Flooded
4. Haunted
5. Holy
6. Hot springs
7. Lost
8. Many ruins
9. Monsoon season
10. Overgrown

3

1. Peaceful
2. Plagued
3. Populated
4. Resource-rich
5. Sacred
6. Seasonal flooding
7. Unexplored
8. Verdant
9. Violent
10. Wilderness

III. Factions and Groups

Are there any political or organized groups within your region that can be found roaming or occupying locations? This might include a troop of bandits, a knightly order, groups from a kingdom or other political entity, monster tribes, and so on. Two to five factions is a good goal for adding interest without overloading your players and yourself. A faction should be an organized group that holds some kind of power within the region rather than a small group that might control one location.

Roll on the first table to determine the type of group, and on the second to determine their general motives or goal.

Group Type (1d20)
Choose One.

1. Alliance
2. Artisan Guild
3. Bandits
4. Circle of Druids
5. Criminal Network
6. Cult
7. Knight Order
8. Local Tribe or Clan
9. Lore Keepers
10. Mage Order
11. Mercenaries
12. Merchant's Guild
13. Monstrous Humanoids
14. Nearby or Local Kingdom
15. Noble House
16. Ranger's Coterie
17. Rebels or Revolutionaries
18. Religious Order
19. Secret Society
20. Spy Network

Group Motive (1d6)
Choose one.

1. Conquest
2. Destroy
3. Persuade
4. Profit
5. Protection
6. Survival

> **Example.**
> **Bellbranch Wood** has the following groups with some amount of power within it - **forest goblin tribes** trying to survive, **barbarian hunters** seeking conquest, **The Kingdom of Weslya** that hopes to defend the roads and paths, and **Bandits of the Golden Tooth** who seek profit in the form of thievery.

IV. Dangers

This section defines the most common causes of harm within a region. **Hazards** are natural or non-living dangers such as pits or chasms while **hostiles** are hostile creatures or monsters, like orcs, wolves, drakes, and goblins. Draw some hostiles from hostile factions you may have already defined.

These can simply be reminders for the sorts of things you'll populate your adventures with, or the starting points for random encounter and hazard tables.

Hazards (1d20)

Choose any that apply.

1. Brambles and thorns
2. Chasms
3. Curses
4. Dangerous or merely noxious miasma
5. Deep fog
6. Disease
7. Earthquakes
8. Extreme cold
9. Extreme heat
10. Falling rocks
11. Infestations
12. Lack of food
13. Lack of shelter
14. Lack of water
15. Landslides
16. Pits
17. Poisonous Flora
18. Quicksand
19. Sheer elevations
20. Unreliable roads and/or paths

Hostiles

- 3-6 common hostile entities.
- 2-5 uncommon hostile entities, at least 1 less than the number of common hostiles.
- 1-3 rare hostile entities, at least 1 less than the number of uncommon hostiles.
- 1-3 unique/solo hostile entities, at least 1 less than the number of uncommon hostiles.

Example – Bellbranch Wood

- Common Hostiles
  - *Forest goblins*
  - *Bandits*
  - *Wolves*
  - *Barbarian raiders*
- Uncommon Hostiles
  - *Bugbears*
  - *Direwolves*
  - *Owlbears*
- Rare Hostiles
  - *Ogres*
  - *Giant Spiders*
- Unique Hostiles
  - *Bloodeye the Leatherwing, a battle-scarred wyvern*

V. Points of Interest

A point of interest is any single location within the region which might provide an opportunity to deepen the narrative. It includes landmarks, dungeons, settlements, roadside inns, and more. Include as many as you want! Or, if you are unsure of how many, roll a d10 for each 10 square miles and work from there.

Type (d3, d10)

1
1. Battlefield
2. Bridge
3. Camp
4. Castle
5. Cave
6. Cemetery
7. City
8. Cove
9. Crossroads
10. Dungeon

2
1. Farm
2. Fortification
3. Grotto
4. Hut or hermitage
5. Inn
6. Mill
7. Mine
8. Landmark
9. Pass or Crossing
10. Place of power

3
1. Port
2. Monastery
3. Ruin
4. Temple
5. Tomb or Barrow
6. Tower
7. Town
8. Village
9. Wall
10. Waterway

Attributes (d4, d10)
Any that apply

1
1. Abandoned
2. Ancient
3. Comfortable
4. Dangerous
5. Dark
6. Dusty
7. Enchanted
8. Evil
9. Explored
10. Faction Controlled - (choose a faction)

2
1. Perfumed
2. Gateway
3. Gloomy
4. Haunted
5. Hazardous
6. Hazy
7. Hidden
8. Holy
9. Lair - (choose a **hostile** occupant)
10. Lost

3
1. Misty
2. Noisy
3. Peaceful
4. Pitch-black
5. Poor
6. Prominent
7. Ransacked
8. Recent
9. Odious
10. Rich

4
1. Sacred
2. Safe
3. Silent
4. Strange noises
5. Trapped
6. Unassailable
7. Unexplored
8. Well-lit
9. Wet
10. Wild

VI. NPCs

Come up with some NPCs that play a major role in a region, subregion, or location. These can vary in number. A place such as a city might have a good number, more than 10. A wilderness area might have just one or two. NPCs can be categorized into types:

- Economic (merchants and traders)
- Enemy leaders (commanders, bandit captains)
- Influential priests (religious heads, popular folk priests)
- Heroes
- Information hubs (spies, tavern owners)
- Military commanders
- Powerful spellcasters
- Rulers (kings, queens, dukes, duchesses, counts, countesses, barons, baronesses, etc)
- Villains