

Wilderness Terrain Generator for OD&D

CURRENT
TERRAIN

TERRAIN
GENERATED

	<u>Desert</u>	<u>Mountains</u>	<u>Clear</u>	<u>Woods</u>	<u>River</u>	<u>Swamp</u>	<u>Glacier</u>
<u>Desert</u>	16 - 30	13 - 15	10 - 12	7 - 9	4 - 6	1 - 3	0 - -9
<u>Mountains</u>	21 - 30	13 - 20	11 - 12	9 - 10	1 - 8	-	0 - -9
<u>Clear</u>	21 - 30	19 - 20	11 - 18	9 - 10	7 - 8	1 - 6	0 - -9
<u>Woods</u>	21 - 30	19 - 20	13 - 18	5 - 12	3 - 4	1 - 2	0 - -9
<u>River</u>	21 - 30	19 - 20	17 - 18	11 - 16	3 - 10	1 - 2	0 - -9
<u>Swamp</u>	21 - 30	-	19 - 20	17 - 18	9 - 16	1 - 8	0 - -9
<u>Glacier</u>	21 - 30	18 - 20	15 - 17	12 - 14	9 - 11	6 - 8	5 - -9
		1 in 6 a Track	1 in 20 a Castle	1 in 6 a Track	1 in 6 a Ford	1 in 6 a Track	

WEATHER
GENERATED

<u>Sandstorm</u>	<u>High Heat</u>	<u>Hot</u>	<u>Sunny</u>	<u>Clear</u>	<u>Light Shower</u>	<u>Heavy Rain</u>	<u>Storm</u>	<u>Blizzard</u>
21 - 30	19 - 20	17 - 18	15 - 16	7 - 14	5 - 6	3 - 4	1 - 2	0 - -9

REGIONAL CLIMATE d20 MODIFIER

- Arid - +10
- Dry - +5
- Temperate - 0
- Continental - -5
- Polar - -10

HOW TO USE

1. Determine the longitude of each regional climate, with Arid climate at the equator and Polar at both the northern and southern poles.
2. Begin play in Clear, Temperate terrain and in a Castle's village.
3. Roll a d20 every 5 miles moved and then consult the Terrain table above, modified by the Regional Climate d20 Modifier to determine the wilderness terrain generated.
4. Roll a d20 every game day, modified by the Regional Climate d20 Modifier to determine the weather generated. Check for any potential Tracks, Castles or Fords.