Online Resources

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| **Steven Lumpkin’s Resource list for the West Marches** (A lot of the links on there are listed below as well.) | http://www.reddit.com/r/itmejp/comments/2idf33/west\_marches\_resources/ |
| **Where the Idea (and name) came from.** | http://arsludi.lamemage.com/index.php/78/grand-experiments-west-marches/ |
| **Using 6 mile hexes.** | http://steamtunnel.blogspot.ca/2009/12/in-praise-of-6-mile-hex.html |
| **Sandbox game design/theory.** | http://thealexandrian.net/wordpress/17308/roleplaying-games/hexcrawl |
| **Sandbox game tutorial.** | http://www.welshpiper.com/hex-based-campaign-design-part-1/ |
| **Encounter table advice advice.** | http://www.welshpiper.com/encounter-populations/ |
| **How you should notate your encounters and adventures.** | http://hackslashmaster.blogspot.ca/search/label/series%20%28adventure%20design%29 |
| **Random generation for a ton of things.** | http://donjon.bin.sh/ |
| **5e encounter builder.** | http://kobold.club/fight/#/encounter-builder |
| **Sortable spell list**. (No descriptions though). | http://salty-ridge-7989.herokuapp.com/ |
| **General good rpg advice/discussion.** | http://www.welshpiper.com/ |
| **General good rpg advice/discussion.** | http://thealexandrian.net/ |
| **Some useful articles about GMing.** | http://www.madadventurers.com/ |
| **Random dungeon generation.** | http://www.gozzys.com/dungeon-maps |
| **Good resource list.** | http://www.reddit.com/r/dndnext/wiki/resourcelist |
| **The first, West marches GM turn.** | http://www.twitch.tv/silent0siris/c/5851965 |
| **Drawing cool looking maps.** | http://www.fantasticmaps.com/2013/05/worldbuilding-by-map/ |