

W.O.A.L.M.



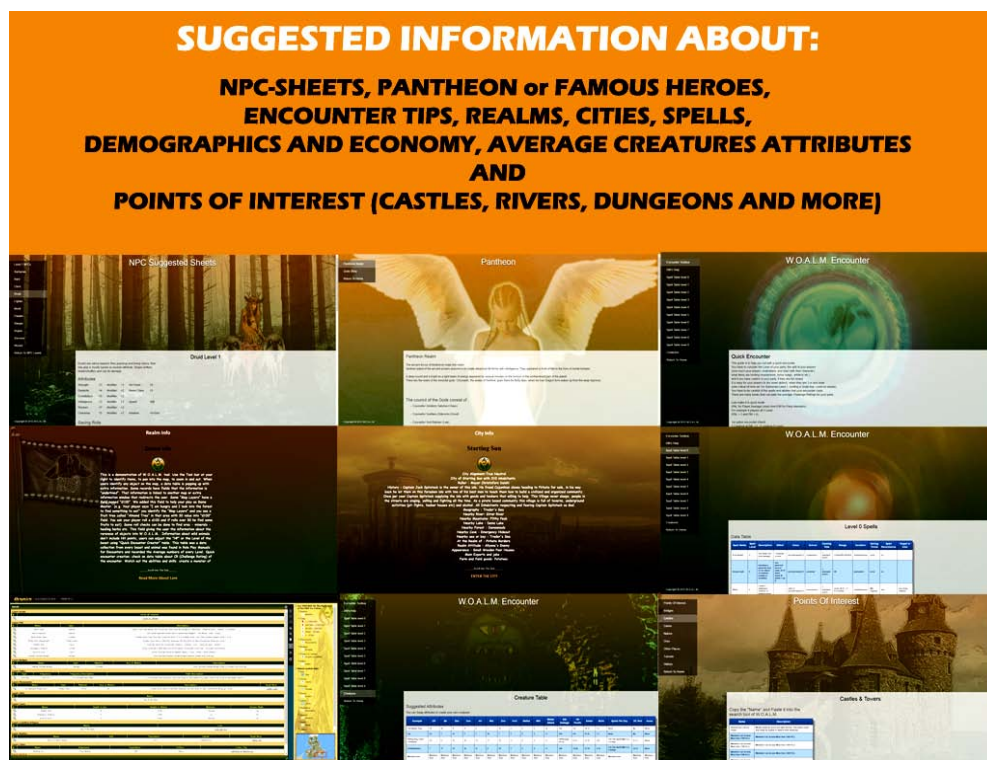
Web Online Adventuring Landscape Maps

OR

World Of Ardenith Last of the Multiverse

We are friends from Greece who like tabletop role play games. Geographic information systems education and our love for Tabletop-RPG allowed us to create W.O.A.L.M.. The master mind is a man who loves to create in many ways (Surveying engineer with advanced Geo-informatics knowledge, cartographer, web-administrator, urban and traffic analyst and he loves to draw a lot!). The rest of the fellowship, just supporting his work!

We have created an online **Geographic Information System** for Tabletop Role Play Games to help game masters. W.O.A.L.M. contains maps and (suggested) information about everything a game master might need to enhance his description for any fantasy world. Also contains *Encounter Tool*, *NPC suggested character sheets*, *Lore* and *Pantheon*.



New game masters can use it to start a campaign setting or experienced game masters can adjust it into any campaign setting they already use. W.O.A.L.M. contains a major map that user can find any information about the landscape. Players can move into W.O.A.L.M. freely (*if the Dungeon Master is new and cannot hold them at his main story line*). W.O.A.L.M. provides suggested table attributes that Dungeon Master can use as pleased to describe a place, a city and a character. User can find item prices, NPC's and creature stats and spell tables. In other words WOALM is a tool to free Dungeon Master Fantasy and focus the session more to Role Play than finding spells or object prices etc.

For example: A party is traveling into a forest and willing to sleep into it. W.O.A.L.M. provides the name of the forest, the height of the trees, the type of the trees, the ground elevation, the temperature by day and night, the bushes and herbs are in the area, the predator animals that walk the forest, the animal prays, the birds, the insects and many more. Dungeon Master can see the map if there is a cave nearby, a river or lake using navigation tool and decide if something could go wrong during the night.

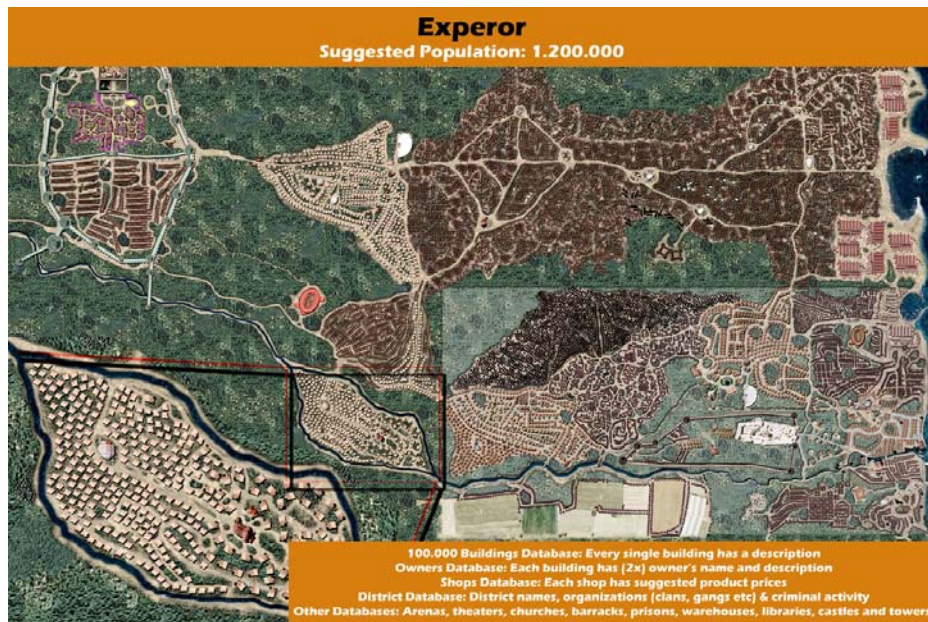


Information load depends by the area user clicked with “indentify” tool on main toolbar of W.O.A.L.M. Also contains cities maps with information such as building details, building owner details, shops that players might find, goods prices, districts, gang activities, warehouses and many more.

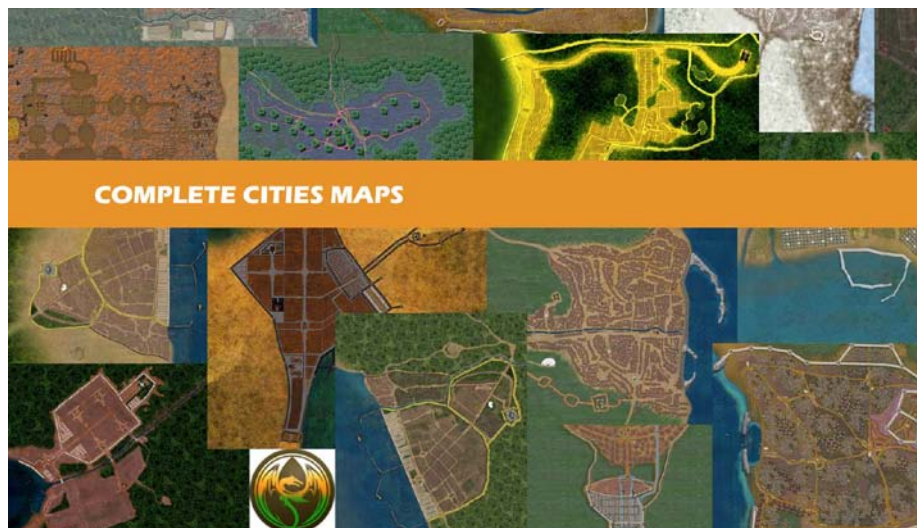
Just like any other G.I.S. W.O.A.L.M. contains information about anything a world might have.

For example: Types of trees, animals, insects, deserts, mountains, lakes, temperature and many more information depending on the climatic circumstances as well as realms names, realms information, cities names, cities information, buildings, shops, monuments, castles, towers and many other valuable information.

In other words social, economic and environment information that might be helpful for user's narration, visualized on a map. You have instant access to that information because W.O.A.L.M. is a Web-Online Tool, which means you can enhance your story with many details that players want to hear about any time. Every single building has an owner and description which means you don't have to worry about finding awkward names for every commoner.



We have 20 completed "Realm Capitals" and 10 Default Small Villages and Cities.



W.O.A.L.M. is 9,8 Times bigger than Texas.



Just think W.O.A.L.M. as a Fantasy “Google Maps” for Tabletop RPG

Thank you very much for reading! We hope you enjoy it as much as we do!

You can find more information about us at:

<https://www.woalm.com>

Or you can follow us on social:

https://twitter.com/WOALM_Social

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