



Hex Crawling Rules

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The mechanics (everything else) can be used without restriction.

The Procedure

Decision

1. DM gives a **recap** + location description + answers any questions.
2. Players decide the **direction** + **Jobs**.
3. Navigator makes the Navigation check to see what direction you're *really* going in.

Hex Synthesis

1. **Rolls** are made by the DM:
 - a. Intrinsic Event
 - b. Wandering Encounter.
 - c. Dynamic Site.
 - d. Hex Contents (this is not a roll—you look this one up on the hex keys).
2. **Synthesize** all of these elements into 1-3 locations.

Resolution

1. People make Job rolls:
 - a. Scouts, Hunters, and Herbalists roll now.
 - b. Animal Handlers (Hostlers) and Wainwrights make rolls when requested.
2. The 1-3 locations occur as the party comes across them.

Navigation Checks

When you leave a hex, someone needs to roll Navigation checks until they succeed. For each failure, you add 1 day to your travel time. If you fail at least 3 times, you travel in a randomish direction instead. After resolving the next hex, you will realize what hex you're really in. The DCs are located in the "Types of Hexes" table below.

Randomish Direction (d8): 1 sharp left, 2-3 forward-left, 4-5 straight forward, 6-7 forward right, 8 sharp right.

Explored Hexes

After you fully resolve a hex, put a check mark in it. It's now explored. You get +4 on all Navigation checks there, your time to travel through it is reduced by 1 day.

Informed Choices

Give players lots of information when they're choosing their direction. Assume that they have heads full of half-remembered rumors from the last tavern. The party should always know *something* about what lies ahead of them in any given direction.

Hex Synthesis

Let's talk about what is happening when you are synthesizing your hex. You're adding 3 random rolls on top of what is already known to be in that hex (the hex contents) and mixing until you create a rich, creamy broth.

Your goal here is to create **interesting decisions**, **memorable locations**, and **interconnectivity**. By "creating interconnectivity", I mean connecting new things back to old things. Make random encounters feel less random. When you get "1d20 pilgrims" add that the pilgrims are coming to see the relic that the PCs recovered two sessions ago.

Intrinsic Events are things that happen to your players and hirelings. Bad weather, Injuries, gossip, campfire stories. It includes challenges and delays, but also roleplaying.

Random Encounters are things that include wandering monsters and wandering NPCs. These are rolled on the relevant table (e.g. the "Hills" table when you're in the hills). These are frequently *firm* encounters that force the party to interact with them.

Dynamic Sites are assigned to hexes through play. (Similar to randomizing locations.) Dynamic sites are *soft* encounters—the party can safely ignore them most of the time.

Hex Contents is the hex key as you are familiar with it. The stuff that is defined as being part of this hex. Hex Content are usually *soft* encounters.

Example Synthesis

You roll: (1) bad weather, (2) escaped slaves, (3) ancient cistern, and (4) fallen tower.

You decide to pair the fallen tower with the escaped slaves, since you don't think that the escaped slaves would hang out in a weird cistern. You end up with 2 events.

1. A toppled tower, where 15 escaped slaves seek shelter from the rain.
2. Ancient cistern.

The cistern is added to the hex key, alongside the fallen tower. It is now located here—the dynamic location is now part of the permanent hex contents.

You also decide to add 2 militia men to the cistern who are tracking the slaves. This isn't a defined part of the process, but 2 dudes aren't too threatening (or too rewarding if looted), so they just exist to build interconnectivity + roleplaying + interact with factions.

Synthesis Tips

1

DON'T mix encounters together in a way that makes them more challenging.

A cart shouldn't break at the exact moment a dragon shows up. However, the cart *could* break the moment that a scout returns with the news that there is dragon scat—really fresh dragon scat—only a quarter mile away, and that they're pretty visible from the air in their current position.

2

DON'T mix encounters together to make them easier.

It's kinda cheating if the PCs are antagonizing a dragon and then a second dragon shows up, and then they just kill each other.

3

DO mix together things that are interconnected or interesting. A bunch of wandering goblins are more interesting when encountered at the haunted hot springs.

4

DO place Intrinsic Events early/first. You want the effects of this event to be felt throughout this hex.

5

DON'T place the party's destination first. Make them cross some territory before they get to their destination.

Intrinsic Events (d6)

1		Bad Weather. Make navigation check at a -4 penalty to avoid becoming lost. Alternatively, shelter in place for 1d4 days while the weather clears.
2		Human Mishap (d6)
	1	Logistics. Can't find something / something got wet / a harness is missing. If you have a quartermaster, they can negate this mishap by passing a Wis check.
	2	Someone hurts their leg. Could be a NPC or PC. They move at half speed until they rest for 1d3 days. Alternatively, they can ride in a wagon or on a beast, but this reduces your maximum Supply by 2 days.
	3	Minor sickness. Random PC or NPC cannot do their job for this hex turn.
	4	Major sickness afflicts a random NPC or PC. Death is possibility if not treated.
	5	Lost NPC. You can find them on a successful Tracking check. Each check takes 1 day, and the DC increases by 2 points day.
	6	Attacked. NPC is attacked by the random encounter that has been rolled. You can rescue them, or run away safely. If the random encounter is non-hostile, then the NPC encounters them first and offends someone.
3		Animal Mishap (d4). If your party has someone in the Animal Handler job, they can make a relevant skill check to negate this outcome.
	1	Animal breaks a leg/ankle. It can hobble along at half speed. If you stop to rest for a day, someone can make an Animal Handling check to heal it. If it fails 3x of these checks, the animal is lame permanently.
	2	Sickness. Animal cannot do their job. It cannot pull a cart or carry stuff.
	3	Lost Animal. You can find them on a successful Tracking check. Each check takes 1 day, and the DC increases by 2 points day.
	4	Attacked. Animal is attacked by the random encounter that has been rolled. You can rescue them, or run away safely. If the random encounter is non-hostile, then the NPC encounters them first and offends someone.

4		Wagon / Cart Event. (d4) If your party has someone with the Wagoneer job, they can make a relevant check to negate the negative results.
	1	A friendly merchant spies your cart from afar and shows up to sell. Example: Zingo (painted cheeks, poofy pants) is driving some donkeys and pigs to market. He'll sell you them at market rate. This merchant is selling (roll twice): (1) pigs, (2) horses, (3) rugs, (4) medical aid, (5) lamps and lamp oil, (6) war dogs.
	2	As above, except it's a dishonest merchant.
	3	Minor Wagon Breakage. Lose 1 day.
	4	Major Wagon Breakage. Broken axle. Wagon is immobile unless you have a replacement. Carrying a replacement takes up 3 Supply.
5		Conversation. A conversation strikes up between the NPCs. Do you best to include the PCs in these conversations, but don't force anyone to roleplay. Each player should say <i>something</i> though, no matter how minor.
	1	What were your parents like?
	2	What was your childhood like?
	3	Ever had any trouble with the law?
	4	What was your education like?
	5	What prior relationships have you had?
	6	What are you political opinions? Is the king legitimate?
6		Conversation: swapping stories. At least one PC has to offer up a story. Doesn't have to be long—doesn't even have to be <i>theirs</i> .
	1	Sex stories.
	2	Drugs/drunkenness/debauchery.
	3	Old relationships.
	4	Religion.
	5	Minutiae, trivia, team complaining session.
	6	People that have died.

Wandering Encounters

There's a different wandering encounter table for each environment.

The basic structure is:

- 1 - Normal Animal
- 2 - Special Animal
- 3 - Dangerous Encounter
- 4 - Deadly Encounter
- 5 - Linked NPC
- 6 - Dangerous NPC

But this is just a rule of thumb, change it if you wish.

(Although the same could be said for this whole document.)

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Forest (d6)

1 - Normal. A deer trapped in a snare. If you mess with the deer, the trapper will track you down in 1d4-0 hours and demand recompense. He secretly serves the witches of Stone House. Seems stupid and rude. Is actually very intelligent and cunning.

Dagdum: Lvl 2, Def leather, Knife 1d6, Bow 1d6. Int high. Traps, expert tracker.

2 - Special. Four smirches (giant asshole crows the size of dogs).

Lvl 1, Def leather, Claw 1d6, Fly vulture, Int child, Dis hungry, petty bullies

3 - Dangerous. Onshé, King of the Deer. The last king of Broxilon is still crucified on his antlers. His is accompanied by his herd (32 deer). He stares at you; meeting his gaze would require a supreme act of will. (If any PCs try, ask them for a Cha check.)

If you win the Cha check, he'll bow and his "daughter" will introduce them. (Onshé cannot speak.) If you seem to respect the forest, you will be offered a boon (e.g. guidance, answers, a whistle that summons helpful deer). If you fail, you flinch and turn into a deer. Being turned into a deer lasts until you receive true love's kiss (but never less than a year).

Onshé: stats as elephant, 6 stags fight alongside him, anyone who damages him must save or turn into a deer.

Erith: Lvl 2 Witch, leather, short sword 1d6, spells: *blindness*, *control fire*

4 - Deadly. Owlbear. You'll come across its owl pellets and gouged trees before you run into it. You can avoid it if you go around its territory (2 day delay).

Lvl 6 Def chain Claw/claw/bite 1d6/1d6/1d8 Int bear Dis hungry, ornery

5 - Normal NPC. 1d6+4 fire cultists. They'll want to know who you are and what you're doing here. They kill militia members. They rob and humiliate priests, pilgrims, rich Bosprian merchants. If you don't belong to either of those groups, you'll be invited to swap some alcohol and gossip. (The easiest way to win their favor is to talk shit about King Calderion.) Led by Shymon All-Black.

Fire Cultist - Lvl 1 Def leather Spear 1d6

Shymon All-Black - Lvl 3 Def leather Spear 1d6 Spells *ignite*, *blindness*

6 - Dangerous NPC. 1d20+2 bandits. If they get the drop on you, they'll pop out of the bushes with arrows already drawn and aimed. Will demand that you throw down your weapons and surrender. Intend to rob you of your money, weapons, and anything that seems interesting. They have a hidden bandit camp nearby (total 24 bandits, including the ones here). If the PCs are robbed, it wouldn't be hard to re-equip and find the camp. Led by Mellie Scarbelly (Lvl 3) who distrusts all men despite being attracted to them. (Women are *slightly* more trustworthy.)

Lvl 1 Def leather Random Weapon 1d6 Bow 1d6 (only 50% have bows).

Scarbelly Lvl 3 Def leather Cleaver 1d6 Bow 1d6 Inv war dog, 3 fire arrows, 500s

Hills (d6)

1 Normal - Giraffe with her baby. Will avoid you, unless you fuck with her baby.

Lvl 3, Def leather, Stomp 1d10, takes half damage from non-reach melee weapons

2 Special - The Mad Horses of Broxilon - Random Encounter - Appear on the horizon and attempt to run you down. If they catch you and you survive the trample, you find yourself in a random hex. There are enough huge landmarks in the Riddlewood Watershed that you can usually figure out where you are. (Huge landmarks include the Duke, the Far Dukes, the Pillar of Heaven, and the Fingers of the Maggot.)

3 Dangerous - You are being stalked by 2 lions. You'll get a glimpse, but then lose sight of them in the rocks. They'll attack sometime in the next 12 hours, when/if the party looks weak.

Lvl 4, Def leather, Claw/Claw 1d6/1d6, +4 Atk when charging

4 Deadly - Colburnak, the Manticore. Will conversate, painting himself as the victim, and beg you to go kill someone nearby who has wronged him. If you refuse, he'll kill you (he's just the kind of asshole that needed an excuse). Will gaslight and wheedle constantly, but will never tell a lie that he could be caught in. In a bad mood because his cave has become infested with bedbugs and all his friends hate him because he's always shitty.

Lvl 5, Def chain, Claw/Claw 1d8/1d8, Tail Spikes 1d8

Tail Spikes - A manticore usually fires its tail spikes while flying overhead. It can fire tail spikes at all targets within a 10' diameter. He has 16 tail spikes, each functionally identical to an iron spike. Once they are depleted, he cannot fire any more. (Each shot uses 1d8 spikes.)

Poison - All of a manticore's attacks are poisonous. Those affected are embittered and resentful. They cannot aid their allies in any way, and will instead laugh at other people's misfortune. Lasts 10 minutes, Cha save negates.

5 People - 200 goblins from the Bogunshy Warrens. Their last king starved to death (they forgot to feed him) and so they've come to the surface in search of a new king. Now that they have a couple of good candidates, they can't decide.

Candidate 1 is an old lady who makes really good food: **Tassabet of Hawkwind**.

Candidate 2 is a dog that can ride a skateboard.

LORE NOTE: The role of the king in goblin society is to settle disagreements. There's already a bunch of laws (vague, contradictory conventions that aren't written down anywhere) that relate to who can bring an appeal in front of the king, and when you are allowed to lie to the king, etc, so most of the time, the goblin lawyers mangle the "appeal to the king" so much that the king has no idea what they are ruling on.

Goblins have a lot of experience with kings (since they usually have several every year) and consider themselves to be the experts on the subject. They'll explain to you that kings—like jurors—function best when they are kept a little ignorant of the laws they are enforcing. However, it is universally true that goblins desire a “cool” king. (This has to do with their genetic memories—they instinctively see other goblins as inferior authority figures.)

The PCs will be asked if one of them could be “president”. The president’s job is to pick the king. However the goblins will first need to have the PCs do some tests, to see which one of them is most worthy: (1) footrace over the campaign trail (2) eat the most bugs, (3) see who can piss the most, (4) a test of intelligence (“Quick! Do something smart!”), (5) a contest to see who can give the largest bribe (they goblins will keep the money), and (6) then a speech about your past and what your policies are on old ladies and dogs (90% of goblins will fall asleep during the speech). If the PCs seem like they aren’t trying very hard, a popular goblin (**Senator Scribbly**) will announce that he is entering the presidential election.

There’s no place to skate out here, and there’s no kitchen to cook in, so you’ll have to rely on goblin testimony to evaluate the candidates. Once the president picks the king, they are given their rewards: a goblin bomb, a fancy hat with a big feather, a gigantic spoon (6’ long symbol of goblin authority), fried rats-on-sticks, and the second-place king.

If the party was *really* cool, they also get 3 goblins who want to join them. However, if they were *really, really, really* cool in all of the tasks, the goblins demand that a PC become their new king. They will not take no for an answer. They’ll want to transport you back to Goblintown immediately, so hurry up and get inside the royal cage. (To be fair, the cage *does* have really nice curtains.)

Goblin Knights x 20: Lvl 1: plate, pointy stick 1d8, stink bombs, +4 when charging

Underpigs x 20: Lvl 1, leather, charge 1d6

Goblin Wizards x 3: Lvl 2: *explode pig*, *shrink*.

6 Dangerous People - 1d20+10 Orcs, carrying an empty coffin on their shoulders. They’re looking for the tomb of their lost hero: the shaman named Scarred-By-God. (Not that they’ll tell you that, though.) They’re currently fighting everyone: the militia, the fire cultists, and the Army of Roses. They’ll fight you, too. They don’t give a *fuck*. Roll reaction normally. Led by Goreguts, who wears a man-skin mask and keeps a snake in his empty eye socket. (The snake’s name is Destroyer and he is actually very nice and would never bite anyone.)

Goreguts - Lvl 3, Def chain, Huge sword 1d6+2, Bow 1d8, Frenzy Attack (Goreguts makes 2 melee attacks, Target makes 1 melee attack, resolve all attacks simultaneously).

Dynamic Sites

For each terrain type, there are six dynamic sites, roughly following this structure:

1. Fun. Cute. Usually friendly, often harmless..
2. Ordinary. Useful.
3. Quirky. A little weirdo. Uncommon personality/psychology. Maybe dangerous.
4. Strange. Deceptive. More than meets the eye. A mystery not easily solved.
5. Epic. Ancient. Unreasonably large structure. Might be a minidungeon.
6. Horrible. Sinister. Evil. Violent. Tragic.

After you use each dynamic site, you should write your own replacement.

Use your best instincts when placing treasure. Dangerous locations should have more treasure than safe locations, and dangerous locations should never have no treasure.

When placing treasure, there should be enough treasure spread across ~30 dynamic sites for the party to level up. (The 30 sites, as a whole, should be roughly equivalent to a dungeon level.)

Forest (d6)

1 - Fun. 88th meeting of the Congress of Hedgehogs and Moles.

You probably can't understand their tiny squeaks, but they're holding some key referendums on inheritance law, an increase in taxation to form a militia, and how old your babies can be before it's stops being legal to eat them. The speaker debates from atop a medium-sized mushroom. They will flee when they see you, leaving behind tiny pamphlets and a bow tie.

2 - Ordinary. A really tall tree. If you climb it, you'll have a fantastic view, allowing this hex to count as Explored immediately. You also learn all of the hex contents.

3 - Quirky. Gumpo the Gnome sits on a mushroom. For 10s you can kick him while his badger-wife looks on worriedly. (This is how he expresses his masculinity.) He's a weird little dude, but very durable. Harmless unless you fuck with his mushroom or his badger-wife.

4 - Strange. A shit ton of snails are walking somewhere. If you follow them, you'll see them formed in a huge, gooey mound. Buried in the ground beneath them is an *orb of gastropod control* (only found if the players dig beneath the snails).

5 - Epic. A stump, 40' high. It has a doorway on the bottom. Each floor has 12 small windows (big enough for your head). This was once a elven tree-castle, now long dead. A spiral ramp stairwell ascends along the east side.

Level 1 is just rotten roots and poisonous water, waist deep.

Level 2 has giant insects (harmless) but a room on the opposite side holds 3 giant centipedes (Lvl 2 each) and a moldy yellow chest. The chest contains a lot of yellow mold and three silver canisters containing kohl (each worth 100s for the container and 10s for the now-stale kohl).

Level 3 has a dead guy covered in 20 species of strange fungus. (You can commune with Shendormu at this corpse if you know how.) The stairs up are broken, so you'll have to grapnel up to the final floor, however, there are two paper wasp nests on the ceiling near the opening. Each wasp nest is shaped like a recumbent person (echo of an echo of an ghost). The paper nests are made from old spellbooks, and if they are carefully reassembled they can function as a scroll of *fireball* and a scroll of *infatuate* (a much stronger version of *charm person*, but the caster must save or be infatuated themselves).

Level 4 is covered in dead leaves, and holds a wooden "statue" garden grown from the tree itself. It's tough to make out, but the statues seem to depict uncommon sex acts. 10 min of searching among the leaves reveals a golden earring worth 50s. Another 10 minute search reveals the second earring. Wind and fire also reveal the earrings.

6 - Horrible. Malformed demons cavorting in a glen. Each one possesses a different forest animal, and each one is deformed in some way. They are drunk on the blood of people (they just killed some militia dudes and ate the villagers they were guarding). Now they are dancing and making weird music. (The corpses are located an hour's walk away.) They'll invite you to join in. Lvl 1-6 (one demon of each Lvl), leather, d6/d6/d8/d8/d10/d12. Treasure in a stump: 130s, a golden mirror (worth 500s), and some *hellpipes* (can be used to fascinate demons). Names: Shaker, Prim, Nosebleed, and Beasterly. (The last two haven't chosen earthly names yet, and just go by noises.) If you seem cool, they'll invite you to take communion (50% chance of possession) before falling asleep. They want to murder people and have a good time. They don't really know what to do next.

Hills (d6)

1 - Fun. An ancient barrow, looted decades ago. Two shepherds are celebrating New Year's Day. (They're off by several months.) Tando (tall, affectionate) and Manteb (hairy, perverted) are willing to share their cheese and disgusting milk-based liquor. They are accompanied by 33 sheep and 1 dog.

There are 188 tiles in this room, and each one has a prayer inscribed on the bottom of it. (Visible, since Tando is using one as a plate.) Most are just regular prayers, honoring the Red Ram and someone called The Peerless Hammer, but two of the tiles function as scrolls: *sleep*, *ooze form*.

2 - Ordinary. A ragged camp. 16 escaped slaves, desperate for weapons, food, and horses. Trying to get past Fort Geddon to Doma (where slavery is illegal). Might try to rob you. Half have weapons, the other half have sticks and rocks and shit.

3 - Quirky.

4- Strange. Abandoned watch tower. At sun down, all manner of birds nest here, predators alongside prey. The Simurgh once rested here, so it is a peaceful place.

5 - Epic. Ancient reservoir. An inverted pyramid of stone, a quarter mile across. Like an alternate version of the Arecibo reservoir. The bottom is 200' below the rim. Small shrubs grow on the stone steps. There are 5 small ships tumbled together at the bottom (filled with silt) and 2 big ships (only half-filled with silt).

The smaller ship is a galleon that contains (spread across several rooms): cracked ceramic spheres, a skeleton of a panther wearing some sort of clothing, a tall human skeleton in a strange suit of armor (Protects as chain but has all the drawbacks of plate, but you take half damage from acid, fire, and cold, needs repairs, originally a space suit).

The bigger ship is a cargo ship. It has a tiny cabin and a huge cargo hold. The cargo hold is entirely filled by some rubbery material. This is a giant slug (60' long), and it is sleeping. If anyone pokes it, it will wake up and try to eat everyone. Beneath its bulk you can find:

- 20 steel boxes, each with 32 high purity graphite rods machined to sub-millimeter tolerances, each 15' long (worthless)
- A sack of three emeralds (500s each)
- A red-metal-and-glass case containing a *wand of control fire* (3 MD charges)

Giant slug. Lvl 10, Def leather, Bite 2d6+swallow, Spit acid (30' cone, 3d6 acid, Dex for half, usable once every 1d4 rounds, up to 3/day).

6 - Horrible. This used to be a bandit camp. Now it's full of corpses, spore clouds, and 100 species of alien fungus that will all be dead in a week. The spores are harmless as long as you cover your mouth and nose. Most of the fungal corpses are still in their bedrolls, although one still stands, the skeleton supported by mycelia and little else.

There is also a wooden shack with a bearskin for a door. Inside the shack is the bandit leader's corpse, leaning against a wall, with their exploded skull now housing 16 different fungi that grow up the wall in strange patterns resembling script. If decoded, this can teach you the ritual to contact Shendormu at this location. In a corner sits a barrel half-full with whiskey and a locked chest containing 640 silver pieces and a bag of 10 *mushrooms of Shendormu*. (Mushrooms of Shendormu allow the eater to have perfect control of their emotions for 10 minutes, with a chance of becoming permanent on subsequent uses—this is very bad.)

The seated corpse with the exploded skull is actually still alive (despite lacking a heartbeat) and will respond in a whisper if addressed. He's happier than he's ever been, and barely cares about anything outside of his own brain anymore.

LORE NOTE: Shendormu is a benevolent god of fungus. He believes that people should be able to control their emotions and their bodies. He loves drugs! Drugs are good! Painkillers are cool! Antidepressants are cool! Birth control is cool! However, humans make him sad because whenever he gives them the ability to control their own emotions, they usually just choose

happinesslovejoywarmthorgasmhappinessjoyorgasmorgasmorgasm

until they starve to death. He often worries that the humans aren't doing okay. Shendormu manifests as a little white mushroom dude, as tall as your boot.

Hex Contents

First, here's how to read a hex entry:

0-0	Hex Name	Area
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Common Knowledge is given in italics. These are things that the characters have already heard, even if the players haven't. If they've spent any time in a tavern, they already know this stuff.

Primary Location. You find this the first time you enter a hex.
Secondary Location. You find this the second time you enter a hex, or when you explore the hex.
<i>Hidden Locations are in italics.</i>

Hills

2-4	West Tannican Hills	Hills
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The Tannican Hills are where the stylites take their vows. It's rough territory. Beware the horses of Broxilon, but pity them, too, for they were once men.

Shurga the Stylite lives here atop a 50' tall pillar. He's a sage, and knows a great many things from all of his conversations with the winds, and his inward meditations. He'll answer questions like a sage in exchange for tea and cigarettes. The sky gives him rain, and the birds give him insects and their own elders, but those are bland. He'll also answer 3 questions for free if you can bring go to hex 5-6 and tell <i>Ashtir the Stylite</i> that the answer to his riddle is "a man riding a pig", and is that the correct answer? Lvl 1 Acrobat, naked, speaks in useless circles unless paid, always scratching his own groin, happy, good-natured but annoying, contemptuous of cities.
Atop a small cliff is a small pyramid of rocks, about 5' tall and visible from far away. A person who looks around can see a similar pyramid at the base of the cliff, where some brush hides the entrance to an exploratory mine. The mine sits abandoned (nothing worth mining) but it extends 100' back and contains 3 pickaxes, a masterwork bucket, and 2 flasks of oil.
<i>Treasure Map #3 leads you to a solitary tree in this hex. The bottom of the treasure map has three crude drawings: a tree, an ear, and an X, in that order, from left to right, equally spaced. There is a rock shaped like an ear 58 paces to the northwest. 58 paces further northwest (in a straight line) is buried a chest containing: a potion of equine control, a potion of fire breath, gold-and-ruby bikini top worth 800s, and a bag of 24 river-polished chalcedonies (10s each).</i>

2-5	Plateau of Tannica	Hills
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There's no way up. Once, there was a path, but the druids destroyed it.

500' tall cliffs of red limestone and gypsum. The Plateau is almost perfectly round. There is no obvious way to climb it.
<i>The top can be reached through a secret tunnel in 3-4 East Tannican Hills. The hills and plateau are named for Tannica, but everyone has forgotten this except for the stylites.</i>
<i>On top of the Plateau sits the ruins of Brota, an ancient city of the giants. Huge stone houses sit filled with sand and black ferns sprout from every crevice. All the giants are dead now, except for Tannica. The Stylite order was born from a syncretization of the Zulian Church and Brotan asceticism. She's their semi-secret founder.</i> <i>There's also a pack of fluffy black sheepdogs that live atop the plateau. Tannica has named most of them. They're friendly.</i> <i>Tannica will teach anyone her philosophy (which includes how to cast levitate) if they don't seem evil and are willing to sit on a pillar with her "for a while". She won't say how long a while is, but it's usually about 3 days. (Sitting on a pillar for 3 days is HARD. You're allowed water but nothing else. Hopefully you pooped before you started, and brought something to block the sun.) Tannica will also encourage you to bring some tea to her stylites (in 2-4, 5-6, and 8-4). She's also heard about Naverine (in 3-5) and has sympathy; although she has no cure, she'd like to gift the traitor sorceress with a puppy named Meaty Pie.</i> Tannica, Lvl 8, Giant + Acrobat 3, Martial Arts 2d8, spells: <i>levitate</i>

3-4	East Tannican Hills	Hills
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The Tannican Hills are where the stylites take their vows. It's rough territory. Beware the horses of Broxilon, but pity them, too, for they were once men.

Field of Pillars. 656 pillars scattered around an area the size of a basketball board. A few of them have been painted different colors. A man flops in the grass nearby. This is Urbo, who has just failed his initiation for the third time and is beginning to grow despondent. (Lvl 0)
<i>From the Field of Pillars, a good tracker could find a faint trail that leads north for about 2 miles, where it terminates in an ancient building foundation with painted dog bones scattered over it. In the basement, there is a hole. The hole descends to ancient underground train line. If this is followed to the west, it will lead you to the secret tunnel that ascends 2-5 The Plateau of Tannica.</i>

3-5	Sacred Springs of Parsalon	Hills
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The healing springs were potent once. Now they've been taken over by that Bosprian sorceress and her fellow traitors. They kill all who approach. NOTE: Make sure the players know that this place is horribly hostile before they enter. However, the hex is big enough that you can cross it while staying far away from the Springs.

From a distance, the Sacred Springs is visible as a set of blue-tiled roofs on a hillside. Dilapidated terraces spill beneath it, supporting weed-choked orchards. Unless the party takes actions to prevent it, they'll be sighted by a quartet of North Star Knights who will ride out to murder you. They *might* hold off on killing you if you have a really good reason. Otherwise roll reaction at -4 penalty..

North Star Knight - L3, plate, lance 1d8, spells *wall of ice*, dragoon jump 1/day

Dragoon jump: leap 500' into the sky. The next turn, they crash down for triple damage on a hit. This never damages the dragoon. If they do this from horseback, their horses jump, too.

The facility is three small buildings built around a pool, with another pool inside a nearby cave. (Easy to find if you follow the water to its source.) **S Building** is the entrance and is now full of bedrolls and cookpots. **W building** was once a library, but is now a stable. **E building** is the treasury, which contains many mundane supplies (rope, tallow, candles, salt, grain) but also a blue treasure chest. Anyone touching the treasure chest will have their hand instantly frozen to it. This chest contains Lady Naverine's spellbook, a potion of *invincibility*, an orbital map (very useful if you ever go into space) worth 300s to a specialized buyer, and a silver sword that functions as a sword +2 when you attack from the south.

There are 1d6 additional knights in each of the three buildings. **Tabby**, the last remaining squire, keeps watch on the rooftop eating slightly-spoiled peaches. He is a Lvl 2 fighter and can fire two arrows per round, but is not armored. Tabby will probably be the one to sight and announce the party's approach.

Lady Naverine stays in the cave, submerged in the healing waters of the pool. She is bitter—immensely bitter—but she still cares about (1) seeing Bonshirrok again, as she considers him her last friend, (2) a chance to kill King Calderion, since she's given up on the possibility of clearing her name, and (3) a chance to cure herself of the Holy Rot (the Brightness).

The Holy Rot is not curable by any known power, but the Cult of Flesh could probably do it. So could the Church, but you'd have to call down a huge favor.

She is accompanied by 1 North Star Knight (Brendle, max HP) and two water mephits (almost invisible inside the pool). Anyone inside the pool heals for 1d6

HP per turn, and Lady Naverine cannot be reduced below 1 HP as long as she stays in the pool.

Water Mephit, L3, chain, grapple you (you begin drowning immediately when one is touching you).

Lady Naverine, L4, none, dagger 1d6, spells: *illusion*, *ice nova*, *feeblemind*, *cone of cold*

Lady Naverine is well known as the “Daughter of the North Star” but few know how literal this is. If she is ever killed, a meteor shower will start almost immediately. About 30 minutes later, a meteor will land at the site of her death, obliterating everything in a 1 mile radius. Objects and people further than 1 mile away have some chance of surviving. If the PCs are able to cure Lady Naverine, the North Star can be petitioned (once only) to guide them safely to a location that they desire, along an astral route that takes 1 day but brings them to any location on the globe.

Elsewhere in the hex, Mogchog the ogre is (1) in a terrible mood, and (2) has fresh arrows sticking out of his back. (The two events are related.) He’s decided to cheer himself up by eating all of his eggs raw, and then all of his chickens.

Hex Crawl Procedures

In this section, I'll describe the player-facing rules for hex crawling. Your players should be familiar with this stuff before they start hex crawling.

Supply

This is a measure of how many days you can feed yourself for. It's essentially your range when you set out on an expedition.

Note that this is very simplified, and assumes that you have 3-5 PCs and that your expeditions take up to 10 days. If you have a very large/small party, or if your expeditions are taking significantly longer, you should adjust some of these numbers.

Since the average person can survive on 2 rations per day, your base supply is equal to the average number of rations per PC, divided by two. So if everyone is carrying 4 rations, your range is 2 days.

If you want to travel further than that, you'll need a caravan.

Caravan Types

Note that the listed Supply values are added *on top of* the base supply from the rations that the PCs are carrying. So if you have Base Supply 2 and hire some porters, your range is 8 days.

You need 1 porter/donkey/horse per PC in order to get the full benefit of their extended Supply. If you're short, then reduce range proportionately.

	Supply (Range)	Initial Cost	Upkeep per Expedition
None	+0 Days	0 silver	0 silver
Porters	+6 Days	0 silver	10 silver each
Specialist	+0 Days	0 silver	20 silver each
Donkeys	+9 Days	50 silver each	1 silver each
Horses	+9 Days	300 silver each	10 silver each
Porters + Animals	+12 Days	*	*
Wagon	+24 Days	1000 silver	0 silver

Porters carry your stuff. 5 Porters is sufficient for an average party.

You can usually pay a porter ~100s to accompany you into a dungeon, where their job will be to carry stuff and hold a lantern. They won't fight, and will run away if it gets sketchy. Porters are sane people, and sane people would never go near a dungeon. (If you want someone to fight, hire a Mercenary.)

Specialists are what most of your porters turn into once you get a wagon. Instead of "just carrying stuff" they now have other tasks to do.

Donkeys and Horses are good at carrying stuff. To get the extended range you'll need to have at least 5 of them. You'll probably be walking alongside them, since they can't carry when laden with bags. If you stop someplace with Pasture, you can hang out for a while without your animals starving. You'll have to keep moving after they eat all the grass locally, though.

Donkeys are cool because they eat all sorts of weird junk and have a cheaper upkeep cost (since you need to buy less fodder for them).

Horses are basically upgraded donkeys since they are fast enough to escape from (most) wandering monsters. You can even ride a laden horse in an emergency (i.e. escaping from a wandering monster).

Wagons require 2 horses, 2 haulers, and a driver. Once you get a wagon, porters are superfluous, so you'll probably convert them to other jobs. Note that if you convert them to a specialist job, they'll eventually expect to get paid more.

- Wagons move at full speed on roads and half speed on plains. They can't enter any other type of terrain.
- Once you get a wagon, upkeep costs double per expedition because your expeditions are taking twice as long.

Porters + Animals are more efficient than Animals only, because you do need people to guide the animals and take care of them.

War Dogs are not on the table but they can't walk very far. You'll have to prop them up in a wagon or on a horse. Each war dog gives you -2 Supply.

Mercenaries are hired to fight. Once you get a wagon, each Mercenary gives you -1 Supply. (If you don't have a wagon, Mercenaries can carry most of their own food, and don't impact your range very much.)

Moving Faster

You can ride a horse at double speed for a day but then it'll need to save or die.

It's possible to move at double speed in a more sustainable fashion, but you'll need 3 horses per person and can only carry 1 backpack's worth of gear. (This is the Mongol way.) You aren't carrying any fodder, so your horses will start starving immediately unless you park them on pasture, and even then, your horses will need a rest after a few days.

You can push your group to go faster, but people will need to start making Con saves to avoid becoming exhausted (drop to 1 HP) and animals will need to start making Con saves to avoid breaking their ankles (although a trained Hostler can help with this one). Injured people and animals can't go any faster than the default speed.

NOTE: This hexcrawl system is built more about *range* and less about *speed*, so if you're a DM, I would recommend not using adventures where speed is super-critical. It creates a new pressure and pushes PCs away from the hirelings-and-wagon gameplay that I'm hoping to promote.

Realism

Realism is a fourth priority, behind (1) simplicity, (2) focus on generating interesting decisions, (3) increasing integration with NPCs/setting.

Upkeep

The prices on the table are the price per expedition, assuming that an expedition takes about 10 days. If your expeditions are taking longer than 2 weeks, (e.g. when you get a wagon), the *Upkeep per Expedition* prices double.

This is also the price for ~10 days, so if you want to sit in town for a month, triple these numbers.

You can also release your hirelings to go do other work, but they may not be available to return to your employ.

You can save on animal costs by paying some farmer to pasture your animals in his field (reducing the cost by 50-75%) but the farmer will want you to pay for a few months up front.

Carrying Gear

The numbers above assume that your wagon is full of food and nothing else. What if the PCs want to carry more stuff? You can sacrifice some of your Supply in exchange for a bunch of inventory slots.

$$10 \text{ Inventory Slots} = 1 \text{ Supply}$$

And of course, when you're returning from the dungeon, you essentially have an empty wagon. Feel free to assume semi-unlimited inventory space on the return trip.

Jobs and Specialists

These roles can be filled by either a PC or a hireling. (A PC can be a porter if they carry 15 rations.) Mercenaries are hired to fight, so most are too proud to work as haulers, but you could get one to scout or hunt.

Job	# Needed	Description
Driver*	1 per wagon	Drives the wagons.
Hauler	2 per wagon	Sets up camp, secures the wagon.
Porters	1 per PC	You don't need porters once you've got a wagon.
Lookout	0	Prevents Ambushes. The most important job!
Scout*	0	Learn more about the random encounter table.
Hunter*	0	Hunt animals to save Supply.
Herbalist*	0	Pick herbs to cure poison and disease.
Hostler*	0	Animal Handler. Takes care of the animals.
Wainwright*	0	Wagon-maker. Takes care of the wagon.
Cook*	0	Delicious food gives you temporary HP bonuses.

Jobs marked with an * are specializations that will sometimes need to make skill checks. (The Driver doesn't have a specific procedure linked to Wagon Driving, but I'm sure it'll come up sooner or later.)

Specializations require successful skill checks. The average specialist gets +3 in their respective skill check. If you convert your porters into specialists, they'll start at +0 like anyone else. They can improve their skill by making Int checks at the end of every session, just like a PC.

- Driver Drives the wagons. You'll need at least 1 for your wagon.
- Hauler You need at least 2 haulers to set up camp in a timely fashion.
- Lookouts Wis checks to avoid being ambushed.
- Scout* You'll need to buy them their own horse. Specialization*.
- Hunter* You'll need to buy them their own bow. Specialization*.
- Herbalist* Specialization*.
- Hostler* Takes care of the animals.
- Wainwright* Takes care of the wagon.

More info on jobs:

Lookouts are the default job for everyone. Whenever a monster could reasonably sneak up on the party, all the lookouts should make a Wis check. If at least one Lookout succeeds, they spot the threat and are able to call it out. This is why you'll probably want to have multiple people (3+) working as lookouts at any given time.

Scouts learn things with a successful roll. For each success, they identify a random item on the wandering encounter table. They might not know exactly what the creature is, but they can learn the basics: bigger than a cow, carnivore, reptile, breathes fire, flies. On a second success, they can also track the thing back to their lair.

Hunters hunt successfully if they pass their check. If at least one hunter succeeds, this hex requires 1 less Supply. Because you only benefit from 1 success, additional hunters are less useful. This is because there's only so much prey in an area.

Fishers are like hunters, except they can only fish where there's rivers or lakes. The DC for fishing is always 10.

Herbalists make a relevant skill check. If at least one Herbalist succeeds, they find Very Relevant Herbs. Very Relevant Herbs expire at the end of the hex turn, but they can be expended to solve one relevant threat. Very Relevant Herbs can always cure poison and give a +4 bonus to disease (affects up to 10 people, as long as they're all afflicted with the same disease. The DM may also allow them to use their Very Relevant Herbs to cure other things. (When in doubt, make them roll for it.)

Driver - You need 1 person to drive the wagon. Once the wagon parks, they typically fill a roll similar to haulers.

Haulers - These people walk alongside the wagon and help guide it over gaps, mud, and stuck wheels. These roads are not in good repair. Once the wagon parks, they work to set up camp, unhitch the horses, etc.

Animal Handler - Care for the animals and negate some mishaps. See Intrinsic Events.

Wainwright - Care for the cart and avoid certain breakages. See Intrinsic Events.

Guide - If you have a guide, you'll treat every hex as Explored. (This saves you 1 day whenever you move through it.) Your guide will also know about the major Hex Contents. However, each guide is only good for a certain area.

Cook - Make a check to see if people get a morale bonus to their HP. (Up to +3 HP). Can also cook monsterparts to sometimes make magical feasts.

Types of Hexes

	"Depth"	Supply Cost	Nav. DC	Hunt/Herb	Pasture
City	Level 0	*	*	No	
Roads	Level 0	1 day	*	*	Yes
Plains	Level 1	3 days	10 (Easy)	14	Yes
Forest	Level 1	3 days	14 (Hard)	10	
Hills	Level 2	4 days	10 (Easy)	14	Yes
Jungle	Level 2	4 days	14 (Hard)	10	
Mountain	Level 3+	5 days	10 (Easy)	18	
Swamp	Level 3+	5 days	14 (Hard)	10	

"Depth" is correlated with dungeon level, in terms of how dangerous encounters are.

Supply Cost is how many days of food it takes to enter a hex.

Navigation DC is how hard it is to avoid getting lost.

Hunting / Herb Gathering is how hard it is to hunt or gather herbs.

Pasture is whether your horse can feed itself (if you are stationary—not when traveling).

Long Term Camps

By “long term” I mean a place that people will stay for longer than 1 night. Typically this is when you leave your wagon near the road while you venture into the woods, or when you leave some hirelings outside of the dungeon while you explore.

Defense

Hirelings keep a low profile. Roll a random encounter for them every 3 days. If the random encounter is both (a) hostile and (b) has more combined levels than they do, then they have a 50% chance of being killed/scattered and you’ll come back to a ruined campsite. In all other situations, they find some way to stay safe, and you come back to a story.

If they encounter NPCs, they gather a rumor. If they survived a scary encounter, their morale will drop unless you can reassure them in some way (e.g. give them a magic weapon, give them each a half-share of the loot, etc).

Scouts and Herbalists can continue working, each making a check every 3 days.

Resupply

If the camp has at least one hunter or fisher, it’s assumed that they find food as fast as they consume it. Every 3 days, make a roll for each hunter and each fisher.

- If at least 1 hunter passes, the camp regains 2 Supply.
- If at least 1 fisher passes, the camp regains 2 Supply.

Fishers and Hunters don’t count towards the Defense of the camp (above). Hirelings who are Level 0 count as Level ½ in this case.

You can’t resupply in the mountains.

Fortifications

Watch towers, barricades, that sort of thing. You can have as many people work on building fortifications as you want, but at least ⅓ of them must be carpenters. Every three days, someone makes an appropriate skill check (probably Woodworking). If you succeed, the campsite gets +1 Defense for every person working on it. If you fail, it gets half as much (rounded down). Upon their return, the party *must* draw a map of it (subject to DM approval) and then name it.

The maximum benefit the fortifications can give is equal to the highest relevant skill someone possesses (e.g. Woodworking, Castle Historian, Sieges, Warfare, Tree Houses, etc).

You can build with stone instead of wood, but it takes twice as long, and you’ll need the relevant skills. There are no trees on Plains or Mountains.