



# IN THE HEART OF THE UNKNOWN

Procedural Encounter, Terrain and Weather Engines for Wilderness Hex Crawling



## 1. Encounter Engine

= Large settlement / city / destination

= Start / small settlement

= Signs of civilization

= Wandering monster

= Lair / monster settlement

= Dungeon / feature

= Natural hazard / natural obstacle

= Camp / hireling / mount / equipment trouble

= River (moving upriver nudges the **2. Terrain Engine** result upwards by one HEX face; traveling downriver does the opposite; on the next double the river: 1<sup>2</sup> = ends/impossible; 2<sup>2</sup> to 5<sup>2</sup> = bridge/ford; and 6<sup>6</sup> = divides in two

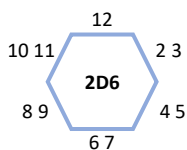
= Road (moving along road nudges the **1. Encounter Engine** result one HEX face towards the "Large settlement / city / destination" HEX; on the next double the road: 1<sup>2</sup> = ends; 2<sup>2</sup> to 6<sup>2</sup> splits/x-roads | can cross over the road

\* = distant / improbable

## Starting Hex

Start in the bottommost HEX of each HEX Flower (HF), unless of course circumstances dictate otherwise. Roll 2D6 and move in the indicated Navigation Direction (see below).

## Navigation Direction



If the roll leads off the edge of the HF, wrap around to the opposite edge following the same row or column. However, an 'X' indicates a disallowed direction, so stay in that kind of HEX.

## Background

Explanation of HEX Flower 'theory' can be found [here](#)

## Template

HEX Flower Template can be found [here](#)

## Blog

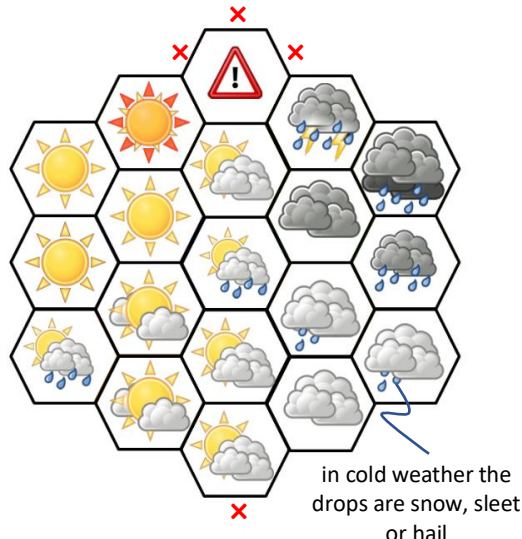
<https://goblinsenchman.wordpress.com>

by Goblin's Henchman version 1.1

## 2. Terrain Engine



## 3. Weather Engine



Encounter Number (i.e. 2 to 24):

D6 + D10 + below terrain modifier

|    |  |         |           |  |     |
|----|--|---------|-----------|--|-----|
| -4 |  | Arid    | Trees     |  | +6  |
| +2 |  | Plains  | Hills     |  | +8  |
| +4 |  | Special | Mountains |  | +10 |

Bog, swamp, lake, waterfall, chasm, trench, etc.

## Encounter

|       |                             |  |
|-------|-----------------------------|--|
| 2 (-) | Nomads                      |  |
| 3     | Ankheg                      |  |
| 4     | Giant scorpion              |  |
| 5     | Blink dog                   |  |
| 6     | Pterodactyl / aerial threat |  |
| 7     | Bugbear                     |  |
| 8     | Bandit                      |  |
| 9     | Centaur                     |  |
| 10    | Giant beetle                |  |
| 11    | Wolf                        |  |
| 12    | Goblin                      |  |
| 13    | Bear                        |  |
| 14    | Stirge                      |  |
| 15    | Ogre                        |  |
| 16    | Giant spider                |  |
| 17    | Giant owl                   |  |
| 18    | Hobgoblin                   |  |
| 19    | Lion                        |  |
| 20    | Troll                       |  |
| 21    | Giant                       |  |
| 22    | Harpy                       |  |
| 23    | Dragon                      |  |
| 24+   | Gnoll                       |  |