Cursed Scroll

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Writing, Design, Dungeon Cartography, Layout

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ShadowDark

Hex Generation

Roll or choose a starting terrain from the Hex Terrain table.

Danger Level begins at Unsafe.

Generate **new hexes** by rolling on the New Hex table and referring to the Hex Terrain table.

Treat steps on the Hex Terrain table as a **circular loop** that jumps back to the beginning.

HEX TERRAIN

2d6	Feature
2	Desert/arctic
3	Swamp
4-6	Grassland
7-8	Forest/jungle
9-10	River/coast
11	Ocean
12	Mountain

NEW HEX

2d6	Details
2-5	Current terrain +1 step
6-8	Same as current terrain
9-11	Current terrain +2 steps
12	Roll a new hex terrain

DANGER LEVEL

2d6	Details
2-5	Unsafe (1:6)
6-8	Same as current level
9-11	Risky (2:6)
12	Deadly (3:6)

Points of Interest

Hidden. Visible once the PCs spend 1 hex of travel to search.

Obvious. Visible whenever the hex is visible.

Occupied. A single faction controls the location.

Contested. Two or more factions vie for control of the location.

STATUS

2d6	Details
2	Hidden (empty)
3-5	Obvious (empty)
6-7	Obvious (occupied)
8-9	Obvious (contested)
10-11	Hidden (occupied)
12	Hidden (contested)

POINTS OF INTEREST

d12	Descriptor	Location	Feature
1	Crumbling	Monster nest	
2	Fortified	Cave	
3	New	Rock formation	
4	Overgrown	Treasure cache	
5	Destroyed	Dwelling	
6	Pristine	Camp	
7	Unnatural	Tower	
8	Haunted	Keep	
9	Infested	Temple	
10		Village	
11		Castle	Path to another location
12		City	Road to a settlement

Hex Crawling

Use hex crawling rules when the PCs strike out to explore unfamiliar territory.

OVERVIEW

Hexes are **6-miles** across.

Terrain impacts the number of hexes PCs can enter per day.

PCs can undertake **tasks** while traveling, and they may encounter harsh **weather** or **points of interest**.

Random encounter checks are based on the number of hexes the group enters.

PCs and their mounts can travel for up to 8 hours a day.

FOOD AND WATER

PCs and mounts can go three days without consuming a ration. They take 1 CON damage each day after that (death at 0).

Mounts find their rations during a rest unless in a barren location.

ENTERING HEXES

Method	Hexes per Day
Walking	4
Mounted	6
Sailing	8

TERRAIN

Type	Cost to Enter
Clear	1 hex
Difficult	2 hexes
Perilous	8 hexes
Impassable	Cannot enter

ENCOUNTERS

Danger Level	Chance
Unsafe	1:6
Risky	2:6
Deadly	3:6

TASKS

Each PC can attempt one task per day. PCs can do the same task. Each task effect is limited to once per day.

The GM determines the DC of each check based on the situation. Default to **DC 12**.

Forecast. INT or WIS. Treat the weather as one step better until the next rest.

March Song. CHA. Grant one luck token.

Push. CON or CHA. Increase base hexes per day by 50%. PCs have DISADV on CON checks until the end of the next rest.

Scout. DEX or WIS. Reduce the danger level of all hexes by one step until the next rest (minimum unsafe).

Trailblaze. STR or INT. For each PC who succeeds, reduce the terrain type of 1d4 adjacent hexes by one step. Can't be used on impassable terrain. The PCs can choose which terrain to affect as they travel. It lasts until the next rest.

PROCEDURE

1. The GM determines and shares the weather.

2. The GM determines and shares visible hexes and their danger levels.

3. The GM rolls a d6 for each newly visible hex. On a 1, it has a point of interest (pg. 25). If the point of interest is visible, the GM shares this information.

4. The PCs make task checks in any order they choose.

5. The PCs choose a direction to travel and a number of hexes to move. They move accordingly.

6. The GM checks for a random encounter in **every other hex** using the hex's danger level.

7. Each time the PCs enter a hex, the GM repeats steps 2-3.

8. Repeat steps 4-8 until all hex travel is completed.

9. When all hex travel is completed, go to Camping on pg. 25.

Weather

To determine the weather, roll or choose a starting point on the Weather table. Treat the steps on the Weather table as a **ladder** with fair weather at the center.

Each day, roll on the appropriate season's table and adjust the current weather as noted.

The current weather lasts until the end of the next rest.

Visibility. The distance in surrounding hexes the PCs can see. Add +2 at mid elevations and +5 at high elevations.

Terrain. Increase the terrain type by the number of steps indicated (for example, +1 step makes clear terrain into difficult).

Rest. PCs must pass the listed CON check to benefit from rest.

WEATHER				
2d6	**Weather**	**Visibility**	**Terrain**	**Rest**
2	Terrible	None	+2 steps	DC 15 CON
3-5	Bad	1 hex	+1 step	DC 12 CON
6-8	Fair	1 hex	—	—
9-11	Good	1 hex	—	—
12	Beautiful	2 hexes	—	ADV on CON checks

MILD SEASON	
2d6	**Adjustment**
2-4	1 step toward terrible
5-7	1 step toward fair
8-11	1 step toward beautiful
12	Set to good

HARSH SEASON	
2d6	**Adjustment**
2-5	1 step toward terrible
6-7	One step toward fair
8-10	1 step toward good
11-12	Set to bad

Camping

The characters can choose to undertake camping procedures during a rest when they are outside a settlement.

REST + CAMPFIRE

Use standard resting rules (see *Shadowdark RPG* pg. 86).

If PCs camp without a **campfire**, they have DISADV on all checks.

TASKS

Each PC can do one task while camping and still get a full rest. PCs can do the same task.

The GM determines the DC of each task check based on the situation. Default to **DC 12.**

Batten Down. INT or CON. Treat the weather as one step better until the end of the rest. Limit 1/day.

Cook. INT or WIS. Each PC that consumes a ration wakes up with +2 temporary HP (maximum 6).

Craft. DEX. Create 2d4 pieces of mundane weapon ammunition.

Entertain. CHA. Grant 1 luck token.

Firewood. STR or CON. Make one free campfire this rest.

Hunt. STR or DEX. The group gains the benefit of consuming rations without expending any.

Keep Watch. WIS. Reduce the danger level of all hexes by one step this rest (minimum unsafe).

Predict. INT or WIS. Learn the weather for the next 3 days.

PROCEDURE

1. The PCs make task checks in any order they choose.

2. The GM checks for two random encounters.

3. If an encounter occurs, PCs who chose **Keep Watch** may make DC 12 WIS checks to not be surprised.

Fast Traveling

OVERVIEW

The PCs can fast travel between two hexes they have previously entered.

They must use a path they have already traveled.

The PCs can also fast travel between two hexes when there is a clear path, such as a road.

DISTANCE

Fast travel uses abstracted distances instead of hexes. The GM should factor in the travel method (mounted, sailing, etc.).

Close. 1-3 days away.

Near. Up to a week away.

Far. Up to two weeks away.

PROCEDURE

1. If the PCs decide to fast travel, the GM determines the distance, rations, and time needed for the journey.

The PCs immediately pay ration costs. They must permanently sacrifice one item for each ration they lack (treat bundled gear, such as arrows, as one item).

2. The GM checks if **one** random encounter occurs on the journey using the listed probability.

If an encounter occurs, the GM determines a random day and time for it to take place.

3. After resolving any random encounters, the PCs complete their journey and arrive.

FAST TRAVEL			
Distance	Rations	Time	Encounter
Close	None	1d4 days	2:6
Near	1d4 per PC	2d4 days	4:6
Far	2d4 per PC	4d4 days	5:6

Safe Hexes

MAKING SAFE

If the PCs wish to turn a hex safe, they must declare it.

Then, the GM generates a number of **threats** in the hex based on its danger level.

If the hex has a dangerous **point of interest**, it is the first threat.

- **Unsafe:** 1 threat
- **Risky:** 2 threats
- **Deadly:** 3 threats

The GM can generate remaining threats on pg. 32.

SUCCESS

If the PCs alleviate each threat, the hex becomes safe.

Timer. The hex remains safe while the PCs or their allies occupy it.

Otherwise, the hex remains safe for a number of weeks equal to the PCs' average party level.

The PCs or their allies reset the timer if they reenter the hex.

If the timer runs out, the hex reverts to a random danger level (pg. 24, reroll result 6-8).

Threats

d100	Descriptor	Behavior	Threat
01	Hungry	Pillaging	Goblinoids
02-03	Angry	Kidnapping	Undead
04-05	Betrayed	Murdering	Humanoids
06-07	Lonely	Stealing	Beasts
08-09	Possessed		Insects
10-11	Displaced		
12-13	Sickly		
14-15	Poisoned		
16-17	Injured		
18-19	Hopeless		
20-21	Frightened		
22-23	Greedy		
24-25	Disoriented		
26-27	Crazed		
28-29	Sadistic		
30-31			
32-33			
34-35			
36-37			
38-39			
40-41			
42-43			
44-45			

THREATS

d100	Descriptor	Behavior	Threat
46-47			
48-49			
50-53			
54-55			
56-57			
58-59			
60-61			
62-63			
64-65			
66-67			
68-69			
70-71			
72-73			
74-75			
76-77			
78-79			
80-81			
82-83			
84-85			
86-87			
88-89			
90-91			
92-93			
94-95			
96-97			
98-99			
00			

THE TREASURE MAP LEADS TO...

d20	Item
1	The Gate of Boiling Doom! It was a trap, of course...
2	A buried treasure chest left by the pirate queen Red Maria
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19	
20	A legendary hoard guarded by a druid with pet T-Rexes!

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