

Manual of **HEXTERITY**

Miscellaneous Magic Item: After reading, the player's Hexterity score becomes 18.



A complete guide to running hex crawls using old-school table-top fantasy role-playing games.

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INTRO

This document is designed to help you run a hex crawl for old-school fantasy table-top role-playing games. There are many guides, blogs, videos, and forums full of advice on this subject. This guide is my personal distillation of all the research I did when I decided to take the plunge into running a hex crawl.

Herein you will find advice on how to keep a notebook, make a calendar, design and key your map, and populate it with interesting sites of adventure featuring encounters with monsters and NPCs. This system can be used or adapted to work with any old-school RPG system based on that famous RPG we all know, especially ones based on an edition of that game with both basic and expert versions. And super especially one that is essentially old-school.

The following is a list of some of the main inspirations that helped me put together this book:

Gucci Fuligin Cloak's blog GFC's Table Scraps:
guccifuligincloak.blogspot.com/

Ktrey's blog d4 Caltrops:
<https://blog.d4caltrops.com/>

Arnold K's blog Goblin Punch:
goblinpunch.blogspot.com/

Melan's blog Beyond Formalhaut:
<https://beyondfomalhaut.blogspot.com/>

Professor DungeonMaster's YouTube channel
DungeonCraft:
<https://www.youtube.com/channel/UCD6ERRdXrF2IZ0R888G8PQg>

Hexed Press on Youtube:

https://www.youtube.com/channel/UCixLUNVV_WSdkRNtCmloJRA

The fine folks at the OSR subreddit:
reddit.com/r/OSR

The Judges Guild, Gygax, Arneson, Holmes,
Moldvay, Cook, Mentzer, et al

My gaming group, still going strong after thirty years!

I hope this can be useful to you, and that you will find as much enjoyment running your hex crawl as I have! I've played this game since 1991, and hex crawling has shown me a brand new (yet, very old) way to have fun.

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RUNNING A HEX CRAWL

The Notebook: Get a three-ring binder. You will fill this binder with your calendar, map, hex key, encounter tables, treasure tables, copies of the feature and monster tables in this document, any other tables and tools you want, and a lot of blank pages. You can use tabs and separators, and you should have a clear sleeve in which to place your map so you can draw on it during games with a wet-erase marker.

The Map: Now, it is time to make your hex map. You can do this by hand, using an app, or a little bit of both. You can use the free version of Hexographer (see LINKS) to do everything required here. Make a map that fits on one page (1/2 inch hexes preferably). You can print out a map, or do like I do and color in your terrain with colored pencils. I color them so there are no icons getting in my way when adding features. Try to have at least some of the following terrain types: grassland, forest/jungle, hills, mountains, swamp, rivers/lakes and desert. You can also combine two types (forested mountain, hilly grasslands, etc.). The scale I use for this document is one hex = six miles. A blank hex map for printing is provided at the end of the document.

Calendar: The next thing you need is a calendar. Make a page or two with a space for each month where you can jot down holidays and upcoming events. Keep another page for the current month with each day listed, and spaces for the weather, moon phase, and notes. An example can be found in the following pages. Use a weather generation tool (almanac, hex flower (see LINKS) to pre-generate the weather for each day of the current month. Fill in the moon phases. If this is too much, use my calendar, which has 13 months of 28 days each (364 days per year), so that your moon phases are always on the same dates.

Random Monster and Treasure Tables: Using the TTRPG of your choice, print out or recreate the tables for dungeon encounters, wilderness encounters, and treasure generation. I use Old-School Essentials Advanced, and this document reflects that, but it is easy enough to adapt this system to most old-school TTRPG systems.

Populating the Map: First, decide where your home base settlement will be and place it on the map. Just write 'HB' in pen on the hex desired. This is where the PCs will start and (hopefully) end each adventure. They can rest and restock here, and gather rumors and information for further adventures. On the HEX FEATURES page you will find directions for filling out the rest of your map.

When you roll a feature, place a mark on your map in pen. Number the feature, and draw a shape around it (circle for landmarks, triangle for magical sites, and square for structures). Write down the number and symbol and a shorthand name for the site on the left side of your HEX KEY page (an example Hey Key page for printing can be found in the WILDERNESS EXPLORATION section later in this document).

Next, go to the blank pages in your notebook and create a page for that feature. Write its number and name at the top of the page, then record everything about the feature for when the PCs discover it. Write down what they see, monsters present, what they are doing, treasure to be found, connections with other hexes, etc. Keep these pages in order by number so that you have an easy reference between your map, key and blank page section.

Play: Following the feature tables, you will see a description of how to handle PC movement during the wilderness exploration turn, and a hex key/turn sheet for printing.

YEAR:

JANUARY – New Year Holiday 1st

FEBRUARY – Spring Equinox 28th

MARCH – Major Holiday 7th

APRIL – Minor Holiday 12th

MAY – Minor Holiday 22nd

JUNE – Summer Solstice 7th

JULY – Minor Holiday 4th

AUGUST – Minor Holiday 19th

SEPTEMBER – Fall Equinox 14th

OCTOBER – Major Holiday 13th

NOVEMBER – Major Holiday 27th

DECEMBER – Winter Solstice/Major Holiday 21st

TRECEMBER – New Year's Eve 28th

DAY	NAME	WEATHER	MOON	EVENTS
1	SUNDAY		C/N	
2	MONDAY		New	
3	TUESDAY		N/C	
4	WEDNESDAY		N/C	
5	THURSDAY		Cres	
6	FRIDAY		Cres	
7	SATURDAY		C/H	
8	SUNDAY		C/H	
9	MONDAY		Half	
10	TUESDAY		H/G	
11	WEDNESDAY		H/G	
12	THURSDAY		Gibb	
13	FRIDAY		Gibb	
14	SATURDAY		G/F	
15	SUNDAY		G/F	
16	MONDAY		Full	
17	TUESDAY		F/G	
18	WEDNESDAY		F/G	
19	THURSDAY		Gibb	
20	FRIDAY		Gibb	
21	SATURDAY		G/H	
22	SUNDAY		G/H	
23	MONDAY		Half	
24	TUESDAY		H/C	
25	WEDNESDAY		H/C	
26	THURSDAY		Cres	
27	FRIDAY		Cres	
28	SATURDAY		C/N	

Moon Phases: New = no moon. Gibb = Gibbous (between half and full). A / indicates transitioning from one phase to the next (C/N means a thin crescent moon disappearing into becoming a new moon). The moon phases are waxing (becoming full) between the 3rd and 15th of the month, and waning (becoming new) between the 17th and 1st.

HEX FEATURES

Map Population: After creating your map, roll 1d20 for each hex. When you roll a 1, roll on the following table to find what type of hex feature to use. After you have populated your map, divide it into sections of equal-ish size and make sure you have a few interesting things in each section. If you don't, pick an interesting hex and populate it.

Travel: When the PCs travel to a hex that is empty, roll 1d20 and populate it on a 1. If you are into prep, you may want to pre-roll a bunch

of features and keep them in your folder for when a hex is populated mid-game.

Search: If the PCs want to search a hex for hidden features, roll XdY, where X is the amount of movement points they spend searching, and Y is the terrain type (d6 light, d8 rough, d10 very rough). They find a new feature if a 1 is rolled. You may want to limit the number of features per hex to 3 or 4. This way your map doesn't become a mess, and the PCs can try to 100% your map if they choose.

HEX FEATURES: d8		
1-4	5	6-8
Landmark	Magical Site	Structure
Go to Landmarks page	Go to Magical Sites page	Go to Structures page

Landmark: A landmark is what it says: a place the PCs can easily identify and use to know where they are on the map. It might be occupied, but usually not.

Magical Site: No one knows why these sites exist, but they are known to grant travelers boons, though a few are cursed. At minor magical sites, the PCs must rest to gain a boon, while at major sites, one PC must take a particular action. A phantom of the past will mime the action required before disappearing. Example: "When you arrive at the site, you see an altar rising from the ground. A phantom knight appears and places his sword atop the altar." These phantoms are context clues for the PCs to use in deciding who uses the site and how. Cursed sites are disguised as major sites,

and act exactly like them until the PC/s receive a curse instead of a boon.

Structure: Houses, towns, crypts, dungeons, churches and more! These are your main sites of adventure, where the PCs will encounter enemies and NPCs, and explore to find treasure. When populating your map, make sure you have at least one structure in each section. In your base settlement the PCs should be able to hear rumors about these sites.

Between Adventures: Note which hex features the PCs have fully explored (or likely won't return to) and place a small mark on the map by each. Make sure each of your sections still has interesting features (at least 1 structure) not counting the ones you marked explored. Repopulate if necessary.

LANDMARKS (d8: 1-4)

Roll 1d20 for feature, then decide which of the two choices makes sense for your hex. If neither does, reroll. If both do, choose one or roll a die and decide by evens and odds. After this, roll 1d20 for the trait that describes your rolled feature, and 1d6 for the degree of the trait. Next, roll 1d10 to see if the Landmark is currently inhabited. If it is, roll 1d8 to find out

the type of inhabitants. If the inhabitants are Humanoid, Monstrous Humanoid, Giant or Fey, you may roll on the Encounter Activity table (found later in this document) to see what the inhabitants are doing there. Finally, roll on the Monster Tables (found later) to see which specific inhabitants are at your Landmark.

LANDMARKS					
d20	Feature	d20	Trait	Degree d6	
01	Strange Tree or Rock Formation	01	Abundant Wildlife	1-3	Slight
02	Flower or Vegetation	02	Burnt/Charred	4-5	Moderate
03	Cave or Overhang	03	Vandalized	6	Extreme
04	Pond or Quicksand	04	Giant Footprints		
05	Spring or Waterfall	05	Remains or Litter		
06	Dell or Crater	06	Bad Smell		
07	Cliff or Ravine	07	Magic Runes or Writing		
08	Tar Pit or Mud Pit	08	Weather Damaged		
09	Skeletons* or Wreckage	09	Unnaturally Large		
10	Statue/s or Fountain	10	Fungi, Slime or Algae		
11	Monolith/Obelisk or Monument	11	Insect Infested		
12	Graves/Burial Mound or Sign	12	Bloodstains		
13	Trail or Bridge	13	Dead Animals		
14	Dolmen or Stone Calendar	14	Dead Bodies*		
15	Carved Cliffs or Sculpted Mound	15	Unnaturally Hot or Cold		
16	Mesa or Plateau	16	Sinister Feeling/Bad Vibes		
17	Terrace or Blight	17	Treasure Cache (level appropriate)		
18	Well or Aquifer	18	Ambush (Skip 1-6 on Inhabited)		
19	Dry Lake or Geyser	19	Poisonous Plants/Berries		
20	Sinkhole or Chasm	20	Trap/s		
*	d6: 1-2 Humanoid, 3-5 Monstrous Humanoid, 6 Giant				

INHABITED: d10					
1-6: Not Inhabited		7-9: Small Group (Encounter NA)		10: Large Group (Wilderness NA)	
d8	Inhabitants				
01	Animal/Vermin	Roll d6	1-4: Animal	5-6: Vermin	
02	Humanoid				
03	Monstrous Humanoid				
04	Giant/Fey	Roll d6	1-5: Giant	6: Fey	
05	Magical Beast/Dragon	Roll d6	1-4: Magical Beast	5-6: Dragon	
06	Monstrosity/PFO	Roll d6	1-3: Monstrosity	4-6: Plant, Fungus, Ooze	
07	Undead/Lycanthrope	Roll d6	1-4: Undead	5-6: Lycanthrope	
08	Elemental/Construct	Roll d6	1-4: Elemental	5-6: Construct	

MAGICAL SITES (d8: 5)

Roll 1d8 to determine minor, major or cursed site. Then, roll on the appropriate table.

d20	Minor (1-3)	Major (4-6)	Cursed (7-8)
01	Healing doubled	Wish	Someone forgets you exist
02	Removes curses	+1 to all Saves	Age 1d10+10 years
03	Removes diseases	Gain 1d3 HP permanently	You can't lie
04	Pass next failed poison/death save	Gain new random spell of highest level you can cast	Your weapon becomes a -1 cursed weapon
05	Pass next failed paralysis/petrification save	Armor becomes +1 or gains +1 (max +3)	d6: Your skin becomes (1-2) orange, (3-4) green, (5-6) blue
06	Pass next failed breath attacks save	Weapon becomes +1 or gains +1 (max +3)	Your armor becomes -1 cursed armor
07	Pass next failed wands or spells/rods/staves save	Gain ½ the XP you need for the next level	Theme music follows you and changes according to events
08	Next missed attack roll hits	Your retainers gain 1 loyalty	-1 to a random ability score
09	Pass next failed % skill roll	Gain a random magic item	You fail all fear saves
10	Next attack that hits you deals minimum damage	You have a 5% chance to reflect all spells cast at you	Friendly NPC becomes your enemy (retainer if possible)
11	Your next attack that hits deals maximum damage	Raise prime requisite score +1; if at 18, random ability score	Lose 1d3 HP permanently
12	Max rolls on next turn undead attempt	Two PCs become telepathic with each other permanently	Nearsighted (-2 ranged attacks)
13	Next damaging spell cast deals maximum damage	Learn the answer to one knowable question	You smell terrible
14	At next level up, you may reroll your new hit die once	Next unknown humanoid encountered becomes an ally	Food tastes awful to you
15	The next secret door near you will be revealed	You can see invisible creatures	You become deaf
16	The next hidden trap near you will be revealed	You no longer need to eat, but you can	You are unable to speak
17	You win initiative during your next encounter	Gain 1d20 random gems	You are afraid of a random monster (roll Inhabitants)
18	You gain 2 movement points usable today	You can hold your breath for 30 minutes	You are afraid of heights
19	Gain a healing potion	You are immune to poison	Shrink to half your size
20	Teleport 1d6 hexes in a random direction	You are immune to fear effects	Become a were-frog at the next full moon

Minor: All PCs gain benefits after resting overnight, then site becomes inactive for 3d10 days. “Next” affects do not stack and will be replaced by visiting another site that bestows one.

Major: A phantom will mime the required action/pose/offering for (usually) 1 PC to gain this benefit, then the site disappears forever.

Cursed: Acts as a major site, except the “reward” is a curse. Curses (and major benefits if desired) can be removed with the spell Remove Curse, or a world-based solution of the GM’s choice. Example: Being kissed by a princess could remove your were-frog status, or killing a giant could restore you to normal size if shrunk.

STRUCTURES (d8: 6-8)

d6	Structure	1	2	3	4	5	6
1	Manor	Roll d6	House	Mansion	Palace	Cabin	Cottage
2	Settlement	Roll d6	Village	Town	City	Hamlet	Camp
3	Stronghold	Roll d6	Barracks	Castle	Fort	Tower	Arena
4	Temple	Roll d6	Monastery	Church	Nunnery	Holy Site	Shrine
5	Tomb	Roll d6	Sepulcher	Mausoleum	Catacomb	Cemetery	Charnel
6	Dungeon	See Dungeon page					

If 1-5, roll Condition below

Condition: d8		1-5: Ruined			6-7: Fine			8: Magical						
d10	Ruined	1	2	3	4	5	6	7	8					
01	Covered: d8	Sand	Ashes	Dirt	Rock	Mold	Slime	Webs	Plants					
02	Contaminant: d4	Poison	Disease	Vermin	Curse	If Ruined, roll on Ruined and Degree; if Magical, roll on Magical								
03	Inside Crater	d8												
04	Sunken	1	No arcane magic				Degree of Ruination: d6							
05	Burnt	2	No divine magic				1-3	Slight						
06	Crumbled	3	Illusions abound				4-5	Moderate						
07	Vandalized	4	-2 rolls non-chaotic				6	Extreme						
08	Collapsed	5	-2 rolls non-lawful				When finished, proceed to Inhabited and Inhabitants below							
09	Weathered	6	-2 rolls non-neutral											
10	Restored	7	No healing											
		8	+2 all damage rolls											

INHABITED: d8				
1: Not Inhabited		2-7: Roll below		8: Roll twice
d8	Inhabitants			
01	Animal/Vermin	Roll d6	1-4: Animal	5-6: Vermin
02	Humanoid			
03	Monstrous Humanoid			
04	Giant/Fey	Roll d6	1-5: Giant	6: Fey
05	Magical Beast/Dragon	Roll d6	1-4: Magical Beast	5-6: Dragon
06	Monstrosity/PFO	Roll d6	1-3: Monstrosity	4-6: Plant, Fungus, Ooze
07	Undead/Lycanthrope	Roll d6	1-4: Undead	5-6: Lycanthrope
08	Elemental/Construct	Roll d6	1-4: Elemental	5-6: Construct

Find the table for the type rolled and roll on that table (MONSTER TABLES, found later in this document) to find the monsters at your structure. Roll Lair % to see if this is a lair. If so, double the result of your Number Appearing roll to find the number of combat capable

monsters in the lair. If the monster lists a lair type treasure, it will be present. If the inhabitants rolled are humanoid, monstrous humanoid, giant or fey, you may wish to roll on the Encounter Activity table found later in this document.

DUNGEONS

Building a complete dungeon is beyond the scope of this document. If you roll a random dungeon, you have a few options. 1) Use a dungeon from a module. Your random dungeon could be Keep on the Borderlands, Tomb of the Serpent Kings, or modules from One Page

Dungeon or 5 Room Dungeons, etc. 2) Use random dungeon generators from the internet (like Donjon, see LINKS) or those found in books about dungeon design. 3) Wing it! If you decide to go this route, some of the following may be of help.

d10	Purpose	Size/Depth: d6		
01	Death Trap	1-3: Small	4-5: Medium	6: Large
02	Gate	Small: d6		
03	Lair	1-3: Single Floor	4-5: 2 Floors	6: 3 Floors
04	Maze	Medium: d6		
05	Mine	1-3: 4 Floors	4-5: 5 Floors	6: 6 Floors
06	Prison	Large: d6		
07	Stronghold	1-3: 7 Floors	4-5: 8 Floors	6: 8+1d6 Floors
08	Temple			
09	Tomb			
10	Vault	Roll 1d6 for the size of your floors, then 1d6 to determine which table to use for number of floors.		

To fill out your dungeon, I highly recommend following the advice found on the Goblin Punch blog entry: the **Dungeon Checklist**. In short, every dungeon should include at least most of the following features:

- **Something to take:** Treasure, info, territory, anything valuable to the PCs.
- **Grunts to kill:** Orcs, goblins, or whatever you roll on your game's dungeon encounter tables.
- **Something deadly:** An encounter, trap, or event that could potentially kill the players. There should be evidence present that leads the PCs to believe this could be deadly, and an opportunity to escape from the deadly thing. A pit of acid with a rickety bridge missing boards, or a book that casts fireball when you open it, sitting on top of a pile of charred bones.

- **Multiple paths:** Branching pathways, multiple escape routes, discoverable shortcuts, etc.
- **Something that talks:** NPC, adventuring party, magic mouth spell, ghosts, goblins who speak common, etc.
- **Something to experiment with:** Portals, wishing wells, devices that alter objects, rooms with reverse gravity, etc.
- **A secret:** Something the players probably won't find, but will be really cool if they do! A roll of platinum coins hidden in a hollowed-out table leg, a treasure map under a dirty, old rug.

The following page lists some examples for things to take, things to talk to, things to experiment with, and deadly things. If you are in need of more of any of these, the internet is full of millions of ideas.

DUNGEON FEATURES

d20	Take	d20	Talk To
01	Old Coins (worth double)	01	Adventuring Party
02	Magic Item	02	Spell Effect/Magic Mouth
03	Trade Goods	03	Ghost/s
04	Retainer	04	Undead Head
05	Unique Gems	05	Person in Painting
06	Missing Heirloom	06	Demon in a Mirror
07	Religious Artifact	07	Lost NPC
08	Historical Item	08	Last Member of Slain Party
09	Notable Painting	09	Common-Speaking Goblins
10	Collectible Figurine	10	Indifferent Dragon
11	Spell Book/Scroll	11	Bound Succubus
12	Ancient Pottery/Tool	12	Animated Door Knocker
13	Ancient Fossil	13	Knight Seeking a Grail
14	Music Box	14	Do-Gooder Robin Hood Type
15	Crown/Tiara	15	Prisoner Begging to Be Freed
16	Valuable Book	16	Fortune Teller
17	Treasure Map	17	Squatter
18	Dungeon Map	18	Someone Hiding
19	Healing Potion Cache	19	Wizard Scrying
20	Fancy Clothing	20	Time Traveler Caught in 30 Second Loop
d20	Experiment With	D10	Deadly Things
01	Portal/s	01	Room full of poisonous vermin barricaded shut
02	Wishing well	02	Medusa head in a box, statues reaching for it, snakes alive and hissing
03	Pedestal of polymorph object	03	Corpses holding throats, doors shut and lock on entry, poison gas fills room
04	Pool of random potion/poison	04	Spiked walls; slick, shiny floor
05	Head that screams when mouth opened	05	Rotating room with column, door on floor, and spiked left and right walls
06	Altar that fuses items	06	Walls close in, hole in ceiling (tunnels to next room)
07	Door leads back to the entrance	07	Secret door marked "seekrit passij" that shuts, locks and leads nowhere
08	Wall you can walk through	08	Book that casts fireball when opened (d6 charges) on top of charred bones
09	Device that transfers consciousness	09	Acid pit with rickety bridge missing planks
10	Altar that fixes objects	10	A sleeping dragon
11	Statue that will eat anything		
12	Self-destruct lever		
13	Chest turns objects into equivalent GP		
14	Room is an elevator		
15	Golem that copies PC's movements		
16	Device changes objects to their opposite		
17	Gravity reverses every 10 minutes		
18	Altar makes tiny copy of objects		
19	Pool: anyone in it doesn't want to leave		
20	Time does not pass		

WILDERNESS EXPLORATION

The PCs have 3 movement points per day. It costs 1 point to move to a hex of light terrain, 2 points for rough terrain, and 3 for very rough. Bad weather can penalize their total by 1 per day, or terrible weather can make movement all but impossible. If the PCs have movement points left over at the end of the day, but cannot afford to make another move, they gain 1 movement point the following day.

At the start of the day, describe the surroundings of the PCs current location, then ask what they wish to do. They can move to another hex, explore a feature on their current hex, or search for a hidden feature on their hex.

Moving: Unless terrain or weather blocks their view, the PCs should be able to see about one hex in each direction. Ask them to choose a direction, then check to see if they get lost using the table on the HEX KEY page. Spend their movement point/s and move them into the next hex in the proper direction. Mark their movement on the slip cover holding your map with a wet-erase marker. If the PCs did get lost, instead of moving them in the direction they chose, change their direction a number of edges in the indicated direction before moving. After moving, roll for a random encounter on the HEX KEY page.

Search: The PCs can use movement points to search a hex instead of moving. Roll XdY , where X is the amount of movement points spent, and Y is the type of terrain (light=d6, rough=d8, very rough=d10). If a 1 is rolled, roll a feature to add to the hex, describe it, and let the PCs interact with it.

Encounters: Make this check only once per day, when the PCs make their first move (or search). The chance is determined by what type of terrain they are moving into; or, if searching, the hex they occupy. If there is an encounter, roll on the HEX KEY page to find out when the encounter will happen. If morning is rolled, the

encounter happens as the PCs spend their first movement point. Noon is for the second, and evening for the third. If night is rolled, the PCs have an encounter while they are resting for the night, disrupting spell casters attempts to memorize spells for the next day.

After determining if there is an encounter and when it happens, roll on the wilderness encounter table of the correct terrain type using your preferred TTRPG. If your game includes a '% in Lair' stat for monsters, roll to see if the PCs have discovered a lair instead of a simple random encounter. In this document, I have included a Lair % stat for the monsters used in the game I run (Old-School Essentials Advanced). If a lair is rolled, add it to the map key and blank pages section as a structure feature. Double the number of monsters rolled for Number Appearing to represent the number of combat-capable monsters present in the lair. If the monster type has a lair treasure, it will be present.

Explore: If the PCs move into a hex with a feature, find the page for it, describe what the PCs see, and allow them to interact with it. If the hex has no features, roll 1d20. If a 1 is rolled, roll a feature using the feature tables, then describe it and let the PCs interact with it.

Continue: Play out the remainder of the turn, letting the PCs use their remaining movement points to search or move. Remember: lost chance and random encounters are only rolled once per day, not once per hex. Once all movement points are spent, or unable to be spent, the PCs must rest for the night. Mark off a day on the calendar, check to see if anything important is happening tomorrow, and see what the weather will be. Have your PCs mark off rations, water and other supplies used per day. If you rolled a night encounter, it happens while the PCs are resting. If there is no night encounter, or after it happens, begin the next day with a fresh allotment of movement points.

HEX KEY

THE TURN

- 1) Describe surroundings
- 2) Players move/search

MOVEMENT: 3 movement points

Clear (plains, grassland)	1 point
Rough (forest, hills)	2 points
Very Rough (swamp, mountains)	3 points
Bad Weather	+1 point
1 unusable point may roll over to next day	

- 3) Check for lost chance (d12):

d12	Clear	Rough	Very Rough
1	Left 1 Edge	Left 2 Edges	Lose Day
2	Right 1 Edge	Right 2 Edges	Backwards
3		Left 1 Edge	Left 2 Hexes
4		Right 1 Edge	Right 2 Hexes
5			Left 1 Hex
6			Right 1 Hex
7-12			

No lost chance if navigating by river or familiar terrain, roll 2d6 instead if ranger or guide present (3d4 if 5th level+), -1 to -3 for weather, according to severity

Moving into empty hex = 1-in-20 chance of new feature

May spend move points to search hex for hidden features:

X in dY	X = movement points spent*	
Y = Terrain Type		
Clear: d6	Rough: d8	Very Rough: d10

*Ranger/Guide adds +1, +2 if level 5+

- 4) Check for encounters:

x/d6		
Clear: 1	Rough: 1-2	Very Rough: 1-3

Check encounter time:

Clear: d6	Rough: d8	Very Rough: d10
1-2	3-4	5-6
Morning	Noon	Evening
7-10 Night*		

*PCs can't prepare spells

Check "% in Lair", if Lair, generate and add to key

- 5) Describe surroundings, PCs spend movement points until exhausted, then rest and begin a new day (check off a day on your calendar).

ONLY CHECK FOR LOST/ENCOUNTERS PER DAY, NOT PER MOVE

MONSTER TABLES

Monsters ordered lowest XP to highest. Reroll or use next entry if terrain type does not fit. L% = Lair %

ANIMAL, DRY LAND: d100			ANIMAL, WETLANDS/LAKE/RIVER: d20		
Roll	Name	L%	Roll	Name	L%
1-3	Snake, Spitting Cobra	10	1-3	Frog, Giant: Mutant	-
4-6	Ferret, Giant	60	4-5	Frog, Giant: Poisonous	-
7-9	Bat, Giant	50	6-8	Crocodile, Normal	-
10-12	Bat, Giant Vampire	50	9-10	Toad, Giant: Chameleon	-
13-16	Dog, Wild	-	11-12	Toad, Giant: Poisonous	-
17-19	Rock Baboon	20	13-14	Crab, Giant	-
20-22	Snake, Pit Viper	10	15-16	Crocodile, Large	-
23-26	Wolf, Normal	10	17-18	Toad, Giant: Frost	40
27-29	Boar	-	19-20	Turtle, Giant: Snapping	-
30-32	Cat, Great: Mountain Lion	10	CONSTRUCT: d20		
33-35	Hawk, Giant	-	Roll	Name	L%
36-38	Lizard, Giant: Gecko	20	1-2	Golem, Wood	-
39-41	Ape, White	10	3-4	Homunculus	-
42-44	Bear, Black	15	5-6	Living Statue, Crystal	-
45-47	Cat, Great: Panther	15	7-8	Living Statue, Iron	-
48-50	Lizard, Giant: Draco	20	9-10	Caryatid Column	-
51-53	Snake, Giant Rattler	10	11-12	Living Statue, Rock	-
54-56	Weasel, Giant	15	13-14	Golem, Bone	-
57-59	Wolf, Dire	10	15	Golem, Flesh	-
60-62	Bear, Grizzly	20	16	Golem, Clay	-
63-65	Cat, Great: Lion	25	17	Golem, Amber	-
66-68	Gorilla	-	18	Golem, Stone	-
69-71	Bear, Polar	15	19	Golem, Iron	-
72-74	Cat, Great: Tiger	5	20	Golem, Bronze	-
75-77	Lizard, Giant: Tuatara	20			
78-80	Rhinoceros, Normal	-			
81-83	Lizard, Giant: Horned Chameleon	20			
84-86	Snake, Rock Python	10			
87-89	Amphisbaena	-			
90-92	Lizard, Giant: Subterranean	20			
93-95	Hippopotamus, Normal	-			
96-98	Elephant	-			
99-100	Lizard, Giant: Monitor	-			

DRAGON: d20			ELEMENTAL: d20		
Roll	Name	L%	Roll	Name	L%
1-2	Pseudo-Dragon	5	1-2	Water Fiend	50
3-4	Dragon, White	20	3	Djinni (Lesser)	-
5-6	Wyvern	30	4	Elemental, Air: Lesser	-
7-8	Dragonne	40	5	Elemental, Earth: Lesser	-
9-10	Dragon, Black	30	6	Elemental, Fire: Lesser	-
11-12	Dragon, Brass	25	7	Elemental, Water: Lesser	-
13	Dragon, Copper	35	8	Salamander, Flame	75
14	Dragon, Green	40	9	Efreeti (Lesser)	-
15	Dragon, Bronze	45	10	Elemental, Air: Intermediate	-
16	Dragon, Blue	50	11	Elemental, Earth: Intermediate	-
17	Dragon, Red	60	12	Elemental, Fire: Intermediate	-
18	Dragon, Silver	55	13	Elemental, Water: Intermediate	-
19	Dragon, Gold	65	14	Salamander, Frost	75
20	Dragon, Multichromatic	100	15	Elemental, Air: Greater	-
FEY: d8			16	Elemental, Earth: Greater	-
Roll	Name	L%	17	Elemental, Fire: Greater	-
1	Brownie	20	18	Elemental, Water: Greater	-
2	Leprechaun	10	19	Djinni (Greater)	-
3	Sprite	20	20	Efreeti (Greater)	-
4	Nixie	95	HUMANOID*: d100		
5	Pixie	5	Roll	Name	L%
6	Dryad	10	1-5	Halfling	70
7	Satyr	40	6-10	Normal Human	15
8	Will-o'-the-Wisp	5	11-15	Acolyte	70
GIANT: d20			16-20	Bandit	20
Roll	Name	L%	21-25	Brigand	20
1-2	Ogre	20	26-30	Buccaneer	80
3-4	Merrow	20	31-35	Dervish	5
5-6	Yeti	10	36-40	Dwarf	50
7-8	Troll	40	41-45	Gnome	50
9-10	Giant, Hill	25	46-50	Merchant	100
11-12	Giant, Stone	30	51-55	Nomad	15
13-14	Ettin	20	56-60	Pirate	80
15	Giant, Frost	30	61-65	Svirfneblin	5
16	Giant, Fire	25	66-70	Trader	15
17	Giant, Cloud	40	71-75	Duergar	5
18	Giant, Storm	55	76-80	Medium	10
19	Cyclops	35	81-85	Berserker	10
20	Titan	10	86-90	Drow	5
* 10% chance of adventuring party. If rolled, skip Humanoid table and go to Adventuring Party on next page.			91-93	Elf	10
			94-96	Neanderthal	40
			97-98	Veteran	10
			99-100	Noble	-

ADVENTURING PARTY							
d6	1-4: Basic Adventurers			5-6: Expert Adventurers			
Class: d20				Party Size			
1	Acrobat	12	Illusionist	Basic: 1d4+4	Expert: 1d6+3		
2	Assassin	13	Knight	Level			
3	Barbarian	14-15	Magic-User	Basic: 1d3	Expert: 1d6+3		
4	Bard	16	Paladin	Alignment: d6			
5-7	Cleric	17	Ranger	1-2	Lawful		
8	Druid	18-20	Thief	3-4	Neutral		
9-11	Fighter			5-6	Chaotic		
Race: d20							
1: Drow		2: Duergar	3-4: Dwarf	5-6: Elf	7-8: Gnome		
9-10: Half-Elf		11-12: Halfling	13: Half-Orc	14-19: Human	20: Svirfneblin		
LYCANTHROPE: d8				MAGICAL BEAST: d100			
Roll	Name		L%	Roll	Name		
1-2	Wererat		30	1-4	Pegasus		
3	Jackalwere		30	5-11	Hippogriff		
4	Werewolf		25	12-17	Hippocampus		
5	Wereboar		20	18-23	Peryton		
6	Weretiger		15	24-28	Blink Dog		
7	Werebear		10	29-33	Unicorn		
8	Devil Swine		50	34-38	Owl Bear		
MONSTROSITY: d100				39-43	Roc, Small		
Roll	Name		L%	44-48	Hellhound		
1-10	Stirge		60	49-52	Spider, Giant: Phase		
11-20	Shadow		10	53-56	Leucrocotta		
21-30	Carcass Crawler		60	57-60	Manticore		
31-40	Gargoyle		20	61-64	Cockatrice		
41-49	Rust Monster		40	65-68	Griffon		
50-57	Gibbering Mouther		95	69-72	Nightmare		
58-65	Otyugh		-	73-76	Warp Beast		
66-73	Invisible Stalker*		-	77-80	Winter Wolf		
74-80	Catoblepas		50	81-83	Lizard, Giant: Flame		
81-86	Bulette		-	84-86	Hydra		
87-91	Remorhaz		20	87-89	Basilisk		
92-95	Malfyr*		-	90-91	Roc, Large		
96-98	Roper		90	92-93	Gorgon		
99-100	Tarrasque**		-	94-95	Chimera		
* = Outsider				96-97	Sphinx		
**: If left alone, moves in random direction 1 hex per day for 5d6 days before disappearing to wherever Tarrasques go				98	Couatl		
				99	Phoenix		
				100	Roc, Giant		

MONSTROUS HUMANOID: d100			PLANT, FUNGUS, OOZE: d12		
Roll	Name	L%	Roll	Name	L%
1-9	Goblin	40	1-3	Mycelian	30
10-17	Kobold	40	4-6	Brown Mould	-
18-25	Orc	35	7-8	Yellow Mould	-
26-28	Gullygug	20	9-10	Grey Ooze	-
29-31	Hobgoblin	25	11	Treant	10
32-34	Mutoid	35	12	Shambling Mound	25
35-37	Dark Creeper	20	UNDEAD: d20		
38-40	Gnoll	20	Roll	Name	L%
41-43	Locathah	10	1-2	Skeleton	-
44-46	Lizard Man	30	3-4	Poltergeist	100
47-49	Sahuagin	25	5-6	Zombie	-
50-52	Troglodyte	15	7	Ghoul	20
53-55	Triton	25	8	Coffer Corpse	80
56-58	Bugbear	25	9	Wight	70
59-61	Harpy	20	10	Ghast	10
62-64	Thoul	40	11	Wraith	25
65-67	Centaur	5	12	Spawn of the Worm	15
68-70	Doppelganger	20	13	Mummy	80
71-73	Medusa	50	14	Spectre	20
74-76	Minotaur	20	15	Banshee	50
77-79	Mantid	5	16	Revenant	-
80-82	Snake Person	70	17	Vampire	25
83-85	Drider	5	18	Demonic Knight	-
86-88	Hag, Black	40	19	Ghost	25
89-91	Scorpionoid	-	20	Lich	90
92-94	Rakshasa*	25			
95-97	Lamia	60			
98-100	Mind Lasher	50	* = Outsider		

VERMIN: d100

Roll	Name	L%	Roll	Name	L%
1-4	Rat, Giant	-	53-56	Spider, Giant: Black Widow	70
5-8	Rat, Normal	-	57-60	Spider, Giant: Aranea	70
9-12	Centipede, Giant	-	61-64	Driver Ant	10
13-16	Killer Bee	15	65-68	Rhagodessa	20
17-20	Rot Grub	-	69-72	Scorpion, Giant	50
21-24	Shrew, Giant	-	73-76	Spider, Giant: Tarantella	70
25-28	Beetle, Giant: Fire	-	77-80	Wasp, Giant	25
29-32	Cave Locust	10	81-84	Leech, Giant	-
33-36	Robber Fly	-	85-88	Ankheg	15
37-40	Beetle, Giant: Oil	-	89-92	Caecilia	15
41-44	Spider, Giant: Crab Spider	70	93-96	Mantis, Giant	-
45-48	Insect Swarm	-	97-100	Purple Worm	30
49-52	Beetle, Giant: Tiger	-			

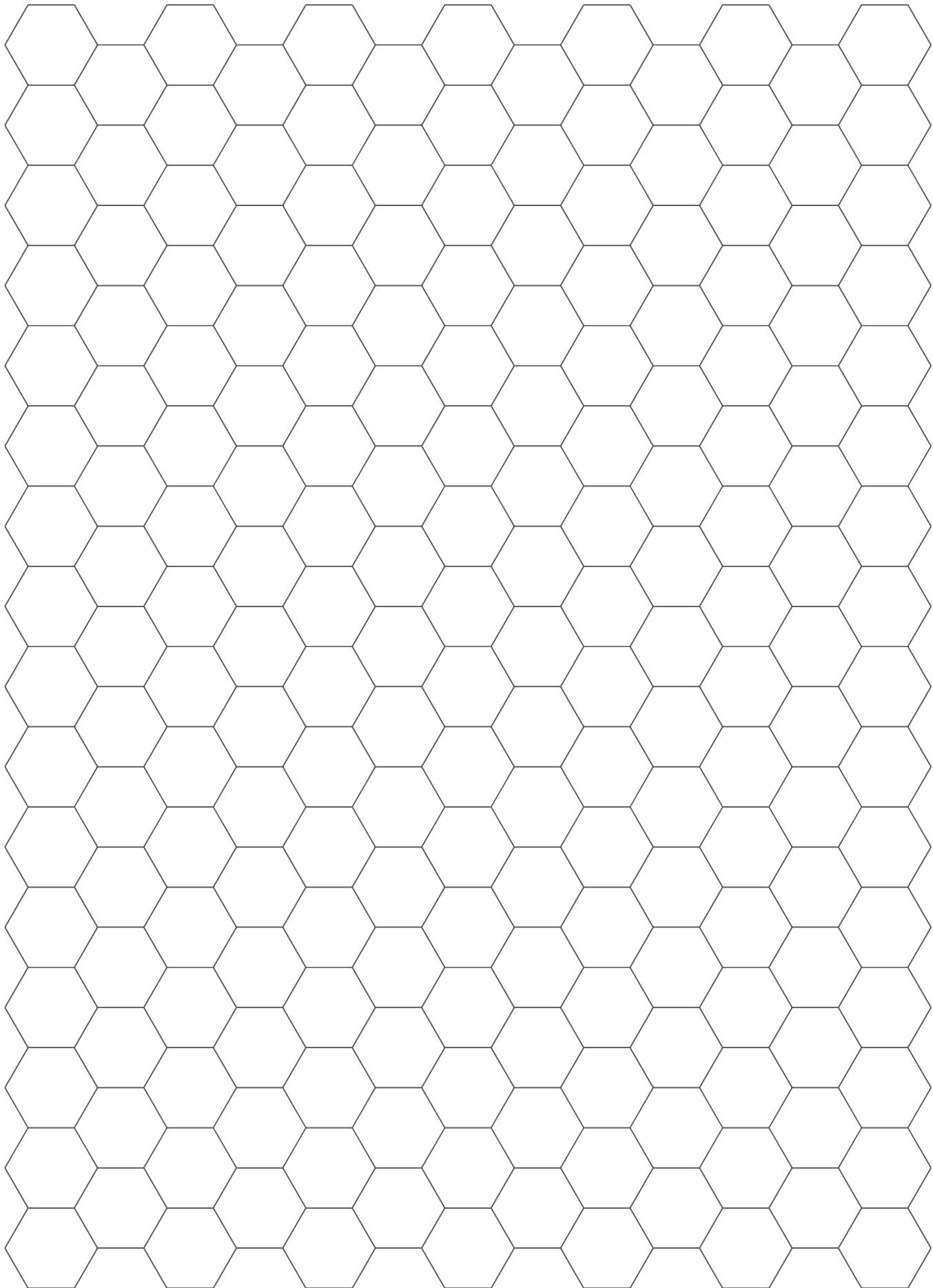
ENCOUNTER ACTIVITIES

Roll 1d6 to find the sub-table, then roll a d20 to see what your random humanoids are doing in the wild.

ENCOUNTER ACTIVITIES: d6			
d20	1-2	3-4	5-6
Activity			
01	Celebrating victory	Religious ceremony	Fighting another group
02	Defeated	Camping	Headed to town
03	Mourning	Plotting a raid	Execution
04	Escorting treasure	Sport/games	Secret mission
05	Eating and resting	Gambling	Seeking curse remover
06	Seeking lost treasure	Training	Smuggling
07	Protecting territory	Building something	Servants to stronger group
08	In need of help	Looking for new home	Seeking lost comrade
09	Same affiliation as PCs	On patrol	Self-sacrifice ritual
10	Known by PC/s	Escorting prisoner	Making sacrifice
11	Knows of PC/s	Getting drunk	Just robbed by bandits
12	Heading to same place	Destroying lair/home	Negotiating truce
13	Headed to where PCs just left	Funeral/procession	Under a spell/geas
14	Finishing murder/ambush	Lost	Practicing music
15	Making a delivery	Setting ambush	Going to pay a ransom
16	Hunting/gathering	Demanding toll	Repairing something
17	Tracking enemy	Looking for work	Running scams
18	Fleeing enemy	Tracking fugitive	Capturing magical beast
19	Wedding	Protecting travelers	Starving
20	Fighting each other	Seeking lost location	Herding animals

If you want your group to have a random alignment, use this chart.

Humanoid Alignment: d6			
1-2: Lawful	3-5: Neutral	6: Chaotic	
Monstrous Humanoid, Giant, Fey Alignment: d12			
1: Lawful	2-3: Neutral	4-6: Chaotic	7-12: As book entry



LINKS

Hexographer: hexographer.com/free-version/

Hex Flower Weather Generator: korbohned.de/product/4-seasons-weather-table/

Donjon Dungeon Generator: donjon.bin.sh/fantasy/dungeon/

One Page Dungeons: dungeontest.com/

5 Room Dungeons: roleplayingtips.com/5-room-dungeons/