



# 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

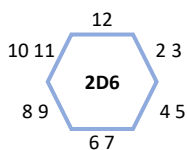
= Road (moving along road nudges the **1. Encounter Engine** result one HEX face towards the "Large settlement / city / destination" HEX; on the next double the road: 1<sup>2</sup> = ends; 2<sup>2</sup> to 6<sup>2</sup> splits/x-roads | can cross over the road

\* = 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

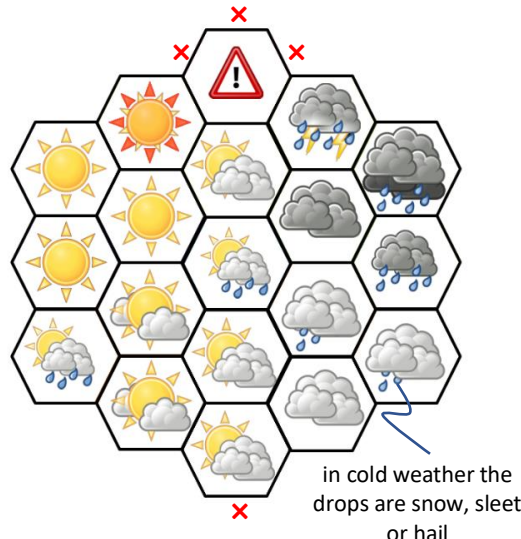
<https://goblinsenchman.wordpress.com>

by Goblin's Henchman

## 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 (-)	
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24+	