

Hex Crawling

TRAVEL PER DAY

Hexes are **6-miles** across. The PCs can move a number of hexes per day based on travel method.

MOVEMENT

PCs move from hex to hex as a group while travelling overland. Shift into combat or crawling rounds if an encounter occurs.

Check for a **random encounter** twice a day and twice overnight with a 1:6 chance each time. Roll a d12 to determine what time of day the encounters happen.

POINTS OF INTEREST

Each hex has a Point of Interest that will be described upon entering. Exploring a Point of Interest takes half a day.

WEATHER

Check the weather each day by rolling a d6.

On a 1, the weather is bad. **Normal** terrain becomes **difficult**. There is a 3:6 chance of a storm occurring, which reduces visibility to near.

On a 6, the weather is excellent. Roll the next weather with ADV.

ENTERING HEXES

Travel Method	Hexes per Day
Walking	4
Mounted	6
Sailing	8

TERRAIN

Difficult terrain, such as swamps, jungle, or mountains, requires 2 hexes to enter. Navigating difficult terrain is difficult; a PC may need to make an INT check (DC set by the GM) to prevent getting lost.

PCs cannot enter **impassable terrain** such as lava lakes or sheer cliffs using standard modes of travel.

FOOD AND WATER

PCs can go three days without consuming a ration. They take 1d4 CON damage/day after that (death at 0). A PC can **forage** for 1 ration a day with an INT check (DC set by the GM).

PUSHING

At the start of the day, the PCs can choose to push. They move an additional 50% of their speed. Increase the random encounter chance to 2:6 that day. PCs can't **forage** on a day they push.

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RESTING

Injured characters can rest to recover from their wounds. To rest, a character must consume a ration and sleep for 8 hours. Sleep can be broken up for light and routine tasks, such as taking a turn on watch.

Interruption. Each stressful interruption of rest (including combat) requires an affected character to make a DC 12 CON check.

On a failure, the character consumes a ration but gains no benefit from resting.

Success. A character who successfully rests regains all lost hit points and recovers any stat damage (all stat damage is temporary unless described otherwise). Additionally, some talents, spells, or items regain their ability to be used after a successful rest.

CAMPFIRE

In many cases, adventurers need a light source while resting. While Crawling, characters can combine three torches into a campfire that can't be moved once lit. In the wilderness, wood to make a campfire can usually be gathered nearby. A campfire lasts up to 8 hours while at least one character tends it, and it casts light out to a near distance.