

Hexploration Decks

Sample Deck

Swamp Oracle

28

Place of Power

d6	<u>Seer's Source</u>	<u>Who is the Seer?</u>
1	Whispering spirits	Patchy lizard woman
2	A tuned artifact	Elderly orc man orn child

Hidden Tomb

Traces of Civilization

d6	<u>Best Treasure</u>	<u>Occupant</u>	<u>The Tomb</u>
1	Magic gear	Secret lover	M
2	Secret Lore	Folk hero	So
3	Jewelry	Beloved pet	Re
4	New base	Unclaimed child	L
5	Lost heirloom	Former ruler	P
6	Collectible art	Adventurer	Co

Who Put the Tomb Here?

1. A nobleman's trusted agent.
2. A powerful ally of the occupant.



Hexploration Decks Sample

Add points of interest to any fantasy map with Hexploration prompt cards! There are three card types in this deck, providing inspiration for preparing a setting for a role playing game (or fiction).

LOCATION CARDS provide a picture on one side, and a series of options on the other. You can randomize a location, or choose ideas you like best. The ideas give anchor points for your own creativity as you customize the result to fit your setting.

Each card can inspire many unique locations!

TRAIT CARDS can modify your locations to make them even more distinctive and interesting. You may have a haunted graveyard... but now it also hosts a criminal element—or maybe it is a base for a warrior tradition. Each trait has multiple prompts to ensure more flavor for your sites.

REFERENCE CARDS provide distilled hex crawl guidance and general ideas for how to get the most out of the locations and traits on a hex map.

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Art by The Forge Studios



Arid Trading City

01

City

d6	Ruler Faction	Wealth Source	Biggest Threat
1	Warlord	Aquifer below	Sand monsters
2	Aristocracy	Magic glass	Nomads
3	Wizards	Mercenaries	Infighting
4	Undead	Stolen plunder	Outsider army
5	Elementalists	Unique silks	Rival empire
6	Scholars	Exiled nobles	Sinking in sand

Famous Pastimes in the City

1. Combat arenas. You can make money—if you win. Recruiters watch for talent.
2. Flight of Vices. Many dens will bring an escalating selection of psychedelics, you lose 1d6 days.
3. Skiffing. Race and explore on sand or air skiffs.
4. Shopping. There are hidden shops and open bazaars that sell rare and unique goods.
5. Scholarship. Gain access to private libraries and museum galleries by networking with nobles.
6. Explore. Beauty and wealth lurk behind stone.

Best Trading Partners

1. Nomads bringing rare plants, animals, and relics.
2. Cities across the desert on a trade route.
3. An underdark civilization accessing the surface.
4. A port, they fall back here when attacked.
5. A merchant guild, always trying to take over.
6. Dimensional gates connect to outsiders.



Town

d6	<u>Support Town</u>	<u>Neighbor's Say It Is A:</u>
1	Elf treehouses	Whimsical landmark
2	Among roots	Culturally insensitive eyesore
3	Miles away	High-maintenance headache
4	Surrounding	Architectural triumph
5	Interconnected	Proud heirloom estate
6	Magic servants	Insular retreat

History of the Settlement

1. Prophecy linked a noble family's prosperity to a tree. Their estate includes the tree in its structure.
2. A human baron forced conquered elves to work with his craftsmen to build an estate.
3. This was built on the edge of human lands and an elven wood, for diplomatic meetings.
4. When an outlawed heir gained the throne, he converted his bandit treehouse into an estate.
5. Druids enhanced a patron noble's estate.
6. Dwarves insisted they could build an elfhouse.

What Experts are Based Here?

1. An order of tree-springer parkour ranger snipers.
2. Druidic leaf-singers who can shape live wood.
3. A school of painters specializing in living light.
4. Spoiled aristocrats with endless contacts at court.
5. Diplomats who study negotiating with the fey.
6. Museum curators studying elven artifacts.



The Usurper's Fortress

03

Town

<u>d6</u>	<u>Defenders</u>	<u>Do People Know Where It Is?</u>
1	Grim criminals	Secret, magically hidden
2	Live statues	Known, but heavily guarded
3	Cultists	It relocates magically
4	Wizard cabal	A symbol on the skyline
5	Battle monks	In an off-limits area
6	Vampires	Magically forgettable

Controlling Access To:

1. This is the only local entry to the underdark.
2. Guards last copies of the realm's banned books.
3. Political prisoners, including heirs to the throne.
4. Built to contain an ancient dimensional portal.
5. A massive ritual chamber in the tower controls local weather, affecting a nearby mountain pass.
6. An order of seers can spy on the whole region.

Rumored Ways In or Out

1. Only half the gong chutes have working grates.
2. There is often thick fog; you can climb the cliff.
3. Some of the anti-flyer lightning crystals are burned out or chipped so they are slow to shoot.
4. Relax and just pay a corrupt sergeant a bribe.
5. If you claim to know the whereabouts of the Scroll of Zyboria, you can get in to see the baron. (Of course, if you don't, then it gets tricky...)
6. An escape tunnel ends in a nearby hollow tree.



Town

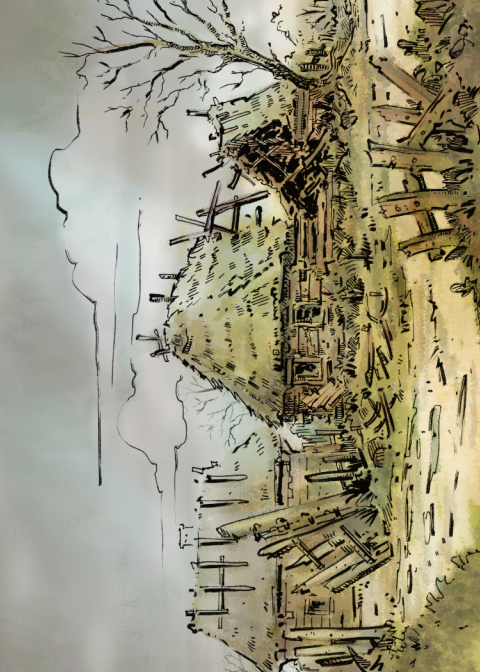
<u>d6</u>	<u>Ruled by</u>	<u>Famous for</u>	<u>Current Issue</u>
1	Monarch	Custom ships	Tax disputes
2	Noble House	Rare seafood	Corruption
3	Noble Council	Sea witches	Refugees
4	Guild House	Weatherwork	Feral faction
5	Guild Council	Novelists	War levies
6	Mayor	Duels	Local monster

Typical Opportunities

1. Tutor. Educate and prepare noble youth.
2. Guard for merchants. Back off corrupt members of the Watch who collect “fees.”
3. Dockdiving. Decent pay to clear out hungry pests lairing too close to the water’s edge.
4. Agent for wealthy merchants, nobles, and patrons. Serve as a messenger or spy.
5. Sailor. Passage and pay serving aboard a ship.
6. Crystalier. Place and attune weather crystals.

Popular Exports

1. Sturdy little collapsible boats.
2. “Our fish and farm markets feed YOU!” Herring and grain are shipped throughout the region.
3. Tempestuous blonde sailor women.
4. Rare editions and restored books.
5. Crystal-head magic glowing torches and jewelry.
6. Precision glass vessels and ground crystal lenses.



Village

d6	<u>Who's Here?</u>	<u>Why Ruined?</u>	<u>Who Benefits?</u>
1	Survivors	Bandits	Rival noble
2	Criminals	Crushed revolt	Outlaws
3	Cultists	Monster attack	Cranky druid
4	Soldiers	Evacuation	Hiding cult
5	Hunters	Battlefield	Well ghost
6	Refugees	Rebuilt nearby	Werewolves

What Could Get People to Return?

1. The bridge collapsed, so people didn't come through anymore. Rebuild it, revive traffic.
2. Clear out all the monsters in the area maybe!
3. Give land to the scattered homestead survivors.
4. Foreign refugees are keen to move in.
5. Remove the noble whose rule failed them.
6. Grant a 10 year reprieve from the war levy.

What Treasure Was Lost When They Fell?

1. Legendary storytellers, steeped in extensive lore.
2. A musical tradition included a library of songs and unique regionally famous harp music.
3. The farmers had bargains with the fey so they could make bread with magical properties.
4. Legend tells of large, handsome chickens that could swarm and kill much bigger predators.
5. The most powerful seers came from this area.
6. They understood the nearby forest's threats.



Village

d6	<u>Who Runs It?</u>	<u>Important Resident</u>
1	Bitter seneschal	Reclusive expert hunter
2	Impatient heir	Canny sage in hiding
3	Exiled noble	Family of usurped dynasty
4	Hermit scholar	Disgraced alchemist
5	Retired general	Tragic curse victim
6	Peasant council	Future "Chosen One"

What Locals Say About Occupants

1. They were never the same after that sea voyage.
2. We love their hands-off management style!
3. They are too expensive, we resent their burden.
4. The last inhabitants were way better.
5. We don't talk about them. Stop asking. If you know what's good for you, stifle that curiosity.
6. They are the good ones, not like the others.

Watch Out For:

1. Bandits plague the area. This place was lawless before the fortified estate was built.
2. The estate rulers think they own everybody. You don't want them to notice you.
3. Everything seems a little too neat and quiet. That's a sure sign there's a deep, dark secret.
4. Stay in a group. Don't go off alone.
5. Lots of werewolves around; carry silver.
6. Bounty hunters gather here. Fugitives beware.



Outpost

d6	<u>Who Built It?</u>	<u>Who Runs the Mill?</u>
1	King's engineers	Organized crime
2	Gnome family	Noble's tax officers
3	Dwarf refugees	The Miller family
4	Halfling clan	Retired adventurers
5	Guild trainees	Necromancer, undead labor
6	Nobody knows	Civilized kobolds

What Bad Thing Happened Here Once?

1. The miller was found hanging from the rafters.
2. A cult took over the mill and did rituals here.
3. Soldiers crushed a revolt, this was the last stand.
4. A predator hid inside. It was killed, but some of the victims' remains were never found.
5. Every few years there is a fire. Someone dies.
6. The drunk miller ran an animal fighting ring in the basement, attracting a bad crowd.

What Other Service Does the Mill Offer?

1. It is fortified. Locals retreat here to avoid danger.
2. Gossip flows as freely as water past the wheel.
3. The miller is a criminal fixer, matching clients and talent. The mill is neutral ground, no combat.
4. The miller is an amateur historian, with a modest library of local histories, legends, and so on.
5. Side business training attack dogs.
6. Friendly relations with fey in the area.



The Penitent Shrine

08

Outpost

d6	<u>Who's Buried?</u>	<u>Secrets Hide:</u>	<u>Guarded By A</u>
1	First explorers	In the art	Priest
2	Knights' Order	Coded markers	Madman
3	Noble family	Under the altar	Ghost
4	Prisoners	In the books	Monster
5	King's pets	Held by ghosts	Artist
6	Poor refugees	In graves	Bandit

Current Purpose

1. Local factions use the site for neutral meetings.
2. Acolytes of a ghost hunting order train here.
3. Smugglers use the shrine as a drop point.
4. Poor despairing commoners worship here.
5. Bandits lair here, horses stabled in the sanctuary.
6. The site marks a border contested by barons.

Why is the Shrine in Disrepair?

1. A smug secular ruler who crushed the religion uses the site as a trophy, enjoying its slow ruin.
2. The shrine is haunted, exuding a supernatural force to resist both demolition and restoration.
3. A heretic burned here. She laid down a mighty dying curse. No one wants to be marked by it.
4. Funding was diverted from community upkeep to beautifying the noble's personal properties.
5. A local feral faction keeps wrecking the place.
6. Ruins are preserved to keep pilgrims humble.



Hazard

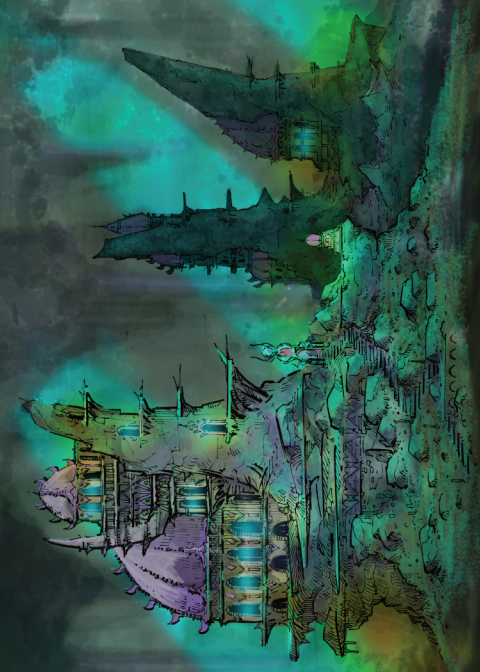
<u>d6 Why Deserted?</u>	<u>Who Got Famous Here?</u>
1 Cliffs, no road	An adventurer, now retired
2 Treaty requires it	The king; he sealed the door
3 Forgotten, lost	A warrior, against all odds
4 People vanish	A prophet spoke to a god
5 No close water	A duelist defeated a specter
6 Mighty storms	A nobleman signed a treaty

What Makes This Place So Dangerous?

1. Visitors feel uneasy, sanity erodes, nightmares.
2. Holy ground for a savage faction, no visitors.
3. Locked away below is a world-ending threat.
4. Territorial monsters claim the area for hunting.
5. Ghosts are drawn here, dangerous at night.
6. Victims may have misleading prophetic visions.

What Used to Be Here?

1. A feast hall stood over winding cellars below.
2. The enchanted door accesses a vault, once in the center of a wizard tower. Jealous wizards dismantled the tower, but couldn't crack the door.
3. A fortress stood against invasion, until it didn't.
4. An elven hall gave hospitality and gifts to travelers from other worlds during their visits.
5. The "sky seat" of a dwarven thane atop his once-magnificent clan home, now collapsed.
6. A monster hunter's trophy hall and lodge.



Hazard

d6	<u>Why Inhabit?</u>	<u>How Ruined?</u>	<u>Remembered:</u>
1	Study the ruin	Dragon attack	As Corrupt
2	Refugees	Sacked in war	As Enlightened
3	Bitter heirs	Massive curse	As Fearsome
4	Bandits hide	Gods smote it	As Beautiful
5	Loot the ruin	Decadence	As a Warning
6	Clear monsters	Shifting fortune	As a Promise

Why Go There Now?

1. The whole city was pulled underground, and is still partially encased in stone. How was it done?
2. Famous for sages, the ruins have esoteric lore.
3. The rough-and-tumble atmosphere is ideal for a fugitive to shake pursuit. (Hide, or seek.)
4. The city's inhabitants are toying with dangerous powers; they may summon or release doom.
5. Monsters and/or rebels are gathering in this out-of-the-way place undetected; spy on the threat.
6. Experts train exotic mounts for sale here.

What Dangers Lurk Within?

1. Mind-eating vermin lair in the ruins.
2. Criminals and foreigners base spies here.
3. The city was once famous for intricate traps.
4. The ruins are riddled with dimensional portals.
5. A secret order will kill to keep the ruin's secrets.
6. Traces of a city-killing plague endure below.



Reliquary Shrine

11

Place of Power

d6 Shrine is Open:	What Protects the Shrine?
1 Only by night	Elaborate magical traps
2 Once a quarter	Friendly religious historians
3 By king's order	Animated greenery
4 For the Chosen	Ruthless harpy cult
5 For funerals	Defensive magic barriers
6 By ritual prayer	A golem over the door

Why Entomb Bones of Saints Here?

1. The saint died atop this rock, unyielding against a tide of foes whose bodies piled up around it.
2. This is the ancient religion's last standing stone.
3. This is the crypt cornerstone of a once-epic temple, since pulled down by religious rivals.
4. Followers believe this is the tooth of their monster god, so they lay their saints' bones inside.
5. Void-travelers rest in a piece of a god's shattered palace, fallen here from another world.
6. All is done in accordance with the saint's vision.

What Powers Might the Bones Have?

1. Crush and snort to gain the power of prophecy.
2. Worked into a weapon, convey smiting power.
3. Brandish to gain immunity from magic attack.
4. Sleep among them to consult with ghosts.
5. Their demon enemies trade powers for bones.
6. Believers will do anything to get the bones back.



The Decaying Library

12

Place of Power

What Caused its Ruin?

1. A noble family's debauchery and "experiments" went too far. Their subjects stormed the estate with fire and blade, ending the atrocities.
2. A wicked scholar botched a powerful ritual, killing everyone on site and releasing monsters.
3. A cabal of wealthy necromancers sneered at authorities. One night some adventurers wiped them out, looted the place, and moved on.
4. The family's heirs fought in a distant war. They were cursed, and the curse followed them home.
5. Wealthy aristocrats oppressed their subjects. Rebels with lots of grievances killed them horribly when they overthrew the government. The nobles were executed while snarling dire curses.
6. When the venerable patriarch died, the heirs hotly contested his cryptic will. They schemed against each other until all of them were dead.

Why is the Site Powerful?

1. The library's coded books are full of secrets.
2. It brims with energy on a ley line nexus.
3. The barrier between worlds is thin in its tower.
4. An undying scholar curates and defends the site.
5. The earth and timbers are steeped in cursework.
6. Something awful is imprisoned here.

Danger, History, Opportunity

Why is it Haunted?

1. Victims of a mass killing cannot rest.
2. Undead were posted as guards.
3. Convicts were rendered undead as punishment.
4. Energy emanating from the site attracts undead.
5. A terrible secret is working its way out.
6. The undead are left over from a past conflict.

What Form Does the Haunting Take?

1. The haunting is in full force one night a year.
2. Haunted dreams and possession of the weak-minded who dwell on strange thoughts.
3. Corpses rise, incorporeal dead drift. Nothing stays in the ground without holy rituals.
4. Cursework powers the dead to influence and bully the living into obeying their twisted wills.
5. Buildings soak up the essence of the dead, and echo their pain and desires into the Material.
6. Ghostly guides point towards buried secrets.

How Might the Haunting be Ended?

1. An expensive, lengthy ritual might do the job.
2. Expose an injustice to put victims at rest.
3. Find the remains, salt and burn the bones.
4. Complete an unfinished symbolic task.
5. Break the force that channels the energy.
6. Gain forgiveness, or forgive the damned.

		Experts	
d6	<u>Top Priority</u>	<u>Obvious?</u>	<u>Type</u>
1	Train experts	Secret	Criminals
2	Secure secrets	Subtle, low key	Artists
3	Subvert politics	Established	Laborers
4	Enrich leaders	Respected	Architects
5	Innovate	Influential	Merchants
6	Exact revenge	Dominates area	Wizards

Possible Alliances

1. Family connection with the people in charge.
2. Contract with a neighboring rival government.
3. Informal collaboration with smugglers.
4. Indebted to an outlawed cult.
5. Claims an eccentric aristocrat as a patron.
6. Ties with organized crime in a nearby city.

Why Set Up Here?

1. Access to multiple modes of transportation.
2. Historical or religious significance.
3. Local ties, sympathetic populace. Easy to blend.
4. Enemy targets are nearby.
5. Plentiful or elite supplies for guild business.
6. Power base for supportive allied factions.

They say things changed when the guild set up shop... but they say it real quiet like, because it isn't healthy to complain about the guilders.

Good Hunting

14a

Experts, Opportunity

What is Hunted Here?

1. Flying prey, usually pursued on flying mounts.
2. Amphibious lizard creatures, in wet areas.
3. Predator animals: big cats, wolves, bears, gators.
4. Animal-like monsters, native or released.
5. Intelligent monsters, native or released.
6. Humans and/or civilized prey.

What Faction(s) Hunt Here?

1. Nobles who make deals during the hunt.
2. Tourist hunters from all over hiring local guides.
3. A local religion conducts ritual hunts.
4. Criminals use hunts to socialize and negotiate.
5. Adventurers, scaling hunts to hunter skill level.
6. Savage factions competing for social status.

Odd Hunting Traditions

1. The first day of the hunt starts at noon. Everyone is drunk. This gives the prey a head start.
2. Paint a stripe of blood on all hunting animals.
3. If a hunter wounds prey that escapes, the hunter may only use melee weapons until the next hunt.
4. The first kill is a gift to the Lord of the Lodge.
5. Hunters may wear cloth on the hunt, and leather from what they have killed in the wild.
6. The hunter with the most impressive farts in camp gets a head start and bragging rights.

Expensive Taxation

14b

Danger, Opportunity

Why are Taxes High Here?

1. The watchful noble's estate is very close.
2. Disgruntled subjects indulge in costly sabotage.
3. Corrupt tax collectors skim a big percentage.
4. The government takes good care of its subjects.
5. Wealthy residents skew the local economy.
6. Cover costs of war or public works projects.

Common Tactics to Collect More Tax

1. Gates charge "leg and wheel" taxes: a coin per leg or wheel for non-resident travelers.
2. When you buy food or drink, "a round for our benefactor" is added to your charge.
3. Extensive due process of declaring possessions and being interviewed on your business can be skipped for hefty convenience fees.
4. Sumptuary laws (making some colors or styles of clothing illegal) and peace-knotting requirements for weapons have fines for lawbreakers.
5. Use of roads obligates travelers to public service labor for 6 hours—or they can pay a fee instead.
6. Local officials will only do their jobs if motivated by a modest processing fee.

Adventurers often avoid paying full taxes. They may assist others in collecting or evading tax bills.

Attraction

d6	<u>What Happened?</u>	<u>What Faction Cares?</u>
1	Battle	Locals
2	Cosmic contact	Regional rulers
3	Faction founding	Guilders or Specialists
4	Death of a leader	Religious faction
5	Leader's birthplace	Previous regime
6	Invention's first use	Unwelcome tourists

How Accessible is the Site?

1. Entry fee, tour guides, signage, merchandise.
2. Only used for special occasions, often closed.
3. The site is in a public area, with no staff.
4. The sponsor faction bases operations out of it.
5. High security, visitors must get cleared to enter.
6. A secret site for the sponsor faction. Most people do not know about its existence.

What is the Site's Condition?

1. Painstakingly restored to its former glory.
2. Always under construction, rarely open.
3. The sponsor faction hires minimal staff, relying on donations for upkeep and preservation.
4. Maybe a sign, locals know about it. If you don't know what you are seeing, it seems ordinary.
5. Crumbling and run-down.
6. Gone, memorialized with a plaque; something else is built over the site now.

Attraction

d6	<u>Usual Offering</u>	<u>Why is it Holy?</u>	<u>Pilgrims seek:</u>
1	Money	Divine contact	Clarity
2	Magic items	Houses a relic	Revenge
3	Renewed vow	Burial ground	Skill
4	Blood sacrifice	Blessed waters	Oblivion
5	Acts of service	Prophecy	Purpose
6	Host an event	Holy plant/tree	Visions

Typical Activities

1. A vigil to be tested by the spirits of the dead.
2. Prayer and fasting, opening to divine will.
3. Frequent (and lengthy) worship services.
4. Inducting the faithful, or reinforcing members' commitments through symbolic acts.
5. Witnessing (and possibly studying) artifacts, phenomenon, and/or rare texts. Consulting experts.
6. Undergoing trials for purification or evaluation.

Problems at the Site

1. High resentment between locals and pilgrims.
2. Multiple factions claim ownership of the site.
3. Grifters target vulnerable and credulous pilgrims with various schemes, cons, and violent crimes.
4. Spies and criminals often pose as pilgrims, raising suspicion of all pilgrim motives.
5. The site is closed. Visiting is breaking the law.
6. Determined vandals keep desecrating the site.

Danger

d6	<u>How Do You Get It?</u>	<u>What Does It Do?</u>
1	Insect bites	Always tired, can't sleep
2	Inhale spores/dander	Skin starts flaking off
3	Water or body oil	Stiffness, until paralyzed
4	Infects dreams	Coughs, growing rage
5	Infects open wounds	Blackouts, memory loss
6	Magic use	Mutate into reptile

How Do Locals Counter the Illness?

1. Weekly drinks of a potion made from local plants and animals that protects from the effects.
2. Devout faith to a hands-on pagan deity.
3. Reliance on the noble's expensive alchemist.
4. Keep cats specific to this area nearby, as they keep their owners healthy somehow.
5. Boil the water, overcook food, wear masks.
6. Join an illegal cult, ingesting a single drop of demon blood that grants immunity.

Why is This Area Unhealthy?

1. A pauper unleashed a curse while dying here.
2. A wizard war's ritual magic attacks left a residue.
3. An unholy monster died here, leaving a taint.
4. A bitter druid ruined civilization's conquest.
5. An alchemist was trying to cure diseases. Infected animals escaped experiments and spread.
6. Unhallowed ground breathed contagion.

Historical

d6	<u>Whose?</u>	<u>What Kind?</u>	<u>Memories</u>
1	One of the PCs	Grew up here	Blank
2	Henchman	Exiled, pariahs	Painful
3	Close ally	Formerly heirs	Resentful
4	Employer/client	Estranged family	Conflicted
5	Party enemy	Founding family	Fond
6	Regional villain	Family of experts	Wistful

How Did They Leave Things There?

1. They will punish me for what I (or family) did.
2. I didn't know my family settled there and gained local influence! Maybe I should catch up.
3. Young heartbreak, star-crossed love, bad blood.
4. Scamp and a troublemaker back then. People were glad I left and don't want me back.
5. My family is (or was) important here, and I have responsibilities I left behind. I'd be welcome.
6. My family is in charge of the place. Aside from some internal rivalries, I have opportunity there.

How Can We Make This More Fun?

1. Meet your baby you haven't claimed!
2. You were a foundling, they never told you.
3. People in town had plans for you. Still might.
4. Some experts delight in telling cringe stories.
5. You can get some property here, for back taxes.
6. An old friend is in trouble; but you're busy...



The Flame Palace

17

City

d6	<u>Who Rules?</u>	<u>How do you reach it?</u>
1	Smug wizard guild	Invitation only
2	Infernal diplomats	Solve a puzzle box
3	Elemental exiles	Defended portal
4	Afterlife wardens	Forgotten ritual
5	Demonic huntsmen	Summon a guide
6	Lawful wardens	Enter a holy flame

How Do You Withstand the Heat?

1. Oh, it's just for show, an illusory landscape.
2. You send your spirit, leaving your body behind.
3. Guests receive protective jewelry.
4. If you can't shield yourself, don't visit.
5. Stay hydrated with magical fireproofing wine.
6. A guardian shoulder-imp maintains protection.

Why Do People Visit?

1. Shop the markets for magical fire-related foods.
2. Famous trade center for making and trading enchanted jewelry, weapons, armor, and fabrics.
3. Prisoners and scholars mix to extract and trade secrets of all kinds, a dark currency of knowledge.
4. The parties are truly epic, a rite of passage among the most jaded and powerful carousers.
5. This place reaches out to artists and inspires their work; as they progress, they find their way here.
6. Powerful summoning rituals collect "guests."



The Entry Gate

18

Town

d6	<u>Who Wants to Move In?</u>	<u>They Run Out Of</u>
1	Bandits keep trying	Food and water
2	Monsters come and go	Good workers
3	Factions from Inner Gate	Soldiers
4	Monarch's spoiled kid	Drugs and alcohol
5	Academics	Sturdy chains
6	A mining Guild	Entertainment

What Was/Is Distinctive About This Place?

1. The town is knee-high, occupied by the fey. They may choose to shrink a visitor to fit.
2. Formerly a dwarfgate to a clan home, smashed by a siege. Humans built a new facade, and still use the extensive corridors and chambers inside.
3. Caught out of time, immune to age or attack.
4. Built to house a scholarly wizard and assistants.
5. Can cloak with an illusion of the mountainside.
6. Built to monetize traffic, a tax collector fort.

What is Behind the Inner Gate?

1. A road to the underdark.
2. A corrupt monster-summoning pool.
3. The back door escape route from the palace.
4. The monarch's royal hard labor prison mine.
5. A curated breeding ground for monsters that are trained and sold as weapons of war.
6. Diplomatic quarters for visiting dragonborn.



The Necromancer's Haven

19

Outpost

d6	<u>Door Guard</u>	<u>How Big Inside?</u>
1	Riddle Specter	One room
2	Death rays	Prestige suite
3	Snide ogres	Tower-sized complex
4	Talking doorway	Town-sized fortress
5	Ghostly snipers	Sprawling necropolis
6	Imps in eyesockets	Entry to another realm

Most Famous Occupants

1. Gulzuk the Devourer. An accomplished orc warlord retired here to study necromancy.
2. The Shining Host. This tomb is magically lit so those interred within are never in shadow.
3. The Flirtcrafters. An oddly-named order of slightly mad sculptors, masons, writers, and artists.
4. The Throat. An infectious outsider waits within.
5. Sword of Power. Harness the Haven's energy.
6. Brinnick the Unavailable. The region's most revered sage does not wish to be pestered.

Means to Gain Entry

1. The Bone Key animates skeletal doormen.
2. Skillfully perform an hour-long supplicant ritual.
3. Gift a skull that's not in the Haven's collection.
4. Only the dead may pass through the gate.
5. Anyone can enter. Only friends leave alive.
6. Check all weapons and magic at the door.



The Deep Tower

20

Outpost

d6	<u>Crystal Function</u>	<u>Tower Location</u>
1	Zap intruders	In a hollow mountain
2	Magic concealment	Giant burrower warren
3	Enhance scrying	Over hallucinogen vent
4	Ghost prison	Crematorium grounds
5	Defensive shielding	Half a step off Prime
6	Decorative fad	In a still pool's reflection

Why is it So Purple?

1. Purple is the color of evil magic, obviously.
2. Giant burrower scute material lends power.
3. It is translucent, the lights make it look purple.
4. The shade is outlawed for any but the heirs to the throne to use in their buildings or clothing.
5. This particular color repels local predators.
6. Exposure to normal light dampens its magic.

Why Do People Seek it Out?

1. The soul collector within rents out interviewees.
2. Prestige vacation retreat, privacy guaranteed.
3. Famed library for lore on other worlds.
4. Insectile musicians study and perform unique music here, gathered by a powerful patron.
5. Important prisoners are kept in elegance and comfort here, with their skills and secrets.
6. This is an embassy for a reclusive faction, the only place to safely meet with their people.



The College of Whispers

21

Outpost

d6	<u>Students of</u>	<u>Built by</u>	<u>Run by</u>
1	Swordplay	Convicts	Government
2	Civic magic	Dwarven skill	Religious order
3	Architecture	A Guild	Academics
4	Governance	Ancient race	Noble family
5	Logistics	Invading army	Steward
6	Penitence	Constructs	Foreigners

Current Problems

1. Currently closed due to government insecurity and infighting. Reopening will signal stability.
2. Standards have fallen, tarnishing the site's reputation. Corruption in leadership hampers reform.
3. Deferred maintenance leads to increasing decay.
4. A noble is trying to sabotage the College and take it over as a prestige holding in his fief.
5. The College is plagued by mysterious deaths.
6. A recent fire damaged valuables entrusted to the College, provoking donors to withdraw.

Who is Wants Control of the College?

1. The local noble demands a say in their decisions.
2. Alumni don't like the leaders' current direction.
3. College leaders crack down on dissent.
4. Why are ghosts suddenly a problem?
5. The College is in an area a huge predator claims.
6. The ruler's spies don't like what they're hearing.



Outpost

d6	<u>They Feel Visitors Are:</u>	<u>What Do They Make?</u>
1	Interfering busybodies	Mechanical constructs
2	Guilty, unpunished	Mass-produced potions
3	Ignorant customers	Dimensional transports
4	Potential accomplices	Weapons and armor
5	Appreciative audience	Various ship types
6	Security risks	Locks, security devices

How Do You Get There?

1. Get a recommendation and guide from a guild that has ties with them. Don't show up alone.
2. They constantly disconnect and reconnect different dimensional doors as a security measure.
3. Descend through layers of security checkpoints.
4. Your invite is a mechanical construct vehicle arriving to pick you up—no delays, no questions.
5. A white badger leads you through secret doors.
6. After you ask their allies for an invite, gnomes black-bag kidnap you when you least expect it.

Etiquette Tips

1. Don't interrupt them. They only give 1 warning.
2. Trying to haggle over price insults their expertise.
3. Stick to business, small talk may trigger them.
4. They categorically resent regulations.
5. No big orders without bringing a magical gift.
6. Casting magic in the factory earns a death mark.



Hazard

What Happened Here?

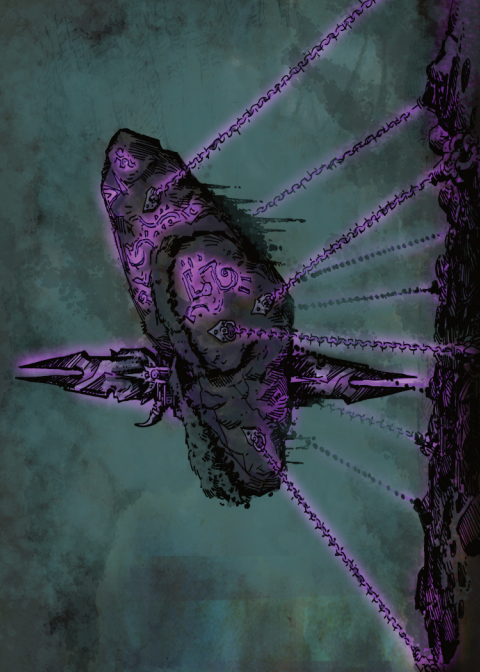
1. A giant attacked, knocking a tower off kilter and shearing the top off with a huge magical sword.
2. The wizard experimenting with making flying castles crashed this starter experimental vessel.
3. Burrowing attackers pulled the fort underground, breaking it up. Only the tower remains.
4. An escape wrecked the magically hidden prison, ruining the illusions and the foundation.
5. Invaders sacked this frontier fort.
6. Formerly a fort protecting an old dwarf road.

Why Is This Place Dangerous?

1. This is a cap locking away a necropolis entry.
2. Enchantments broke, leaking magic into the area.
3. Something wicked lairs inside.
4. The building is a “vermin” trap.
5. A large predator’s eggs or young nest within.
6. Fugitives or bandits shelter here.

Why Come Here, Anyway?

1. Rumor suggests a treasure is hidden in or near it.
2. There are blasphemous secrets on its inner walls.
3. It is near a road, fools sometimes camp within.
4. Locals pay adventurers to deal with the danger.
5. A noble wants it converted into a trophy house.
6. Old wards can still deflect scrying rituals.



Hazard

What Is It?

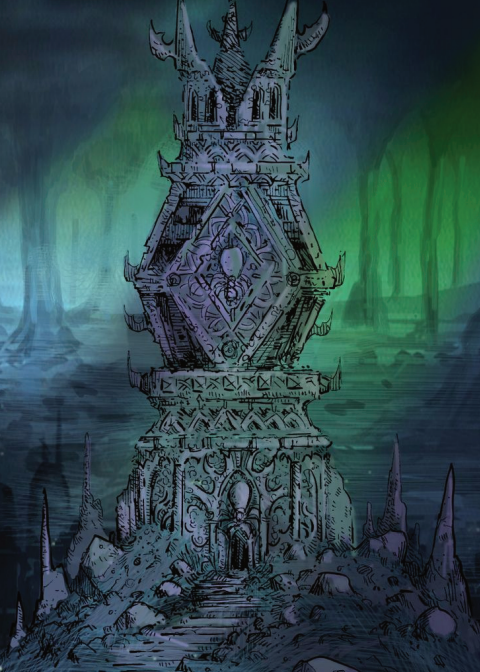
1. The last chunk of a destroyed world.
2. An egg or cocoon of something cosmic.
3. Protections around a slowly healing creature.
4. The sigil scripture code of an apocalyptic cult.
5. A deeply enchanted city-ending siege missile.
6. A lore stone, steeped in the knowledge of all those sacrificed in its shadow.

What If It is Threatened?

1. The floating blade plinth construct fires out chains and spells at any who approach unbidden.
2. The control tower's battle planewalkers will dimensionally relocate the site instead of fighting.
3. The cyst can draw intruders to it, like a magic beam, then jolt them with various magical attacks.
4. The tower can disassemble into a metallic army.
5. The cyst can run around with chain legs.
6. The cyst strikes at sanity and controls minds.

Why Come Here?

1. Cut this thing loose or it will wreck the world.
2. There are secrets that can only be found here.
3. You are invited by defenders to marvel at it.
4. Scholars mount an expedition to study it.
5. This place is part of your enemy's plan.
6. Somehow, it is the Chosen One's birthright.



Place of Power

d6	<u>Guarded by</u>	<u>Treasure</u>	<u>Location</u>
1	Vampires	Secrets in art	Underground
2	Magic maze	Portal(s)	Pocket realm
3	Ghost sharks	Artifact	Underwater
4	Deadly dreams	Tomb/Prison	Inside artifact
5	Spider cult	Prophecy	Dream world
6	Curses	Resurrection	Illusion disguise

Source of the Shrine's Power

1. Otherworldly visitors crafted and powered it.
2. Ley line energies gathered on this nexus.
3. An otherworldly prisoner, drained by the tower.
4. Wards carved in stone during sacrificial rituals.
5. Tower anchors a god's favor to the world.
6. Rituals in a chamber below the focusing tower.

How the Shrine was Ruined

1. An ambitious ritual went very wrong.
2. A rival faction stormed the tower for revenge.
3. The religion or faction was outlawed.
4. They summoned a creature that mastered them.
5. Built during an aristocratic fad; fashions change.
6. Its powerful mad priest ruler was assassinated.

They say the shrine was destroyed. That's wishful thinking. It's still out there—more's the pity. You don't want to find it. Trust no one who does.



The Standing Stones

26

Place of Power

d6	<u>What Lies Below?</u>	<u>When Are Stones Active?</u>
1	A cyst of sunlight	Tied to constellations
2	A deferred ritual	Activated by sacrifice
3	Toxic magic debris	Angle and force of wind
4	Imprisoned demons	Respond to song, ritual
5	A magic forge	Light their lamps
6	Gnome village	Configure, turn on pivots

Who Raised the Stones?

1. A mysterious elder race with unknown methods.
2. A guild with big promises and cost overruns.
3. A resentful cult, outlawed long ago.
4. Artists commemorating an art festival here.
5. They just appeared, one at a time or in groups.
6. An unpopular ruler trying to edify the public with art installations around the domain.

What Happens Here?

1. The stones grow warm and hiss. If you listen just right, you can almost hear words.
2. Crystals set in the stones are like portholes for some kind of submersible, revealing views of alien seas from impossible angles.
3. Monsters are drawn here, hunters lay ambushes.
4. When searchlights settle, dig for odd treasure.
5. Those who sleep here have alien dreams.
6. Those in the midst of the stones sicken or heal.



Portal

d6	<u>Defenses</u>	<u>Side Effect</u>
1	Magically shielded	Lose all hair
2	Animates stone guards	Temporary sun allergy
3	Sinks into the ground	Lose 1 sense for a day
4	Summons death knights	Learn awful secret
5	Must solve a riddle	Fall out of/into love
6	Teleports away	A week of joint pain

How Do You Turn it On?

1. Place two emeralds worth at least 50 gp each in the eye sockets for each use.
2. Open the hinged skull arch and place a draconic creature's skull within; the power of the skull affects how powerful the gate effect will be.
3. You must belong to a druidic bloodline.
4. You must have the Talisman of Bone.
5. You accept a geas or curse for each use.
6. You must charm the animated skull arch.

How Does the Travel Work?

1. You merge with the ley line and emerge at the next nexus point. Requires insight to guide trip.
2. Portal on the other side must also be active.
3. You go through naked, the trip burns you.
4. You take on an animal form until returning.
5. Trade consciousness with someone elsewhere.
6. Forms a mirror, you can talk with future self.



Portal

d6	<u>How to Unlock It?</u>	<u>Effect on Animals</u>
1	Overcome magic fear	Refuse to approach
2	Press in signet ring	Prey gather, relaxed
3	Sound rare birdsong	Calls in travel mounts
4	Paint with elven blood	Grim predators lurk
5	Dragon tooth in hasp	Rapidly ages them
6	Ask nicely in fey tongue	Beast ghosts appear

Where Does It Lead?

1. Into the memory of the castle at its height.
2. Down to a pool where you can consult with the echo of one deceased person you knew.
3. Into the memory of an important day when you were young; only usable by elders.
4. To a fey court that once conquered the area.
5. The otherworldly tomb of a druid king.
6. Peaceful death beyond all recall or echo.

Why Not Use It Whenever?

1. Users forget what happens on the other side.
2. Each use requires a partner to stay behind, and the partner ages a year when the gate activates.
3. Magical leaves fall with each use. When the surrounding trees are barren, the door breaks.
4. When you go through, something comes out.
5. There is a 1 in 6 chance you get lost.
6. Each use wakes and annoys a ghost.

Implacable Purpose

29a

Motive

d6	<u>How Strong?</u>	<u>How Voluntary?</u>
1	Vague urge	Must agree to price
2	Intrusive thoughts	Resist once, done
3	Do one thing, and done	Resist, fades in time
4	Jealous of other motives	As minor curse
5	Obey or suffer	As medium curse
6	Obsessive	As mighty curse

This Site's Power was Meant To:

1. Destroy a rival faction or power.
2. Preserve a faction or bloodline.
3. Locate something missing or uncover a secret.
4. Preserve, hide the power to prevent its abuse.
5. Annoy a rival, following the letter of the law (not the spirit), undercutting the intended result.
6. Memorialize a loved one.

Unintended Consequence of Using It

1. Gain a strong dislike for the creator's enemy.
2. Start dreaming, receiving urges to accomplish the site's purpose. Gain a "spirit guide" in dreams.
3. "Borrow" unearned knowledge, one-sided context encouraging action to achieve the site's goals.
4. Haunting by a ghost who needs progress towards the purpose so it can finally rest.
5. Gain cosmic attention as a potential servant.
6. Marked, recognized by enemies of the purpose.

Cosmic

d6	<u>Came Via</u>	<u>To Prophet</u>	<u>Preserved In</u>
1	Dreams	Oracle/Seer	Ancient Tablets
2	Divination	Priest King	Canticles, Hymns
3	Holy Servant	Folk Hero	Honored Scrolls
4	Miracle Sign	Monk	Inspired Art
5	Inspiration	Champion	Legend, Tradition
6	Spirit Guide	The Chosen	Book of Scripture

How Will This Site Save Us?

1. Enemy power will break against this protected place if the faithful gather here at the right time.
2. A divine Chosen One will appear in this place.
3. Transformative power will uplift our defenders.
4. A long-lost champion did not die, but rests until the prophecy brings them back here in the future.
5. This place is beloved above all others by a god, who will protect it and bless its defenders.
6. Divine wisdom will come through this place. Those who listen and obey will be protected.

What Threat May Disarm the Prophecy?

1. If the people fall into unbelief, god's favor ends.
2. Beware Crimson Heir, who'll rise in the North.
3. You must not lose the Holy Relic.
4. The High Priest's bloodline must not end.
5. Desecration of another site voids the promise.
6. Nothing! It is a guarantee, a promise forever.

Shadow of Former Glory

30a

Historical

d6	<u>Who Built It?</u>	<u>When Was It Destroyed?</u>
1	Prehistoric Race	Before our time
2	Former rulers	When our state formed
3	Oppressed faction	During a war
4	Extinct faction	During a regime change
5	Rival faction	Recently
6	Current rulers	Ongoing, falling apart

What Loss Does It Highlight?

1. From prosperous times to hard economic times.
2. From military might to threatened decadence.
3. From enlightenment and wisdom to ignorance.
4. From peaceful cooperation to wary isolation.
5. From one set of rulers to another set of rulers.
6. From powerful magic to modest wizardry.

What Does the Dominant Culture Think?

1. Let's make sure that threat never rises again.
2. We have come a long way since those times.
3. Just raze the eyesore already. Who cares?
4. Ancient mystery lights imagination, when you have a break from today's demands to dream.
5. Those were the good old days, we were better. That's a valuable reminder of what's possible.
6. Those achievements are a promise we will once again claim for ourselves, rising to new heights.

Hazard

What Kind of Threat?

1. A demon will be summoned and bound.
2. The world itself may begin to unravel.
3. A protector will fall to a careful plot.
4. An enemy long thought defeated will return.
5. An ancient prison will break.
6. A rival faction will seize control of the realm.

Who is Behind the Threat?

1. A cult enacts their god's will.
2. An inscrutable alien outsider shifts fate.
3. A reckless researcher hungers for knowledge.
4. A grieving adventurer pursues revenge.
5. An undying threat menaces the living world.
6. A mad prophet ushers in the next age.

How Will the Threat Emerge?

1. Massive public catastrophe, killing hundreds. A town may be destroyed, or a city riven in two.
2. Surprise turnover of the ruling regime. The coup may involve an alternate heir or brash tyrants.
3. Invaders will swarm across the border. They may cross a line on a map, or a dimensional wall.
4. A resurgence of monsters will plague the land.
5. Assassinations will destabilize the region.
6. Supernatural illness will make fields of undead.

Contains the Solution

31a

Reward

How Will It Counter the Current Threat?

1. A scarce resource can be quickly produced. This may be water, food, a cure, soldiers, and so on.
2. A weapon capable of killing a major supernatural threat can be found, made, or blessed here.
3. A gift rich enough to gain an ally, placate an enemy, or secure divine favor can be acquired.
4. The site can provide a safe place, protected from the implacable forces that pursue fugitives.
5. The lore in this place can provide the key to dealing with a threat; this may be a demon's true name, the identity of the Chosen One, and so on.
6. The energies in this place can be released to transform a region, curing the land or the people.

How Can We Activate the Solution?

1. Complete a task set by the site guardians.
2. Locate the site, gain entry, and figure out how the prize can be released from its protections.
3. Swear loyalty to a higher power or organization to become part of the solution.
4. Timing is critical; the threat must get into position. All elements must be in place at once.
5. You must gain insight into the solution that you already have; this site will provide context.
6. This site can capture and hold the threat.

Hazard

Who Wants the Site?

1. The former masters of the site want it back.
2. A rival faction of the current owners wants to take over, ousting the current leaders.
3. The site is a game piece in the schemes of nobles vying for regional control.
4. A cabal of wizards want to subvert the site to power rituals and research.
5. A religious order wants to destroy the site.
6. An oppressed faction wants the site's power.

What Are They Doing to Get It?

1. Espionage, undermining the rulers' alliances.
2. Political games with the realm's rulers to gain official authority over administration of the site.
3. Assassinating everyone who gets in the way.
4. Destabilizing control of the site with monsters.
5. Trying to corrupt and bribe current controllers.
6. Building up forces for a violent takeover.

Why Do They Want It?

1. They badly need the prestige the site will grant.
2. Petty revenge against the current owners.
3. Getting control is a test assigned by their master.
4. It is all about ego and personal power.
5. One important step in a larger master plan.
6. This is a lure to get their enemies' attention.

Historical

Who Ran It Last?

1. A guild of adventuring explorers.
2. A religious order responsible for maintaining it.
3. The local ruler managed it as part of the fief.
4. An oppressed faction that resents current rulers.
5. An aristocratic family assigned to the site.
6. Guild professionals equipped to use the site.

Why Did They Leave?

1. The area became too dangerous for people to stay here, so they were forced to relocate.
2. Resources and support dwindled; they could not sustain the maintenance needs of the site.
3. They were chased out of the area, exiled.
4. Laws and rules changed, and the managers could not keep up with new requirements.
5. They fell to foul play, murdered or imprisoned.
6. A curse befell the place, making it uninhabitable.

What Resources Are Left Behind?

1. A magical chained library has many secrets.
2. Undying prisoners yet lurk in the site's recesses.
3. An emergency fund was hidden somewhere.
4. Expensive tools and components are secured.
5. The results of experiments may interest scholars, priests, and rulers for various reasons.
6. Bandits used the empty site to stash their loot.

Hazard

d6	<u>Why Hide?</u>	<u>How Hidden?</u>	<u>Protected by</u>
1	Outlaws	Underground	Snipers
2	Secret research	Great camo	Lots of traps
3	Treasure vault	Illusion magic	Wildlife spies
4	Spy post	Underwater	Monsters
5	Trespassing	Bland exterior	Tricky locals
6	Hunting camp	Magic entries	Faction deals

How Do They Greet Intruders?

1. Forget spell, douse with alcohol, dump in town.
2. Kill all intruders who discover their presence.
Blame it on a monster, leave remains in lair.
3. Imprison, awaiting the master's review.
4. Warn off intruders with fake monsters/haunting.
5. Hand trespasser captives off to a savage faction.
6. Offer bribes, secrets, and work to recruit them.
If they don't cooperate, re-roll...

What Might You Find Here?

1. A faction is breaking the rules, and another faction is gathering the evidence of it.
2. People have been studying the characters...
3. There is a reason some things are illegal. What's happening here should be stopped.
4. Weren't these treasures reported stolen?
5. The solution to a local mystery.
6. Lots of useful magical gadgets.



Hazard

d6	<u>Worst Threat</u>	<u>Eat Fungus. Now what?</u>
1	Intoxicated goblins	A day's healing, jitters
2	Fat kobolds	Hallucinations 1d6 hours
3	Giant centipedes	Nausea, cramps 1 day
4	Oversized rodents	Expanded mind 1 day
5	Mutant insects	Delicious!
6	Shroomfolk	Agony, die in 1d6 hours

You Breathed the Spores. Now What?

1. Can't stop sneezing for 1d6 rounds.
2. Short-range telepathy, lasts 1d6 hours.
3. Painful projectile vomiting, 1d6 times.
4. Intense paranoia, 1d6 hours.
5. Mellow and relaxed, giggle for 1d6 hours.
6. Get a fungal rash, cure as a medium curse.

How Did the Warren Get This Way?

1. After a druid's breakup, he retreated here.
2. A corrupt giant died on the surface, his essence filtering down into the ground below his corpse.
3. Formerly a castle's folk grew mushrooms for food in case of siege. The site went feral after the castle's destruction. Critters moved in.
4. A drunk necromancer didn't take care of his animated minions. Their mutated growths spread.
5. Badgerfolk used to garden here. Now it is wild.
6. A troll lair; fungus fed on regenerating meat.



Hazard

d6	<u>Main Danger Posed</u>	<u>Favorite Prey</u>
1	Caught in web	Small animals
2	Jumping attack	Adults
3	Potent venom	Spellcasters
4	Silk tunnel trap	Children/short people
5	Overwhelming swarm	Reptilians
6	Bundle sleepers	Other spiders

Why Are They In These Caves?

1. A prehistoric shrine to a plague god is below. The spiders feast on its outpouring of vermin.
2. An ancient drow outpost was (is?) deeper in. The caves were seeded with spiders as a defense.
3. An underground civilization cultivated spider ranches for meat and silk. Many spiders escaped.
4. It was a noble fad to release giant spiders to hunt. Too many survived, lairing in these caves.
5. A feral faction runs a spider preserve here.
6. Nearby dryads enjoy draping in their webs.

What Eats the Spiders?

1. Fat, lazy silk trolls gobble up webs and spiders.
2. Giant pompilid wasps lay eggs in them.
3. A goblin cult bases a religion on hunting spiders.
4. They eat each other; no species loyalty.
5. Slimes, molds, and jellies creep up on them.
6. Big, brassy, armored centipedes.



Hazard

What Menace Nests Here?

1. Swarms of murder pixies, aggressively territorial.
2. Giant wasps; the nests extend underground.
3. Jungle halflings in camouflaged dwellings.
4. Kobolds, chewing wood to make plaster.
5. Fungal folk, reproducing in rot-softened wood.
6. Zombie squirrels. Sure, laugh while you can...

Where Are the Nests Found?

1. There is one big tree; avoid its area, you're fine.
2. Look for the wingshell fungus on trees; the infection attracts the nest-builders.
3. The nests target dryads, eventually killing them.
4. Nests pop up around fey borders as defenses.
5. The nest-builders only settle near high concentrations of carrion or other tasty decay.
6. A buzzing bole grows around a standing stone, feeding on its latent magic.

What Hangs Around the Nests?

1. Shamblediggers sometimes break up nests and devour whatever is inside, shrugging off attacks.
2. Woodsmen set traps to catch the nesters.
3. Crows settle in numbers, attracted to carrion.
4. Wicked forest cults consider these nests holy.
5. The nest's buzz attracts travelers to victimize.
6. Thick swarms of gnats that may clog breathing.



Who Built This?

1. A dwarven master smith and his family moved out here to escape suffocating clan hierarchy.
2. Originally built to cremate the surrounding battlefield's castoffs during a war with necromancers.
3. First, an empire's outermost border fortress. Then, an armored settlement for dissidents.
4. A halfling explorer built this "meat palace" to smoke and preserve hunting bounty and trophies.
5. Built by the realm to block the entry to a mega dungeon, offering free housing and reasonable prices to adventurers willing to go down below.
6. A dragon enslaved kobolds and dwarves. They reared a mighty fortress around her hoard.

How Do They Treat Visitors?

1. Wary of spies and traitors; they have a lot to protect and no one looks out for them here.
2. Delighted to get new faces and trade goods.
3. Odd culture of former adventurers and their families, more cooperative than competitive.
4. Greedy, feigning hospitality before rolling guests.
5. Epic carousing is contained in the fortification. All life can be is a flash of fun, then numbness.
6. You are welcome, if you can pretend to believe their unusual religion. Otherwise, leave.



Outpost

Who Built This?

1. The faction that built nearby barrows assembled this worker camp with leftover stone.
2. A flying stone temple crashed nearby, long ago. Locals stripped the stone to build this camp.
3. Ancient rulers built a long wall across the area. Locals have since pulled the fill out and leaned the outer sides together into a row of A frames.
4. In the stories, a champion was a dentist for stone giants. She pulled their problem teeth, and they paid by shaping stones for her camp.
5. Ghost fires bathe this hilltop sometimes. Locals built with stone for visiting scholar observers.
6. Dwarves sunk exploratory quarry shafts when casting about for where to sink a mine. They used the leftover rock to build shaft covers.

Reasons to Visit

1. This is the last stop before a dangerous stretch.
2. The area offers a good view and shelter.
3. The camp is near the road, so lazy bandits tend to lair here. The site needs a periodic clearing.
4. Seasonal hunters use the traditional site to camp and preserve the meat of their kills.
5. Locals cremate their dead and store ashes here.
6. Grifters sell fake maps to treasure buried nearby.



Passage

d6	<u>Turn Waystones On</u>	<u>What Do They Do?</u>
1	A handful of blood	Repel curious predators
2	Fill & light its lamp	Chime when approached
3	Brief prayer with it	Magically grow food
4	Insert a special coin	Call to the lost
5	Charm its squirrel	Provide light, breeze
6	Put your hat on it	Block wicked creatures

The Story of Its Clearing

1. Strider elves passed by, leaving the enchanted road in their wake. Their travel magic was epic.
2. When the Seeker pursued the Saint along this road, he raised up a shrine every day. The blessed shrines continue radiating holy energy to this day.
3. The waystones aided hunters in sensing the movements of elusive prey and big predators.
4. A vanished kingdom's border road.
5. A road to take the dead to the sea.
6. A pilgrim road to an ancient holy site.

Primary Rule of the Road

1. Grant all others hospitality in your camp.
2. Slay no creature for sport.
3. Let no flame burn unchecked.
4. Treat mounts and beasts with kindness.
5. Bury no people among the trees.
6. Stray not from the waystone road.



The Roaring Gate

39

Passage

Who Made This Gate?

1. Long ago, eldritch defenders turned an invading stone giant champion into a cursed gate trophy.
2. A god sent a cosmic servitor to sacrifice itself, creating an escape for the Chosen One.
3. Planewalkers gave their gate a face and magical fear aura to deflect the superstitious locals.
4. The unseelie court grants audiences within.
5. This is where the demon army broke through.
6. The king wanted a fearsome prison entrance.

Where Does It Go?

1. The other side is a shadowy mirror of this world.
2. Twisting tunnels lead down to the underdark.
3. Within is a primitive barrow complex.
4. Beyond is a misty limbo for trapped souls.
5. An otherworldly mirror hall of confusing secrets.
6. A corridor of puzzle doors to other worlds.

How Can It Be Opened?

1. Bypass the defenses with an everburning torch.
2. Draping a fresh kill on the "head" causes it to smile, cracking open the way beyond.
3. Repaint the stones' runes to activate the gate.
4. Shout a cosmic patron's name, hope for a guide.
5. Cut your hand, give up a year of your life.
6. There is a secret password.



The Hungry Tree

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Place of Power

d6	<u>Its Power Feels Like</u>	<u>Bring the Tree a Gift</u>
1	Night falling	An empty skull
2	Oppressive silence	A dead crow
3	Growing hunger	Blood, repaint markings
4	Winter chill	A riven wood shield
5	Deepening tiredness	Sing a very old song
6	Being forgotten	An undead to devour

The Hungry Tree Used to Be:

1. The anchor for a primitive prosperity ritual.
2. A heartbroken arch-druid.
3. A staff wielded by the forest god's avatar.
4. A warlord's grave marker.
5. A faerie hive, or fey court party tree.
6. Symbol of the covenant between factions.

The Reward Within the Trunk

1. Enter to pass through "rings" of past time, requiring ever greater courage to see into events long passed (at the risk of being trapped).
2. The Sere Dryad may grant the gift of safe passage through the forest, or to another world.
3. Those who confront their inner darkness and survive gain insight into a coming conflict.
4. The Beak Murder may search the area for you.
5. Those buried here are immune to necromancy.
6. No magic can spy within the tree, it is hidden.



Place of Power

d6	<u>Seer's Source</u>	<u>Who is the Seer?</u>
1	Whispering spirits	Patchy lizard woman
2	A tuned artifact	Elderly orc man
3	Oracle curse	Blind dragonborn child
4	Cosmic parasites	Witch trio cabal
5	Mighty spirit guide	Frogs on a letterboard
6	Demon spies	Naga man-wizard

Swamp Oracle Relations

1. Controls crocodilian guardians, hostile to swamp goblins on frog mounts and kobold stork riders.
2. Supplied by local village, detested by the church.
3. Revered and protected by orc warband, local elves hold a grudge for some reason.
4. Honored judge among swamp spirits, terrified of an angel bound somewhere in the swamp.
5. Offers refuge to fugitives, lures in law enforcement or town officials, and feasts on them.
6. Immune to age, known to generations of locals.

The Price and the Peril

1. Gain knowledge, lose the ability to dream.
2. You save one ally, and doom another.
3. You learn a secret, and its guardian knows you.
4. You must trade a prized item for a secret.
5. Break a curse, gain a wound that will not heal.
6. The secret begins your slow transformation.



Outpost

d6	<u>Most Influence</u>	<u>Dangers</u>	<u>Pastimes</u>
1	Commons boss	Feral dryads	Ax throwing
2	Forest priest	Deadly geese	Bird watching
3	Famous hunter	Mothmen	Hiking
4	Forest monster	Shaky sickness	Hunting
5	Exiled noble	War sloths	Storytelling
6	Expert scout	Poachers	Woodcarving

Why So Primitive?

1. The camp relocates often, staying close to where woodcutters are harvesting trees.
2. Treaty with woody faction, keep a light touch.
3. Religious basis, valuing privation and nature.
4. It is a penal camp, trusting prisoners to work off their sentences rather than locking them up.
5. A frequently targeted base for criminals and/or resistance warriors based in the woods.
6. Poor unskilled outcasts gather here.

Unusual Expertise

1. Woodsmen learn to carve odd whistles that can imitate any local creature's call.
2. Healers use local plants to cure many ills.
3. Hunters domesticate and ride giant squirrels.
4. Forest priests learn to take the shape of trees.
5. Locals can find places in the fog that don't exist.
6. Archer scouts can communicate with birds.



Village

d6	<u>Who's Based Here</u>	<u>Primary Enemy</u>
1	Trophy hunters	Big predator monsters
2	Bandit warband	Nomad raiders
3	Barbarian hunters	Boastful infighting
4	Primal cult	Endless invader waves
5	Trading post	Increasing disuse
6	Decoy, training site	Bounty hunters

Who Maintains the Site?

1. Brow-beaten locals from a feral faction are pressed into service for chores and building.
2. Hunters and warriors bring their own staff. When not occupied, the site slowly crumbles.
3. Hunter and warrior families maintain and defend the camp while their loved ones go out.
4. Camp followers do chores between parties.
5. High turnover; injured fighters do chores.
6. Summon bone constructs with the gate skull.

How Can You Fit In?

1. Tell stories of your hunts, battles, and exploits.
2. Donate a horn or tusk you harvest locally.
3. Survive three outings honorably.
4. Put in the necessary work to maintain and rebuild the camp without complaint.
5. Bring down an acid spitter, with witnesses.
6. Supply food and drink for a night of carousing.



Village

d6	<u>What is the Hermit Hiding?</u>	<u>Type of Hermit</u>
1	A bloody criminal past	Grouch
2	A valuable gem	Theologian
3	A noble lineage as heir	Philosopher
4	Witness, a death was faked	Artist
5	Heretical book of scripture	Fugitive
6	Witness to a noble's crime	Deadbeat

Biggest Source of Argument

1. What are canonical standings of various texts?
2. Will the hermits give up some freedom and require everyone to cooperate on digging a well?
3. Must a new hermit get council approval to join?
4. A local faction protests the hermits are squatting.
5. The artist hermits quarrel with the philosophers.
6. One of the hermits is a thief! Which one?

Most Pressing Local Problem

1. A crooning stalker has picked off a few hermits. It will grow bolder. How can they stop it?
2. A nearby frontier fort considers them a security threat. Soon soldiers will chase them out—again.
3. Merchants bar them from the nearest market. If they can't sell their crafts, they will suffer greatly.
4. When the inquisitors return, they'll kill heretics.
5. Vermin have ruined the food; hunger looms.
6. A newcomer hermit is a fugitive trailing hunters.

Spawning Ground

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Food Chain

d6	<u>How Often?</u>	<u>How Severe?</u>
1	Solar flare	Abandon the region
2	Two comets overhead	Abandon the area
3	Hottest summer	Hunker down
4	Coldest winter	Keep an eye out
5	Flooding or drought	An annoyance
6	Specific time interval	An opportunity!

A Distinct Attribute of These Spawnings

1. It has a six week cycle. Then most vanish.
2. Predators gather from all over, expecting to feast on the disoriented spawning creatures.
3. Locals keep the spawning grounds clean and ready to host spawns; it is a cultural duty.
4. Chemicals in the air confuse and arouse people.
5. Economy depends on wealth collected during a spawning. Money has to last until the next one.
6. The spawning species is frustratingly invasive.

What is Spawning?

1. Impossible quantities of vermin bugs.
2. Swimmers travel against all odds to get here.
3. Irritable super predators gather to specific sites.
4. Animals blend to create new chimera monsters.
5. Explosively fast nibbler growth strips the area.
6. Cosmic energies allow incorporeal creatures to bud or split, according to their weird life cycles.

Food Chain

Why Is There Unusual Growth?

1. In an ancient battle, the forest god bled here.
2. A powerful being is in torpor nearby.
3. A faction regularly sacrifices for bounty.
4. Eldritch ranchers once cast powerful wards on their herds and gardens, but they left long ago.
5. There is an enchanted spring in the area.
6. A lost magical item is leaking energy.

What Form Does the Growth Take?

1. Effects of aging are slowed or reversed.
2. Warm-blooded animals (including people) are guaranteed to conceive nearby, likely with twins.
3. Everything is bigger (including predators).
4. Concentrate on a living plant to grow/ripen it.
5. Holy healing effects are doubled.
6. Vermin populations are uncontrollable.

How Do People Benefit?

1. Nomads swing through with their herds in the spring for romance and masses of wild fruit.
2. Nobles travel far distances to personally benefit from the odd vitality of this place.
3. Time is loose. Divinations have more freedom.
4. The hunting is fantastic, with plentiful prey.
5. Anything will grow here, even exotic plants.
6. Gather oddities for trophies back in civilization.

		Hazard	
d6	<u>Usual Effect</u>	<u>Source</u>	<u>Typically Hits:</u>
1	Runny nose	Pollen	Elven types
2	Rashes	Touch plant	Dwarven types
3	Wet cough	In the water	Short folk
4	Closing airway	Critter dander	Young or old
5	Nausea	In your food	Male or female
6	Can't cast spells	Dream runoff	Spellcasters

What Is a Local Remedy?

1. They call it "snail scrapings" and it is sticky...
2. Slurp down a couple raw bomberbird eggs.
3. There is a topical cream made from a few herbs that must be wild and harvested in moonlight.
4. Prepared potions can be bought anywhere.
5. Holy water either helps, or intensifies the effect.
6. Ingest a parasite, it compensates. Mostly.

Why is This Allergen Bad Here?

1. You know druids and their huffy curses.
2. Wizards messed with the ecosystem. Unexpected consequences follow, including this.
3. Long ago, a faction experimented with outlaw war magic to deny enemies access to an area.
4. The monsters that kept the allergen from spreading were wiped out, or moved away.
5. A shrine somewhere nearby was desecrated.
6. Mess with dimensional gates, bring in problems.

Mystical Meddling

d6	<u>Symptoms</u>	<u>The Cause</u>
1	Nosebleeds	Powerful ritual magic
2	Dizziness	Effect from magical plants
3	Frightened animals	Fissures form an area rune
4	Numb hands	Fey and their dumb games
5	Muffled sound	An artifact is hiding
6	Hiccups	A monster's hunting tactic

The Problem

1. When you choose a direction, the ACTUAL direction you go is randomized.
2. Divination magic returns images of giggling animals, spinning indicators, and a migraine.
3. The position of lights in the sky is skewed. This includes the sun, moon, and stars.
4. All paths lead to one site, inescapably.
5. No path will lead to a protected site.
6. The landscape is remixed around you as you go.

Methods to Counter the Effect

1. Wear a locally enchanted travel amulet.
2. Travel with eyes closed.
3. Carrying a live bixbiter works, but they are rare.
4. Arrange for an immune specialist ranger guide.
5. A labyrinth maze is set up in several local settlements. Solve it in one try and you're immune.
6. Travel while drunk, you don't notice it.

Mystical Meddling

d6	<u>Benefits Fey Grant</u>	<u>Fey Defenses</u>
1	Discount cursebreaking	Amnesia dust
2	Pixie servants/allies	Transform into animal
3	Guides for the fey realm	Century-long sleep
4	Eldritch trinkets	Endless illusions
5	Epic carousing	Teleport you away
6	Healing magic wounds	Unleash monsters

How Do You Contact the Fey Here?

1. Drowse in a mushroom circle, meet in a dream.
2. Do a chore poorly; one of them will show up to correct the botched job.
3. Sing one of the Old Songs, they will join in.
4. Spill a little of your blood in the water.
5. Walk up to the fairy tree backwards.
6. Spin until you are dizzy and fall down.

What Do the Fey Get From This Place?

1. Firstborn of those who benefit from their work.
2. Access to suckers who make ill-advised deals.
3. From here, they have access to other worlds.
4. Another power here fuels their enchantments.
5. Their service here fulfills the terms of a bargain, either levied as punishment or a past deal.
6. This is just part of a vast network of overlapping bargains and contracts that the mortal mind cannot begin to grasp; it just feels... random.

Oddity

d6	<u>Watchers</u>	<u>Who Do They Warn?</u>
1	Songbirds	A forest-friendly faction
2	Sassy squirrels	Specific predators
3	Disembodied honk	Nearby prey
4	Woodpeckers	A magical faction
5	Screaming frogs	A site's defenders
6	Teleporting imps	EVERYBODY

Who Gave The Watchers This Job?

1. They served an elven warband that died here.
2. An evolved symbiotic relationship with locals.
3. They used to be people, but they were cursed. Over long years they forgot their past lives.
4. Nudist druids got tired of surprise guests.
5. Gnome wizards aimed to protect an endangered species, but they weren't specific enough.
6. A nearby spellcasting faction got tired of poachers using magic to bag big game trophies.

How Can You Escape Notice?

1. Wearing bright pink deflects their attention.
2. Gain a mark of permission to pass from an authoritative forest leader like a dryad or centaur.
3. Move at half walking speed, hands in pockets.
4. Fly at twice the height of nearby trees/ridges.
5. Live in the area of effect for at least 6 months.
6. Offer binko nuts to bribe them into silence.

Resource

What Kind of Beauty?

1. Wild, mighty storms ravish and inspire the soul.
2. Sunrises and sunsets paint the sky with glory.
3. Subtle colors and rugged shapes combine in a powerfully unique landscape and skyline.
4. Clear waters have breathtaking colors and textures in streams, waterfalls, lakes, and/or coasts.
5. Winds shape the clouds to intangible cathedrals in the sky, towering like malleable mountains.
6. The trees and greenery have unique shades and contours, a heart-stopping beauty in their forms.

Why is This Site Special?

1. Elemental artists once shaped the area, long ago.
2. Strangely holy plants breathe divine energy.
3. A powerful creature's dreams seep into reality.
4. A retired (spying?) cosmic servant hides nearby.
5. When a curse broke, a blessing followed.
6. The gods had a competition. This creation won.

How Do People Respond?

1. Hustle to profit from visitors, offering hospitality.
2. Locals resent visitors' wonder; life is still hard.
3. Artists frequently come to be inspired and work.
4. Warn visitors to stay alert for ambush predators.
5. A ruler sets up a garish home in the midst.
6. Guards aggressively keep poor people away.

Hidden Tomb

48b

Traces of Civilization

d6	<u>Best Treasure</u>	<u>Occupant</u>	<u>The Tomb Vibe</u>
1	Magic gear	Secret lover	Menacing
2	Secret Lore	Folk hero	Sorrowful
3	Jewelry	Beloved pet	Regretful
4	New base	Unclaimed child	Lifeless
5	Lost heirloom	Former ruler	Peaceful
6	Collectible art	Adventurer	Comforting

Who Put the Tomb Here?

1. A nobleman's trusted agent.
2. A magically powerful ally of the occupant.
3. The occupant's grieving family.
4. A cosmic servant carrying out a wish.
5. The occupant's close companions.
6. The occupant's enemies, assuring a secure end.

Why is it Hidden?

1. At time of death, the occupant was on the wrong side of the law for some reason.
2. Enemies would desecrate or rob the body.
3. The occupant died here, and rests here.
4. There was a real threat of necromancy to raise, interrogate, or otherwise disturb the occupant.
5. It was best to hide proof that the occupant died.
6. When the occupant died, a dream for the future died too, and they were buried together.

Hexcrawls Overview

49a

Running a good hexcrawl takes a few steps, but the prep work helps you flesh out the campaign setting. Keep in mind: You only **HAVE** to do as much as you are likely to need.

First, a hex crawl doesn't have to be on hexes! You can use any map and lay a transparent grid over it, or you can use rough measurements. The "Hex" in hex crawl is simply a way to better define and support wilderness exploration and travel. Hexes (or a hex overlay) do make it easier but the key is that the hex crawl process makes you think about a player-driven campaign's setup.

Key Steps

1. Make a map. This can be just a few hexes/small area if you wish. Or if inspired you can do more.
2. Populate it with interesting things—The purpose of these cards! You only need a few bullets each.
3. Inspired by #2, add factions & foes: monster lairs & territory, country/province boundaries, etc.
4. Expand places closest to the PCs or any they show an interest in visiting. Develop rumors of each.
5. Share a partial map (what the PCs know) with the players and feed them some rumors in their backstories, equipping, and meeting each other.
6. Develop a chart for the area's weather.
7. Have rules for travel, getting lost, encounters, etc. We have some later in these instructions.

Hexcrawl Mapmaking

49b

Many online/software tools help you make a map—hexed or not. But a hex crawl can be done on a non-hex map using a hex overlay or estimating distances. This deck supports creating a campaign of any map style. Inkwell Ideas's Worldographer can make a world or region map instantly. You can even make a blank map, then rough it in (hills here, forest there). Its Terrain Wizard will fill in the rest.

Die Drop Process

Drop dice on blank hex paper. Start with water and drop a d20, d12, etc—as many as you want. If a d20 is 15, make 15 water hexes there, etc. Repeat for mountains, add hills around the mountains. Drop more dice for extra hills. Then drop dice for forest, desert, etc. Did the desert overlap the forest? Now you've got a special thing—perhaps a “dead forest”.

Other Methods

Find other ideas online. For example, there's a pizza box method (grease on the box is the landmass).

Reasons to Pick a Hex Map Scale

- 6 Mile Hex: At a hex's center you can just see the next hex; people walk up to 3 miles/hour in easy terrain so 2 hours on a road=one easy terrain hex.
- 5 Mile: Similar to 6 mile, but adjusts because roads aren't straight and you need to see a bit into a hex.
- 3 Mile: As 6, but 1 easy hex/hour; can see 2 hexes.
- 8 or 10: Show larger area; see only part of the hex.

Hexcrawl Stocking

50a

This deck has many interesting locations you can add to your campaign area—each with imaginative options you can roll or choose among. Extra trait cards allow you to vary the location even more! For example, develop a Coastal Town with that card, then apply the “Imminent Threat” card to it.

Core Concept

Many GMs have a core concept for the backdrop of the campaign. This can be an idea that initiated the campaign, or it can evolve as you create. For example, you may have an initial idea of an elf/dwarf war as the backdrop. Let this influence or override the options you choose on a location card. A fort is likely to be elven or dwarven. Or discover the concept as you place locations: Perhaps a fort near a dragon’s lair is key. As you continue, consider how each new location is impacted by the core concept and locations developed so far.

Factions

Consider nearby factions as you add new locations. New locations may inspire you to change or add factions. Perhaps a faction has declined as a new one entered the scene. In a dwarven area that follows traditional dwarven tropes, what is the purpose of a logging camp? Is it a subgroup of dwarves that hate being underground? Or is a new faction encroaching on the area?

Hexcrawl Frequency

50b

Many hex crawls use 5 or 6 mile hexes because some early games had one point of interest per hex at that scale. Others had a 1-in-6 chance of an interesting location per hex. Some argue real world medieval Europe had one per 3 miles. Others think even one location per 5-6 miles is too much... Use the frequency that makes a fun game for you! Start with 4-5 initial locations a day or two's travel apart and give them several details. Then decide which is the party's starting location. Make more if needed to ensure that location is surrounded with a few key spots in each direction. Look at the map again and look for likely places for a several more. Develop these with at least a few bullets each.

Filling It All In?

You certainly can detail each hex, but it isn't necessary and leaving half (or more) blank lets you detail as needed (when the pace seems slow) or as plot demands. ("Those cultists perform rituals over there obscured by some jungle.")

Empty hexes can simply be skipped—the GM can make a couple fake rolls—or describe the remains of something: "You see a few dead bandit bodies and bugbear tracks." The party can decide to follow the tracks or keep to the main quest.

A GM can also make a list of simple locations for these hexes such as: farm, hamlet, animal den.

Hexcrawls: What to Detail 51a

Unless inspired, a few bullets per location is enough.

Developing the Location

Draw (or pick based on the art) a Location card. Pick/roll for the many options on the card to make it unique. Draw or pick a trait card to customize the location if you wish. You only need a few points for each location, and you don't have to populate the whole map—just near the start & important places.

Obvious, Discovered, Hidden

A key idea in hex crawls is a given location has an obvious feature seen just when passing through; more information discovered with interaction, and something hidden which can be uncovered. In the case of a Fort, the Fort's location and faction is obvious. The size of its forces, commander's attitude, etc., is discovered. But his secret mission is hidden.

Rumors

Another key concept is to develop a couple rumors about each location to have ready later. You may choose to feed some of these to your players early, or have them ready to go during the campaign.

Getting Started

A key part of any player-driven campaign is giving the PCs some of those rumors and letting them decide which to pursue. The tavern, town shopkeepers, etc. can give rumors. Even fellow prisoners can pass on rumors if starting in a jail, for example.

Hexcrawl Travel

51b

Travel rates for varying terrain are below. Double them if mounted. "Forced" = traveling faster/longer.

Travel Rates By Terrain in Miles

<u>Conditions</u>	<u>Easy</u>	<u>Moderate</u>	<u>Difficult</u>
No Trail or Road	18	12	9
Trail/Road or Forced	24	18	12
Trail/Road & Forced	36	24	18

Easy: Farmland, Grassland; Moderate: Hills, Forest, Desert, Badlands; Difficult: Mountains, Badlands.

On a hex map, divide the number above by the hex scale. So 18 miles/day on a 6-mile/hex map is 3 hexes of travel. Note: If traveling quickly (Forced), they suffer penalties to spot foes or details. The PCs can take their time to explore and gain a perception bonus by traveling 2/3 speed.

Getting Lost

If the party isn't on a road or in a hex with a landmark, there is a 2 in 6 chance of getting lost. Reduce this by 1 if a PC has a wilderness background; reduce by 1 again if they go slow. If lost, take the map until they recognize a location.

Foraging

Foraging extends rations. In dry areas, water is also key. Roll a d6: 1-3: none; 4: 1 meal; 5: 1d6 meals; 6: 2d6 meals. Add 1 for each: useful skill, plentiful area; familiar area; traps/snares. Subtract 1 (each): Heavy armor, bad weather, desert/winter, not alone.

Hexcrawl Roles & Weather 52a

Roles

As the party travels the area, each member may take on a role to improve the group's experience.

1. Forage - Someone dedicated to looking for good spots to forage will improve foraging chances.
2. Forecast - A character concerned about the weather can reduce travel delays by knowing when to push on and when the party will need to stop anyway.
3. Map - A character who maps will reduce the chance of becoming lost.
4. Scout - Having a scout will avoid being surprised.
5. Quartermaster - Optionally, you can roll each time the party breaks camp to lose/forget an item. A quartermaster prevents/reduces this loss.

Weather

Weather is a function of an area's climate and season. Weather tables could be most of another deck of cards (several climates or biomes, four seasons for each). A quick and dirty approach is to think of the real world equivalent area and its climate for your campaign's current season. Create a chart to vary temperature and another for precipitation based on that real world location. Consider an option for an unusual weather event (perhaps by rolling double "1"s on the two charts) such as monsoon, tornado, blizzard, etc.

Hexcrawl Encounters

52b

Develop a few lists of encounters based on terrain and what is nearby. For example, consider a desert region with snakeman villages and a hobgoblin fort. List a few creatures/groups the party may encounter there. To make an encounter more dynamic, give each a likely activity & complication. Choose or roll. Ask yourself why those in the encounter are there, and why it is complicated, to add interest! A rabid vulture is spying? A wizard is possessing it! ... Why? Note: a 2d6 chart allows for common vs. rare foes.

Example Encounters By Terrain & Area

<u>d6</u>	<u>Creatures</u>	<u>Activity</u>	<u>Complication</u>
1	Sm. Snakeman group	Raiding	Carrying a lot
2	Lg. Snakeman group	Wargames	Rabid
3	Giant vulture	Scavenging	Wounded
4	Ankheg	Childcare	Feeding
5	Hobgoblins	Spying	Out of water
6	Blue Dragon	Sunning self	Bored

You might wish to create alternate versions for different parts of your map—if the options would vary, and if the party may go to that area. This example is closer to the snakeman villages. You don't need to over-prepare by making many lists! Reuse & adapt.

The PCs may dictate an encounter based on their actions, but default to a 2-in-6 chance of an encounter. Adjust by 1 or 2 depending on the party's stealth and the density of the local population.

Hexcrawl Settlements

53a

This deck has a great mix of hazards, villages, outposts & more. Consider also scenic locations such as: waterfall, lava tube, cenote, butte, etc.

For settlements, in addition to the imaginative options on each card, consider the basics below:

<u>d6</u>	<u>Government</u>	<u>Defenses</u>	<u>Leader</u>
1	Elected Mayor	Town Guard	Corrupt
2	Appointed Duke	Guard & Wall	Fair
3	Elected Council	Guard & Towers	Wise
4	Guild Reps	Elevation or Moat	Sickly
5	Wizard Autocrat	Something Magic	Showy
6	All Citizens Meet	Roll 2x Again	Puppet

Villages=1 trait below, Towns=2 traits, Cities=3+

<u>d6</u>	<u>1 Accessibility</u>	<u>2 Density</u>	<u>3 Security</u>
1	Hidden	Empty	Vigilante
2	Isolationist	Spread out	Lawless
3	Clannish	Sparse	Neighborly
4	Wary	Bustling	Town watch
5	Friendly	Crowded	Military
6	Recruiting	Packed	Oppressive
<u>d6</u>	<u>4 Entertainment</u>	<u>5 Danger</u>	<u>6 Famed For:</u>
1	Great food	Criminals	Craftsmen
2	Flashy buskers	Cruel Ruler	History
3	Street theater	Monsters	Music
4	Good hunting	Rebels	Art
5	Rampant Vice	Addicts	Sieges/War
6	Contests	Press Gangs	Being Awful

Hexcrawl Settlement Names 53b

Roll/pick syllables or name parts. Vary results (Apple to Peach, Mount- to Mont-, etc.), switch order, combine separate lists below, change letters, translate part (Red/Rojo/Rouge), etc., to taste and flow as desired.

English Medieval Fantasy Inspired

<u>d6</u>	<u>1-2</u>	<u>3-4</u>	<u>5-6</u>
1	Liver/Fast	Red/Brook	Helm/Forth
2	Crystal/Height	Baker/Town	Sand/Stone
3	Derby/Borough	Ley/Mill	Port/Burg
4	Mount/Hold	Kings/Burn	Still/Smith
5	Raven/Head	Hex/Ville	Creek/Ford
6	Wyrd/Bridge	Darling/Fort	East/Bluff

Other Cultures

<u>d6</u>	<u>Dwarf</u>	<u>Elf</u>	<u>Orc</u>
1	Battle/Ever	Calad/Ion	Thor/As
2	Quarry/Fist	Thal/Amir	Mab/Or
3	Black/Hammer	Gald/Orien	Bash/Ur
4	Gem/Shield	Rhov/Arien	Tarth/Kar
5	Foe/Fist	Gwil/Anion	Ush/Nog
6	Wyrn/Fen	Quel/Wen	Zog/Tarak
<u>d6</u>	<u>Tinkerer</u>	<u>Nature-folk</u>	<u>Dark Realm</u>
1	Cog/Works	Bloom/Dale	Stone/Heim
2	Gas/Wrench	Garden/Wood	Grey/Fell
3	Automa/Light	Clear/Field	Tallow/Mist
4	Spark/Wire	Elk/Water	Blood/Razor
5	Gear/Spring	Apple/Falls	Dread/Bog
6	Sprok/Bolt	Glen/Hill	Deep/End