Hex Crawl Procedure

Each adventuring day is divided into three *phases*, of approximately eight hours each. In each phase, the following procedure is followed:

1. *Choose action:* the party decides what to do.
2. *Random events:* the referee rolls for an unexpected happening.
3. *Resolve:* the random event and the selected action are resolved.

Actions

The party may engage in one of the following standard actions, in a single phase of an adventuring day:

1. *Travel:* passing through a hex and into an adjacent one. On roads marked on the map, the party travel through two hexes (three if mounted). Off-road, one hex is traversed. There is also a 2-in-6 chance, when travelling off-road, of getting lost. This is increased to 3-in-6 in hexes classified as difficult terrain. An experienced woodsman[1] decreases the chance of getting lost by 1-in-6.
2. *Explore:* looking for interesting features within a hex[2]. There is a 4-in-6 chance of discovering the main location in the hex description[3]. Difficult terrain reduces this to 3-in-6. An experienced woodsman increases the chance by 1-in-6.
3. *Search:* looking for something which was previously encountered in a hex. The basic chance is 5-in-6 or 4-in-6 in difficult terrain. An experienced woodsman, tracker, or navigator increases the chance by 1-in-6.
4. *Interact:* staying at one location for some time (e.g. exploring a dungeon, town, etc).
5. *Camp:* resting and/or sleeping. See later for details on resting in the wilds.
6. *Forage:* hunt, fish, or forage for food. There is a basic 2-in-6 chance of success. An experienced hunter, angler, or woodsman increases the chance by 1-in-6. If successful, food sufficient for 3d6 meals has been acquired.

Visbility

Poor visibility reduces the chances of finding things and increases the chances of getting lost, as follows: mist 1-in-6, fog 2-in-6, darkness 3-in-6.

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1   This includes ranger or druid types.
2   The event roll may *also* indicate the discovery of a location. If this happens, two locations are discovered in this phase: the main hex location plus a random location.
3   Note that the chance of finding locations while exploring is kept deliberately high, for the benefit of game pacing.

Random Events

The referee rolls 1d12 and consults the table appropriate to the party's action. Note that, if the party is *interacting* with a location that has its own random event table, then that should be used instead.

On the Road
1. Uneventful
2. Uneventful
3. Weather change
4. Weather change
5. Mishap / Hazard
6. Spoor
7. Spoor
8. Encounter
9. Encounter
10. Encounter
11. Encounter
12. Location

Travelling along a major road marked on the campaign map.

Off-Road
1. Uneventful
2. Uneventful
3. Weather change
4. Weather change
5. Mishap / Hazard
6. Spoor
7. Encounter
8. Encounter
9. Encounter
10. Location
11. Location
12. Location

Travelling, exploring, searching, or foraging in the woods.

Difficult Terrain
1. Uneventful
2. Uneventful
3. Weather change
4. Weather change
5. Mishap / Hazard
6. Mishap / Hazard
7. Mishap / Hazard
8. Spoor
9. Encounter
10. Encounter
11. Location
12. Location

Travelling, exploring, searching, or foraging in a hex described as difficult terrain.

Camping
1. Uneventful
2. Uneventful
3. Uneventful
4. Uneventful
5. Uneventful
6. Uneventful
7. Weather change
8. Weather change
9. Spoor
10. Spoor
11. Encounter
12. Encounter

Locations

The main location from the hex description may be discovered or the referee may roll for a minor site of interest:

1. Lesser stone
2. Strange tree
3. Tomb
4. Shrine
5. Strange waters
6. Monument
7. Mysterious ruin
8. Portal

Encounters

Roll on the encounter tables appropriate to the party's location and activity and the time of day. Roll to see whether the creature is in its lair or abroad.

Spoors

Roll on the encounter tables, but only a sign of the rolled creature is detected: tracks, droppings, markings, etc.

Weather

Summer
1. Hot, clear
2. Sweltering
3. Overcast, muggy
4. Stormy, thunder
5. Gentle rain
6. Baking, dry
7. Low cloud, mist
8. Warm wind

Autumn
1. Balmy, clement
2. Frosty, chill
3. Rolling fog
4. Bracing wind
5. Cloudy, misty
6. Driving rain
7. Brooding clouds
8. Drizzle, damp

Winter
1. Clear, cold
2. Frigid, icy
3. Light snow
4. Snow storm
5. Frigid mist
6. Freezing rain
7. Bitter, silent
8. Relentless wind

Spring
1. Clement, cheery
2. Brisk, clear
3. Windy, cloudy
4. Warm, fresh
5. Pouring rain
6. Chilly, damp
7. Gloomy
8. Chill mist