

# Hexcrawl Adventures

By Luke Kennedy  
A Basic Fantasy Role-Playing Supplement

## Release 12

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## INTRODUCTION

The purpose of this supplement is to provide a baseline set of procedures for a GM to create and referee hexcrawl-style adventures with the Basic Fantasy RPG Core Rules, with little to no advance preparation. It does not preclude the GM from pre-planning story-lines if desired – a default list of objectives for a party to work towards is included in this guide – but in any case the GM retains the ability to watch the world unfold alongside the players. This fluidity also allows for an “open table” style of play where players can come and go from week to week with little detriment to the overall game. The campaign can go on endlessly as characters clear wilderness land, build strongholds, found towns, grow in experience, retire, die, and are replaced, which in turn produces more 1<sup>st</sup> level adventurers, ever exploring new hexes and adding more pages to the “Map of the Known World”. Experience can be gained through exploration, combat, or loot, in any combination. Supplementary tables are included in this guide, with page references to those found in the Core Rules as required. Armed with the random tables within this supplement, one will find this style of play lends itself well to solo play as well (one person alone playing as the GM as well as the players).

It should be mentioned that if you play this by strictly adhering to these procedures and not fudging any random monsters, you can expect to have many a gratuitous (albeit sometimes hilarious) character deaths, especially at lower levels. But if you have the stomach to play it out you will find the pay-off comes in character and story development as survivors start to really build a history. It can be quite enjoyable to have each player play 2 characters to start out so if/when one dies they can continue playing uninterrupted.

### “What’s My Motivation?”

The party can begin their quest in any setting. A secluded city or town in the center of a blank hex map is a good choice. This leaves a blank canvas of a world yet unexplored but full of forgotten civilizations and their treasure. And assuming you are reading this because you want to run a

“hexcrawl-sandbox” style game then it can be assumed the PCs are simply seeking fame and fortune and have nothing to lose, allowing you to jump right into play and explore some wilderness. See the table below for a reward system that supports and encourages the ‘hexcrawl’ style of play.

**Table 1: Activities and Outcomes:**

Experience	XP (to each PC)	Stronghold Grant
Explore and map the wilderness (for the Crown, town council, etc.)	25 XP per hex	-
Clear a wilderness hex of monsters	100 XP	-
Donate money to the poor/church/Crown/guild	1 XP per 1 gp	-
Clear 6 hexes surrounding the town to stop frequent monster attacks/sightings (for XP and stronghold grant)	Additional 600 XP	+5% cost match
Clear 12 hexes surrounding the town (for XP and a stronghold grant)	Additional 1200 XP	+5% cost match
Find and clear a path to exploitable natural resources (for a stronghold grant)		+1% per hex cleared
Find and clear or reclaim historical ruins/dungeons (for XP and a	500 XP per level of	+1% per level of

**Table 1: Activities and Outcomes:**

stronghold grant)	dungeon	dungeon
Clear a path to historical ruins/dungeons (for a stronghold grant)		+1% per hex cleared
Find and clear path to other towns for trade partnership (for stronghold grant)		+1% per hex cleared
Build a stronghold in the wilderness to maintain "Cleared Hex" status in a 2-hex radius (and expand civilization for future generations of PCs or NPCs!)		
Mitigate a negative Domain Event	10 XP x Families	
Death of a Player Character (see note below)	100 XP x Level	

**Stronghold Grant:** A stronghold grant is a price matching percentage that the Crown (or another employer) gives to each player character involved in the successful completion of particular objectives. The grants are cumulative. If a Fighter has acquired a 50% stronghold grant for his or her mighty deeds, when he or she decides to build a stronghold, the crown will pay an additional 50% of what the Fighter spends towards the stronghold construction. Thus, if the Fighter spends 600 gp towards building his castle, the crown will give an additional 300 gp towards the construction.

**Death:** When a PC dies it affects the surviving party members greatly. Each survivor receives the above listed XP bonus as lessons are learned from the tragedy once they return safely back to town. However, the experience comes with lingering mental trauma. Each survivor must make a Saving Throw vs. Paralysis or acquire a **fear** of the monster, trap, or situation that caused the death. If a PC acquires a fear, any time the subject of the fear is encountered, the PC must make a save vs. Paralysis or "freeze up" for 1 round (as if surprised). Alternatively, if a situational fear the victim suffers -2 (or -10%) to any activity rolls while facing the fear. Multiple fears of the same monster/trap/situation can stack! Each level of fear causes the PC to "freeze up" for an additional round. A PC can work through and deal with their fear (permanently remove it) by spending gold pieces frivolously in town (drinking, partying, gambling, praying, tithing etc.). The amount required to remove the fear is equal to the amount of XP gained. Experience cannot be gained in this way from hireling deaths.

**Example:** Ruddiger the Red, the 4<sup>th</sup> level Fighter, has unwittingly fallen in a pit trap to his death. The rest of the party is mortified, but steel themselves for the remainder of the adventure. Once back in town, as they reflect on their adventure and each gain 400 XP, each party member rolls vs. Paralysis. Brahm the Blue Mage fails his save and acquires a **fear of pit traps**. He does not have the wealth to "deal with" his fear so has to live with it for now. On the next adventure, Brahm finds himself having to jump over a similar pit trap that the party Thief successfully detected this time. Brahm rolls to save vs. Paralysis and fails. He suffers a -2 on the task of jumping the pit trap due to his fear.

Where to Explore Next

As the party ventures outward into new hexes, the GM (or, optionally, a player) can roll to determine the nature of the current location. One hex is equal to a six mile area, and may contain a point of interest and/or a wandering monster in addition to the terrain type. Players should fill in the map as they go, and you as the GM should keep a separate copy, noting any hexes you wish to keep pre-determined and/or secret. See page 38 of the Core Rules for movement speeds.

The first step when entering a blank hex is to determine the Terrain being traversed. This will dictate movement speeds, nature of certain Point of Interest details and what manner of Wandering Monsters may be encountered.

Each hex has 3 components: it's Terrain type, Vegetation type and Water (if present).

When beginning a campaign, choose (or roll for) a Terrain, Vegetation and Water type for the hex containing the Town/city the game will start from. Towns are usually built on rivers/lakes. From here you can determine adjacent hexes as they are explored.

When entering a new hex, roll on each of the following 3 tables. On each table find the entry matching your Current Hex, and roll a d12 to determine what the newly entered hex contains. If a River is present in a hex, roll a d6 to determine what side of the hex the river flows out of.

The random determining of Terrain/Vegetation/Water can be fun for the players to roll to enhance the sense of "exploration" so feel free to let them roll it.

**Table 2: Terrain**

<b>Terrain</b>	<b>Roll 1d12</b>
<i>Current Hex:</i>	<i>New Hex:</i>
Mountains	1-6: Mountains
	7-10: Hills
	11: Plains
	12: Swamp
Hills	1-4: Mountains
	5-8: Hills
	9-11: Plains
	12: Swamp
Plains	1: Mountains
	2-3: Hills
	4-9: Plains
	10-12: Swamp
Swamp	1: Mountains
	2: Hills
	3-8: Plains
	9-12: Swamp

**Table 3: Vegetation**

<b>Vegetation</b>	<b>Roll 1d12</b>
<i>Current Hex:</i>	<i>New Hex:</i>
Dense Forest/Jungle	1-6: Dense Forest
	7-10: Light Forest
	11: Grassland
	12: Barren
Light Forest	1-4: Dense Forest
	5-8: Light Forest
	9-11: Grassland
	12: Barren
Grassland	1: Dense Forest/Jungle
	2-3: Light forest
	4-9: Grassland
	10-12: Barren
Barren	1: Dense Forest/Jungle
	2: Light Forest
	3-6: Grassland
	7-12: Barren

**Table 4: Water (Optional)**

<b>Water</b>	<b>Roll 1d12</b>
<i>Current Hex:</i>	<i>New Hex:</i>
Lake	1: Lake 2-4: River 5-12: None
River	1: Lake 2-10: River 11-12: None
None	1: Lake 2-3: River 4-12: None

**Nothing to See Here**

With the general terrain now established in the new hex, roll 1d8. A 1 indicates a point of interest. Roll d20 to determine the specific type. If the roll indicates a settlement, you may optionally roll again on a second table to determine the settlement size.

**Table 5: Point of Interest**

<b>Point of Interest</b>	<b>Roll 1d20</b>
1-3	Ruins (above ground)
4-7	Caves (see Table 8)
8-9	Tomb
10-11	Lair
12-14	Natural Resource (Iron bog, lake, metals, gemstone, lush grapevines, High Mana, quarry stone, etc.)
15-16	Settlement (50% chance of human, otherwise roll random monster type) (Option: roll for size; see Table 7)
17-18	Mine (abandoned)
19-20	Ruins (dungeon) (see Table 9)

**Here There Be Monsters**

With the general terrain and possible Point-of-interest now established, we will now determine if a Monster was encountered in the wilderness hex. Roll 1d6, a 1 indicates a random Monster encounter. Roll for the type of monster (see page 145 of Core Rules) and the number appearing (according to the monster description). Next, roll

**Table 6: Settlement Size (Optional)**

<b>Roll 3d6</b>	<b>Chance</b>	<b>Type</b>	<b>Population</b>	<b>Base Value</b>
5-9	35%	Thorp	Fewer than 21	50 gp
10-13	46%	Hamlet	21-60	200 gp
14-15	11%	Village	61-200	500 gp
16	3%	Small town	201-2,000	1,000 gp
4	1%	Large town	2,001-5,000	3,000 gp
17	1%	Small city	5,001-10,000	15,000 gp
3	0.5%	Large city	10,001-25,000	40,000 gp
18	0.5%	Metropolises	More than 25,000	100,000 gp

on the monster reaction table (see page 43 of Core Rules). Finally, roll for surprise.

While the players are determining a strategy. Beginning with two complete sets of dice (ignoring d%), drop the dice to determine the encounter scenery. Wilderness encounter scenes do not require overly busy or descriptive terrain details. You just want to know what could be used as

cover, obstacles or rough terrain. The location of the dice indicate the location and width of the terrain feature.

**Table 7: Wandering Encounter Terrain**

Die	Result
d4 (2)	Trees (trunks)
d6 (2)	Brush
d8 (2)	Rock
d10 (2)	Boulder
d12 (2)	Rock outcrop/ridge
d20 (2)	
Terrain Change:	1-5: Trees & Brush
	6-10: Water (or land if in swamp)
	11- 15: Elevation change (down)
	16-20: Elevation change (up)

### Continuing to Explore

As the PCs enter the new hexes, note their movement speed modified by the terrain type they have traversed. They may explore any number of hexes in a day up to their movement rate (see Core rules page 38). Once the party has traversed their maximum daily movement distance they must make camp for the night. When camped, roll for encounters once per night. Optionally, use the rules on page 145 of the Core Rules for more frequent encounters.

### Clearing the Hexes

If the player objective is to secure the wilderness within a designated area, the PCs must track and kill all monsters in the hex, and locate and clear out any lairs. Make a simple tracking roll (d6) to detect tracks of monsters in the area and follow them back to their lair.

Humans are successful on a 1. Elves and Halflings are successful on a 1-2. Rangers and Hunters can roll against their "Tracking" ability. Dwarves cannot track.

If tracking is successful, roll for Monster type. Remember when rolling for Number Appearing to use the Lair value. Once all monsters in a lair are destroyed, the hex is deemed "Cleared" and can be highlighted with a green border. This hex is

now safer to traverse. A cleared hex has a wandering monster encounter on a roll of 1 on a d12 instead of 1d6. And a hex that is surrounded by cleared hexes will not contain any wandering monsters.

### Optional Movement System

To find out how far the party can move through the wilderness in a single day consult page 38 of the Core rules to find the **Miles per day** value for the slowest member of the party. This is how many **Movement Points** the party has each day. Depending on the terrain/vegetation of the hex being traversed, use the table below to calculate daily movement. Take the highest value of a hex's terrain and vegetation. Example: to traverse a densely Forested Mountain side it would cost 18 Movement Points, or 9 if on a paved road through the densely forested mountains.

Terrain or Vegetation	Movement Points Cost
Jungle, Dense Forest, Mountain, Swamp	18
Desert, Forest, Hills	9
Clear, Plains, Trail (any terrain)	6
Road (Paved)	1 step lower (minimum 6 MP cost)

**Optional:** If a character with the **Tracking** ability exists in the party, a successful Tracking roll can add 3 Movement Points to the days travel as the tracker manages to find and follow well used animal trails such as goat paths over mountain ranges and deer trails through dense thicket etc..

### Generating Dungeons and Caves

When the party discovers a Dungeon/Mine/Cave/Ruin, they will probably want to explore it sooner or later. When the players decide to explore a dungeon. The dungeon can be generated on the fly. Drop the below detailed groups of dice (depending on dungeon or cave) to determine the layout of a section or Area of the dungeon. As the party explores each room the layout/contents of that room can be generated on the fly as well, similar to how a wilderness encounter scene is generated. Imagining dice as rocks and trees probably felt strange that first time, but these procedures serve as a means to quickly generate the encounter scenes or rooms

as they are explored. Using the dice drop method, it is fairly easy to extrapolate and interpret abstract room layouts and shape or wilderness scenes into some very unique locations with a little practice.

Generally speaking, when interpreting the dice as scene features, take into account the die’s side count, its proximity to other features, and the “cool factor” of potential ideas that occur to you in the moment, when describing the details of the scene. For example, a 3 rolled on a d20 in a Natural Cave scene may indicate an extremely deep chasm in the middle of room, possibly leading down to next level or beyond, while a 3 on the d4 may just be a small 5 foot pit. But, perhaps you imagine that the 5 foot pit is human (or creature) made, and turn it into a pit trap, a foxhole, a storage hideaway, or the entrance to an underground lair. Let your imagination run with it.

Never be afraid to disregard any or all of the dice if they give you a “cool” idea which contradicts the die’s actual roll. You can even drop the dice out in front of the players and let them help interpret the scene—with the right group of players, that is. This works great for solo gaming as well.

For best results drop all the dice at once, possibly into a rolling tray. Mini dice work great for this as they are quiet and take up less space, allowing you to generate scenes behind the GM screen (which is recommended). It is possible to become fast enough at generating scenes randomly that players may not even realize you are making it up as you go, but instead assuming you had each scene planned all along and are just referring to your meticulous notes.

Speaking of notes: All Cave and Dungeon maps created should obviously be given their own map, on a separate piece of graph or hex paper.

### Random Natural Caves

To generate a cave, again begin with **two complete sets** of dice (ignoring d%). That is 2d4, 2d6, 2d8, 2d10, 2d12, 2d20. Drop the dice all at once to determine the cavern/room scenery. The rolled number on each die tells the feature and the type of die describes that feature according to the table below. Interpret all features according to the die that rolled it. Example: a 1 indicates a passage. If the 1 came up on a d4 then the passage might be quite small (crawl space). If the 1 was rolled the d20 then it may be a huge passage way.

**Table 8: Random Caves**

Die Roll	Feature
1	Another passage or hole leaving the current room
2	Stalagmite or full pillar
3	Chasm
4	Raised area
5	Water: pool, stream, or river
20	Monster!
Any <b>maximum</b> die result	Monster!

Any maximum die roll also indicates a life form is present (d4: Vegetation; d6 to d20: Monster). There can be several monsters present (these could be all same type or different, up to GM). Roll on the Random Dungeon encounter table (Core Book page 144) according to current cavern level.

The movement rate in caves is the party combat movement x3, in feet per turn (see Core Rules, page 36). A torch lasts for 1d4+4 turns.

The GM should keep a map of cavern areas as they are created and explored. The PCs must as well.

### Dungeon Rooms

Generating dungeons on the fly is a 2 step process. First drop the dice to determine the overall room placement of a section of the dungeon (Dungeon Area). This will also dictate which room types are where and where monster lairs exist. Then as each room is explored, furniture/features placement can be generated.

To generate a random Dungeon Area on the fly, drop the dice indicated for Dungeon Area (Table 9), optionally into a dice tray or onto graph paper. Each die represents a room. For each die dropped, consult the table for it’s room type (e.g. bedroom). Note that the room type indicated can be structures original intended room type, or, what function it serves now (GM’s option).

To make each dungeon area more unique, roll 2d20 and consult the Common Area Feature modified by the Feature Modifier table. For example, a roll of 9 and a roll of 12 on Table 10 indicate “Shrines/Monoliths” with the detail

“Strange Gas”. This might be interpreted as “A large ominous black monolith stands in the corner of every room in this area. They seem to exude a foul odor”. This is a good time to ask what the characters think (or fear) about these features and details. You may choose to make those impressions come true, or prolong the illusion until they determine (or you dream up) the true nature of the area.

Leave the dice as they lay as the PCs explore room by room. As each room is entered, you can describe the space using the Random Room Contents (Table 11). Once again, drop the indicated dice and consult the table for the item each die represents, and where they are located in the room. The outer perimeter of the fallen dice hints at the room’s shape and size. Consult back to your previously dropped **Dungeon Area** dice to remember what type of room this was (hallway/passage/stairs, bedroom, latrine, Monster lair etc.).

**Table 9: Dungeon Area**

<b>1d20 Drop</b>	2d4, 2d6, 2d8, 2d10, 2d12, 2d20 (and an additional d20 on Common Area Feature table)
	Any maximum die roll indicates a monster lair!
1	Area change A gateway or passage to another dungeon area on the same level. A roll of 1 on a d8, d12 or d20 indicates this room die is a stairway down to the next level.
2	Bedroom/Bunks
3	Common/Sitting room
4	Latrine/Garbage-pit
5	Food-stores/Winery
6	Kitchen/Mess Hall
7	Cistern/Well
8	Meeting Hall/Auditorium
9	Tools/Equipment/Armory
10	Kennel/Stable
11	Laboratory
12	Archive/Library
13	Tomb/Crypt
14	Prison/Torture chamber

15	Statuary/Gallery/Throne room
16	Mining/Smithy/Forge/Refinery/Power-Generation
17	Shrine/Altar/Chapel/Temple
18	Fountain/Pool//Stream/River/Lake
19	Mechanical Clock/Portcullis/puzzle (or control for something elsewhere)
20	Vault/Treasure room (see Unguarded Treasure table)

**Table 10: Area Features**

1d20	Common Area Feature	Feature Modifier (optional)
1	Doorways/Arches/Stairs	Mist/Fog
2	Hallways/Passageways	Bone
3	Walls	Acid (damaging?)
4	Construction style (different builders?)	Fur/Hide/Skin/Flesh (living?)
5	Doorways/Arches/Stairs	Eyes (moving/living?)
6	Floor/Tiles	Stone (granite, marble, limestone, odd coloration, gemstones)
7	Ceilings	Crawling/Shifting/Sliding/Spinning
8	Vents/Shafts/Drains (Large Singular or scattered throughout)	Cold/Frost/Ice (damaging?)
9	Shrines/Monoliths (Large Singular or scattered throughout)	Hot/Flaming/Burning/Electrical (damaging?)
10	Statues/Busts (Large Singular or scattered throughout)	Smell/Stench
11	Tapestries/Murals/Paintings (Large Singular or scattered throughout)	Bright light (or well lit)
12	Bell (Large Singular or scattered throughout)	Strange Gas (Methane, Chlorine, Hydrogen) (damaging?)
13	Hallways/Passageways	Slime covered (slippery)
14	Elevation changes (sunken/raised floor)	Water (dripping, running, pouring)
15	Furniture/Furnishings	Crumbling/Cracks/Chasms/Streams (bridges?)
16	Monsters/Inhabitants	Carvings (Runes/Hieroglyphs)
17	Pillars	Mold/Moss/Fungus/Vegetation (Poisonous, thorny, luminescent)
18	Walls	Wooden (possibly odd coloration)
19	Floor/Tiles	Metal (iron, bronze, copper, adamantine,

		mithril, gold, silver etc.)
20	Ceilings	Sounds/Noise (ominous, deafening, maddening)

**Table 11: Random Room Contents**

1d20	Drop
Any max die roll is a Monster in room!	
1	Trash/Debris/Ruins (rough terrain)
2	Lighting (Cresset/Brazier/Sconce/Chandelier)
3	Pillar
4	Small Furnishing (according to room type)
5	Large Furnishing (according to room type)
6	Small Furnishing (according to room type)
7	Large Furnishing (according to room type)
8	Small Furnishing (according to room type)
9	Large Furnishing (according to room type)
10	Small Furnishing (according to room type)
11	Large Furnishing (according to room type)
12	Small Furnishing (according to room type)
13	Water/slime/Vegetation (slippery terrain)
14	Tapestry/Mat/Rug
15	Body/Carcus/Vermin
16	Partially collapsed (a crumbling still!)
17	Trap (see Traps table below)
18	Secret Passage
19	Secret Compartment (see Unguarded Treasure on page 131 of the Core Rules)
20	Box/Chest (see Unguarded Treasure on page 131 of the Core Rules)

**Table 12: Traps**

3d6	Trap type
(See Core Rules page 159 for trap details)	
3	Monster-Attracting Spray (double chance of Wandering Monster for 1d6 hours)
4	Chute (Save vs. Death Ray +Dexterity bonus or be dropped into next lower dungeon level)
5	Flashing Light (Save vs. Spell or be blinded for 1d8 turns)

6	Oil Slick (Save vs. Death Ray + Dexterity bonus or fall prone)
7	Poison Dart (AB +1, 1d4 damage, Save vs. Poison or die)
8	Falling Stones/Bricks (Save vs. Paralysis + Dexterity bonus or take 1d10 damage)
9	Arrow (AB +1, 1d6+1 damage)
10	Pit Trap (Save vs. Death Ray + Dexterity bonus, or fall in. Roll twice to determine depth and contents on the Pit Traps Table, below)
11	Blade
12	Poison Needle (Save vs. Poison or die)
13	Poison Gas (All in area must save vs. Poison or die)
14	Alarm (all within 30ft radius must save vs. Spell or be deafened for 1d8 turns. Check for Wandering Monster who will arrive in 2d10 Turns)
15	Rolling Boulder (Save vs. Death Ray + Dexterity bonus or take 2d6 damage)
16	Portcullis (Save vs. Death Ray or take 3d6 damage. The way is also blocked now)
17-18	Spell (Roll for random spell. Save as per spell)

**Table 13: Pit Trap Type**

1d6	Pit Depth	Pit Contents (damage)
1	10ft (1d6)	Empty
2	10ft (1d6)	Water (half way down)
3	15ft (1d6)	Vermin (Rats)
4	20ft (2d6)	Poisonous Vermin (Snakes, Scorpions)
5	30ft (3d6)	Spiked (Roll to hit for spikes with AB +1, if hit then Fall Damage x2)
6	50 (5d6)	Acid

**Exploring the Dungeon**

The movement rate in the dungeon is the party combat movement x3 in feet per turn (see Core Rules, page 36). It takes roughly 1 turn (10 minutes) to search a small room, 2 turns to search a large room, and 3 turns for a huge room. A torch lasts for 1d4+4 turns.

If the Players declare they are searching a room, roll to “Find secret doors” (Core Rules, page 47) if there is a secret passage or a hidden compartment. Optionally, feel free to let them roll.

The GM should check for wandering monsters every 3 turns (Core Rules, page 173) and should keep a map of areas as they are created and explored. The PCs must as well.

**Getting Help**

**Hirelings & Henchmen**

Brand new PCs are out of luck, unless they chance upon a friendly and honest NPC. Adventurers can only retain followers at 2<sup>nd</sup> level and above (see page 39 of the Core Rules).

For those who qualify, once a hireling has been found and agrees to join, a character sheet can be quickly rolled up for the hireling, if desired. A player may take on a hireling as their main character at any time. This is especially useful if their PC dies, or if the PC wants to take a break or retire from adventuring altogether

**Legends & Rumors**

These procedures can be used when the PCs are looking for a quest, when an NPC offers them a quest, or when a “map to a treasure” is found. Can also be used when PCs are looking for specific answers to a mystery discovered (possibly while exploring a randomly generated dungeon). Once per week, all PCs may attempt to learn of a legend or rumor from any of the following locations:

**Table 14: Knowledge Inquiries**

Location	PC Class	Success Check
Tavern	Any PC	Roll against Charisma
Temple or Chapel	Cleric only	Roll against Wisdom
Thieves Guild	Thief only	Roll against Charisma
Militia Barracks	Fighter only	Roll against Charisma
Library or Archives	Magic-user only	Roll against Intelligence

The PCs must make an Ability Roll (see page 153 of Core Rules) by rolling 1d20 over the indicated target number for their level, plus the bonus for the appropriate ability score (page 8, Core Rules). The base target number for a level 1 PC is 17. This assumes that open-ended inquiries are being made. PCs can inquire about specific information or rumors at a -4 penalty.

For every 2 points over the success target, give a piece of information in the following order, depending on location:

**Table 15: Knowledge Received**

Location	Order of Information
Tavern	Treasure, Point of Interest type, Monster, Clue, Location (getting quality information from intoxicated strangers is difficult)
Temple or Chapel	Point of Interest type, Location, Monster, Clue, Treasure (usually involves a temple to be reclaimed/consecrated)
Thieves Guild	Location, Treasure, Monster, Point of Interest type, Clue
Militia Barracks	Monster, Treasure, Location, Point of Interest Type, Clue
Library or Archives	Location, Point of Interest Type, Clue, Treasure, Monster

If the success target is exceeded by 10, for every 2 points another Clue is revealed. Randomly generate each piece of information as follows:

**Point of Interest:** Roll for a Point of Interest using Table 5.

**Location:** Using your wilderness hex map, randomly determine a direction and distance away from town. For instance, if the town is in the middle of a 20 x 20 hex map, determine a random location as follows:

- Roll 2d20 and picture the map with an X,Y coordinate system with the town at "10,10"
- The first d20 determines the location along the X axis
- The second d20 determines the location along the Y axis

**Monster:** Roll for type on the random encounter table (page 145 of Core Rules). You can even roll on the giant Monster Index supplement for truly vast assortment of potential monsters.

**Treasure:** There is a 50% chance the rumor reveals the existence of coinage treasure, and 50% the rumor is concerns a magic item. Roll randomly on the appropriate random treasure tables in the Core Rules.

**Clue:** This is a meta game device to give the party a +4 situational bonus on a single roll anytime, anywhere in the dungeon or cavern of the rumor

location, or during the travel leading to it. It cannot be used in combat, but can be used against traps or surprise rolls.

Once party arrives in the rumor location hex, they must actually find the subject of the information.

Make an Ability Roll (see page 153 of Core rules) for the PC who is leading. Add to the Target number the location's distance in hexes from town, divided by 2 (rounded down). The PC may add their Wisdom bonus to the roll. A Ranger may also add half their level (rounded down).

If the roll fails, the party fails to locate the site that day and must try again the next day with a +1 to their roll (it gets easier to find with time). Roll for Wandering Monster each day spent searching hex. Also roll each night as usual.

Example of searching for location: The party has learned of a legend concerning a Ring of Invisibility buried in a the tomb of a long dead noble. They venture out into the wilderness to the supposed location 8 hexes away from town (48 miles). Once in the location hex their 3<sup>rd</sup> level Ranger Character with Wisdom +1 makes an attempt to locate the site. His target number is 20. He rolls a d20 and adds +2 to his roll. If he fails, they can try again the following day with an additional +1 to the roll giving him a +3 total. And each day spent searching for the lost tomb would grant an additional +1 until the party either finds the tomb, starves, or die at the hands of Wandering Monsters.

### Stronghold & Dominion Events

Sooner or later a character will acquire enough wealth and power to build a stronghold. This can be done in any cleared hex on the wilderness hex map (see Core rules page 161 for details and prices).

A stronghold will attract peasants and generate tax money, all depending on the Population Sentiment towards the rulers.

When a stronghold is built, determine how many families take up residence nearby by rolling a 1d10 x 10. This is the starting population (measured in families of approx. 4 people). The population starts off with an Indifferent rating on the Population Sentiment scale. At the end of each month the population will grow or shrink according to the Population Sentiment table below, and generate 1gp per family, paid directly to the ruler. Each month a Domain Event may occur which will affect Population Sentiment. Roll on the

Domain Events table at the start of the month. The ruler has 1 month to nullify any negative effects it may have on the population at the end of the month. If not dealt with (a quest perhaps?) the listed effect is applied to the Population Sentiment monthly change roll at the end of the month.

The Nature of the Domain Event can be determined by roll on the Nature of Event table and interpreting it according to the previously rolled Domain Event Event Type.

**Example 1:** Sir Winston's stronghold has a "Happy" Population Sentiment at the start of the month. An 8 is rolled on the Domain Events table, indicating a "Neutral" event is unfolding this month. We then roll a 10 on the Nature of Event table and get "Change in Foreign Trade Routes". We will interpret that as Sir Winston hears of a possible trade increase in a neighboring town. Great he can go adventuring or go about his own business this month without the population suffering negatively. At the end of the month his population will remain "Happy" and he'll gain his 1d10(%) population increase.

**Example 2:** On the second month, Sir Winston's Population is still "Happy", but at the start of the month he rolls a Domain Event of 3 indicating a "Very Bad" event will occur. He rolls on the Nature of Event table to find out it involves "Historical/Holy Relic". Perhaps the local historical artifact named the "Horn of Plenty" which is blasted each year to kick-off the fall harvest feast has been stolen. Since it is a "Very Bad" event we have to up the anti and also say that the keeper of the artifact's entire family was slain during the theft and now the entire domain is disheartened at the loss and afraid to volunteer to be the next keepers of the artifact. If Sir Winston can take up the quest and recover the artifact and bring the culprits to justice before the end of the month the effects of the "Very Bad" Domain Event on the Population Sentiment will be nullified.

### Population Sentiment

Sentiment	Monthly Change
Patriotic	Population grows by 4d6(%)
Happy	Population grows by 1d10(%)
Indifferent	Population grows by 1d4(%)
Unhappy	Population loses 1d10(%)
Rebellious	Population loses 4d6(%)

### Domain Events

2d6	Event Type	Effect on Population Sentiment
2-3	Very Bad	Population Sentiment worsens by 1 step AND halve tax income this month
4-5	Bad	Population Sentiment worsens by 1 step
6-8	Neutral	No change to Population Sentiment
9-10	Good	Population Sentiment improves by 1 step
11-12	Very Good	Population Sentiment improves by 1 step AND double tax income this month

### Tables 16-18: Stronghold Effects

**Nature of Event**

**1d12 Description of Change**

Interpret this according to rolled "Domain Event" (Good, Bad, Neutral etc.)

1	Change in Monster activity in surrounding wilderness
2	Change in Crime rates and criminal activity (Bandits?)
3	Change in sickness/plague rates (a Curse?)
4	Change in Crop Yields (Feast of Famine) (a curse?)
5	Change in Weather (if Very Bad event type was rolled, it's a natural Disaster such as Flood, Fire, Earthquake, etc.)
6	Death of important figure
7	New Social Movement
8	War Declared (ie. If Neutral Event type then another town declared war against a third party. If Very Bad Event Type rolled, then war declared on this stronghold, etc.)
9	Change in Natural Resources (resource exhausted, new resource found etc.)
10	Change in Foreign Trade or Trade Routes
11	Change Festival or Holiday event
12	Historical/Holy Relic (Lost or found)

**Hints and Advice:**

Keep notes on each days' travel using the hexcrawl template below.

**Example of a Wilderness Exploration Loop**

Step 1: Enter a new hex and record the hex coordinates. Then, roll for hex Terrain, Vegetation, (optionally) Water (Tables 2-4) and a possible Point of Interest (Table 5).

Next, roll for the possible presence of a Wandering Monster. If one is indicated, roll for reaction, surprise, and then drop the dice to create the type and layout of the encounter scene.

Step 2: If the party has more movement left for day, repeat this process and enter a new hex. If the party has moved their maximum movement for the day then they must make camp for the night. Roll once for a Wandering Monster night encounter. If one appears, roll for reaction, surprise and again drop the dice to create the type and layout of the encounter scene.

**Example of Dungeon Exploration Loop**

Step 1: Enter a new dungeon area. Drop the dice from behind your GM screen to randomly generate

the layout. Then, roll for Common Area Features and Additional Area Details (see Tables 9 & 10).

Step 2: When the PCs enter a room, drop the dice again to generate Random Room Contents (Table 11). If the roll indicated it was a monster lair (Table 9), roll to determine the random monster.

If the room has an Area Change (Table 9 then determine whether it is a door or passage to next dungeon area on same level, or if stairs leading down to next level dungeon area ). If the PCs enter a new dungeon area, repeat Step 1.

Once the room is explored and the PCs move to next room, repeat Step 2.



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### INTRODUCTION

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