

Hexcrawl Tables

Terrain

MOVE COST & NAVIGATION

TYPE	EXAMPLES	WATCHES / HEX	NAVIGATION
Clear	plains · grassland · open ground roads downgrade any terrain to Clear along their line	1	no roll
Moderate	forest · hills · desert	2	lost on 1
Hard	swamp · jungle · mountain some mounts can't enter — see below	3	lost on 1-2

Travel speed

WATCHES PER HEX BY ENCUMBRANCE / MOUNT

OSE MOVE	MOUNT / STATE	CLEAR	MODERATE	HARD
240'	<i>riding horse</i>	$\frac{1}{2}$	1	blocked
120'	<i>unencumbered (or mule)</i>	1	2	3
90'	<i>lightly encumbered</i>	1	2	4
60'	<i>heavily encumbered</i>	2	3	5
30'	<i>overloaded</i>	3	5	impassable

Encounter check

D6 VS. THRESHOLD

SITUATION	NORMAL REGION	DANGEROUS REGION
Day watch	1-in-6	2-in-6
Move & Stay watches — roll each watch on the region's table		
Night camp (+1)	2-in-6	3-in-6
Keeper on watch spots the encounter first		
Fast travel	2-in-6	3-in-6
1× per day · "dangerous" applies if any part of the day's route crosses a Moderate/Hard region		

Forage & Hunt

RESOURCE ROLLS

Forage MOVE WATCH ONLY

Quartermaster picks one:

· Wood — **3-in-6** → **1 wood**

· Rations — **1-in-6** → **1 ration**

Not allowed on Stay watches. On Fast travel: **1× per day**.

Hunt STAY ACTION

Roll **n-in-6** where *n* = PCs in party.

+1 with relevant proficiency · **+1** favourable terrain (GM call) · **cap 5-in-6**

On hit: **1d6 rations**. Hunt yields food only — does not count toward heal.

Region & encounter tables

MAP STRUCTURE

Region size	19 hexes — 1 centre + 2 rings of neighbours
Table size	each region has its own 8-entry random encounter table
Base threshold	1-in-6 per watch · 2-in-6 in "dangerous" regions
Night modifier	+1 to the threshold during the night camp
If intelligent	continue into Encounter phase — reaction roll 2d6 (low hostile · mid neutral · high friendly)

Points of interest

HEX CONTENT

Major Destination of rumors — what players plan expeditions to reach.

Minor Stumble-upon — a smaller find while traveling.

EXPLORE TIME → WATCH COST

< 1 hr folds in · **~ 2 hr** = 1 watch · longer = pay as they go

WHAT'S INSIDE A POI

Overt plain sight on engagement

Hidden uncovered by poking around

Secret gated by clue, trigger, or action

Fast travel

GM CHECKLIST

- Confirm prerequisite.** Every hex on route fully crossed before.
- Count days.** 1 hex per watch · 3 watches per day · round up.
- Daily rolls.** Encounter — **2-in-6** (or **3-in-6** in Moderate/Hard) · Forage — 1× as normal. If encounter triggers: run the watch, then resume.
- Apply night camp costs** per night spent. **Describe** the journey.

Night camp

MANDATORY, EVERY NIGHT

Rations **-1 per PC** · plus **-1** per hiring & mount

Fuel **-3 wood / torches** for the campfire

Encounter region threshold **+1** · keeper on watch spots first

Heal the day's third Camp watch · recover **1d3 HP** at day's end (no combat that day)