



IN THE HEART OF THE UNKNOWN

Procedural Encounter, Terrain and Weather Engines for Wilderness Hex Crawling



1. Encounter Engine

= Large settlement / city / destination

= Start / small settlement

= Signs of civilization

= Wandering monster

= Lair / monster settlement

= Dungeon / feature

= Natural hazard / natural obstacle

= Camp / hireling / mount / equipment trouble

= River (moving upriver nudges the **2. Terrain Engine** result upwards by one HEX face; traveling downriver does the opposite; on the next double the river: 1² = ends/impossible; 2² to 5² = bridge/ford; and 6⁶ = divides in two

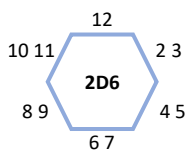
= Road (moving along road nudges the **1. Encounter Engine** result one HEX face towards the "Large settlement / city / destination" HEX; on the next double the road: 1² = ends; 2² to 6² splits/x-roads | can cross over the road

* = distant / improbable

Starting Hex

Start in the bottommost HEX of each HEX Flower (HF), unless of course circumstances dictate otherwise. Roll 2D6 and move in the indicated Navigation Direction (see below).

Navigation Direction



If the roll leads off the edge of the HF, wrap around to the opposite edge following the same row or column. However, an 'X' indicates a disallowed direction, so stay in that kind of HEX.

Background

Explanation of HEX Flower 'theory' can be found [here](#)

Template

HEX Flower Template can be found [here](#)

Blog

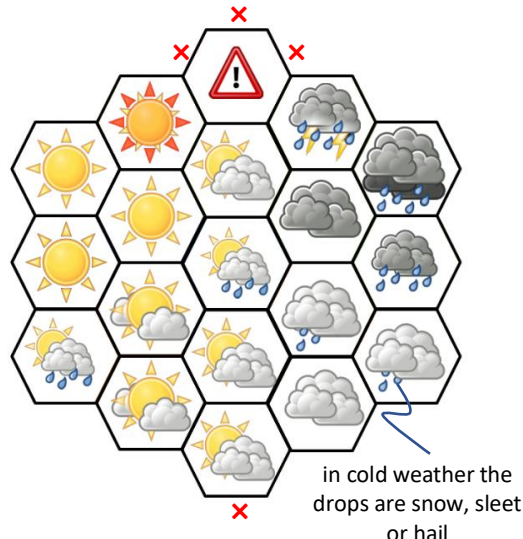
<https://goblinsenchman.wordpress.com>

by Goblin's Henchman version 1.1

2. Terrain Engine



3. Weather Engine



Encounter Number (i.e. 2 to 24):

D6 + D10 + below terrain modifier

-4		Arid	Trees		+6
+2		Plains	Hills		+8
+4		Special	Mountains		+10

Bog, swamp, lake, waterfall, chasm, trench, etc.

Encounter

2 (-)	Nomads	
3	Ankheg	
4	Giant scorpion	
5	Blink dog	
6	Pterodactyl / aerial threat	
7	Bugbear	
8	Bandit	
9	Centaur	
10	Giant beetle	
11	Wolf	
12	Goblin	
13	Bear	
14	Stirge	
15	Ogre	
16	Giant spider	
17	Giant owl	
18	Hobgoblin	
19	Lion	
20	Troll	
21	Giant	
22	Harpy	
23	Dragon	
24+	Gnoll	