

HEXPLORATION GUIDE

STEP ONE: DETERMINE WEATHER

The Isle of Dread is a tropical island. During the typical day temperatures range from 85-105 degrees F, with an average of 90. The Winds are usually light and variable. Most days it rains at least for a few hours in the late afternoon.

Temperature: roll a d20 - 1-15 Normal, 16-18 1d4x5 degrees F colder than normal, 19-20 1d4x5 degrees F warmer than normal.

Wind: roll a d20 - 1-14 None, 15-19 Light, 20 Strong.

Rainfall: roll a d20 - 1-5, 6-16 Light (3d4 hours), 17-20 Heavy (all day)

EXTREME HEAT

When temperature is at or above 100 degrees F, a creature in the heat without drinkable water must succeed a Con saving throw at the end of each hour or gain a level of exhaustion. Starts at DC 5, increases by 1 each hour. Creatures in medium or heavy armor have disadvantage. Creatures with resist/immune to fire damage, or adapted to hot climates, auto succeed.

STRONG WIND

Imposes disadvantage on ranged weapon attack rolls and hearing based Perception checks, extinguishes open flames, disperses fog, and makes non magical flying highly improbable.

HEAVY RAIN

Everything in the area is lightly obscured, creatures in the area have disadvantage on Perception checks, also extinguishes open flames.

STEP TWO: DETERMINE PACE

Each hex on the map represents 6 miles of terrain.

Fast pace - move 5 hexes per day, suffer -5 on Perception checks, increased chance of enemy ambush, random encounter chance 1/2.

Normal pace - move 4 hexes per day, random encounter chance 1/3.

Slow pace - move 3 hexes per day, allows opportunity to use stealth to avoid encounters, allows characters to encounter fixed locations on the map automatically, and they can also map the terrain, on their hex and adjacent hexes unless blocked by terrain. Random encounter chance 1/3.

SPECIAL TERRAIN:

Special types of terrain can be found on the map.

Trails - double movement speed.

Tar Pits - DC 14 Survival to discover them, without a naive guide or bearer. falling in is treaded as quicksand, but the depth is 100ft, Large or bigger creatures make saves at disadvantage and sink twice as fast. (enter the area, sink 1d4+1 ft and become restrained, start of turn, sink 1d4 ft, if not completely submerged, escape as action, Str save DC 10 plus the creatures depth in ft. Creatures completely submerged can't breathe and begins to suffocate. A creature can pull another creature within it's reach out of a pit, by using it's action, and succeeding on a strength check, DC 5 plus the creature's depth in ft.)

Coral Reefs - these massive living walls of coral occur right below the water's surface. Ship's navigator needs to make a successful DC 15 Survival avoid hitting a coral reef. Striking a reef in a ship causes 32 (5d10+5 damage to the ship's hull, with a 50% chance of running aground. Stuck ships must wait for high tide (in 3d4 hours) to get unstuck, although it may then sink due to damage. Coral reefs teem with life, wandering monsters occur twice as frequently.

Road to the Central Plateau - the road symbol joining the Central Plateau to the mountain chain is a 300 ft long rope bridge.

STEP THREE: DETERMINE POSITIONS IN THE MARCH.

Available positions - Scout, Front, Middle, Rear.

Scout - allows a single character to range ahead of the party also determine how far ahead you are. You will encounter bad stuff first. Able to stealth if moving at slow pace.

Front - If the scout doesn't find it, you will, with your faces.

Middle - Safe...mostly.

Rear - Only a horrible person would attack from behind!?!)

STEP FOUR: DETERMINE ROLES IN THE MARCH.

Available Roles - Spotter, Navigator, Forager. Multiple characters can fill the same role, or work together, (for advantage, assuming both are trained)

Spotter - This character is on watch, and will hopefully notice threats, rolling Perception when called for.

Navigator - This character is trying to keep the group from becoming lost, rolling Survival when called for, also able to map the party's progress as they proceed.

Forager - This character keeps an eye out for ready sources of food and water, rolling Survival when called for. Each character that has an opportunity to forage for at least an hour, rolls Survival DC 10 yields 1d6+ Wis mod in pounds of fresh food or gallons of water. A result above 20 allows you to find a Rare Plant, while a Nat 20 doubles your foraging yield. Failing the check by 5 or more finds poison food / water. A creature consuming tainted food or water succeeds on a DC 10 Con save or is poisoned for 24 hours.

STEP FOUR: COSUME PROVISIONS

Typical medium and small creatures must consume 1 lb of food, and 1 gallon of fresh water per day. In the heat of the jungle, creatures will require 2 gallons of water per day unless the temperature is cooler than normal. Fresh food that is foraged spoils at a 50% chance the first day after harvest, and 100% after that, if not preserved in some way. A creature consuming spoiled food must succeed on a DC 10 Con save or is poisoned for 24 hours.

STEP FIVE: MOVE HEXES, ROLL DAY TIME ENCOUNTERS, ONCE PER HEX.

STEP SIX: ROLL FOR NIGHT TIME ENCOUNTER.