

FORBIDDEN LANDS

HEXCRAWL GENERATOR

When entering a new unexplored Hex, check the adjacent hexes and count the terrain types of these hexes. Then roll a d100 and check the table corresponding to the type that occurred the most in these hexes. If there are multiple types tied, choose one at random or choose one.

d100	PLAINS	FOREST	HILLS	ARID (RUINS)	MARSHLANDS	MOUNTAINS	WATER (LAKE)
1-60	Plains	Forest	Hills	Arid	Marshlands	Mountains	Water
61-90	Forest	Plains	Mountains	Water	Water	Hills	Marshlands
91-96	Hills	Marshlands	Plains	Plains	Plains	Forest	Plains
97	Arid	Arid	Arid	Forest	Arid	Arid	Arid
98	Marshlands	Hills	Marshlands	Marshlands	Hills	Marshlands	Hills
99	Mountains	Mountains	Forest	Mountains	Mountains	Plains	Mountains
00	Water	Water	Water	Water	Forest	Water	Forest

ROADS AND RIVERS

When one of the adjacent hexes contains a settlement (Village, Town, City) or an existing road and if the current hex is a PLAINS, FOREST or HILLS, then there is a one in six (1:6) chance of a road or the road continues to the current hex. If the adjacent hex contains a road and the current hex contains a settlement, then you may connect that road to this hex.

When one of the adjacent hexes contains WATER, MOUNTAINS or an existing river and if the current hex is a PLAINS, MARSHLANDS or FOREST, then there is a one in six (1:6) chance of a river or the rivers continues to the current hex. If the adjacent hex contains a river and the current hex contains WATER, then you may connect that river to this hex.

If the characters choose to follow the road or river, roll a d6 and count clockwise from the top, where the road or river will exit the hex. If the road or rivers exits where it entered, the road is a dead-end and will never connect.