HEXMANCER Procedural Hex Generation System

It's hexcrawl time! Roll **d30**, **d24**, and **d20** simultaneously whenever the party enters an unexplored hex. If the d24 roll indicates a feature, make it up or use one of the suggested resources. (If it doesn't, just ignore the result of the d20 roll.)

d30: Hex terrain type
Reference the column for the terrain type of the hex the party is *leaving*.

d30 Roll	Plains	Woods	Hills	Barren	Swamp	Mountains	Water	Odds
1-15	Plains	Woods	Hills	Barren	Swamp	Mountains	Water	50%
16-23	Woods	Plains	Mountains	Hills	Water	Hills	Swamp	26%
23-26	Hills	Swamp	Plains	Plains	Plains	Woods	Plains	13%
27	Barren	Barren	Barren	Woods	Barren	Barren	Barren	3%
28	Swamp	Hills	Swamp	Swamp	Hills	Swamp	Hills	3%
29	Mountains	Mountains	Woods	Mountains	Mountains	Plains	Mountains	3%
30	Water	Water	Water	Water	Woods	Water	Woods	3%

d24: Presence of a feature
Determine what type of region the party is in and whether or not they're following a byway or waterway (trail, road, or river), and select the appropriate row. The first column indicates whether or not there's a feature in the hex. Water hexes never have features.

d24 roll	Region	Feature type modifier	Odds
1-2	**Wilderness**	-2	8%
1-3	...on byway or waterway	-1	13%
1-3	**Borderlands**	0	13%
1-4	...on byway or waterway	0	17%
1-4	**Settled**	+1	17%
1-5	...on byway or waterway	+2	21%

d20: Feature type
Apply the feature type modifier from the d24 roll (minimum roll 1, maximum roll 20). If the party is following a trail, road, or river, then other results indicate a *second* feature in the hex (and see "Byways and Waterways" to place the trail/road/river).

d20 roll	Feature type	Odds	Suggested resource for feature creation
1-3	Ruins	15%	
4-6	Trail	15%	See "Byways and Waterways" in this document
7-8	River	10%	See "Byways and Waterways" in this document
9-10	Road	10%	See "Byways and Waterways" in this document
11-12	Wizard's tower	10%	Abulafia: Wizard Tower generator
13-14	Temple	10%	
15-17	Castle	15%	
18-20	Village	15%	

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Byways and Waterways

Because they're not confined to one hex, trails, roads, and rivers work a bit differently than other features. Choose one option based on the current situation:

1. **Feature is new (not present in the hex they're leaving):** Roll **d6** and **d5**. Starting from the top/north side of the new hex, count d6 sides clockwise; that's the feature's point of origin. (If it happens to be where the party came from, no worries: It's easy to miss stuff while wandering around in the wilderness.) Next, count d5 sides clockwise from that point; that's the side where the trail/road/river exits the hex.
2. **Party is following the feature:** If the party is following the trail/road/river, roll a **d5** and count clockwise from the point of origin (the hex side they're leaving). That's the side where feature exits the new hex.
3. **Party isn't following the feature:** If they're deliberately *not* following the trail, road, or river, only place the feature in the new hex (using option 1) if its point of origin is the hex side the party is entering.

You may need to apply a bit of logic, or tweak the results, in order to make byways and waterways fit the map.

Design notes

Hexmancer is designed to [procedurally generate](#) a fantasy borderlands/wilderness region in "fantasy Western Europe," with occasional wasteland and weirdness, on the fly during play. It assumes that you're placing dungeons/modules and perhaps a feature or two, but otherwise starting out with the PCs in a village surrounded by a blank hex map.

Terrain types that I don't want to come up randomly, like desert and ocean, are excluded. There are also all sorts of other features that could be on the d20 table, from monster lairs to cave systems to islands, but they're things I didn't want to handle procedurally (or didn't want in a dungeon-focused hexcrawl).

Hexmancer uses funky dice because funky dice are awesome, and because they suit its probability needs. If you don't own a d5, d24, or d30, [Purple Sorcerer's online dice roller](#) includes them.

Acknowledgements

This system is based on the one found in [Wilderness Hexplore Revised](#), which was created by Jedo of the New York Red Box forums. The core "Terrain > Feature? > Feature" mechanic and the broad relationships between terrain types in Hexmancer owe the most to Jedo's system.

Hexmancer can be downloaded for free from [Yore](#). You can also read an [extended example](#) of using it to generate hexes. I hope Hexmancer is useful to you, and happy gaming! —Martin Ralya