

FORBIDDEN LANDS HEXCRAWL SEQUENCE

1) Move to new hex: Guide makes successful **Survival** roll, or suffer mishap.

2) Roll for encounter/feature (d20). PC makes **Keep Watch** roll to see it first.

1-3: Roll on **FbL encounter chart** (DMG, pg 147)

4-5: **Discovery** (Perilous Wilds, pg 44)

6-7: **Danger** (Perilous Wilds, pg 48)

8-9: **Ruins & Relics** table (Wilderness Hexploration, R&R-1)

Roll for **Danger**, 1 in 8 chance

10-20: No encounter

Every night, during **Sleep**, 1 on d10 is a **Danger** (Perilous Wilds, pg 48)

Perilous Wilds: on **Discovery** chart, if a **Steading** is rolled, go to (d12: 1-7 Village, 8-12 Castle) in FbL DMG pg 168)

Perilous Wilds: on **Structure** result, use optional details from FbL DMG pg 172

Perilous Wilds: for **Creature: Monster** entry, roll 1d12: 1-6, use their charts, 7-12 use FbL monster (DMG pg 74)