

## Generation procedure

At each intersection roll a d6 for the left branch and a d6 for the right branch. **Evens:** the way is free and clear. **1s:** The pathway is broken and impassable; **3s:** Creatures; **5s:** Beings. Combine multiple Creature and Being results into a single encounter at the intersection.

**Double 6:** instead of foggy emptiness you can just make out in the hex ahead a "floor" about 100 feet down. This glass-like layer is the lid of the **Queen Megawasp's** birth hexagon. Any loud or forceful action nearby has a 10% cumulative chance of waking the ravenous Queen [*stats as Wyvern*]. If ever there seems no way forward then retrace your steps; Creatures and Beings will have moved on and broken pathways may now be inexplicably fixed.

## Rolls of 3: Creatures

1. **6d6 Stick-slugs** – [*as Giant Rats, never fall*].
2. **Obsidipus Hex** – [*as Grick or Giant Squid, never fall*]. Semi-intelligent predator, hunts Stick-slugs and anything else that doesn't pose a threat. Six tentacles, each 30' long, and a powerful hard beak. Once dead its tentacle arms can be stuck to the obsidian and remain in place providing a useful hand-hold.
3. **Pteranodon** – aims to carry off human-sized or smaller prey.
4. **Giant Mite** swarm - 6d6 hp; inflict auto 1d4-1 damage per round; max damage infects with an internal spore that will shortly hatch into a Stick-slug for d8 bursting damage.
5. **d6+6 Giant Wasps** [*or as Giant Bees*]
6. **Roll again twice** for Creatures

# The HEXWASTES

Slender obsidian walkways loom precipitously out of the thick fog in a huge hexagonal grid that stretches many days travel hence. They are **very slippery**, slightly convex, and impervious to mundane damage. Anyone falling has a few **moments to scream** before they disappear out of sight into the **depths of the fog**. PCs can move and act in single file on the walkways without penalty; if they move or act two abreast they have a chance of falling [*Dex save or similar according to system*]. Any PCs hit in melee, or for 4 or more hp of ranged damage, may fall [*Dex save*]. An adjacent ally can catch a falling ally (automatically) but must drop a held item to do so. Any dropped or thrown items immediately slip off the walkway. Anyone and anything that falls untethered is lost to the void (in the absence of any magical salvation). While PCs are roped together they suffer a penalty to fighting and other actions. If a roped PC falls the next PC(s) on the rope may also be pulled off [*Dex or Str save*]. Alternatively the next roped PC can jump off the \*other\* side of the walkway to create a counter-balance. Dangling PCs can be hauled up given time, but to do it quickly is a test of strength.

by Tom Walker - diogenesbivouac.blogspot.com

## Rolls of 5: Beings

1. **d4+1 Cultists of the Pristine Hexagon** in a basket hanging under a **Floatwhale**. Furious they use their crossbows and 15' poles to remove anything touching the sacred obsidian.

The Floatwhale is kept insensate with powerful narcotics and steered with a hand-crank fan. Is it delicate inflammable, explosive and rare.

2. **High Priestess** – permanently levitates, can fire three **Magic Missiles** [autohit, d4+1 damage] per turn or **Fireball** every other turn.

3. **3d4 Echollopsid Hunters** - Six-limbed octopus-like beings [*as Bandits with maces*]. Two attacks, 60' move, never fall. They have meagre vision but perfectly sense anything within 200ft that touches the obsidian. Aim to hunt and scavenge anything, but will avoid risking themselves against a stronger foe. Intelligent yet mute, open to discussion.

4. **Echollopsid Family** - d4 Hunters [*as above*] plus 3d4 elderly and young [*as level 0 peasants*] armed with 15' pushing poles. Will defend themselves behind wooden barriers and traps; will finally escape by swinging away on rough ropes to reattach themselves elsewhere on the obsidian. May return with reinforcements or strengthen future defences.

5. **d6+6 Goblin Hoorays** with rough crossbows which require both hands and two turns to load and fire. They each have a flimsy grasp of risk and their ancient frayed climbing rope.

6. **Rival Adventuring Party** - same level and number as the PCs but better equipped and provisioned. Most notably with a magic **Floating Disk** that provides a stable firing platform but will not move while under a living burden. [*On subsequent rolls it's either the same party again, or other likely creatures or beings from your setting.*]