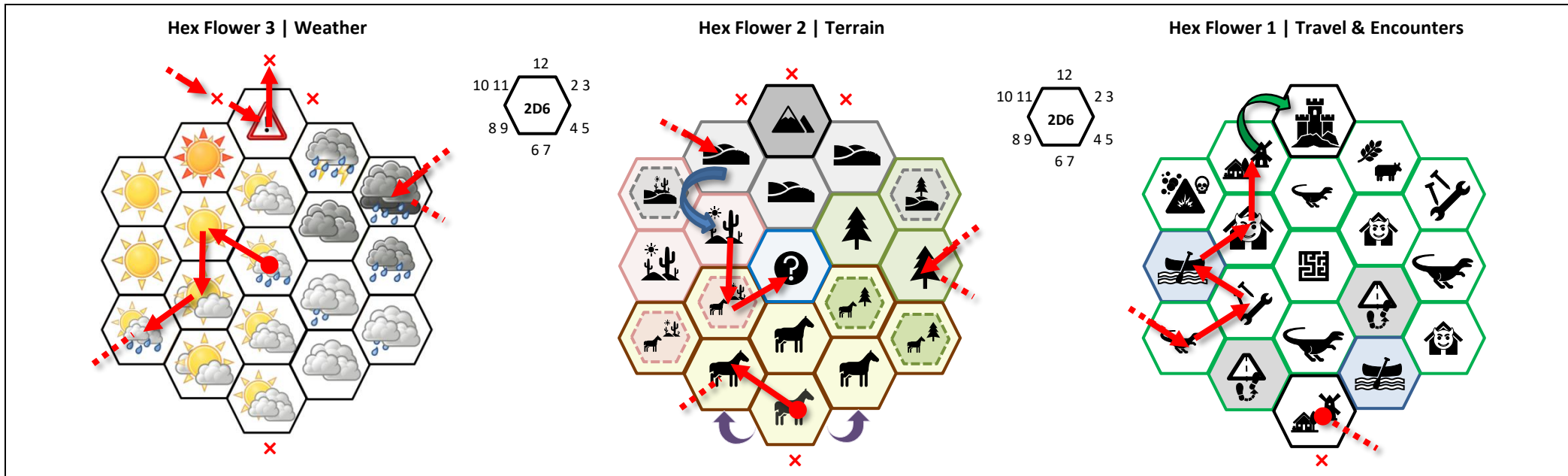


Example of 6 Days / Turns of Traveling using “In the Heart of the Unknown”



Day / Turn 0	Start in Middle Hex (because why not)	Start in bottommost Hex	Start in bottommost Hex – PCs decide to head out looking for a fabled lost city
Day / Turn 1	= It stops raining and the weather gives way to brilliant sunshine;	= the terrain remains as plains;	= in the distance (roll D6+D10 = 9, but + 2 for plains HEX = 11, which = wolves) the PCs hear the sounds of wolves
Day / Turn 2	= the weather turns over cast	= plains make way to trees; perhaps the wolves have lost the PCs scent in the trees, or have found easier prey	= the PCs encounter a travel problem; e.g. their food sprouts mushrooms; half of their food is now inedible
Day / Turn 3	= it begins to rain again;	= ; PCs arrive at the base of some hills;	= where they also discover a river
Day / Turn 4	= the weather becomes very dark and begins to rain very heavily	= the PCs decide to travel downriver, so the roll of ‘8’ is moved one face downward to give the arid HEX (i.e. instead of moving to the hills HEX at the top of column 1); also, under the river rules, a double 4 means there’s a bridge/ford;	= there is a settlement/lair (roll D6+D10 = 12, but - 4 for an arid HEX = 8; which gives) bandits. So, a group of bandits have made a base around the bridge that crosses the river
Day / Turn 5	= the weather turns ‘extreme’, in this case driving rain leading to the threat of flash flooding (note an × prevents leaving the HF not re-entering it);	= to evade the rising flood water, the PCs decide to cross the bridge leaving the river behind, leading them deeper into arid wilderness giving way to plains ;	= PCs come across a nomadic village; PCs hear that there is a large settlement nearby (PCs get +1 point to spend finding the large settlement; which they spend next turn)
Day / Turn 6	= points to × , so stay in current Hex (× prevent leaving HF); so the driving rain continues and a tornado (rolls to see how close it comes) passes nearby;	= special terrain; the PCs discover an oasis in the desert; I’m going to rule that the extreme weather does not enter the oasis – it is somehow protected/sheltered maybe in caves;	= Spending the point (see above), the PCs follow the standing stones to the city in the oasis, escaping the bad weather! Did the city unleash the bad weather to deter the PCs ...?