

# **Generic Role-playing Supplement**

## by Richard J. LeBlanc, Jr.

#### with assistance from David Welborn

Title page illustration by Franz Stassen.

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# 4:1 HEX CRAWL WORKSHEET



## Name of Area:

#### Atlas Location:

## Scale

Large Hex= mile(s) Small Hex= mile(s)

#### **Overview**

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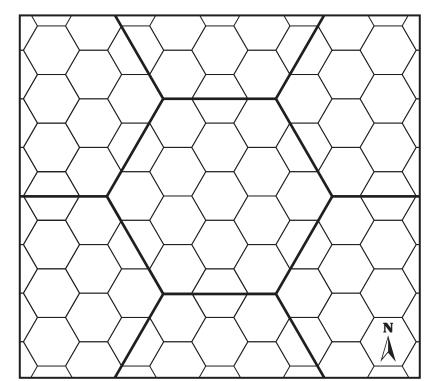
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#### **KEY LOCATIONS**

**Cities & Castles** 



#### WANDERING MONSTERS

Check every turn(s)	Check every turn(s)
0	0
2	
3	
4	
5	
6	
0	
8	
9	
D	
A#001	<b>A</b> #000
<b>Area:</b> Check every turn(s)	
•	
0	0
0	0
0 2 3	0 0 0 0
0 2 3 	0      2      3      4
0 2 3 	
0 2 3 4 5 6	0    2    3    4    5    6
0 2 3 	
0 2 3 	

#### **Settlements & Strongholds**

Dungeons & Ruins

#### **Monster Lairs**


#### **Miscellaneous Locales**



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# **5:1 HEX CRAWL WORKSHEET**



## Name of Area:

#### Atlas Location:

## Scale

Large Hex= mile(s) Small Hex= mile(s)

#### **Overview**

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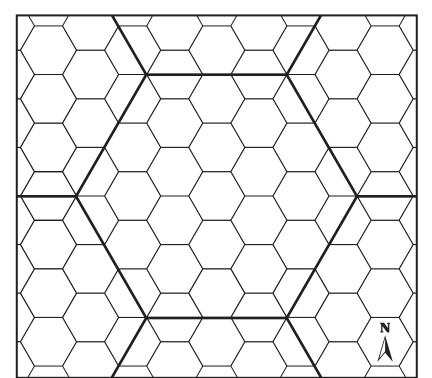
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#### **KEY LOCATIONS**

**Cities & Castles** 



#### WANDERING MONSTERS

Check every turn(s)	Check every turn(s)
0	
2	
0	3
9	•••••••••••••••••••••••••••••••••••••••
J	
6	
00	
8	
9	
0	
	•
Area:	Area:
Check every turn(s)	Check every turn(s)
Check every turn(s)	<u>Check every turn(s)</u>
Check every turn(s) <b>0</b> <b>2</b>	Check every    turn(s)      ①       ②
Check every turn(s)	Check every    turn(s)      1
Check every  turn(s)    1	Check every  turn(s)    1
Check every turn(s)	Check every turn(s)    0    2    3    4    5    6
Check every  turn(s)    1	Check every  turn(s)    0
Check every  turn(s)    1	Check every turn(s)    0    2    3    4    5    6    7    8
Check every  turn(s)    0	Check every turn(s)    0    2    3    4    5    6    7    8

#### **Settlements & Strongholds**

Dungeons & Ruins

#### **Monster Lairs**

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#### **Miscellaneous Locales**



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# **6:1 HEX CRAWL WORKSHEET**



## Name of Area:

#### Atlas Location:

## Scale

Large Hex= mile(s) Small Hex= mile(s)

#### **Overview**

Region:	
Climate:	
Predominant Terrain:	

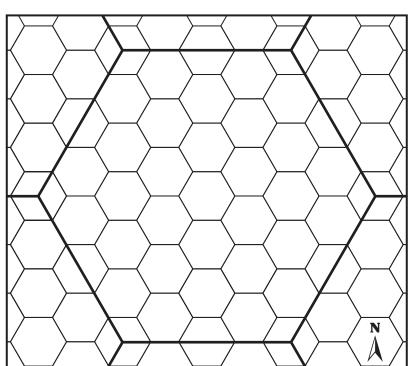
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#### **KEY LOCATIONS**

**Cities & Castles** 



#### WANDERING MONSTERS

Check every turn(s)	Check every turn(s)
0	0
2	
3	
4	
5	
6	
0	
8	
9	
0	
<b>Area:</b> Check every turn(s)	
0	
2 3	
•	
4 5	
•	
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#### **Settlements & Strongholds**

## Dungeons & Ruins

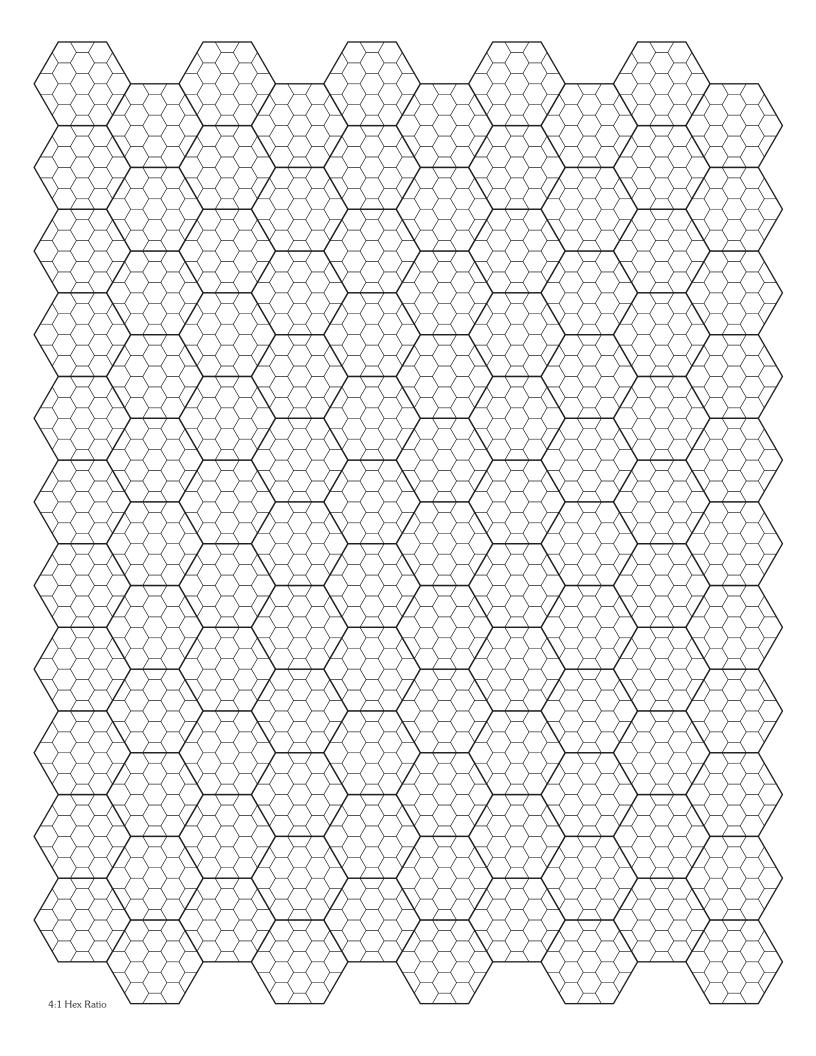
#### **Monster Lairs**

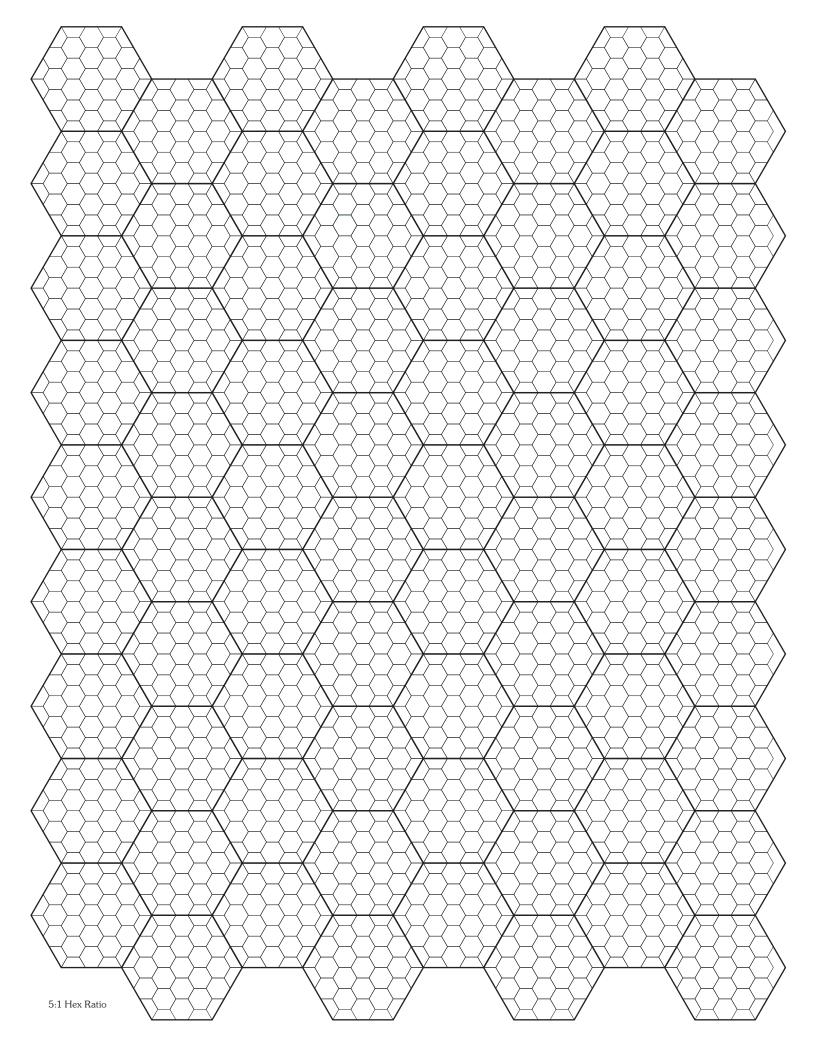
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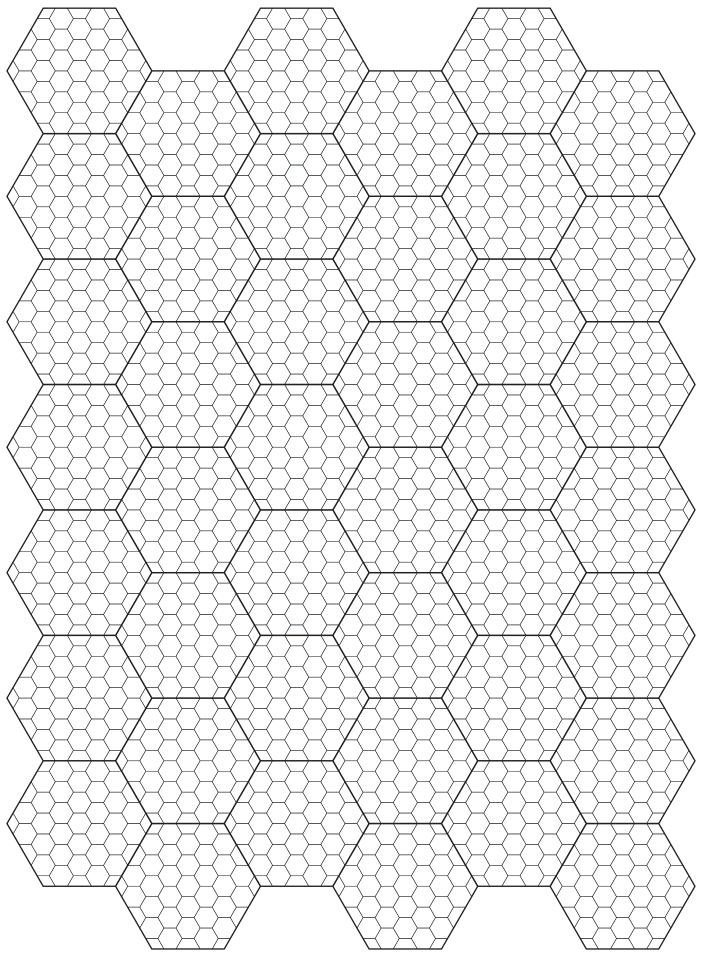
#### **Miscellaneous Locales**

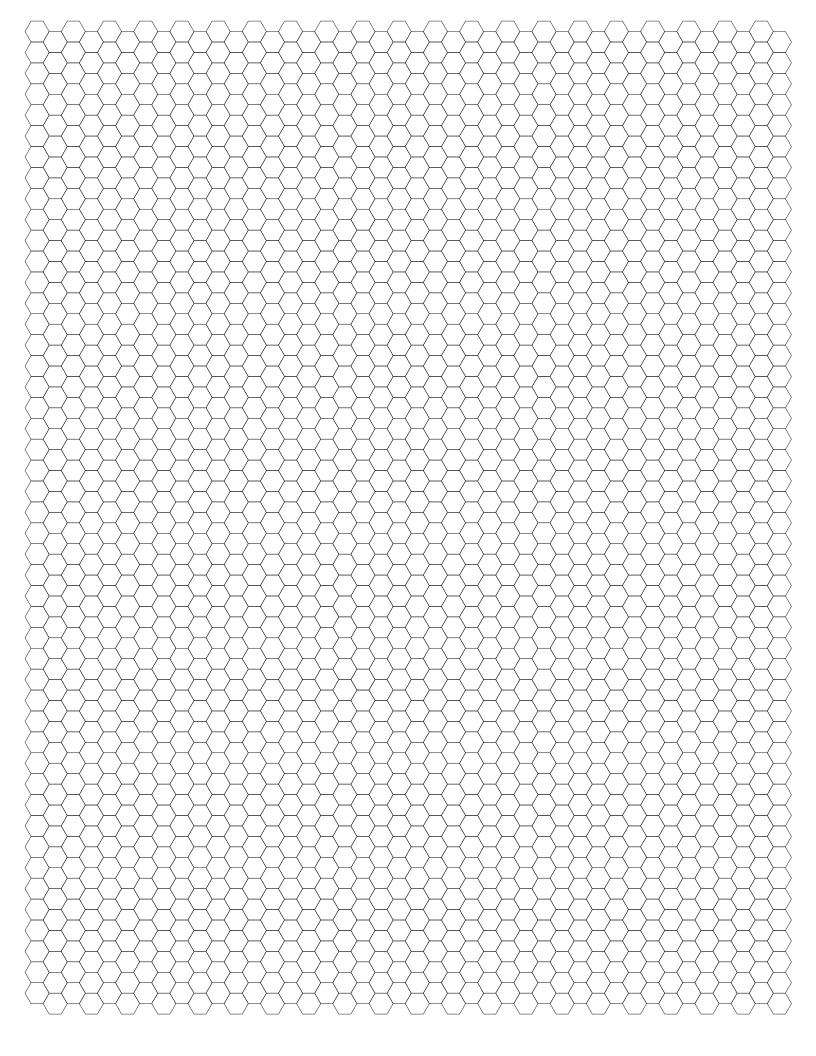
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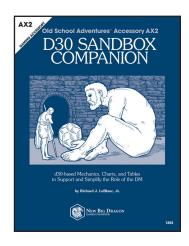
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