

tich-toch teens hexcrawl the moon

TICH-TOCH TEENS HEXCRAWL THE MOON

BY SEAN F. SMITH

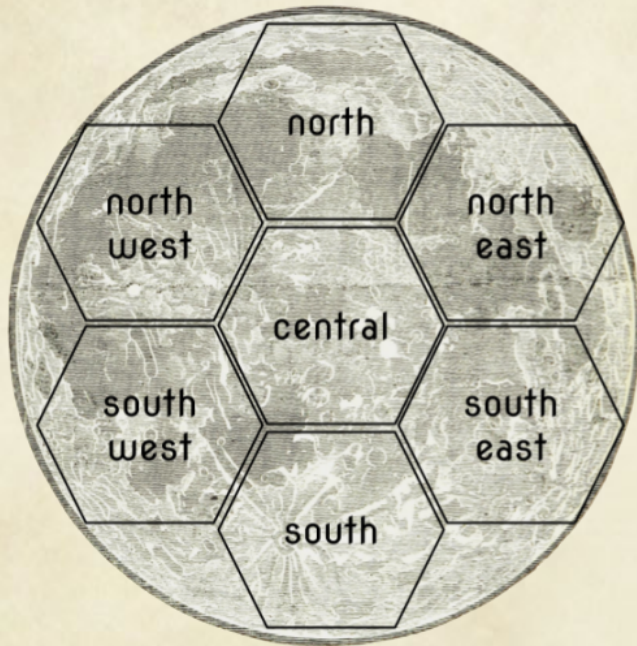
**FOR OLD SCHOOL ESSENTIALS
AND OTHER OSR TITLES**

RUMOURS (D6)

1. The moon is flat
2. Uncovered soil on the moon absorbs light
3. If your feet are ever in perfect parallel, you'll become stuck
4. You can always see perfectly to the horizon
5. The moon smells of extinguished candles
6. The moon eats you if you sleep with hair touching the soil

Exactly two of these rumours are true.

MOON MAP



NORTH HEX

The ground in this region is solid and flat. Within its centre is the dolmen circle that opened a portal here.

ROCKSKIN TOADMEN speak your language and they are excited to practice.

ENCOUNTERS (D6, UNIQUE)

1. A pattern of moving lights spirals off and warns adjacent hexes if disturbed
2. A broken piece of dolmen spar maintains a residual charge of magical power
3. D6 hermetic **ROCKSKIN TOADMEN** (3HD, ML8, as plate)
4. A magical groundswell suffused with necromantic charge
5. Corrupt conjuration sinkholes
6. Calcified bushes with a honeyed taste

If you'd roll the same again, instead trigger

MAJOR ENCOUNTER FOR NORTH:

- Shadowed reflections of yourselves, who perfectly mirror your motion and will fuse with you if you let them. You are always surprised while fused with your mirrorshade

NORTHWEST HEX

Shattered spars give way to drifting silicon dunes.

ROCKSKIN TOADMEN speak your language and they are excited to practice.

ENCOUNTERS (D6, UNIQUE)

1. Low thrumming noise, closing in on your location
2. 2D6 territorial **LIMBSKULLS** (1HD, ML4, as chain)
3. Rapidly building temperature change
4. Territorial **BROTH-WYVERN** (6HD, ML11, as chain)
5. D6 lost **ROCKSKIN TOADMEN** (3HD, ML8, as plate)
6. **BROTH-WYVERN SHED-SKIN** (5HD, ML12, no armour)

If you'd roll the same again, instead trigger

MAJOR ENCOUNTER FOR NORTHWEST:

- 2D6 **LIMBSKULLS** (1HD, ML4, as chain) driving off the **BROTH-WYVERN** (6HD, ML11, as chain)

CENTRAL HEX

Undulating dune-forms, sturdy and calcified with tunnel networks within.

ROCKSKIN TOADMEN speak your language and they are excited to practice.

ENCOUNTERS (D6, UNIQUE)

1. Soft savoury particles float on the air
2. Bright light the size of a frog exactly seven paces away
3. D6 territorial **ROCKSKIN TOADMEN** (3HD, ML8, as plate)
4. Rapidly building temperature change
5. Significant increase in atmospheric pressure
6. Soft light beneath your footsteps

If you'd roll the same again, instead trigger

MAJOR ENCOUNTER FOR CENTRAL:

- Coldsweets salesman trapped beneath tunnel collapse

NORTHEAST HEX

Low flat salt flats. Dark ash smears.

ROCKSKIN TOADMEN speak your language and they are excited to practice.

ENCOUNTERS (D6, UNIQUE)

1. Saliva floods your mouth
2. Elderly **ROCKSKIN TOADMAN** (2HD, ML7, as chain)
3. Moving lights spirals off and warns adjacent hexes
4. Low thrumming sound slowly closes in on your direction
5. Rock spiral ignites for D10 damage
6. Microcrater with severe evocation resonance

If you'd roll the same again, instead trigger

MAJOR ENCOUNTER FOR NORTHEAST:

- Entire saltplain ignites for 4D10 damage

SOUTHEAST HEX

Foundations of a ruined city, vast and cyclopean.

ENCOUNTERS (D6, UNIQUE)

1. Abjuration geyser spurts every other turn
2. Low thrumming noise spirals in on your location
3. Helpful mute **SHADOWFORM** (4HD, ML9, insubstantial)
4. Slowly building abjuration pool
5. Abjuration sinkhole
6. Permanent abjuration spring

If you'd roll the same again, instead trigger

MAJOR ENCOUNTER FOR SOUTHEAST:

- 2D6 territorial **SHADOWFORMS** (4HD, ML9, insubstantial)

SOUTH HEX

Low flat salt flats. Shattered dolmen spars.

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ENCOUNTERS (D6, UNIQUE)

1. Evocation ebb
2. Soft savoury particles float on the air
3. Shattered spars reform to restrain anyone touching them
4. D6 hunting **ROCKSKIN TOADMEN** (4HD, ML8, as plate)
5. Hibernating **LIMBSKULL SLUGSIRE** (3HD, ML9, as leather)
6. 2D6 territorial **LIMBSKULLS** (1HD, ML4, as chain)

If you'd roll the same again, instead trigger

MAJOR ENCOUNTER FOR SOUTH :

- Complete sensory overload paralyzes for D6 turns

SOUTHWEST HEX

Low flat salt flats. Empty charred canvas tents.

ROCKSKIN TOADMEN speak your language and they are excited to practice.

ENCOUNTERS (D6, UNIQUE)

1. Molten canvas wave deals 2D10 damage
2. Elderly **ROCKSKIN TOADMAN** (2HD, ML7, as chain)
3. Sentient canvas strangulation
4. Inquisitive **BROTH-WYVERN** (6HD, ML11, as chain)
5. Thrumming sound far off, then swallowed from beneath
6. Soft light beneath your footsteps

If you'd roll the same again, instead trigger

MAJOR ENCOUNTER FOR SOUTHWEST:

- Sensory overload causes psychic feedback — D10 damage for each nearby creature

