

**AX2a**

**GAMING ACCESSORY**

**Old School Adventures™ Accessory AX2a**  
**SANDBOX RESOURCES:**  
**HEX MAP PACK**



**Generic Role-playing Supplement**

**by Richard J. LeBlanc, Jr.**

**with assistance from David Welborn**

Title page illustration by Franz Stassen.

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**NEW BIG DRAGON**  
GAMES UNLIMITED

# 4:1 HEX CRAWL WORKSHEET

Name of Area:

Atlas Location:

Scale

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

Overview

Region:

Climate:

Predominant Terrain:

KEY LOCATIONS

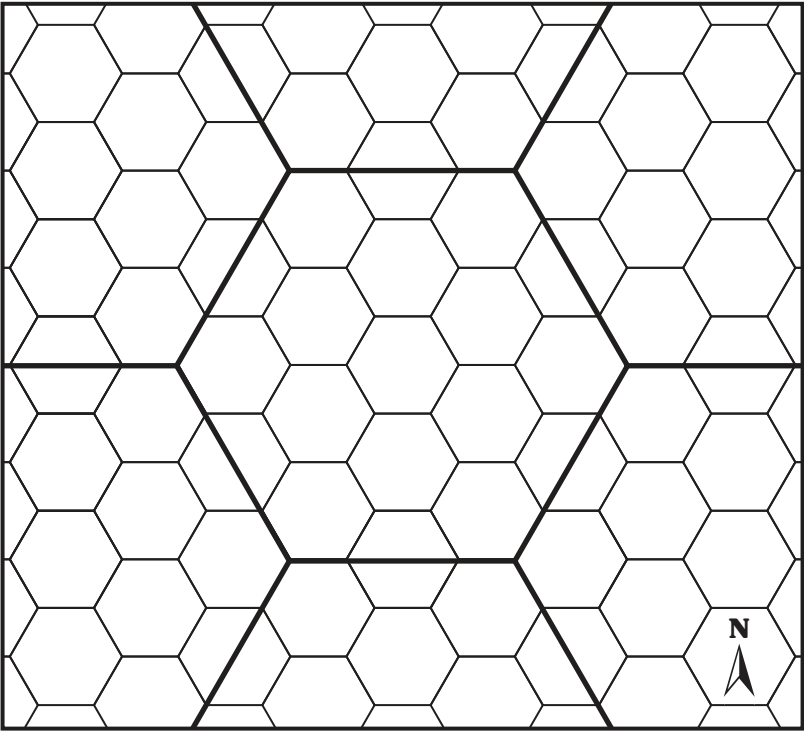
Cities & Castles

Settlements & Strongholds

Dungeons & Ruins

Monster Lairs

Miscellaneous Locales



WANDERING MONSTERS

Area:

Check every    turn(s)

1

2

3

4

5

6

7

8

9

10

Area:

Check every    turn(s)

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Area:

Check every    turn(s)

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Area:

Check every    turn(s)

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# 5:1 HEX CRAWL WORKSHEET



Name of Area:

Atlas Location:

Scale

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

Overview

Region:

Climate:

Predominant Terrain:

KEY LOCATIONS

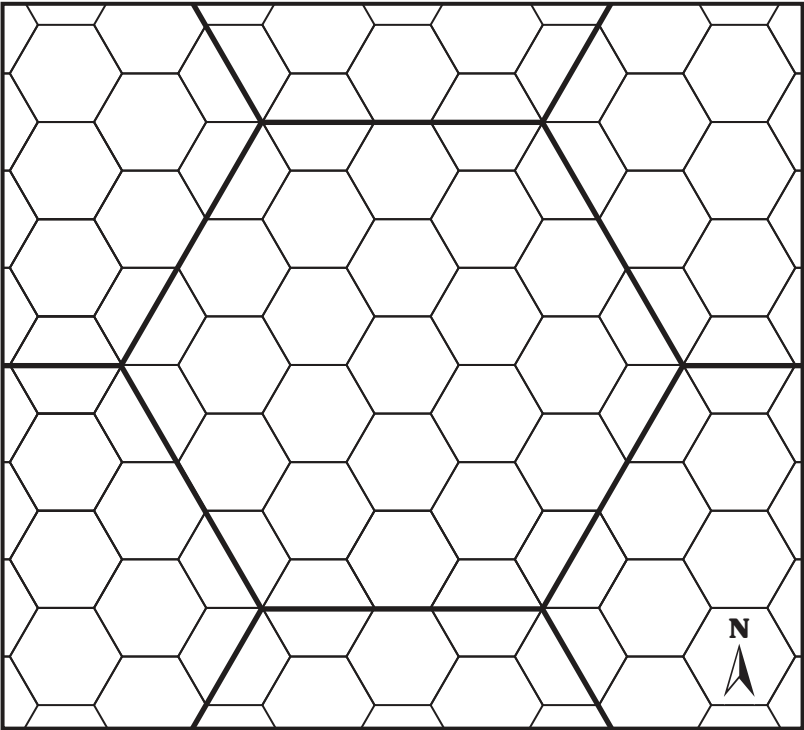
Cities & Castles

Settlements & Strongholds

Dungeons & Ruins

Monster Lairs

Miscellaneous Locales



## WANDERING MONSTERS

Area:

Check every    turn(s)

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Area:

Check every    turn(s)

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Area:

Check every    turn(s)

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Area:

Check every    turn(s)

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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:

KEY LOCATIONS

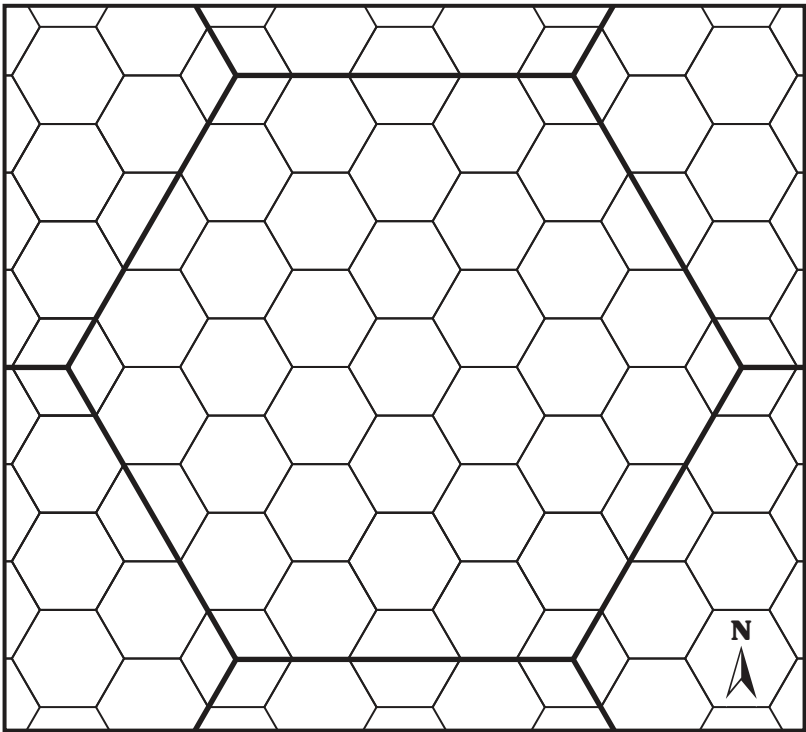
Cities & Castles

Settlements & Strongholds

Dungeons & Ruins

Monster Lairs

Miscellaneous Locales



WANDERING MONSTERS

Area:

Check every    turn(s)

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Area:

Check every    turn(s)

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Area:

Check every    turn(s)

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Area:

Check every    turn(s)

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