Welcome, Worldbuilder!

Thank you for choosing Dragonscript: A Hex Journal for Worldbuilders — a space where your realms, ruins, and realms of magic come to life one hex at a time.

This journal was forged for Dungeon Masters, storytellers, and creative adventurers who want to design worlds with style, strategy, and soul. Whether you're sketching a forest filled with fae tricksters, plotting the rise of ancient empires, or crafting encounters in dragon-haunted dungeons — this book is yours to shape.
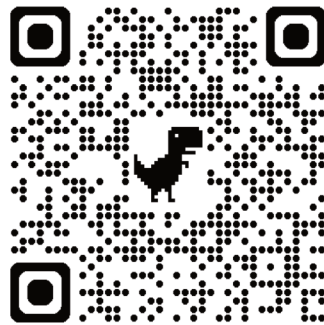
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Let the dice roll true — and may your worlds be legendary.

Reference Guide for the Dungeon Master

Symbol Terrain Notes

Symbol	Terrain Type	Notes
▲	Mountains	Impassable or high travel DC
■	Forest	Concealment / encounter zone
≈	River or Waterway	May need a crossing method
♨	Fort/Castle/Keep	Player objective or base
✧	Magical Area	Special rules / random effects
●	Dungeon Entrance	Plot hook or encounter location
🏔	Hills/Rough Terrain	Movement penalties

Random Encounter Tables

🎲 1d6 Random Encounter Table

Roll	Encounter Type
1	Bandit ambush
2	Wild animal tracks
3	Broken wagon / NPC
4	Ancient ruin
5	Weather event
6	Magical anomaly

Random Encounter Rolls: 1d6 every 4 hours traveled

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🎲 1d20 Random Encounter Table

Roll	Encounter Description
1	A lone merchant with a broken cart seeks help.
2	Bandits posing as toll collectors block the road.
3	A wounded beast limps through the area, frightened.
4	A traveling bard offers a cryptic prophecy.
5	A sudden storm forces the party to find shelter.
6	Goblin scouts hiding in the brush attempt an ambush.
7	A glowing, floating stone emits a strange hum.
8	A pack of wolves is tracking the party from a distance.
9	An old battlefield littered with bones and rusted weapons.
10	A mysterious fog rolls in, obscuring the surroundings.
11	A wandering cleric offers blessings — or asks for help.
12	A hidden trapdoor leads to underground ruins.
13	A flock of giant ravens circles overhead, watching.
14	An argument between two travelers escalates dangerously.
15	A cursed object lies half-buried in the dirt.
16	A fae trickster challenges the party to a riddle contest.
17	A river crossing is guarded by a territorial troll.
18	Footprints of an enormous creature lead into the trees.
19	An abandoned campfire still smolders — someone is nearby.
20	A portal briefly flickers into existence and then vanishes.

Random Encounter Rolls: 1d20 every 4 hours traveled

Hex Travel Rules (System-Neutral)

Use these guidelines to help track overland travel, exploration pacing, and potential encounters on your hex-based maps. These rules are adaptable to most tabletop RPG systems.

Hex Size (Customize to Fit Your World)
Standard: 1 hex = 6 miles
Alternative options: 1 hex = 1 mile (detailed) or 12 miles (broad scale)

Travel Speeds

Travel Type	Speed per Day	Notes
On Foot (Normal)	3–4 hexes	Includes time for rest & breaks
On Horseback	5–6 hexes	May require stabling or food
Forced March	+1–2 hexes	Roll for exhaustion or mishaps
Wagons / Caravans	2–3 hexes	Slower on rough terrain

Terrain Modifiers

Terrain Type	Movement Modifier
Roads/Plains	Normal speed
Forest/Hills	-1 hex per day
Mountains/Swamps	-2 hexes per day
Snow/Storms	Halve speed

Dungeon Room *Quick Prompts*
Optional mini-table for spontaneous dungeon design:

d6	Room Purpose
1	Ritual Chamber
2	Prison or Holding Cells
3	Storage Room
4	Guard Post
5	Hidden Library
6	Lair / Boss Room

Worldbuilding & Naming Inspiration

Create evocative names for cities, ruins, factions, and more by mixing these prefixes and suffixes:

Prefixes:
Ash-, Dra-, Vel-, Mor-, Thal-, Kor-, Eld-, Rav-, Myth-, Zar-

Suffixes:
-spire, -grave, -reach, -wyn, -keth, -hollow, -shade, -hold, -mere, -thorn

Example Names:
Ashspire – a ruined tower in scorched lands
Dra'wyn Keep – a stronghold of ancient dragons
Thalgrave – a sunken crypt beneath the sea
Velshade Hollow – a cursed elven forest
Zarketh Hold – a lost fortress of strange magic

Use for places, relics, NPCs, or legends — and let your world take shape one name at a time.