Welcome to Shadowscript

You've just opened the doorway into a darker world—
where unseen forces tug the strings, strange symbols line alley walls,
and no truth stays buried for long.

This hex journal is designed for urban fantasy, modern horror,
conspiracy-laced thrillers, and mystery-driven campaigns.

Use these pages to:

Sketch crime scenes, hideouts, or subterranean layers
Track factions, secrets, and supernatural rumors
Build neighborhoods, plot grids, or ritual circles
Map your city, one secret at a time.

Also included:

- Encounter prompts
- Naming tables for streets, organizations, and shady operatives
- Blank hex and note pages

Bonus Materials
Scan the QR code to access free, downloadable GM tools and
digital extras from Grid & Ink

📫 For bonus downloads, updates, and RPG resources, visit:
gridandink.com/resources

🎲 Join our newsletter for free content and tools at:
gridandink.substack.com

— Thanks for making Shadowscript part of your next mystery.

Reference Guides for the Game Master

🕵️ Symbol Terrain Notes – *Shadowscript Edition*

Symbol	Urban Terrain Type	Notes
▲	Abandoned Building	Risk of collapse, ideal for ambushes, secret meetings, or hauntings
■	Fog-Covered Alley	Conceals movement; perception or pursuit rolls may be required
✠	Supernatural Zone	Unnatural energy, cursed ground, or psychic interference
🏚	Safehouse / Hub	Faction base, informant contact, or rest location
✺	Distortion Field / Anomaly	Time slippage, reality glitches, or magical disruption
■	Crime Scene / Entry Point	Plot hook zone; investigation, stakeout, or mystery element
▨	Warded Perimeter	Movement hindered; may require a ritual, key, or tech to bypass

🕵️ Random Encounter Tables

🎲 1d6 Urban Encounter Table – Shadowscript Edition

Roll	Encounter Type
1	**Masked Pursuer** – A shadowy figure tails the party through side streets
2	**Cryptic Broadcast** – A strange signal plays over a radio or hacked screen
3	**Distress Call** – A coded message or bloodied note is found requesting help
4	**Abandoned Building** – Lights flicker; something inside may not be alone
5	**Sudden Blackout** – Power goes out, strange noises in the darkness
6	**Reality Slip** – The environment subtly changes; time is off, people act wrong

Encounter Trigger:
⏰ Roll 1d6 **every 4 in-game hours**, or during each shift, travel leg, or change in district.

Reference Guides - continued

🕵️ 1d20 Urban Encounter Table – Shadowscript Edition

Roll	Encounter Description
1	A lone stranger bangs on the door, claiming to be followed.
2	A gang posing as street cleaners blocks the alley and demands a toll.
3	A wounded creature or person is found in a back alley, barely conscious.
4	A hacked radio bursts with a cryptic message before shutting off.
5	A sudden thunderstorm forces the group to seek shelter — something follows.
6	Drones or watchers fall from a rooftop, triggering an ambush.
7	A strange broadcast interrupts all devices with eerie static and whispers.
8	Unmarked vans shadow the party through the city.
9	A blocked-off crime scene appears suddenly in their path.
10	A blackout rolls through the neighborhood — sounds echo in the dark.
11	A desperate figure begs for help, saying "they're watching."
12	A boarded building swings open... revealing a hidden ritual chamber.
13	Surveillance drones hover overhead, then vanish.
14	A heated street protest turns violent — or was it staged?
15	A strange relic or device emits pulsing lights and buzzing energy.
16	A trickster NPC challenges the group to answer a riddle or pay a price.
17	A tunnel is guarded by something ancient, wrapped in shadows.
18	Massive claw marks are found carved into a building wall.
19	A freshly burned sigil or summoning circle lies in the street.
20	A portal opens and disappears just as quickly — leaving something behind.

🕰️ Encounter Rolls: Roll 1d20 every 4 hours of in-game time, or when entering a new city sector or urban district.

Reference Guides - continued

Hex Travel Rules (System-Neutral for Urban/Modern RPGs)
Use these guidelines to track urban movement, district navigation, and encounter pacing on your hex-based city map
These rules are designed to work with most tabletop RPG systems in modern, noir, or supernatural settings.

Hex Size (Customize for Your Campaign)
Standard: 1 hex = 1 city block (ideal for street-level encounters)
Alternative Options:
1 hex = 1 neighborhood (great for district-level movement and territory control)
1 hex = 1 building floor or interior zone (for tactical or investigative play)

🚶 Travel Speeds – *Shadowscript Edition*

Travel Type	Speed per Day	Notes
Standard Urban Movement	3–4 hexes	Includes breaks, crowds, city navigation, or low-alert movement
Rapid Movement (Vehicle / Chase)	5–6 hexes	May attract attention or leave trails behind
Risky Push (Sprint / Escape)	+1–2 hexes	Roll for fatigue, injury, or enemy awareness
Stealth or Covert Movement	2–3 hexes	Slower but reduces noise and notice; may avoid random events

Use this table to pace character movement through hex-mapped city zones, backstreets, underground paths, or surveillance-heavy areas.)

🚧 Travel Modifiers – *Shadowscript Edition*

Urban Terrain Type	Movement Modifier
Open Roads / Public Streets	Normal speed
Fog-Covered Zones / Dense Traffic	–1 hex per day
Construction Sites / Debris Zones	–2 hexes per day
Quarantine Areas / Magical Wards	Halve speed

These modifiers are meant to stack with your Travel Speed rules to reflect the urban obstacles, strange phenomena, and city-specific slowdowns players might face while moving through Shadowscript's streets.

Reference Guides - continued

🏠 Room Quick Prompts – *Shadowscript Edition*

Optional mini-table for spontaneous room or hideout generation:

d6	Room Purpose
1	Ritual Room / Occult Shrine
2	Holding Cell / Interrogation Chamber
3	Storage Closet / Smuggler Cache
4	Guard Station / Surveillance Room
5	Records Room / Hidden Research Office
6	Control Room / Arcane Nexus

Worldbuilding & Naming Inspiration — Shadowscript Edition

Create evocative names for districts, factions, hideouts, shadow cults, cursed landmarks, or forbidden tomes using these prefix/suffix combos

Prefixes:
Noct-, Dread-, Obscur-, Umbra-, Hex-, Corv-, Null-, Crypt-, Vox-, Black-, Grim-, Ark-

Suffixes:
-haven, -ward, -spire, -vault, -shade, -cross, -watch, -root, -veil, -gate, -sanctum

Example Names:
Hexspire – A tower used by a vanished occult order
Umbra Vault – A hidden underground archive of cursed knowledge
Dreadcross – A crossroads where strange events always occur
Nullhaven – A quiet district where no one dreams
Cryptwatch – A secretive surveillance group embedded in the city

Use for districts, factions, safehouses, relics, books, or secret societies —
and let your shadows grow, one name at a time.

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