

CHARACTER BACKGROUNDS & TRINKETS

If generating new characters for the Big Rock Candy Hexcrawl, give them a background and trinket. To generate a background or trinket, roll 2d10 on the corresponding table to determine the first and second words of its name and choose the combination of words that sounds most natural.

BACKGROUND

d10	First Word	Second Word
1	Army OR Avenging	Bartender OR Bum
2	Bank OR Bankrupt	Deserter OR Drifter
3	Candy OR Cheating	Fiddler OR Gambler
4	Drunk OR Escaped	Gunfighter OR Hitchhiker
5	Gold OR Haunted	Jailbird OR Lumberjack
6	Honest OR Lone	Miner OR Moonshiner
7	Maimed OR Outdoor	Outlaw OR Prospector
8	Railroad OR Rambling	Raconteur OR Ranger
9	Retired OR Steel-driving	Robber OR Rustler
10	Traveling OR Union	Salesperson OR Striker

TRINKET

d10	First Word	Second Word
1	Brandy OR Bubblegum	Bandolier OR Bindle
2	Butterscotch OR Caramel	Canteen OR Dice
3	Chewing OR Chocolate	Dynamite OR Fiddle
4	Cotton Candy OR Fudge	Flask OR Gun
5	Gin OR Gumdrop	Hammer OR Hat
6	Gummy OR Licorice	Jug OR Knife
7	Lollipop OR Moonshine	Lantern OR Lasso
8	Peanut OR Peppermint	Pickaxe OR Pipe
9	Rum OR Sour	Saddle OR Skillet
10	Taffy OR Whisky	Snake Oil OR Tobacco

HEXCRAWL ACTIONS

This list is not exhaustive and includes only the standard actions a party may take during each turn of overland travel. The party may also formulate other actions, at the GM's discretion.

- **TRAVEL.** The party picks a direction to travel in. If it is an unexplored direction, the GM places a new, random tile down and rolls for the hex's contents.
- **EXPLORE.** The party stays in the current hex to interact with its places or denizens.
- **CAMP.** The party rests in the current hex. While it is customary in these parts to sleep out every night and to sleep in every day, the system being used determines how often characters need to rest and the benefits of resting.
- **FORAGE.** The party finds and eats food.

APPENDIX N

Some folk music that inspired this silly, little venture.

The Big Rock Candy Mountain

Casey Jones (The Union Scab)

Dark as a Dungeon

The Devil Went Down to Georgia

Dooley

Going Down the Road Feeling Bad

Good Old Mountain Dew

Hallelujah, I'm a Bum

Hobo's Lullaby

I Ain't Got No Home In This World Anymore

I Don't Want Your Millions, Mister

If I Had a Hammer

Long Haired Preachers

Mansion on the Hill

Nine Pound Hammer

No Depression in Heaven

Pastures of Plenty

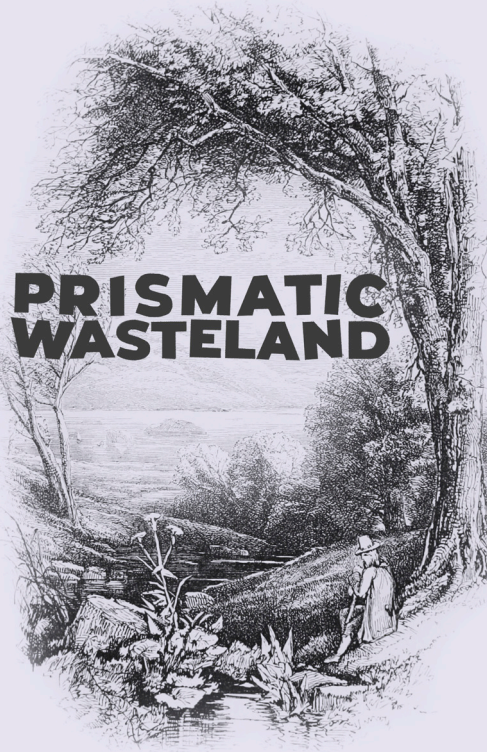
Sitting on Top of the World

Sixteen Tons

Tear the Fascists Down

Union Maid

Waiting for a Train



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BIG ROCK CANDY HEXCRAWL

WHAT IN TARNATION?

This is a build-your-own hexcrawl through a lackadaisical, idyllic paradise for use in an existing campaign or as a one-shot. It uses tiles from *Settlers of Catan* to generate the map as the players explore

BIG ROCK CANDY HEXCRAWL



RUMORS

One evening as the sun went down, down the track came a hobo hiking. Roll a **d6** to determine what rumor they tell the party.

d6	In the Big Rock Candy Mountains...
1-3	You can find a shortcut to the Crystal Fountains through the Mines of Marshmallow. Beware the sugar demons therein.
4-5	You can gaze upon the Food Pyramid deep in the desert, but only the most daring can bypass the traps guarding its loot.
6	The ROBBER BARON sleeps upon on a pile of gold in the lowest level of their secret mansion that also has a (d6 twice, reroll doubles): (1) chocolate swimming pool with chocolate fountain (2) dessert wine cellar with a trapped sommelier (3) library filled with edible books (4) Swedish fish pond (5) underground bowling alley (6) full-sized speakeasy and dance club.

HEXCRAWL PROCEDURE

Draw a random tile and put it on the table. The party starts here. Each overlaid travel turn, use this procedure:

Step 1 The party picks an **ACTION**.

Step 2 The GM rolls a **d6**.

1: Roll for an **ENCOUNTER**.

2-3: Roll for an **ENCOUNTER** and **TREASURE**. Combine!

4-5: Check the **WEATHER**.

6: The party finds **TREASURE**.



ENCOUNTERS

Tile	Forests, Fields, or Pastures	Hills, Mountains, or Desert
2d6	The Party Encounters...	
2	A single bluebird , singing.	Taffy ducks floating on a lake.
3	Preacher in want of a flock.	Flock of cotton candy sheep .
4	Doctor in want of snake oil.	A hen laying soft-boiled eggs.
5	2d6 Starvation Army soldiers . Holier than thou; want money.	1d6 union scabs . Each would sell out the others if given a chance.
6	1d6 brakemen . Tip their hats; offer the shirts off their backs.	Fellow traveler . Roll on the Background table for them.
7	A rubber-toothed bulldog . Barks like a squeak toy.	1d6 gummy bears are (d6): (1-5) hunting (6) hibernating.
8	1d6 blind pinkertons . Get on your case. They shoot first.	A skunk ape . Like bigfoot but with a stench and mottled fur.
9	Farmer. Becomes a werewolf if they imbibe their moonshine.	Befuddled politician . Wants to kiss hands and shake babies.
10	1d6+2 wood-legged cops .	A licorice snake . Sweet tooth.
11	Giant spider . Spins gold webs.	Mayor of Lemonade Springs .
12	ROBBER BARON and 1d6 goons .	A dragon with frosting breath.

WEATHER

d6	The Sun Shines Every Day, and...
1-3	There ain't no snow . Magic spells to create ice, snow or similar effects fail. There is a right nice breeze in the air.
4-5	The rain don't fall . Magic spells to summon water, rain or water elements fail. The clouds look like zoo animals.
6	The winds don't blow . Flying creatures fly half as fast. If you squint, you see people standing atop immobile clouds.



GENERATING HEXES



There are five types of terrain tiles in *Catan*. After placing a new tile for the first time, the GM rolls on the table corresponding to the terrain type to determine the hex's contents, embellishing to taste. Once generated, the GM keeps a record of each hex's contents and may use *Catan*'s numbered tokens to assist.

d6	Hills
1-3	Little Streams of Alcohol . High proof. Locals fear that beverage companies will come to bottle this mountain dew for profit.
4-5	Lake of Stew . Tastes of fowl, never foul. Thick enough to impair swimmers. Canoe rides are free but bring your own paddle.
6	Lake of Whiskey . Drinking from it has a 1-in-6 chance of imparting knowledge of the fireball spell. It is gin in winter.

d6	Forests
1-3	Cigarette Trees . Bury the cigarette butts to grow a new tree in 1d6 years. In any given grove, 1-in-6 trees can talk and chainsmoke.
4-5	Fruit Tree Farms . The farmers are exasperated by abundance. They insist you bring some back to your folks. Take another.
6	Jungle Fire . This jungle has been on fire for so long that all the flora and fauna have adapted to it and thrive in the heat.

d6	Mountains
1-5	Big Rock Candy Mountain . A more pleasant hike couldn't be had. Candy canes sprout from deposits of crystalized sugar. This hex contains (d6): (1) abandoned distillery (2) shanty town of half-candy folk (3) whisky waterfall (4) abandoned candy quarry (5) ice cream ski slopes (6) frosting dragon's lair
6	Mines of Marshmallow . Dwarves mined here day and night until they dug too deep, unleashing Mr. Stay Puft, a vile sugar demon.

d6	Fields
1-3	Barn, Full of Hay . Horses eat their fill, and there is plenty left over for wandering folk to get a good night's rest atop.
4-5	Tin Jailhouse . Guarded at all hours by a snoozing wood-legged cop and old rubber-toothed bulldog. Come and go as you please.
6	Robbers Bank . Where did you think bank robbers deposit their earnings? They'll loan you money here, but only to do crimes.

d6	Pastures
1-3	Infinite Train . Goes around in an endless loop. All boxcars are empty, but there is a 1-in-6 chance of TREASURE guarded by 1d6 goons .
4-5	Handout Bushes . Bring it to "civilization" to (d6): (1-3) cause runaway inflation (4-6) end poverty. Economists haven't a clue.
6	Secret Mansion . Brand new and tacky. The ROBBER BARON uses any method to hide their luxurious stronghold from tax assessors.

d6	Desert
1-4	Lemonade Springs . They built a little town around this oasis. All the nearby people and animals that imbibe the spring water are lemon-yellow but sweet as can be. Their mayor has run off.
5-6	Food Pyramid . A dungeon with four main levels: 1st grains, 2nd fruits and vegetables, 3rd meat, fish, eggs and milk, 4th the tomb of the candy wizard who enchanted this land.



FOOD PYRAMID TRAPS



d6	1st Level: Grains	2nd Level: Fruits	3rd Level: Dairy
1-4	Spaghetti Rope Bridge . Splits after crossing the center.	Banana Foster . First door sprays rum. Second one flambés.	Spilled Milk . Tunnel with pressure plate that floods with milk.
5-6	Waffle Iron Room . Oiled floor. Big red button shuts hot iron.	Maize Maze . Takes 1d6 hours. Beware minotaur-scarecrow.	Quick Yogurt . Like quicksand, but probiotic.

TREASURE

For **TREASURE**, roll 2d6 and add the number of tiles on the table.

3-6	Contraband short-handled shovels, axes, saws and picks . If a cop catches you working, you'll be taken to the Tin Jailhouse.
7	A golden fiddle (700 gp) but first you must duel the devil.
8-10	A pie cooling on a window sill. Its filling is (d6): (1) apple (2) rhubarb (3) meat (4) custard (5-6) mostly sawdust.
11-12	A shipwreck far ashore of any sea. The captain's locker contains (d6 twice, reroll doubles): (1) whisky (2) tobacco (3) rum (4) gin (5) gum (6) stacks of unsent love letters.
13	A ROBBER BARON appears and offers you a deed to this hex of land. If you accept it, you become evil ROBBER BARONS .
14-17	Pack of 3d6+2 lucky smokes . When one is used, its effect is (d6): (1-2) mostly carcinogenic, with a buzz (3) to heal 3d6 hit points (4) advantage to Charisma tests for 1 day (5) fire breath for 1d6 hours (6) to cast fireball centered on user.
18-19	Wondrous box that keeps the contents just above freezing temperatures. It already contains a week's worth of vittles.
20	Heirloom diamond ring (1,000 gp), dredged from a lakebed.
21-23	Stylish tinted spectacles . The wearer can notice (d6): (1) trickery in stonework (2) sudden changes in emotion (3) secret doors (4) invisible creatures (5) objects at a distant range (6) when someone tells a lie.
24-26	A magical instrument . It is a (d6): (1) banjo that gives bearlike strength (2) kazoo that gives birdlike flight (3-4) harmonica that mind controls animals (5-6) guitar that is a magic battleaxe that deals double damage when used against fascists.
27-29	A magic gun that (d6): (1-3) can talk, but prefers to sing (4-5) fires water instead of bullets (6) heals the target.
30+	The keys to the Pearly Gate (6,660 gp). Ol' Saint Pete mislaid them and is in a bad way looking for them before the Good Lord realizes they're missing. Ol' Pete'll offer just about anything.

ROBBER BARON

If a result indicates that a dastardly capitalist is present, roll a **d6**.

d6	The Robber Baron is...
1-3	Tycoon . Got rich quickly by monopolizing (d6): (1-2) railroads (3-4) oil (5) steel (6) roller coasters. If they suspect you of being a competitor, expect assassins or worse: lawyers.
4-5	Boss . Owes all they have to the sweat of others. Possesses a pair of Bootstraps of Flight. Their 3d6 employees are all (d6): (1-3) underpaid (4-5) overworked (6) unionized.
6	Inventor . Invented work but pinned it on some jerk to evade punishment. Currently developing a new idea: <i>gig work</i> .

