

# Hexplore: Hex! Borderlands

Inactive Volcano, River Fort, Village, and Tower

Courtney C. Campbell



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# Outside the reaches of civilization, before the primordial chaos, lie the borderlands.

This is a set of tools and play aids to facilitate hex-crawling. This was a hidden game inside the core of Dungeons & Dragons from the very start. It was an assumed part of play by ancient bearded elders, engaged in obscure games of war and conflict. The guidelines for the generation of wilderness hexes were in the rules from the beginning, with the expectations that the characters would create the bastions of order to conquer these borderlands and push the chaos back. One of the reasons old-school high-level play held such great fascination is that a giant multi-player human-refereed tabletop game of civilization is fascinating.

"When building a castle or stronghold, a character must first clear a hex or local area of monsters, entering the hex with a force of men and dealing with any lairs. . . The cleared area will remain free of monsters as long as it is patrolled, Patrols usually range up to 18 miles. . . though jungles, swamps and mountains will require a garrison every 6 miles to keep clear.

"Settlers can be attracted to cleared areas by spending money on improvements . . . or advertising. The costs and the number of settlers who move into the area are up to the Dungeon Master. . . the Settlers will pay taxes to help maintain the holding and the characters Mercenaries." -Expert Dungeons and Dragons, Cook/Marsh © 1981

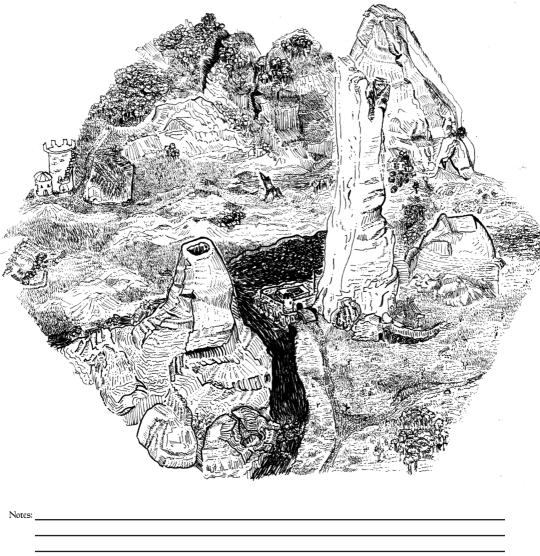
"You give him a map of the hex where the location is and of the six surrounding hexes. The player character and his henchmen and various retainers must now go to the construction site, explore and map it, and have construction commence." - 1st Edition Dungeon Masters Guide, Gygax © 1979

Hexplore gives you the contents of a hex, but more than that, it gives you a sense of discovery! When we explore, one of the greatest benefits is novelty. As your characters explore the very detailed illustration of the hex by crossing its varied terrain they will discover lairs, ruins, towns, castles, towers, dungeons, and more, each with an illustration. This sense of novelty they get from seeing the picture grants the same feeling as discovering something new, unknown, dangerous and exciting.

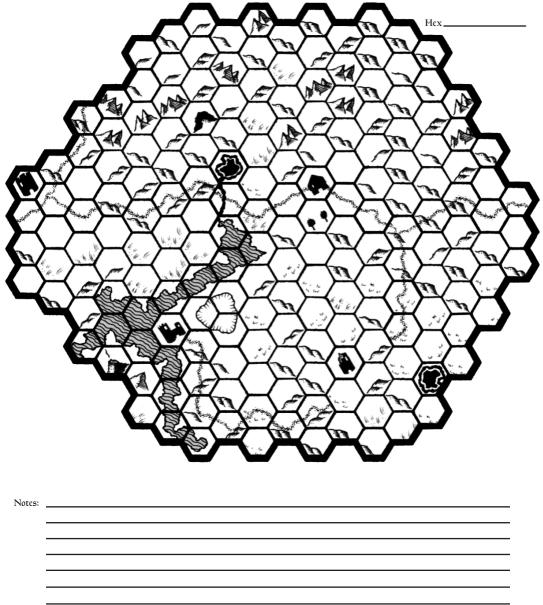
Hexplore also contains rumors for each hex along with pages usable for tracking the monsters and characters within. You can collect these single pages together to have a hex quick reference. I haven't labeled each hex, leaving space to label it so that it matches your fantasy map.

Major adventure sites are visible on the map, Lairs are related to features, but may be anywhere within a terrain feature, and landmarks are non-specified and can be placed anywhere the Dungeon Master wishes. Characters have not been named so they may match setting expectations freely. Sites are named, but feel free to rename liberally to match your setting. Blanks are left for you to add setting specific notes and statistics.

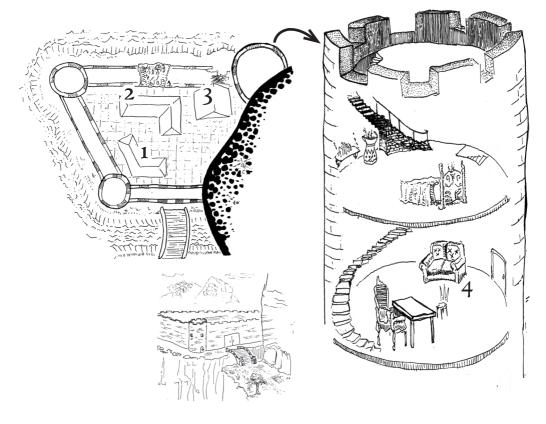
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10125.
River Fort:
Bard Tower:
Ruíns:
Jillage:
Oungeon:
lungle ínsíde volcano contaíning Ziggurat:
andmarks: [] Talking Eagle, [] Overgrown Herb Garden, [] Tower Ruins, [] Albino's Hut
.airs: [] Sunken Ship / Lake, [] Crumbled Worn Basalt Obelisk / Ruins, [] Cragg Hill Cavern Stone Formations / Hills North of Villag



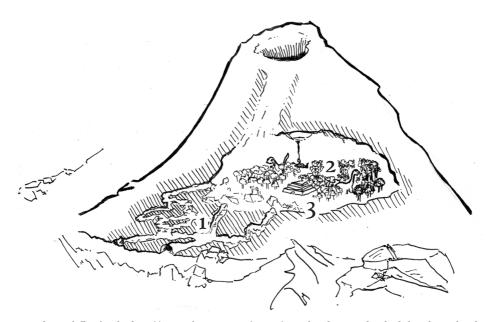
River Fort:\_\_ Bard Tower: \_\_\_ Ruins: \_ Víllage: \_\_ Dungeon: \_ Inside Volcano containing Ziggurat:\_\_\_ Landmarks: [] Talking Eagle, [] Overgrown Herb Garden, [] Tower Ruins, [] Albino's Hut



This old and weathered river fort is known as the Ogre Fort, due to the large size of doors, buildings, and furniture. It is also known as Zardon manor. The inhabitants appear to be friendly if suspicious, though at night every person become possessed by their shadow selves and kill any visitors. They are chaotic evil.

2. Main hall and feasting room:	
3. Barracks and apprentice quarters:	
4. Illusionist's Tower	
Notes:	
13th Level Illusionist (Lord):	
Sth Level Fighter (Sergeant):	
4th level fighter (Lieutenant):	
4th level fighter (Lieutenant):	
5th level illusionist (Apprentice) :	
3rd level illusionist (Apprentice) :	
22 Olevel men (servants):	

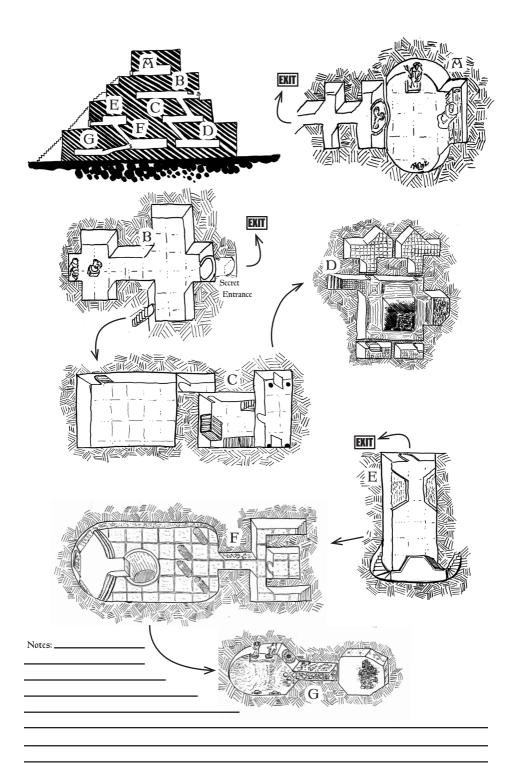
1. Servant and guest quarters:

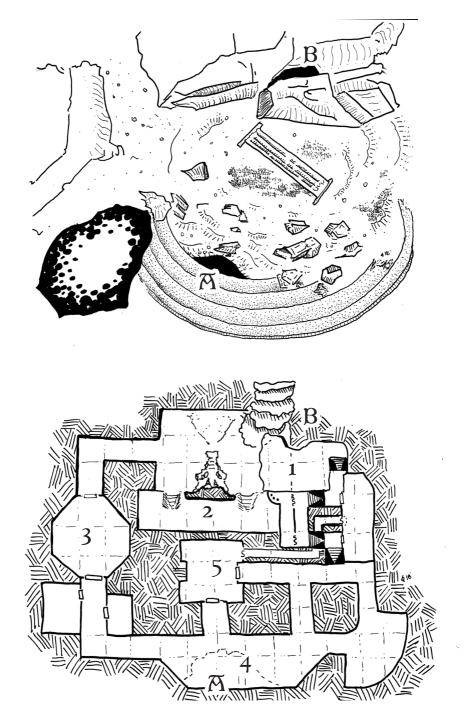


This inactive volcano is hollow, but the plane of fire seeps burning energy from a rift near the ceiling, providing dim light and warmth to the megaflora and megafauna within. In the center stands an ancient temple, filled with eldritch reptilian god-beasts. They collect slaves.

1. Tunnels, low and open, circling the base of the volcano.: \_

2. Jungle mountain interior:
Tyrannosaurus Rex:
Triceratops:
Brachíosaurus:
3. Ziggurat to ancient chaos scrpent gods:
PA. Jeweled Statue, Sarcophagus containing serpent/man god/mummy:
B. Secret Temple Area, 2d6 Serpent Men Guards: 00000 00000 00
Snake Edol, Gold Statue:
C. Rest Area, 1d4 Snakeman Priests and 2d6 serpent men Guards: 0000   00000 00000 00
D. Secret Serpent Liar: 1d4 Snakemen Priests and an eight/headed Hydra 0000    00000 000
Treasure Floardx3:
E. Entrance:
E Sacrificial Chamber. 1d4 Snakemen Driests, 2d6 Serpent/Men Guards, 1d4 Giant Snakes: 0000    00000 00000 00    0000
G. Secret Deadly Trapped Basement:
Treasure Moard behind Trapped Door:
Scythe Trap: Falling Rocks Trap: Falling Rocks Trap:
Snakeman Guard: Gíant Snakes:
Snakeman Priest:
Hydra:
Notes:





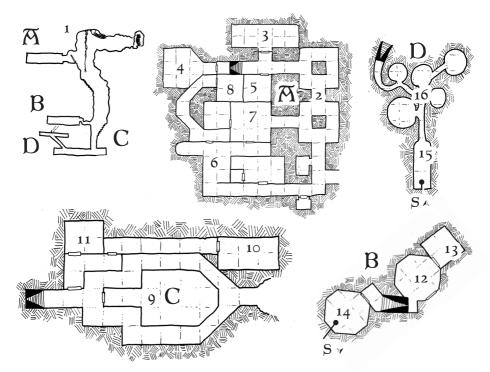


Ruined Stadium of Dunge/wok:
decayed earthenwork stadium, ancient
ruined columns, cracked marble, and clay.
Under the earthenworks there are forgotten
chambers, in which rests a demon lord.
Trapped, he will bargain for his freedom.
Ancient traps protect the imprisoned
demon.

Moralinthi, the viscount of despair has a fat blubbery crab like body with four furry arms that end in vicious toxic claws. It has a scrpentine gibbering face, with one small slitted rheumy white eye. It also possesses vestigial wings and a curled swine tail.

Bears wander the ruins, eating the large maggot like grubs the mewl while half/embedded in clay mounds.

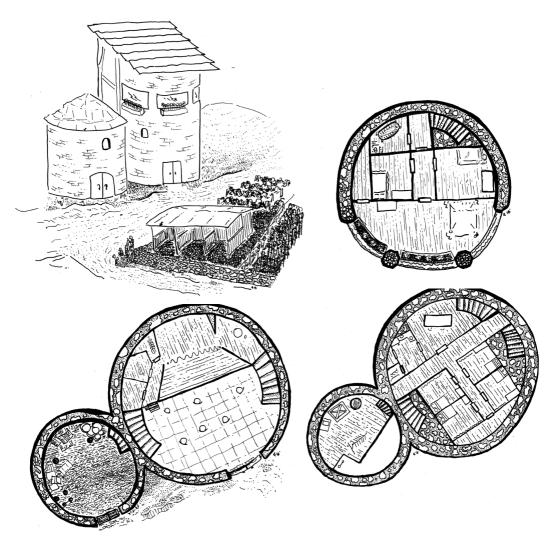
Elevated Chamber w/view of 2:
Serpent head with jeweled eyes, Ash mound, Flame Trap engulfs the chamber:
Infernal Tome on Dedestal, Ruined demonic tapestries on wall:
Cold Clay Chamber:
Moralinthi, Trapped in Circle of Protection:
otes:



The Usorios Labyrinth is infested with bandits, who are using it as a base to stage raids on nearby settlements and caravans. The leader of the bandits is a 9th-level Bard who frames their work as an insurrection against feudal forces. Her companions at the nearby tower are not aware of her more nefarious activities. Unbeknownst to her, several of her bandits are werewolves. 110 Bandits, 2  $6^{th}$  level fighters, 2  $5^{th}$  level fighters, 3  $4^{th}$  level fighters, 5  $3^{rd}$  level fighters, 17 Drisoners, and 12 slaves. 14 of 110 are bandit/werewolves. Bandit squads patrol the complex.

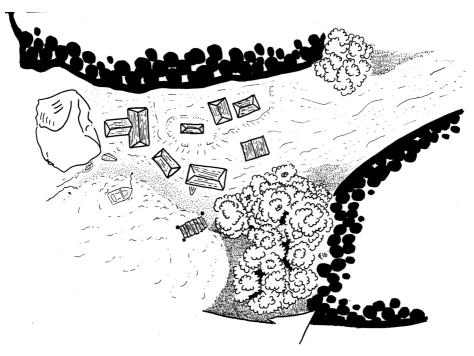
1. Rope, bandit caves in A: \_

2. 1d4 Bandit/werewolves, Silver arm Band (300 gp) A dragon bone wand of magma spit:
3. Giant Horned Owlbear "pet", Mootie:
4. Runes on North Wall:
5; Supplies, cargo, rat swarms:
ó: Barracks Laír, 3d10 bandíts:
7: Throne, Table:
8: 9 <sup>th</sup> level bard quarters:
p: Werewolf laír, 2d6 Werewolves, Concealed Rosewood box, 12 onyx (120 gp each):
10: Scratches on wall, Alpha Werewolf, 2d6 Werewolves, 800 gp, 1,400 silver, Bassinet of auric sight:
1: 2d4 Giant Black Widows, husks:
12: Bodies on floor, 2d12 zombies:
3: Dead halfling:
14: Giant Weasel and Giant Tick life partners, Secret trapdoor in floor:
15: Giant Spiders
6: An Underdark elf



The Bards Tower says simply that, in a wooden sign above the door. At troupe of 37 bards works Bard's Tower college, though all are not here at any time. Their leader is a 10th level bard, with two 8th level bards, four 6th level bards (see opposing page), 84th level bards following The rest fight as 0/level men. The grounds support livestock and a large garden. Troupes frequently leave to perform in nearby settlements.

Notes:	



The village (Bensonfield Shores) has huts made of woven branches with wattle and daub. It is a small village of druidic gnomes. They work with nearby badgers to keep the nearby lake vibrant. The lake nearby has been a dumping ground of bodies and weapons for untold ages. There is a druid grove in the nearby hills that allows one to focus and clear their mind.

Notes:

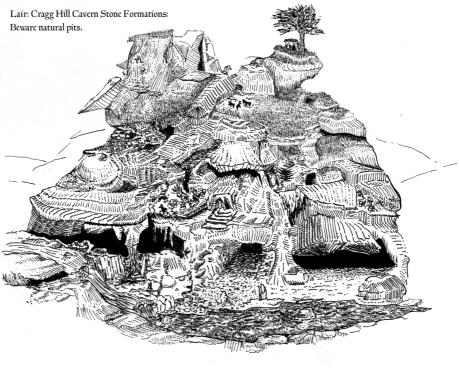
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This hex contains three lairs, pictured here. Place anywhere in appropriate terrain. Determine what creature or animal inhabits each lair. If not patrolled, lairs will draw new occupants in 1d4 months.

Notes:

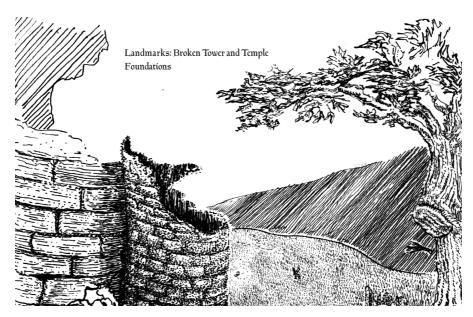
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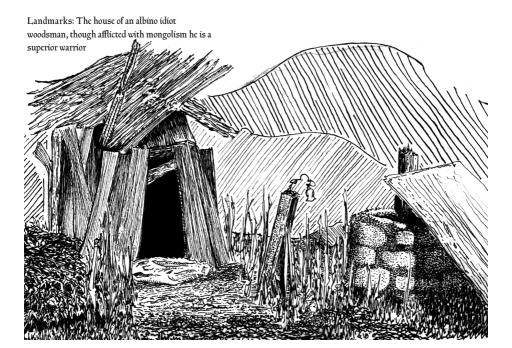


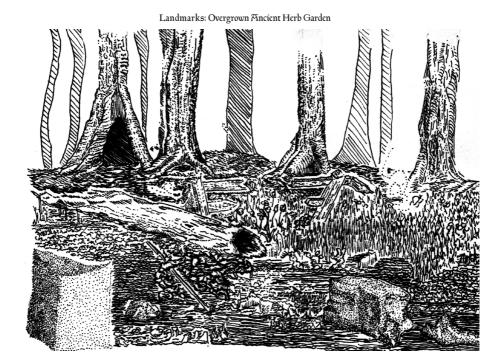
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### Rumors:

- 1. Bodies and weapons litter the floor of the bay.
- 2. Sometimes the wolves run wild in the hills; men have disappeared, some are found later, half-eaten.
- 3. One of the little ones, up at the village, sure does like visiting men.
- 4. Bodies of ancient monsters are sometimes found floating in the river.
- 5. There's a very annoying eagle up in the hills, talks to anyone that comes nearby.
- 6. Old Yorn lives up in the hills. He doesn't mean any harm to anyone, but be careful. He's daft.
- 7. The keepers of the river fort are very private people. Visitors are said to disappear sometimes.
- 8. There is a darkness in the river fort duke. It's not suggested to visit.
- 9. E've heard sometimes an evil voice is heard at night, near the old ruined stone.
- 10. More than one caravan has gone missing what crossing round the river. Hydra got them, that's what.

## Random Encounters for the Hex Activities

1. 1d4 Bears (1/2, resting 3/4 hunting)
1. Laying about in the grass resting
2. 2d10 Bandits
2. Æpproach with helpful overtures

3: 1d6 Bards 3. Drawing Occult signs

4: 1d4 Gnomes 4. Attempting to resuce someone from a pit

5: Travelers or a caravan

- 6: Birds take flight from a nearby treeline. They appear to be talking about you.
- 7: You come across some vomitus. Upon close examination you find human finger bones in the mess.
- 8: You see an odd looking mountain spirit, who has bulbous eyes on stalks.

### Other Notes.

There are is a crossroad in front of the Bard's tower. A band of out of work migrants stands here most days, asking travelers for work. They are of variable talent.

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