



Image of
Actual
Hex!

Hexplore: Borderlands

Raven Tower, Mill, and Abandoned Outpost

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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.

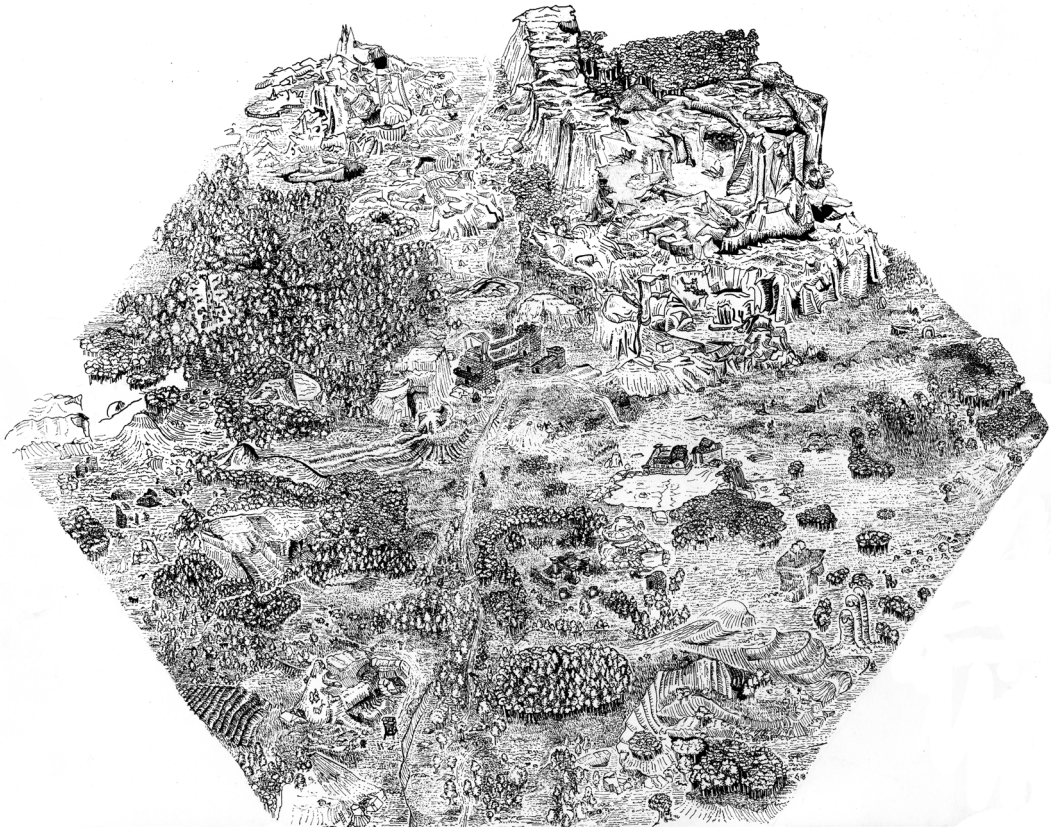
“Settlers can be attracted to cleared areas by spending money on improvements . . . or advertising. The costs and the number of settlers who move into the area are up to the Dungeon Master. . . the Settlers will pay taxes to help maintain the holding and the characters Mercenaries.” -Expert Dungeons 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, Gygas ©1979

Hexlore 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.

Hexlore 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.



Notes: _____

Raven Tower: _____

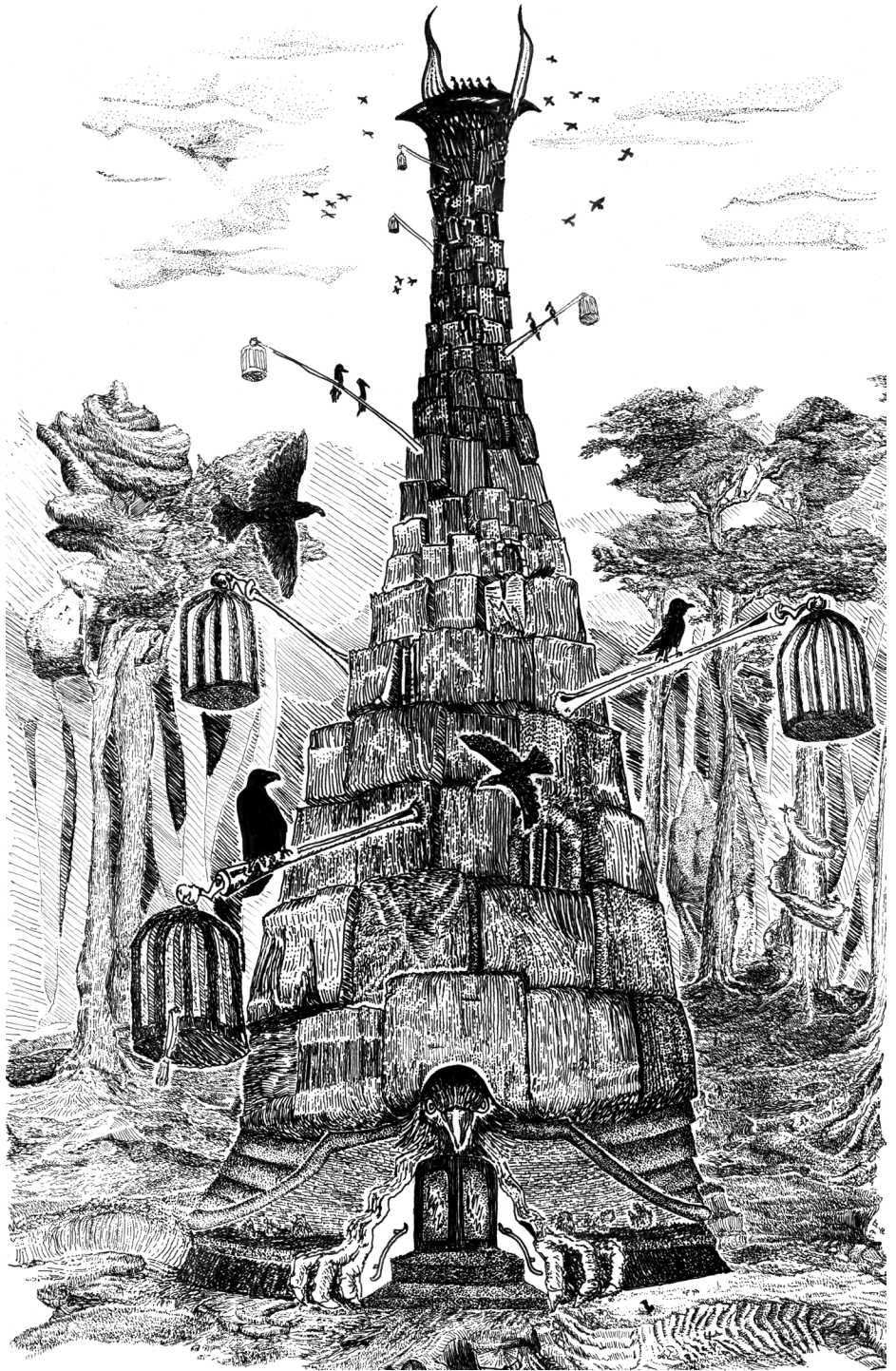
Bottomless Dit: _____

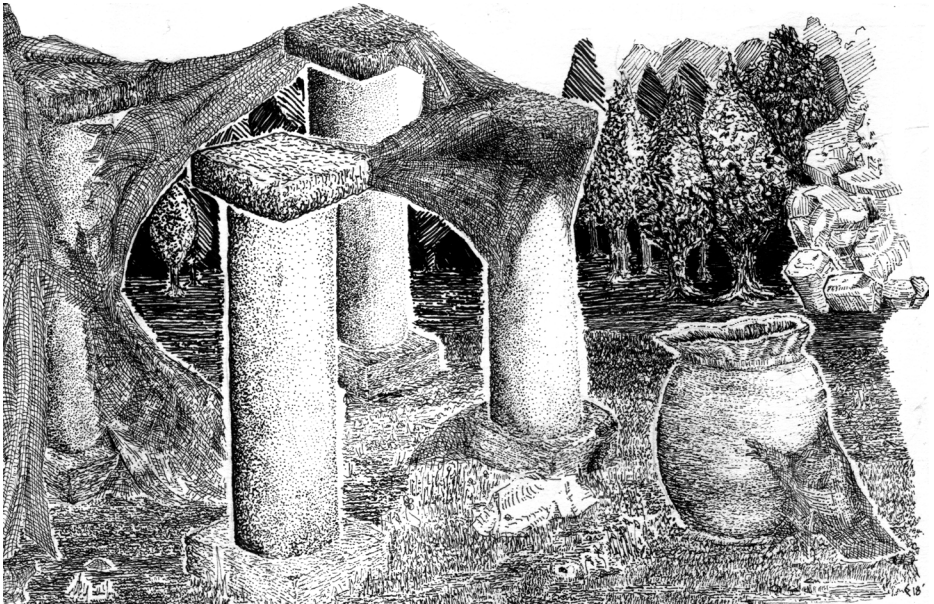
Military Outpost: _____

Caistealover Mill: _____

Landmarks: Spider Garden, Galfred's Dromontory, Thunderbolt Crater, The Three Gnomes

Lairs: Arcane Tome, Mountainous Terror Bird Lair, Fallow Ruins



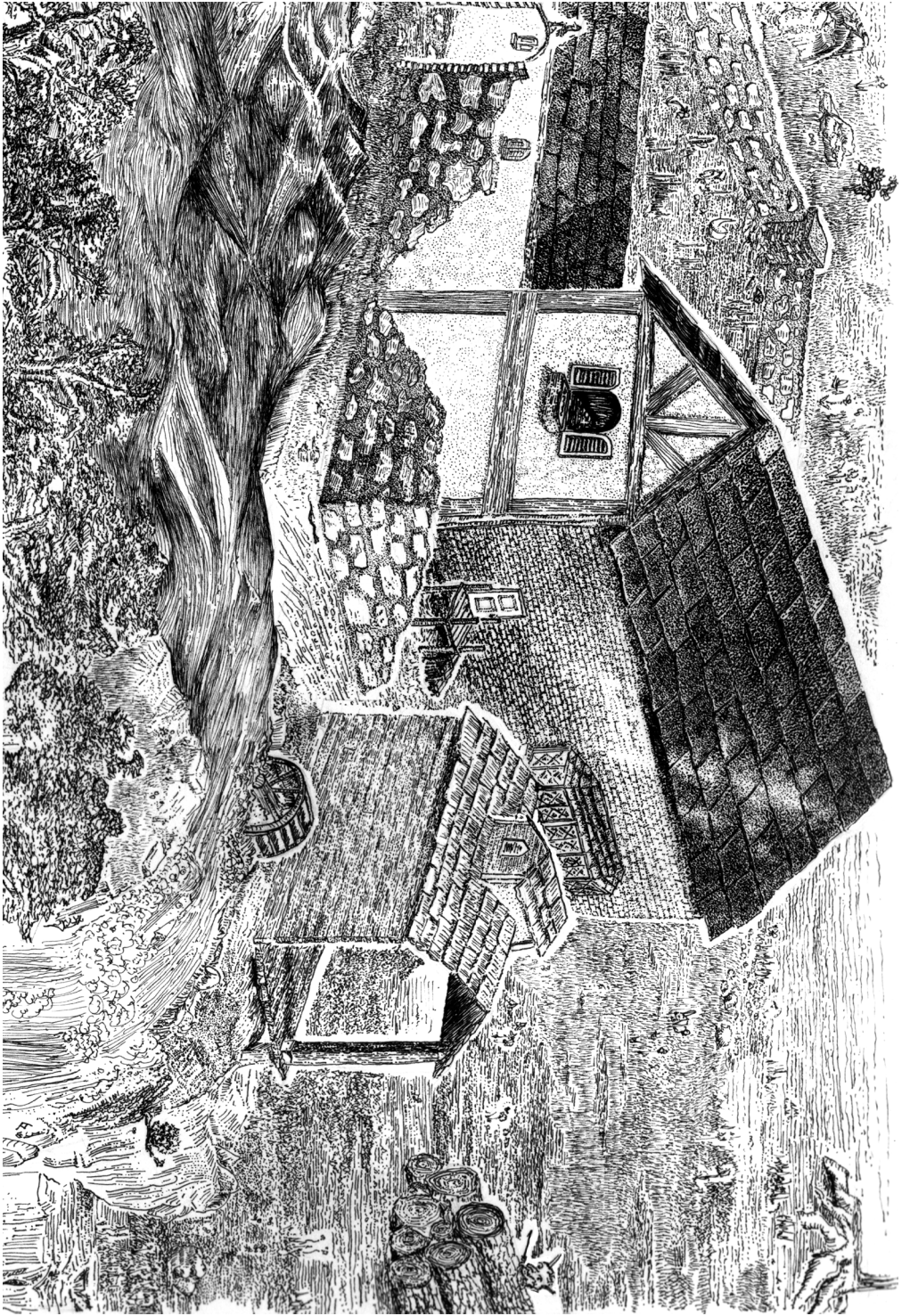


This garden is tended by spiders. They are not interested in conflict, and have quite nice nests and webs, with small accoutrements, a shield here for a platform, a web in a helm, a well webbed rib cage. If they are killed or driven off the plague of biting flies that they feed on will spread throughout the area, afflicting approximately 10 miles with botfly infestations. These will increase disease and make existence miserable. If it is necessary to communicate with the spiders, thousands will drop from a tree and spin webs to communicate with anyone who comes in peace.

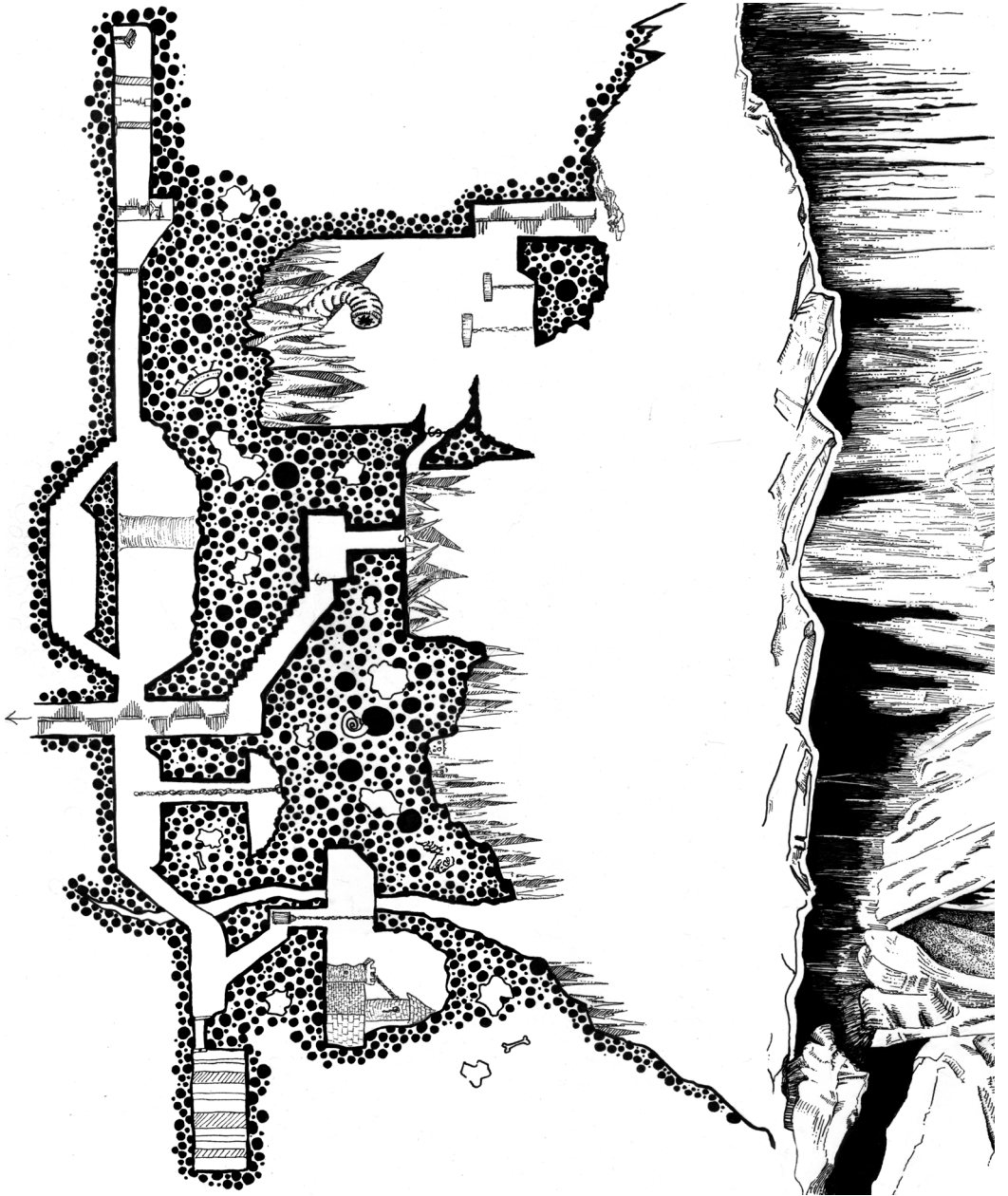
Caistealover Mill

This is inhabited by a powerful druid, with several exotic animals. He has a severe affect, with a tightly shaved goatee, His mustache and soul patched streaked white against his pitch black hair. He wears green robes of his office, made entirely out of still/living plants, but looking like the finest royal robe. He is a bit of a hipster, somewhat arrogant and callous. He possesses a mated pair of phoenix, a weasel, a giant crab, and three dogs that wear clothes and play cards, grumbling like old men.

One of his servants is a lithe grey-skinned creature with elongated ears of ambiguous sexuality, who introduces themselves as an elf. They are laconic, smug, and enigmatic. They has crescent moon/shaped pupils, and wears sparkling eye makeup. If they concentrate, they can make them spin around and around to cast *charm person*, *hypnotism*, or *hypnotic pattern* 3/times a day. They are a bard with a dancing were/bear named Mr. Hugglesworth. He can speak in both human and bear form, and is a little depressed and a bit morbid. He has a slow folksy accent causing people to discount his intelligence. He is not fond of people laughing at his name.







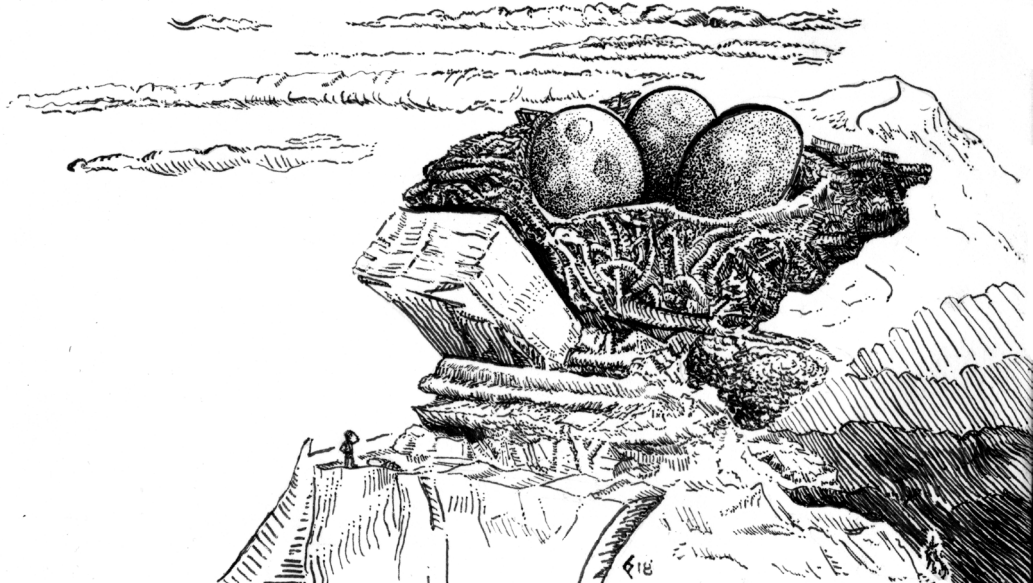
Lair: The Three Gnomes



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.

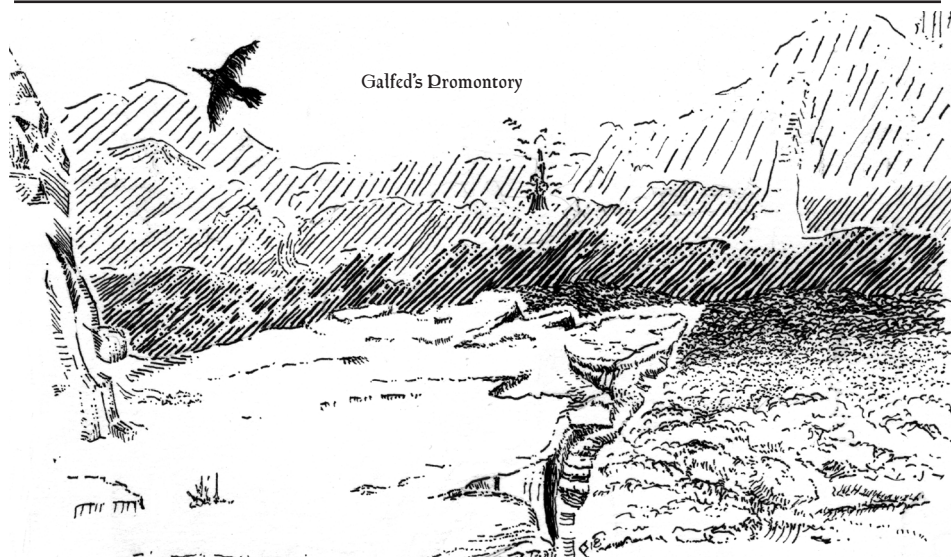
Notes:

Lair: Terror Bird Lair



Notes: _____

Galfed's Dromontory



Latir: Ancient Ruins



Rumors:

1. A tome written by alien powers is trapped in a secret vault, buried under the mountains.
2. The druid that lives in the old mill is a sexual deviant and needs to be killed.
3. The raven forest isn't safe for men or beast.
4. The so-called bottomless pit isn't, but I bet all the coins people throw down there are.
5. Don't know what those wolves eat up in those hills.
6. Ghosts guard a treasure in the fort you can only see by moonlight.
7. Used to be a bit swampy up there, but all the water and flies dried up I guess.
8. I swear I saw bandits in that old fort. They've been sleeping there at night.
9. There's some noxious gas near the peaks. Smells like rancid milk.
10. There's some that say those gnomes are just sleeping.

Random Encounters for the Hex

1. 1d4 Wolves

1. An old witch travels the road. She may choose to appear as a beautiful maiden, if there is a handsome man she can ensorcelled.
2. A small gremlin-like creature darts in and out of the bushes around 100' ahead of the party.
3. A young green dragon toys with traveling humans, playfully practicing his hunting technique.
4. A quiver of wyverns flies in their strange bouncing like manner, looking for weak or distracted prey.
5. A hill troll demands a toll, but is too busy complaining about his ex, Bertie, the cyclops, and how she ruined him in the divorce to actually tell the players what they have to pay him.
6. Merchants wearing jewels and rich clothing along with their caravan guards are heading along the road opposite the party. They have furs and spices to sell in nearby settlements.
7. A giant gate made by towering roots, leads into the sub-forest realm. Players may note the location and explore the sub-forest realm at their own risk!

Other Notes. A desperate wizard is trapped in one of the forests, he's been battling a chrono-loop for about 53 continuous years. Signs of this conflict abound in small and unusually ways throughout the area near the raven forest. Sometimes you can see eyes, panicked and narrow floating for no reason. People experience Déjà vu. You will seem to skip a step or perhaps lose 2 or 3 seconds of time.

If you like this product, check out the other Hexplore: Inactive Volcano, River Fort, Village, and Tower.

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