

# Hexed Places

## Sangha Jungle



Created by Mark A. Thomas





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## About Hexed Places

Hexed Places are outdoor locations and encounters based on the classic six-mile hex format and OSR sensibilities. Use these locales as a quick side adventure, to fill a blank spot in your campaign sandbox, or expand upon them to create a multi-session campaign. Each Hexed Places includes a regional overview; expanded one-mile per hex maps for players and GMs; encounter tables, treasure information, and rumor lists; and descriptions of locations, encounters, and features within the hex.



# Contents and Usage

## Player and GM Maps

The maps offer a detailed look at the region at a one-mile per hex scale. The player version of the map does not include roads/trails or locale icons.

## Introduction and Rumors

This section provides a broad overview of the region, outlining major physical features and obstacles. It also includes a set of rumors that may or may not provide accurate information about the area.

## Locations

The major sites in the region are detailed in this section. Each location is referenced by hex coordinates and a name. Locations are ordered by their coordinates, northwest to southeast.

## Encounters

This table reflects the typical creature population of the hex. Its primary purpose is to provide wandering monster encounters, but you can use it to fill in blank spaces on the map or as a tool for populating nearby locales.

## Extras

The Extras section details any unique creatures, treasures, or magic items mentioned in the text. It also includes any tables referenced in the main document.

## Stat Blocks

All creatures and NPCs in Hexed Places include simple stat blocks as a standard frame of reference. Here is a sample:

**Orc (5) - AC 6 (13), HD 1, #AT 1, D 1d6, MV 9**

**Hate the sun. Treasure: 2d6 GP, 2d6 SP each.**

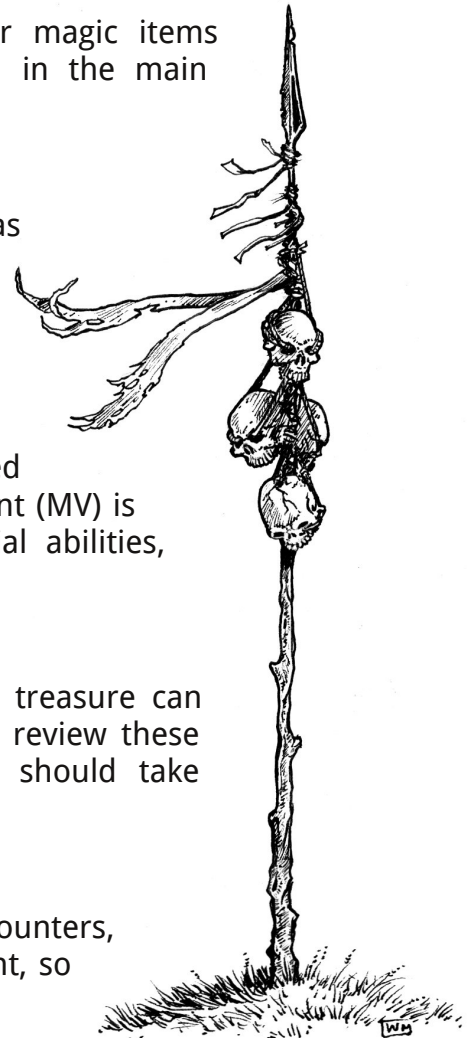
This stat block represents five, one hit-die Orcs. Armor Class (AC) values are given as descending (ascending). An unarmored character is AC 9 (10) and chainmail provides AC 5 (14). Movement (MV) is given in generic units. Unburdened humans are MV 12. Special abilities, class/level, and treasure are appended as needed.

## Treasure

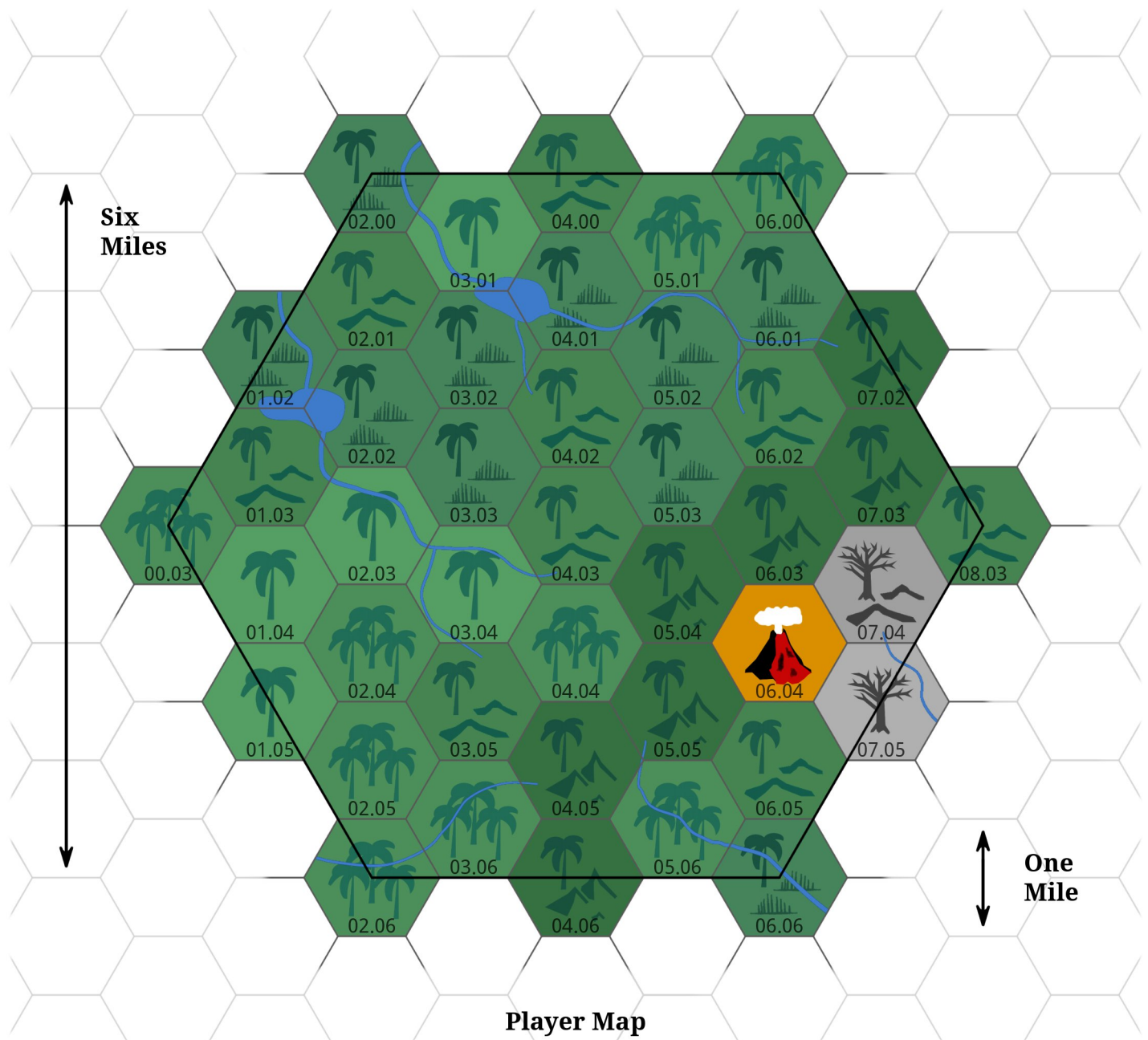
Creature and locale descriptions include treasure listings. Since treasure can have a major impact on the campaign, the GM should carefully review these listings and adjust them to suit their game. Intelligent foes should take advantage of any useful treasure they carry.

## Experience

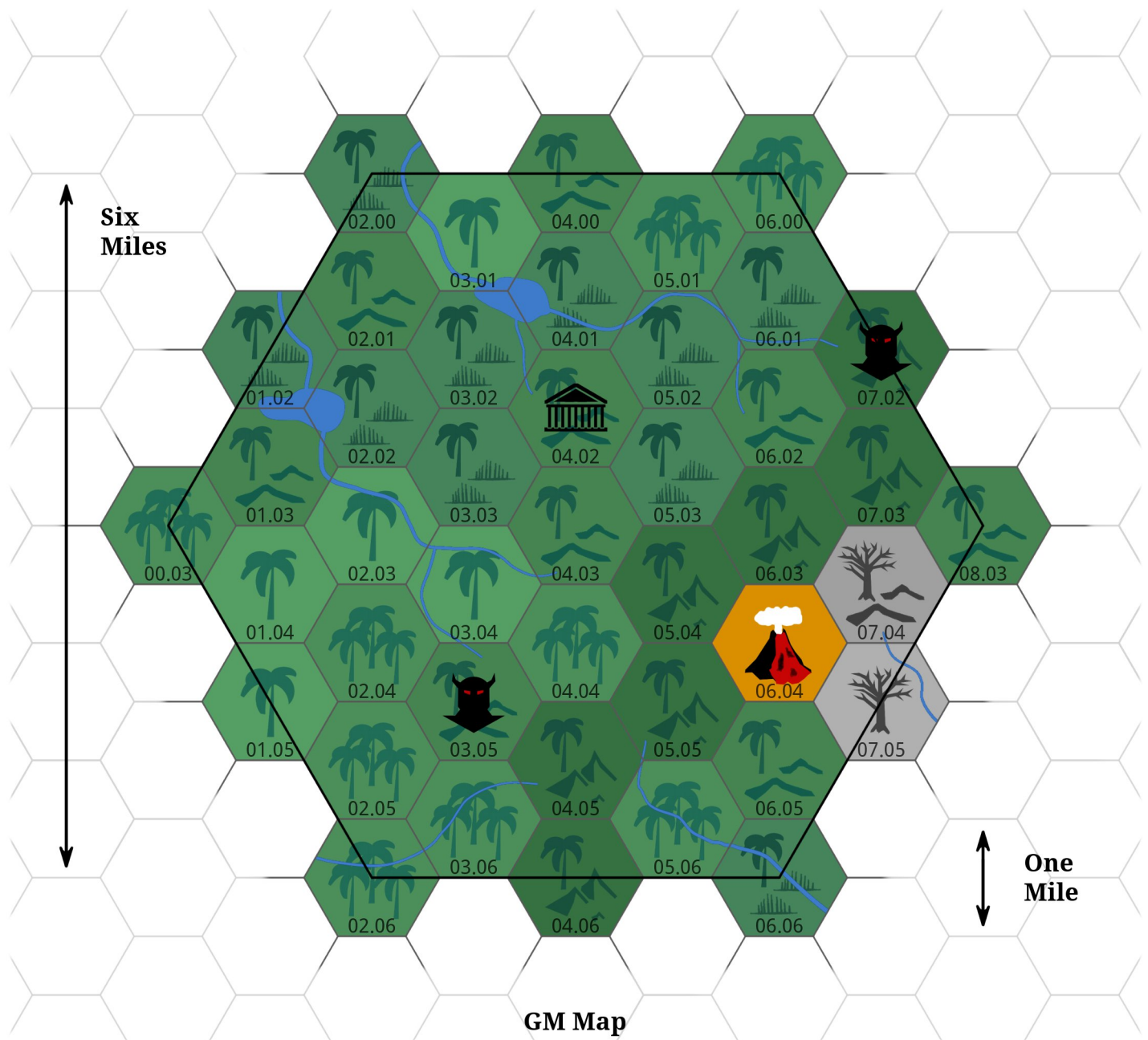
Hexed Places does not provide experience point values for encounters, foes, or treasure. Experience is very system- and group-dependent, so it's left in the hands of the GM.







## Notes:



## Notes:

## Sangha Jungle

Sangha Jungle lies within a much more extensive stretch of tropical wilderness. The isolated location holds a variety of unusual creatures from an older era, as well as modern interlopers. A swamp, the **Sucking Mire (Hex 03.02)**, stretches across the northwest portion of the hex and makes travel a slow and hazardous process. Southeast of the Mire, the ruin of the **Shrine of Flowing Flame (Hex 04.02)** stands atop a lonely hill and offers visitors a view of the smoking peak of **Ratnak (Hex 06.04)**, an active volcano. Who or what destroyed the shrine remains a mystery, but rumor suggests it was a terrible creature that now inhabits the jungle south of the Shrine. Beyond Ratnak lies the **Burned Land (Hex 07.04/07.05)**, a scorched waste of lava flows, blackened and dead trees, and soot-stained rock.



## Rumors

The priests of the **Shrine of Flowing Flame** once commanded the elemental creatures that live in the heart of Ratnak.

Packs of flying lizards hunt any creature unfortunate enough to enter the **Sucking Mire**.

A demon laid the **Shrine of the Flowing Flame** to waste long ago. The foul creature still lurks in the Sangha Jungle.

When **Ratnak** erupts, it spews forth streams of lava laden with gems and precious metals.

The rotten plants and foul waters of the **Sucking Mire** come to life after dark. They seek out and slay any intruder.

The elemental creatures who inhabit **Ratnak** trade with those brave enough to seek them out.

Strange plants grow in the **Sucking Mire**, and many have magical properties.

The flying lizards of Sangha Jungle have feathered hides that are prized by tailors and leatherworkers.

The **Burned Land** is dangerous, but anyone who braves the hazards can find gems and veins of precious metals everywhere.

## Locations

### Hex 03.02 - Sucking Mire

The Sucking Mire is a maze of slow, murky streams, stagnant pools, rotted dead trees, and deadly quicksand that stretches from **Hex 01.02** to **Hex 06.01**. Finding a path through this area slows movement to one-quarter speed. The GM should roll on the **Swamp Hazards Table** (see **Extras**) once an hour while the party traverses the Mire.

### Hex 04.02 - Shrine of Flowing Flame

**Ssakast** from the **Naga Lair (Hex 03.05)** killed the priests who maintained this shrine long ago, and the jungle has quickly invaded the stone structure. The tower-like ruin stands in the center of a plaza paved with gigantic slabs of black basalt. Obelisks and pillars, marked with runes of protection and peace, surround the structure, but their magic has long since faded.

The temple's interior is simple, a large chamber with an altar in the center fills the lower floor, while the upper level contains living quarters for the former priests. There is a necklace of protection from fire elementals hidden behind a secret wall panel in the high priest's quarters. All other valuables have been removed.

A winding stair leads to the top of the tower, where a massive bronze brazier rests upon a slab of polished obsidian. Lighting the brazier will summon 1d2 fire elementals or salamanders from **Ratnak (Hex 06.04)** to the chamber below. The creatures are peaceful and listen to any deals offered by the summoners but defend themselves if attacked. The summons last for three turns and ends immediately if the brazier goes out.

### Hex 03.05 - Naga Lair

A swift stream flows out of these hills, joins another and eventually empties into one of the lakes in the **Sucking Mire (Hex 03.02)**. Its source is an underground pool within a dank cave, the lair of **Ssakast** the naga. She is a foul and wholly evil creature who hates all living things.

Ssakast's lair is in a second cave reachable via a submerged tunnel in the underground pool. The **drowned dead**, the animated corpses of past explorers and adventurers charmed by Ssakast, guard the outer cave. The creatures have orders to drag intruders into the pool and drown them. The splashing will draw the attention of the naga, who spends most of her time sleeping in her hidden den.

Ssakast would love to get rid of **Vroshnor** from **Ratnak (Hex 06.04)** and expand her holdings, but the elemental's many minions make this difficult. She will happily add any passing adventurers to her undead guard, or she may try to make a deal with a powerful party (a deal she'll ignore if it suits her).

**Ssakast the Naga (1) AC 4 (15), HD 13, #AT 1 bite, D 1d3, poison, MV 12 / 6 swimming**

**Level 7 magic-user/6 priest. Charm gaze. Cruel nature.**

**Treasure: ring of water breathing (worn on her tail), Crown of Itsasi (see Extras).**

**Drowned Dead (16) AC 8 (11) HD 4, #AT 1, D 1d8, MV 6**

**Slow-moving. Mindless. Immune to cold.**



## Locations (continued)

### Hex 03.05 - Naga Lair (continued)

There are mounds of treasure throughout Ssakast's secret lair. Decorative gold and silver vases, candlesticks, and lamps from the **Shrine of the Flowing Flame (Hex 04.02)** make up most of the treasure. These items are worth 9,500 GP but are bulky and awkward to transport. Coins from many sources, 16,300 CP, 11,200 SP, and 5,100 GP, lie scattered on the floor of the cave. Some of the coins are quite rare and might have significant value to a collector. There is also a bronze chest submerged near the lair entrance. It contains 3x 250 GP and 2x 500 GP gems, a rod of elemental command, a +1 mace, and a cloak of elvenkind. A powerful magical glyph protects the chest's lock.

### Hex 06.04 - Ratnak

This volcano rises 3,500 feet above the surrounding jungle. Its outer slopes are roughly circular, but a deep cleft pierces the eastern side and gives access to central crater, which contains a massive pool of churning lava. Ratnak is an unnatural volcano. There is a permanent portal to the elemental plane of fire deep beneath its crater. The gateway is a constant source of intense heat and grants passage to the many elementals and salamanders that inhabit the area.

A powerful and intelligent fire elemental, **Vroshnor**, rules the elemental creatures that inhabit the volcano and the nearby **Burned Land (Hex 07.04/07.05)**. It commands a loyal guard of 12 salamander warriors. Vroshnor has been banished from the plane of fire and uses the fires of Ratnak to create a habitable environment for its minions. It despises **Ssakast** from the **Naga Lair (Hex 03.05)** and may be willing to grant favors to anyone willing to dispose of the naga.

Vroshnor's cavernous lair lies deep within the volcano, near the portal to the plane of fire. It is only accessible via lava-filled tunnels and passages. Hundreds of uncut gems stud the walls of the cave and bubbling pools of molten metal, precious and mundane, light the scene with a hellish glow.

Rich deposits of ore, raw metal, and gems cover Ratnak's outer slopes and crater. Roll twice on the **Mineral Recovery Table** (see **Extras**) for each hour the party spends searching and digging for wealth. There's also a 40% chance per hour of encountering fire elementals or salamanders in this hex.

**Fire Elemental (1d2) AC 2 (17), HD 8, #AT 1, D 3d8, MV 12**

**Igniting touch. +2 weapons to hit. Immune to fire. Vulnerable to water.**

**Salamander (1d3+1) AC 5/3 (14/16), HD 7+7, #AT 2, D weapon/2d6, MV 9**

**Burning attacks (1d6 fire damage). +1 weapons to hit. Immune to fire. Hate the cold.**

**Vroshnor (1) AC 0 (19), HD 12 (47 HP), #AT 1, D 5d8, MV 12**

**Igniting touch. +3 weapons to hit. Immune to fire. Vulnerable to water.**

**Salamander Warrior (1-12) AC 5/3 (14/16), HD 9+7, #AT 2, D weapon/2d6 (+2), MV 9**

**Burning attacks (2d6 fire damage). +1 weapons to hit. Immune to fire. Hate the cold.**



## Hex 07.02 - Hermit's Lair

A crude hut built on the tree-covered slope of this mountain serves as the home of **Mirate**, the sole survivor of the massacre at the **Shrine of Flowing Flame (Hex 04.02)**. Mirate was outside the shrine when **Ssakast** from the **Naga Lair (Hex 03.05)** attacked, and he fled the area when he discovered the carnage. He spends his days meditating and praying for the souls of the dead. Mirate knows a great deal about the area and will render what assistance he can, but he will not venture far from his home. The former priest has a cache of uncut gems and raw metal worth 1,200 GP hidden in his hut.

**Mirate (1) AC 9 (10), HD 5, #AT 1, D 1d6 (club), MV 12**

**Level 5 priest. Content with his lot. Pacifistic.**

## Hex 07.04/07.05 - Burned Land

Prevailing winds and natural elevation changes send ash and lava from **Ratnak (Hex 06.04)** to the east, creating a barren waste of burned ground, blackened and dead trees, and hardened lava flows. A narrow stream flows through the wasteland and creates a minor barrier for the elemental creatures that roam the area.

As rumor suggests, the twisted stone rivers and layers of ash that cover the Burned Land are laden with veins of raw metal, ore, and uncut gems. Roll on the **Mineral Recovery Table** (see **Extras**) each hour the party spends searching and digging for wealth. There's also a 25% chance per hour of encountering fire elementals or salamanders in this area.

**Fire Elemental (1d2) AC 2 (17), HD 8, #AT 1, D 3d8, MV 12**

**Igniting touch. +2 weapons to hit. Immune to fire. Vulnerable to water.**

**Salamander (1d3+1) AC 5/3 (14/16), HD 7+7, #AT 2, D weapon/2d6, MV 9**

**Burning attacks (1d6 fire damage). +1 weapons to hit. Immune to fire. Hate the cold.**



## Encounters (roll 1d20)

### 1-2 Fire Elementals

These aggressive creatures avoid water sources but take great delight in starting fires. Luckily, the daily rains and damp conditions prevent the flames from spreading.

**Fire Elemental (1d2) AC 2 (17), HD 8, #AT 1, D 3d8, MV 12**

**Igniting touch. +2 weapons to hit. Immune to fire. Vulnerable to water.**

### 3-4 Salamanders

While fire elementals are mindless creatures, salamanders are both intelligent and evil. They attack most living beings on sight but may negotiate with a powerful party.

**Salamander (1d3+1) AC 5/3 (14/16), HD 7+7, #AT 2 D weapon/2d6, MV 9**

**Burning attacks (1d6 fire damage). +1 weapons to hit. Immune to fire. Hate the cold.**

### 5 Vroshnor

Loyal salamander warriors will always accompany the elemental lord. See **Ratnak (Hex 06.04)**.

**Vroshnor (1) AC 0 (19), HD 12 (47 HP), #AT 1, D 5d8, MV 12**

**Igniting touch. +3 weapons to hit. Immune to fire. Vulnerable to water.**

**Salamander Warrior (1-12) AC 5/3 (14/16), HD 9+7, #AT 2 D weapon/2d6 (+2), MV 9**

**Burning attacks (2d6 fire damage). +1 weapons to hit. Immune to fire. Hate the cold.**

### 6-8 Feathered Raptors

These small, colorful dinosaurs hunt in fast-moving packs and can take down creatures much larger than themselves.

**Feathered Raptor (4d4) AC 4 (15), HD 2, #AT 1 (bite), D 1d6+1, MV 15 / 6 glide**

**Swift runner. Pack tactics. Treasure: valuable plumage (1d6x50 GP each)**

### 9-10 Dome-head Dinosaurs

While many bipedal dinosaurs are carnivorous, the dome-heads eat plants, insects, nuts, and carrion. Weighing in at 400 pounds and measuring 12 to 18 feet from their bumpy heads to the tip of their flexible tails, dome-heads are not aggressive but will defend themselves if pressed.

**Dome-head Dinosaurs (2d4) AC 4 (15), HD 5, #AT 2 (headbutt, tail), D 1d6/1d4, MV 12**

**Peaceful omnivores. Herd behavior.**

### 11 Saber-tooth Tiger

These silent and swift carnivores roam the jungle and pounce on their prey from above. If more than one is encountered, the group will be a mother with cubs, which might be trainable.

**Saber-tooth Tiger (1d3) AC 6 (13), HD 8, #AT 3 (2 claw, bite), D 1d8/1d8/2d8, MV 15**

**Raking attack. Stealthy climber. Pounce from above. Treasure: hide (200 GP)**

## Encounters (continued)

### 12-13 Electric Lungfish

Ordinarily, these 10-foot long eel-like fish stay in the water, but at night they venture ashore, using their primitive lungs to stay alive. They use a powerful electric shock to stun their food, fish and small animals, or defend themselves if disturbed. Anyone in the water that is stunned by one of these creatures risks drowning.

**Electric Lungfish (2d4) AC 8 (11), HD 1, #AT 1 (shock), D 1d12, MV 3 / 9 swimming**  
**Ambush hunter. Stunning shock.**

### 14 Giant Sloth

This peaceful ground-dwelling herbivore will ignore most creatures. If attacked or threatened, the enormous beast will defend itself with its massive claws.

**Giant Sloth (1d2) AC 6 (13), HD 6, #AT 2, D 1d8+3/1d8+3, MV 3**  
**Peaceful browser. Bear hug.**

### 15-16 Drowned Dead

Ssakast from the **Naga Lair (Hex 03.05)** often sends her minions out to scour the jungle. The undead will slay any creature they encounter and return to the lair with the remains, which Ssakast uses to create more servants.

**Drowned Dead (1d4) AC 8 (11), HD 4, #AT 1, D 1d8, MV 6**  
**Slow-moving. Mindless. Immune to cold.**

### 17 Ssakast

The naga leaves the **Naga Lair (Hex 03.05)** only rarely. When she does, she avoids confrontation whenever possible and will use magic to spy on or confuse intruders.

**Ssakast the Naga (1) AC 4 (15), HD 13, #AT 1 bite, D 1d3, poison, MV 12 / 6 swimming**  
**Level 7 magic-user/6 priest. Charm gaze. Cruel nature.**  
**Treasure: ring of water breathing (worn on her tail), Crown of Itsasi (see Extras).**

### 18-19 Giant Python

While many of these solitary serpents are too small to pose a grave threat to human-sized creatures, the largest can crush the life from the toughest adventurer. Each hit die beyond five grants a +2 damage bonus to bite, constriction, and death convulsions.

**Giant Python (1) AC 6 (13), HD 5+1d6, #AT 2 Bite/Constrict, Dam 1d4/2d8, MV 9**  
**Camouflage, Continuous constriction. Death convulsions (2d6 damage).**

### 20 GM Choice

Choose from the entries above, add an encounter of your own, or use something from an adjacent locale.

## Extras

### Crown of Itsasi

Once part of the treasury of the **Shrine of Flowing Flame (Hex 04.02)**, the crown now belongs to the naga **Ssakast (Hex 03.05)**. It is made of gold and has close to two-dozen points set with several dozen onyxes and agates. When worn, the crown grants the following powers and abilities:

- Understand (but not speak) any language.
- Sense the surface thoughts of any creature within 120 feet.
- Implant a suggestion in a victim's mind (2x per day).
- Cause strong emotions such as fear or anger in a victim (3x per day).

### Swamp Hazards Table (roll 1d10)

1	Swarms of disease-carrying, biting insects descend on the party.
2	Accumulated flammable gases create an explosion if exposed to flame.
3	A giant constrictor or flying raptors attack the group (see Encounters).
4	Someone becomes stuck in quicksand. 25% chance to lose random equipment.
5	Dense growth and deadfall force a detour, delaying travel by 1d4 hours.
6	Electric lungfish lurking in the muck take the party by surprise (see Encounters).
7	Fumes rising from rotting vegetation disorient anyone passing through the area.
8-10	Nothing unusual.



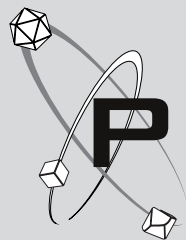
### Mineral Recovery Table (roll 1d20)

1-2	6d6 hunks of ore.
3-4	3d6 nuggets of copper.
5-6	2d6 nuggets of silver.
7	1d6 nuggets of gold.
8	1d4 nuggets of platinum.
9-12	2d6 semi-precious gems.
13-14	1d6 precious gems.
15	1d5 rare gems.
16	Roll twice, using both results.
17	Roll thrice, using both results.
18-20	Nothing of value.

### Mineral Values

- Copper, iron, or tin ore: 2d10 GP per hunk.
- Nuggets: 5d10 coins of the same type.
- Semi-precious gems: 1d10x10+50 GP each.
- Precious gems: 1d10x100+500 GP each.
- Rare gems: 1d20x500+1000 GP each.





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