

Hexed Places

The Gray Ribs



Created by Mark A. Thomas





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Published by **PBE Games**

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Product ID: HP-2137

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Maps created using **Hexographer**

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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, treasure, and rumor lists and tables; and descriptions of individual locations, encounters, and features within the hex.



Contents and Usage

Player and GM Maps

The maps provide 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 region.

Locations

The major locations in the region are detailed in this section. Each location is referenced by hex coordinates and a name. Locations are ordered by coordinates, upper left to lower right.

Encounters

This table reflects the typical creature population of the hex. Its primary purpose is to provide wandering monster encounters, but it can also be used 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:

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

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

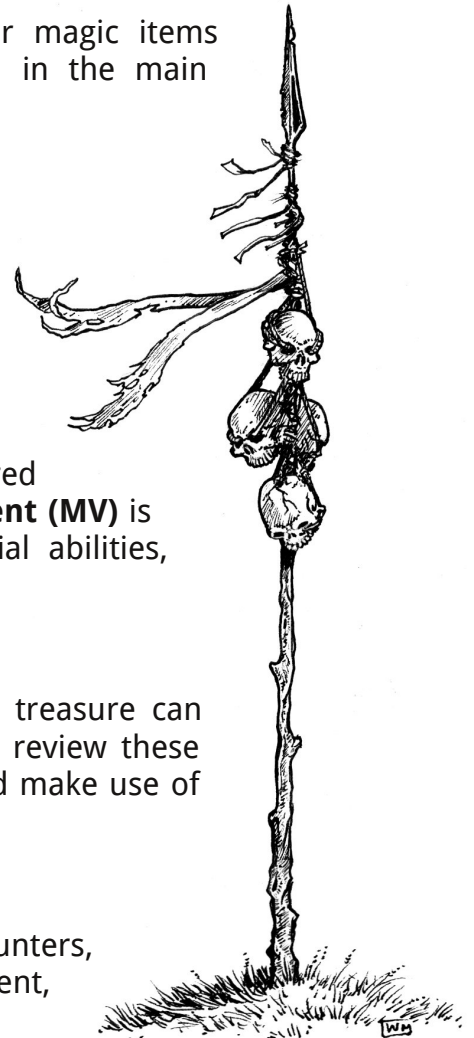
This stat block represents five, one hit-die Orcs. **Armor Class (AC)** values are given as **descending (ascending)**. An unarmored character is **AC 9 (10)** and chainmail provides **AC 5 (14)**. **Movement (MV)** is given in generic units. Unburdened humans are **MV 12**. Special abilities, class/level,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

Experience

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





Notes:



Notes:

The Gray Ribs

The Gray Ribs are rugged mountains, their rocky and barren slopes broken here and there by forested hills and lesser peaks. The main east to west ridge line (**Hex 01.02** to **Hex 08.03**) creates a natural border between the northern and southern halves of the area, though there are several passes that cross this range. Two small waterways, fed by snowmelt and scattered springs, serve as potential routes into or out of the region. Several rough cart paths crisscross the southern area, converging on **Stone Root Village (Hex 03.04)**.

Rumors

Slavers find ready buyers for their unfortunate captives at **Dragor's Mine (Hex 04.03)**. The Bugbear overseers are none too picky about who suffers in the depths, so long as they work.

The Bugbears offer live sacrifices to dark creatures of the night, flying blood-suckers that inhabit foul pits beneath the mountains.

A trio of adventurers boasted that they would rid the mountains of the night horrors that haunt the region. They went into the Gray Ribs five years ago, and never returned.

Dragor's Mine (Hex 04.03) produces nuggets of pure silver. The Bugbears are using this wealth to arm their allies, a prequel to launching attacks against neighboring settlements.

There are hidden caves near **Dragor's Mine (Hex 04.03)**, perfect for spying on the Bugbear village and planning a strike. Look for the huge yellow stones.

The forests of the Gray Ribs are protected by sylvan creatures. Cutting down trees can be hazardous to one's health.



Locations

Hex 01.03 - Yellow Rock Caves

A massive stone outcropping gives this complex its name and marks the largest of three entrances to the caverns. For the most part the caves are dry and rocky, with irregular floors and rough walls. Many show signs of temporary occupation; travelers, slavers, Bugbear patrols, escaped slaves and wild creatures often use them as temporary shelter. There is a 50% chance one or more of the cave entrances are occupied. Use the **Encounters** table to determine current visitors.

Hex 03.04 - Stone Root Village

This crude village is home to the slaves, workers, and overseers of **Dragor's Mine (Hex 04.03)**. A dozen huts and a central great hall are home the Bugbear overseers, while several well-secured, barracks-like structures house the slaves that work the mines and fields. Two large open-sided structures house the smelter, smithy, and ore-processing facilities, and there is a deep well near the greathall. A few poor farm fields and rocky pastures lie beyond the low stone wall that marks the edge of the settlement.

The village is home to **30 Bugbears**, led by the powerful but aging **Dragor**. He is assisted by his chief lieutenant and rival **Klurga**, and village shaman **Lughbor**. 20 of the Bugbears are fit and active; the rest are weak, old, or children.

Dragor (1) - AC 3 (16), HD 5, #AT 1, D halberd (+2 STR), MV 9

Stealthy, strong, clever. Treasure: 30 GP, 25 SP, +1 ring of protection, healing potion.

Klurga (1) - AC 4 (15), HD 4, #AT 1, D Painbite (+1 STR), MV 8

Stealthy, strong, ambitious. Treasure: 20 GP, 20 SP, Painbite (see Extras).

Lughbor (1) - AC 5 (14), HD 3+1, #AT 1, D quarterstaff, MV9

Stealthy, 3rd priest. Treasure: 35 GP, 25 SP, Rod of Apathy (see Extras).

Bugbears (20) - AC 5 (14), HD 3+1, #AT 1, D 2d4 or by weapon, MV 9

Stealthy. Treasure: 5 GP, 20 SP each. Two or three have *Minor Loot* (see Extras).

Weak Bugbears (10) - AC 8 (11), HD 2+1, #AT 1, D 1d4 or by weapon, MV 9

Stealthy, cowardly. Treasure: 15 SP each. One has *Minor Loot* (see Extras).

Slaves (3d10) - AC 9 (10), HD 1, #AT 1, D 1d4, MV 9

Feeble, chained.

A locked chest in the great hall (trapped with a poison needle) holds the village's accumulated wealth: 900 GP, 1700 SP, 200 GP in raw silver nuggets. Dragor carries the key. There are also three small caches of personal wealth hidden in various Bugbear huts, holding a total of 95 GP, 240 SP.



Locations (continued)

Hex 04.03 - Dragor's Mine

A single tunnel in a south-facing cliff serves as the entry to Dragor's Mine. The area around the entrance is strewn with rubble and crude timbers. During work hours, dawn to dusk, **Bugbear** guards roam the area in pairs and trios, watching over the many slaves that toil in the mine and around the entrance.

The mine produces coal, good-quality iron ore, and a small amount of silver, though none of its output is stored here. Aside from the crude picks and shovels used by the slaves, and the minor treasure carried by their guards, there is little of value at the mine. Mine workers and overseers are detailed in **Stone Root Village (Hex 03.04)**.

Hex 06.01 - Guano Cave

Guano Cave is a dank hole hidden in a shadowed valley between two mountains. The boulders at the entrance are spattered with excrement, a warning that the cave is occupied. A thick stone pillar, surrounded by the scattered bones of dead slaves and with a pair of crude iron manacles attached, stands a short distance from the entrance. The Bugbears of **Stone Root Village (Hex 03.04)** rid themselves of uncooperative slaves by leaving them chained to the pillar overnight, easy prey for the **Giant Vampire Bats** that occupy the caves.

Inside, a spring-fed stream trickles down one wall and mixes with the guano produced by the cave's inhabitants, creating a waist-deep pool of ordure. Several sets of humanoid remains are buried in the waste, adventurous souls who thought there was wealth to be found here. Rotten pouches and bags hanging from the bones hold 95 GP, 140 SP. One skeleton has a +1 shield strapped to its arm, Another wears a gold necklace worth 300 GP.

Giant Vampire Bats (5d6) - AC 8 (11), HD 2, #AT 1, D 1d4, MV 3 / 18 flying

Stealthy, anesthetic bite, blood drain.

The bats are nocturnal, swarming forth at dusk in search of prey (though a few will remain in the caves each night). The creatures sleep during the day, but attack fiercely if roused.

Hex 06.05 - The Dock

A rough cart path ends at the river and a crude dock surrounded by three primitive lean-tos. The Bugbears of **Stone Root Village (Hex 03.04)** use this place as an occasional trading post, exchanging ore and iron ingots for food, drink, and slaves.

There is a 20% chance someone will be here. Choose from **Gnoll Slavers**, a **Bugbear Patrol**, or **Iron Haulers** from the **Encounters** table. If Bugbears are here, there is a 50% chance one of the Bugbear leaders, **Dragor**, **Klurga**, or **Lughbor** will be here too. See **Stone Root Village (Hex 03.04)** for details.

Hex 07.04 - The Guarded Wood

These wooded slopes are protected by a solitary **Treant**. The creature will avoid contact with intruders unless there is reason to intervene. If angered, the Treant will wake several trees to fight at its side.

Treant (1) - AC 0 (19), HD 8, #AT 2 D 2d8/2d8, MV 12

Vulnerable to fire, rouse tree allies (fight as Treants).

Encounters (roll 1d20)

1-4 Gnoll Slavers

A well-armed band of **Gnolls** heading to or from **Dragor's Mine (Hex 04.03)**. If they're heading to the mine they'll have a coffle of slaves in their midst; if they're heading away they'll be carrying an additional 40-160 GP, payment for a recent delivery. The group carries several days supplies and three items of **Minor Loot** (see **Extras**) in addition to treasure noted below.

Gnoll Leader (1) - AC 5 (14), HD 4, #AT 1, D long sword (+2 STR), MV 9

Fierce, aggressive, speaks common. Treasure: 5 GP, 25 SP, 80 GP silver armbands, long sword.

Gnolls (2d6) - AC 5 (14), HD 2, #AT 1, D 2d4 or by weapon (+1 STR), MV 9

Fierce, aggressive. Treasure: 5 GP, 25 SP, a good weapon each.

Slaves (2d4) - AC 9 (10), HD 1, #AT 1, D 1d4, MV 9

Feeble, chained.

5-8 Bugbear Patrol

A group of **Bugbears**, scouting the area for intruders, escaped slaves, or wild game. All members of the patrol carry basic supplies for a few days, a missile weapon (spears, slings, or throwing axes), and a melee weapon in addition to treasure noted below. Patrols will attempt to avoid detection and report back to **Dragor's Mine (Hex 04.03)**.

Bugbears (2d4) - AC 5 (14), HD 3+1, #AT 1, D 2d4 or by weapon, MV 9

Stealthy. Treasure: 5 GP, 20 SP each. One or two have *Minor Loot* (see *Extras*).

9-11 Iron Haulers (roadways only, treat as Bugbear Patrol elsewhere)

A group of **Bugbears** leading **Slaves** hitched to iron-filled carts. All Bugbears carry basic supplies for a few days, a missile weapon (spears, slings, or throwing axes), and a melee weapon in addition to treasure noted below. If attacked the bugbears will flee towards **Dragor's Mine (Hex 04.03)**, leaving the slaves and carts behind.

Bugbears (2d6) - AC 5 (14), HD 3+1, #AT 1, D 2d4 or by weapon, MV 9

Stealthy. Treasure: 5 GP, 20 SP each. One or two have *Minor Loot* (see *Extras*).

Slaves (3d4) - AC 9 (10), HD 1, #AT 1, D 1d4, MV 9

Feeble, chained.

12 Escaped Slaves

A ragtag group of escapees from **Dragor's Mine (Hex 04.03)**. These unfortunates still wear the heavy leg irons all slaves are fitted with when they arrive at the mine. They have nothing of value, but they can describe the layout and occupants of the mine and nearby **Stone Root Village (Hex 03.04)**.

Slaves (1d4+1) - AC 9 (10), HD 1, #AT 1, D 1d4, MV 9

Feeble, chained.

Encounters (continued)

13 Giant Eagle (daylight only, treat as Vampire Bats at night)

A solitary **Giant Eagle** hunts in this area. It's smart enough to avoid large groups, but may pick off a small straggler if the opportunity presents itself.

Giant Eagle (1) - AC 7 (12), HD 4, #AT 3, D 1d6/1d6/2d12, MV 3 / 48 flying

Sharp-eyed, intelligent.

14-15 Giant Vampire Bats (nocturnal only, treat as Giant Eagle in daylight)

A swarm of **Giant Vampire Bats** from **Guano Cave (Hex 06.01)**. These creatures will attempt to attack sleeping creatures, using their anesthetic, blood-sucking bite to drain their victim dry.

Giant Vampire Bats (2d4) - AC 8 (11), HD 2, #AT 1, D 1d4, MV 3 / 18 flying

Stealthy, anesthetic bite, blood drain, evasive flight.

16-17 Grizzly Bear

This highly territorial creature will attack intruders on sight, focusing its rage on a single target. The bear's hide, if it can be harvested intact, is worth 100 GP.

Grizzly Bear (1) - AC 6 (13) HD 6+6 #AT 3, D 1d8/1d8/1d12, MV 12

Hug attack, aggressive.

18-19 Herd Animals

A group of mundane beasts, deer, mountain goats, elk, or similar. These creatures will avoid contact, but if threatened they will flee or attack as a group. A careful hunter could pick off a herd member or two without alarming the rest.

Herd Animals (3d6) - AC 8 (11) HD 2-3 #AT 1, D 1d6, MV 15-18

Trample attack.

20 GM Choice

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

Notes:

Extras

Painbite

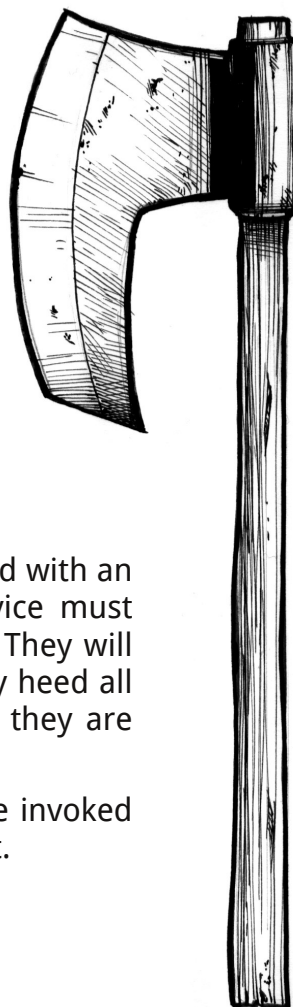
This axe appears to be nothing special, a heavy, single-bladed axe with a blackened wooden handle. Careful examination reveals a small demonic rune etched into the blade. The weapon is enchanted for accuracy and damage (+2). Any natural 19 or 20 attack roll invokes **Painbite's** unique power. Targets so struck must make a saving throw versus magic or suffer wracking pain in their limbs and head. Victims drop all held items, any spell being cast is ruined, and they cannot act for one round.

The axe's unique ability is powered by a minor imp imprisoned within the blade. This creature will goad **Painbite's** owner to violence whenever possible, whispering suggestions in their ear and inflicting minor discomforts upon them.

Rod of Apathy

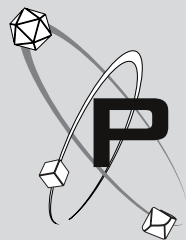
The **Rod of Apathy** has a thick metal shaft, about thirty inches long, tipped with an orb of pure white stone. Those touched by this insidious magical device must make a saving throw versus magic or lose the will to do, well, anything. They will stand around in a daze, taking no action unless directed by another. They heed all suggestions offered by friend or foe, randomly following any directions they are given.

The **Rod of Apathy's** effects last for a full hour. It's potent power can be invoked twice a day, and requires a successful to hit roll against an unwilling target.



Minor Loot (roll 1d10)

- | |
|------------------------------------|
| 1 Gems, 2 base 50 GP |
| 2 Gold ring, 150 GP |
| 3 Jeweled dagger, 90 GP |
| 4 Gems, 1 base 500 GP |
| 5 Jeweled bronze bracer, 50 GP |
| 6 Silver inlaid torc, 80 GP |
| 7 Gems, 3 base 100 GP |
| 8 Silver and agate necklace, 75 GP |
| 9 Healing potion |
| 10 Scroll of 1 magic-user spell |



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