

Hexed Places

Two Fang Gap



Created by Mark A. Thomas





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Artists

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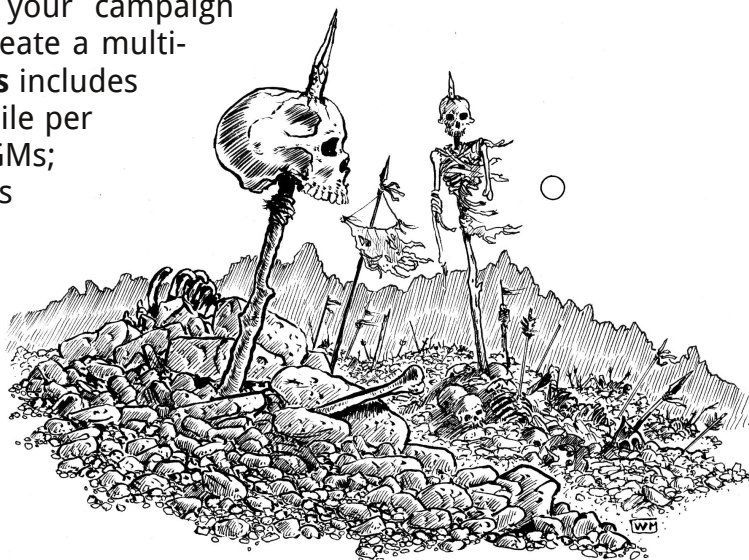
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About Hexed Places

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 area.

Locations

The major locations in the region are detailed in this section. Each location is referenced by hex coordinates and a name. Entries are ordered column by column, west to east / north to south.

Encounters

This table reflects the typical 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 other sections of the 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.

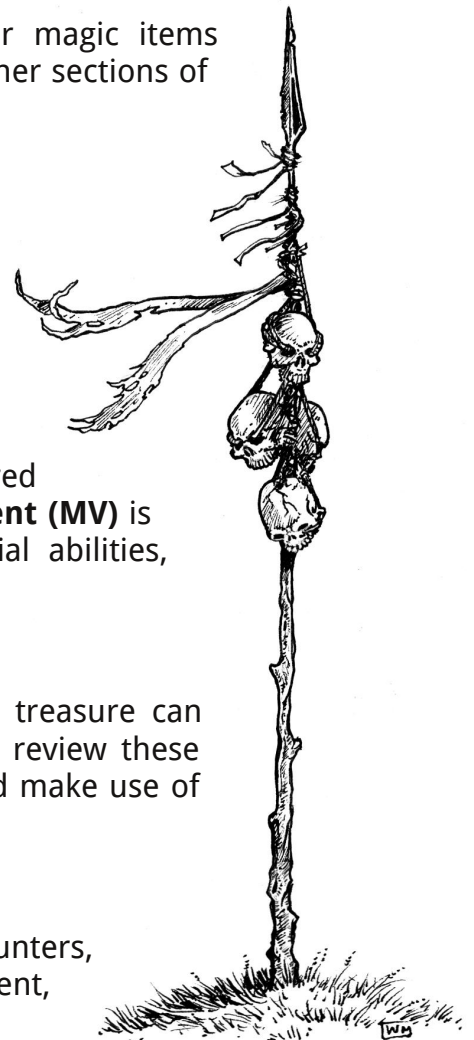
This stat block represents five, one hit-die Orcs. **Armor Class (AC)** values are given as **descending (ascending)**. An unarmored character is **AC 9 (10)** and chainmail provides **AC 5 (14)**. **Movement (MV)** is given in generic units. Unburdened humans are **MV 12**. Special abilities, class/level,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

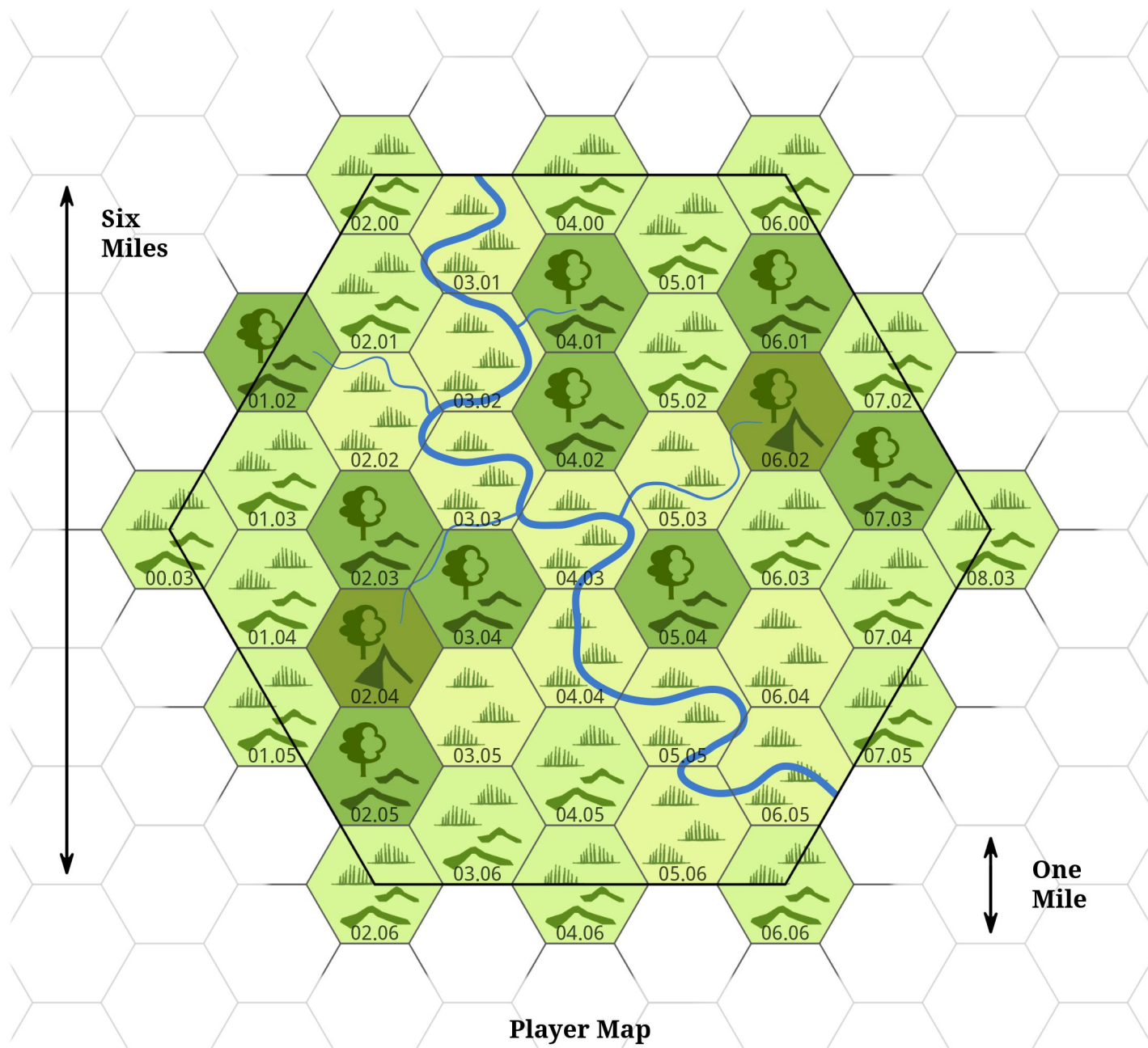
Treasure

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.

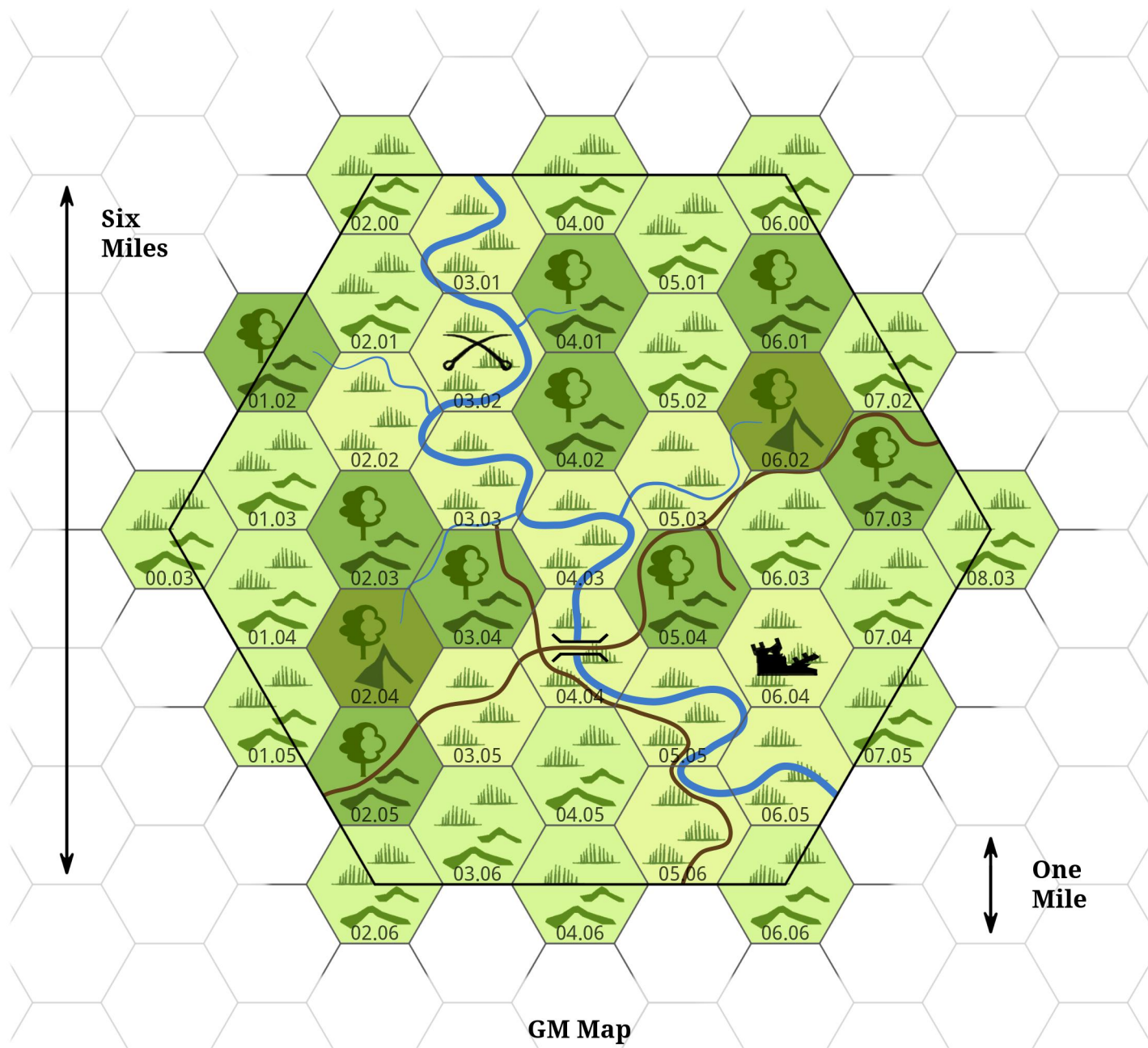
Experience

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:

Two Fang Gap

Two tree-sided mountains rise above the low hills of this area, giving it its name. The peaks and surrounding hills are divided by a broad grassy valley, and the deep, slow-moving Two Fang River. This runs more or less north to south (**Hex 03.01** to **Hex 06.05**). Its dark waters are too deep to ford.

A narrow road with several branches runs southwest to northeast (**Hex 02.05** to **Hex 07.03**). Two of these branches dead end, one near a lesser stream along the Two Fang River, the other in the hills northwest of **Spike Tower Ruins (Hex 06.04)**. The third leads away south (**Hex 05.06**). **Gargoyle Bridge (Hex 04.04)** carries the main roadway across the Two Fang River.

Rumors

Despite its relatively short stature, no one has climbed the **East Peak (Hex 06.02)**. Or no one has climbed it and lived to tell about it.

The trappers and hunters that sometimes visit the area around **West Peak (Hex 02.04)** keep away from the northern stretch of river. There's bad magic at work up there.

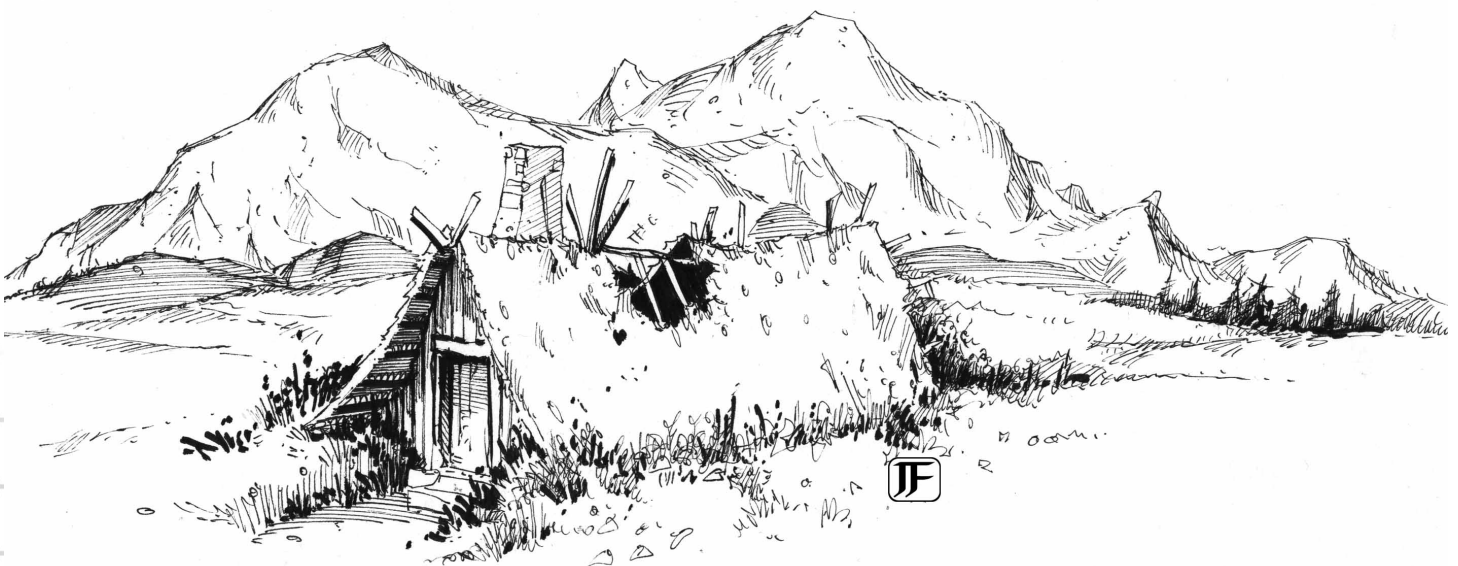
All sorts of vermin crawl across the plains around the **Gargoyle Bridge (Hex 04.04)**. Bugs, lizards, plants, it's all dangerous to the unwary.

The **Field of Bones (Hex 03.02)** along the river is haunted. The burial mounds are full of treasure, but the spirits of the dead kill anyone that tries to rob them.

The ruined tower west of the river was built by the same folk that built the bridge. For a time it was used by guards who watched the road, but the place is long-abandoned.

If you choose to pass through Two Fang Gap, keep an eye on the skies. More than one careless traveler has been carried off by the horrible creatures that live on the peaks.

Paven Kotas, last captain of the **Red Host**, found her end on the shores of the Two Fang River. The Red Host was broken when she died, but some say her children still dream of restoring the company's name to its former glory.



Locations

Hex 02.04 - West Peak

This forested mountain is shorter but bulkier than its partner. The oaks and maples of the lower slopes give way to pines and firs on the upper slopes, and a granite outcropping of no particular prominence marks the peak's highest point.

The dense woods on the mountain and the surrounding hills support a rich and varied population of wild animals, including several beaver colonies along the stream that leads away to the northeast. Trappers and hunters sometimes visit this area, the profit from furs outweighing potential hazards.

Hex 03.02 - Field of Bones

A bight of the Two Fang River and one of its tributaries almost surround this dismal field. The red-veined grass grows thickly here, except where stone-covered grave mounds decorated with bones and rusty weapons rise above stalks and leaves splotched with black mold. The still air feels cold no matter the season, and beasts become restive and nervous if forced to cross this desolate plain.

Grave mounds mark the burial sites of **Red Host** mercenaries that fell in battle here, trapped between the river and their pursuing foes. The bravest stood with captain **Paven Kotas** at the river's edge, cursing their cowardly companions who tried to escape by swimming the river. Those who fled drowned or were slain by enemy arrows; those who remained died by the sword, unwilling to surrender. The enemy buried the brave with honor and burned the rest. See the **Burial Mound Contents** table to determine what's inside each mound.

The **Doomed Souls** of the cowardly soldiers rise each night, scrabbling at the burial mounds of their honored comrades. They cannot rest until they are forgiven, but the dead have no mercy. Only a living descendant of one of the fallen warriors can break the curse.

Doomed Soul (2d6) - AC 5 (14), HD 5, #AT 2, D 1d8+1/1d8+1, MV 9

Silver weapons required to hit. Immune to cold. Touch drains strength.

Doomed Souls that are killed rise again the following night. They can only be permanently destroyed by an exorcism ritual or by being forgiven by a true heir of the fallen.

Hex 04.04 - Gargoyle Bridge

This ancient, vine-covered, granite bridge has seen better days. The old wooden railings and their stone posts are mostly rotted away and broken off, and many of the roadway's flagstones are cracked or missing. Despite the appearance of age, the underlying structure is sound; it can easily support even a heavily laden wagon.

There are two **Gargoyle** statues at either end of the bridge, all in good shape. These enchanted constructs were placed by the bridge builders to protect the structure. Any overt attempt to damage the bridge will bring them to life to defend the bridge, attacking with claws, fangs and horn.

Gargoyle (4) - AC 5 (14), HD 4+4, #AT 4, D 2x1d6/1d4/1d8, MV 9 / 15 flying

Magic weapons required to hit. Fearless defenders. Self-repairing.

Locations (continued)

Hex 05.01 - Elk Hills

A herd of **Giant Elk** roam this area and the surrounding grassy hills. These huge beasts are seven feet high at the shoulder, more than a match for predators, even the griffons of **East Peak (Hex 06.02)**.

Giant Elk (31) - AC 7 (12) HD 5 #AT 2 hooves or antlers, D 1d6/1d6 or 2d4, MV 18

Trample attack. Charge for double damage. Treasure: Huge antlers 25 GP per set

Hex 06.02 - East Peak

This mountain's gentle wooded lower slopes give way to steep rocky faces and broken ground higher up. There are many deep crevices and caves hidden by stones and boulders on these rocky slopes. A pride of **Griffons** inhabits the largest of these cave systems.

Griffons (6) - AC 3 (16), HD 7, #AT 3, D 1d4/1d4/2d8 M 12 / 30 flying

Fierce. Horse hunters.

The lair is strewn with the bones of past victims, mostly horses and other herd animals. However, there are humanoid remains here too. Searching the chambers will uncover 900 GP, 1300 SP, and 2100 CP in various sacks, pouches and bags; 9 gems, 3x100 GP, 2x250 GP, 3x500 GP, 1x1000 GP base values; a suit of +1 plate armor sized for a dwarf; and a potion of flight. There is also a 25% chance of 1-2 eggs in the caves. These can be sold for several thousand gold pieces each.

Hex 06.04 - Spike Tower Ruin

The origins of this tower are unknown, but the moss-covered, yellowish stones used in its construction were not cut from any local hill or cliff. The tower is a round, two-story spire topped with a pointed, steep-sided roof. The rotting roof timbers and slate tiles that remain cover about half the interior. A stone stair spirals up from the paved ground floor, but it leads nowhere; the second floor has collapsed under the weight of roof debris. **Giant Wasps** have built a nest in the partial shelter offered by the old roof.

Giant Wasp (12), AC 4 (15), HD 4, #AT 2, D 2d4/1d4 bite/sting, MV 6 / 21 flying

Paralyzing sting. Swarm tactics. Fire vulnerability.

These creatures buzz across the entire area (favoring the east side of the river). They paralyze any creature they encounter with their poisonous sting and drag them back to the nest to serve as living food for wasp larvae. The remains of these victims, fragments of bone and metal, shreds of cloth and leather, and a few handfuls of minor valuables, are scattered across the tower's floor, mixed with fallen roof tiles and rotten wood.

There is a hidden compartment built into the south wall of the tower. The iron box within is trapped with a magical glyph, and contains the coded journal of the engineer / magician that built **Gargoyle Bridge (Hex 04.04)**. The journal contains instructions for creating and enchanting stone gargoyles like those that guard the bridge. It also contains a good, but outdated, map of the area, covering territory within 20 miles of the tower.

Encounters (roll 1d20)

1-3 Giant Wasps

A pair of hunting **Giant Wasps** from **Spike Tower Ruin (Hex 06.04)**. These creatures will cooperate and attack a single target. If they succeed in paralyzing their chosen victim they will carry it back to their nest.

Giant Wasp (2), AC 4 (15), HD 4, #AT 2, D 2d4/1d4 bite/sting, MV 6 / 21 flying
Paralyzing sting. Swarm tactics. Fire vulnerability.

4-6 Griffons

A solo flier from **East Peak (Hex 06.02)**. This clever hunter will avoid contact with a numerous or powerful party, but horses are fair game.

Griffon (1) - AC 3 (16), HD 7, #AT 3, D 1d4/1d4/2d8 M 12 / 30 flying
Fierce. Horse hunters.

7-8 Doomed Soul (night only, treat as Giant Wasp during the day)

This undead creature has wandered away from the **Field of Bones (Hex 03.02)**, at least temporarily. If forced to retreat this creature will flee toward the Field of Bones.

Doomed Soul (1) - AC 5 (14), HD 5, #AT 2, D 1d8+1/1d8+1, MV 9
Silver weapons required to hit. Immune to cold. Touch drains strength.

9-10 Hunters / Trappers

These cautious visitors are only here for furs and game. They'll use their wilderness skills to evade foes, but if pressed they'll defend themselves, setting traps and planning careful ambushes. In addition to coinage listed below, these trappers have 1d4 bundles of furs, each worth 1d6x20 GP.

Hunters / Trappers (1d6) - AC 7 (12), HD 1+1, #AT 1, D spear or long bow, MV 9
Woodwise. Stealthy. Treasure: weapons, 5 GP, 10 SP each.

11-12 Giant Elk

This group of 1d4 strays has left the main herd in the **Elk Hills (Hex 05.01)**. They are seeking a new home and will aggressively seek to drive off intruders.

Giant Elk (1d4) - AC 7 (12), HD 5, #AT 2 hooves or antlers, D 1d6/1d6 or 2d4, MV 18
Trample attack. Charge for double damage. Treasure: Huge antlers 25 GP per set.

13 Grave Robbers

These bandits are seeking the **Field of Bones (Hex 03.02)**. They're planning to rob the grave mounds and if the party seems amenable, will offer to join forces. They're untrustworthy, but well prepared. They have two mules loaded with food and miscellaneous gear.

Grave Robbers (1d4+1) - AC 7 (12), HD 1+1, #AT 1, D short sword or crossbow, MV 9
Sneaky. Greedy. Treasure: weapons, 5 GP, 10 SP each.

Encounters (continued)

14 Plains Lizards

These small, colorful predators roam the plains in packs, digging burrowing mammals out of their dens or ambushing weakened deer or antelope. Adults are three feet long nose to tail, and present little threat to a healthy person. Their rainbow-scaled hides are quite valuable.

Plains Lizards (2d6) - AC 5 (14), HD 1, #AT 1, D 1d4, MV 9 / 3 burrowing

Rainbow-scaled hide. Soporific venom.

15 Bind Vine

This sprawling weed lures prey with sweet, bright-red fruits. Slow-moving vines grasp victims while hollow thorns inject a mild poison. Small creatures usually succumb to the vine's attack, but larger creatures sometimes break free, spreading seeds from consumed fruit.

Bind Vine (1) - AC 8 (11) HD 4, #AT 2d4, D 1d4 / attack, MV 0

Entangling branches. Venomous thorns.

16-17 Giant Beetle (dry areas only, treat as Giant Snapper near water)

These large omnivorous insects roam the area looking for anything edible. They attack without fear, and their powerful jaws can sever limbs. Armorers can use their heavy shells to make formidable armor.

Giant Beetle (1d4) AC 3 (16) HD 3, #AT 1, D 2d4, MV 9 / 9 flying

Nipper mandibles. Valuable shells.

18-19 Giant Snapper (water only, treat as Giant Beetle elsewhere)

Giant Snapping Turtles lurk along river and stream edges, motionless and undetectable. They strike with blinding speed, their long necks giving them excellent reach. Once one of these half-ton monsters latches onto prey, it drags it into the depths to be consumed at leisure.

Giant Snapper (1) - AC 2 (17), HD 4, #AT 1, D 2d8, MV 6 / 9 swimming

Jaws of death. Lurking hunter. Camouflage.

20 GM Choice

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

Notes:

Extras

Burial Mound Contents

All burial mounds contain the remains of one or two warriors who died in the ancient battle that took place here. Unless otherwise noted, these remains are intact and dressed for battle, though weapons, armor, and gear is in poor shape due to time and weather. Unique items are denoted in **bold**. If you roll a unique item more than once, treat it as a 1-20 result.

Burial Mound Contents (roll 1d20)

1-4	Already looted. There's nothing of value here.
5-8	Minor tarnished silver and copper jewelry, 10 GP total value.
9-11	Den of 1d5 pests: 1-2 Giant Rats, 3 Giant Centipedes, 4 Skeleton Horror.
12-13	1d4 gold badges and medals, 25 GP each (more to a collector of military memorabilia).
14-15	1d2 pieces of gold jewelry, 1d8x100 GP each.
16-17	1d4 bejeweled weapons, 1d6x50 GP each.
18	A silver-headed magical mace (+2, +4 vs. undead).
19	The Horn of the Battlemaster.
20	The Captain's Tomb.

Burial Mound Pests

Once these pests have been disposed of, roll again on the **Burial Mound Contents** table to see what else the mound contains.

Giant Rat (1d4) - AC 8 (11), HD 3 HP, #AT 1, D 1d4 MV 9

Diseased bite (25%).

Giant Centipede (1d6) - AC 6 (13), HD 1, #AT 1, D 1d4 MV 12

Weak poison bite.

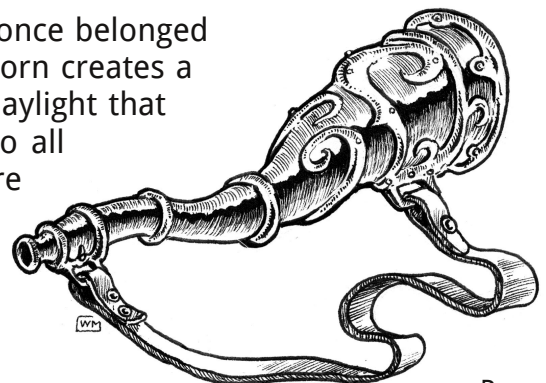
Skeleton Horror (1d2) - AC 7 (12) HD 1, #AT 3, D 1d4/1d4/1d4, MV 6

Pierce and slash resistant. Mindless. Sense life.

Skeleton Horrors are worm-like constructs created from the bones of the cursed dead. These mindless creatures seek out living creatures and attack with jabbing points and jagged edges.

The Horn of the Battlemaster

This ebony horn is decorated with swirling silver trim. It once belonged to the **Red Host's** standard-bearer. When sounded the horn creates a 120-foot radius stationary sphere of light equivalent to daylight that lasts one hour. Allies within the area gain a +3 bonus to all morale checks and saving throws versus fear. Undead are repelled by the light and must save versus magic to enter the lit area. The horn can be sounded once per day.



Extras (continued)

The Captain's Tomb

The remains of **Paven Kotas**, last captain of the **Red Host**, lie on a low stone platform. Her silvery mail, polished two-handed sword, and red-furred cloak are perfectly preserved, as are her remains. Those who laid her to rest cast a preserving spell on her tomb.

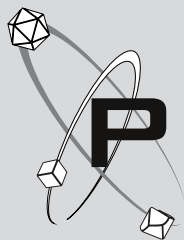
The captain's mail and sword are finest quality mundane items. Her red-furred cloak is magical, bestowing extra quickness on the wearer (+2 movement speed, +1 AC bonus). The cloak's clasp is decorated with the seal of the Kotas family.

Removing anything from this tomb invokes a minor curse. Each night the spectre of captain Kotas will visit anyone possessing any of these items. She does no harm and makes no sound, but her threatening gaze and gestures are disconcerting and disturbing.

The Red Host

The Red Host was the honorable mercenary company that met its end along the banks of the Two Fang River. The family name Kotas is associated with the leadership of the company. The GM should expand upon the company's history, renown, and family ties as they see fit.





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