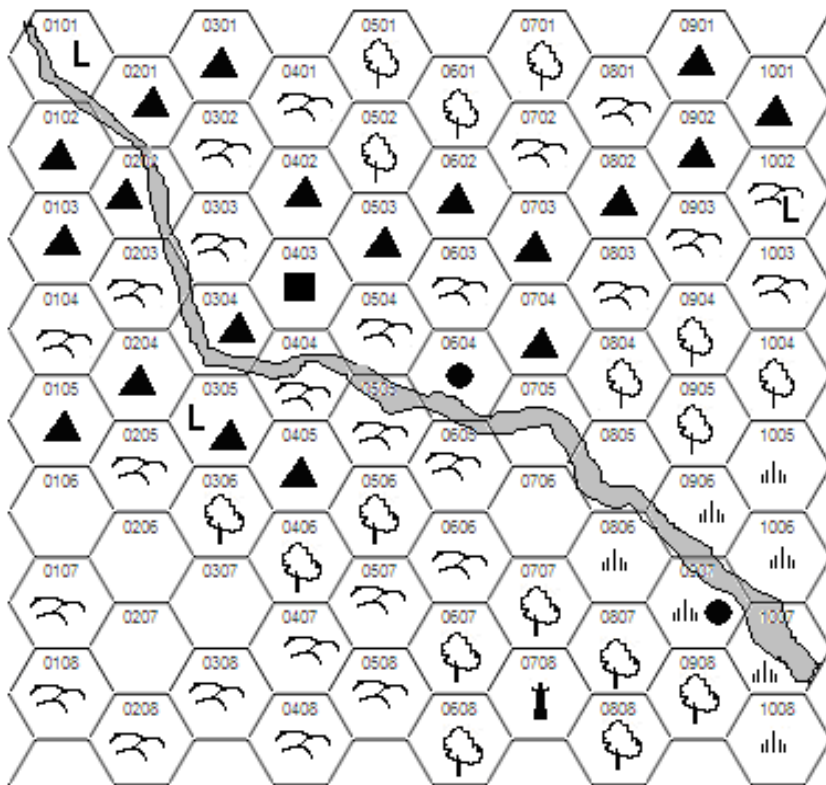


# UPPER CRAIKLEY



## Legend

|            |         |
|------------|---------|
| Clear      | L Lair  |
| Grasslands | Ruins   |
| Hills      | Tower   |
| Mountains  | Village |
| River      |         |
| Woods      |         |

## Hex Key (1hex = 5 miles)

Each day roll 1d10 and 1d8, giving two figures that when put together give a Hex number. From then onwards, 3d4 Norse Invaders are encountered in that hex daily in addition to encounters on the table below. If the same Hex number is generated again then the number of Norsemen is doubled.

## Daily Encounters (roll 3d6):

- 3 Troll with 1d3 Goblins.
- 4 Jubjub Bird in flight.
- 5 Wandering Treant.
- 6 Goblins on Wargs, 1d3.
- 7 Boojum
- 8 Wolves, 2d6
- 9 Bandersnatch
- 10 Goblin Scouting Party, 2d4.
- 11 Trading caravan with Guards, 2d6.
- 12 Lost children, 1d20.
- 13 Bandits, 3d6 (from Hex 1002).
- 14 Elves glimpsed in distance, 1d4.
- 15 Lepers on pilgrimage, 1d8.
- 16 Giant Eagles soar overhead, 1d3.
- 17 The Wild Hunt (3d4 Were-deer).
- 18 Jabberwock.

0101. Stockade of the Hill Giant Magool. Bleak upland moors.

0102. Stray goats grazing, branded with the letter 'M'.

0103. Windswept crags, pockmarked with scrub.

0104. Ancient barrows of a forgotten race. Mostly looted.

0105. Dotted with pools of stagnant water.

0106. Empty, no natural cover.

0107. Large anthills. The ants are mildly poisonous.

0108. Perched on a hill, the ribcage of a gigantic beast.

0201. Rugged and mist-laden.

0202. A dam across the river has been partially constructed.

0203. Rumoured to be where Duke Craikley is buried, with his treasure.

0204. Any Magic-user who sleeps here awakes in Hex 0704.

0205. Wasteland razed by flames long ago.

0206. Even more empty than 0106. Sounds travel backwards.

0207. Fragrant flowers cause sleep for 366 days. Saving Throw to avoid.

0208. Large valley forms a natural amphitheatre where Druids meet.

0301. Empty monastery built into a mountain under a Giant Owl's nest.

0302. Great crevasse belches smoke.

0303. Broken hills. Caved-in copper mine.

0304. Many caves and Bears.

0305. Caves of Hafan Deg. A lonely Red Dragon, she sleeps but lightly.

0306. A large ring of blackened tree stumps.

0307. Wild Horses roam here.

0308. Flat-topped hill with a bonfire recently piled atop it.

0401. Jagged hills criss-crossed by tiny streams.

0402. Sacrificial stone table. At midnight, the ghosts of slain virgins appear.

0403. Ruins of Ambaise. Once a fortified town, now unoccupied....

0404. Skeleton hangs in a gibbet besides a broken bridge.

0405. Rock-pool displays scenes from the battle that occurred at Hex 0702.

0406. Sacred Druidic grove. Recently ransacked and defiled.

0407. Just hills y'know.

0408. There is a mysterious crater, deep and wide.

0501. Stone statue of a pregnant Ogre, festooned with bramble wreaths.

0502. Dark and chill. Giant Spiders await the unwary.

0503. Bare rock. Nothing grows here except the PCs unease.

0504. Cultivated Hills. Farmsteads and Horse-breeders.

0505. Bridge across river. Militiamen demand toll.

0506. Within a woodland glade, a Unicorn grazes, watched over by Pixies.

0507. A large bonfire has been piled here recently.

0508. This cursed area is in total darkness. Only magical light works here.

0601. Dense canopy, little undergrowth, much birdsong and whispers.

0602. An old Dwarf hermit dwells here. He speaks in riddles.

0603. Solitary mule trudges about. It's pack contains tools and a map.

0604. Village of Hambleford (popn: 400): Hunters, miners, lumberjacks.

0605. Cultivated hills. Root crops in abundance.

0606. Remains of a Gypsy camp. They left in a hurry.

0607. Eldritch fog is ever-present. Increased chance of getting lost here.

0608. Deep in the woods there is a wide pit filled with bones.

0701. Small flock of Were-Ravens nest here.

0702. Ancient battlefield. Zombie Legionaries erupt from the earth at dusk.

0703. Many tunnels leading to caves filled with Gnomish sculptures.

0704. It always seems to rain in these mountains.

0705. Lumberjacks working. They lash logs together to drift downriver.

0706. A line of seven stone columns that generate a droning 'OM'.

0707. Many thorny bushes. Movement is three-quarters normal rate.

0708. Haunted Tower. Former residence of the ill-fated Duke Craikley.

0801. Eerie silence. Roll 1d6: Time moves thrice as 1-3 slow, 4-6 fast here.

0802. Small lakes. Good fishing.

0803. Unknown. No-one has ever set foot here.

0804. Weird chimes hang from branches. Magic-users cannot concentrate.

0805. A large Sabre-toothed Cat hunts here.

0806. Local Militiamen will approach the party.

0807. Trapper's patch. 2 in 6 chance of becoming ensnared.

0808. Carnivorous vines hang from trees.

0901. Snow-capped. Giant Eagles nest here.

0902. Mountain lake hides sunken ruins guarded by Giant Eels.

0903. Rolling hills and valleys. Burnt-out farmsteads.

0904. A circle of large moss-covered menhirs within a hidden clearing.

0905. Giant Rats dwell under the roots of a giant oak.

0906. Marshland. Giant Dragonflies often graze here.

0907. Village of Littlemere (popn: 200): Trappers, fishermen, herbalists.

0908. Strange symbols carved into trees that glow blue during the night.

1001. The wreck of a wooden longboat lies in a valley.

1002. Bandit Camp (popn: 40): Led by Chebz, a one-eyed Were-Weasel.

1003. Cottage of the three Gwanwyn sisters. Brewers of moonshine.

1004. Abandoned Halfling treehouses. One harbours Giant Bats.

1005. Fenland. Snakes and patches of psychotropic mushrooms.

1006. Fenland. Cattle grazing. They will follow the party while in the Hex.

1007. Boggy. Peasants collecting peat for fuel.

1008. Marshland. Stirges nest amongst the bullrushes.

by Sean Wills