

THE HEART OF DARKNESS

by Lord Kilgore

www.lordkilgore.com

Adventure in the treacherous valley of an immense river snaking deep into an unknown continent

- 0118** START: Trading post town serving ivory hunters, prospectors, and explorers. Tales of untold riches attract those seeking glory and adventure.
- 0215** Boat with load of ivory beached on east shore. Crewed by ghouls.
- 0216** Stones and sandbars. Piloting check to avoid grounding. Half move.
- 0218** Band of brigands on north shore. Friendly native tribe on south.
- 0219** Rumor claims that a tower in this area has a large labyrinth below it.
- 0312** A man raised in the wild rules a huge tribe of apes. He is fiercely territorial and might attempt to take attractive an female PC as a mate.
- 0313** Shrine on hill visible from river. Occupied by peaceful friars who become vampire monks by night. They guard a hoard of gold and ivory.
- 0316** Giant statue of snake man waist-deep in middle of river.
- 0414** Small ivory collection camp is last permanent outpost of civilization.
- 0417** Statue of elephant with golden tusks is a stone golem with double HD.
- 0514** 20% chance 1d6 giant eagles from mountains in 0513 attack any boats on river. Legend says nests are lined with ancient gold.
- 0515** 100' square tone platform atop 20' columns. Origin unknown.
- 0614** Ruined temple complex on north bank. Home to savage beastmen.
- 0712** Fallen iron tower buried in a sandbar is actually a primitive submarine.
- 0713** Hut of a hunter with huge ivory hoard and a tribe of loyal native followers. He is ill and hopelessly insane from his isolation. Each day he is equally likely to be either a sickly old man or a powerful, megalomaniacal sorcerer. He is revered as a god by locals and envied by other ivory hunters.
- 0812** Giant octopus lairs in cave in river bed. 1 in 6 chance of attacking.
- 0813** Tribe of cannibalistic natives patrols this hex looking for next meal.
- 0814** Gigantic sinkhole. Entrance to extensive megadungeon near bottom.
- 0816** Tribe of stone age tech snake-men will attempt to sacrifice any females they capture to the volcano. They are in awe of upriver snake-men.
- 0906** Legendary Graveyard of the Elephants. Protected by fanatic natives.
- 0907** Astute observers may be able to make out an overgrown terrace city on the mountainside. It is inhabited by evil spirits with much treasure.
- 0909** Family of green dragons lair here and patrol surrounding 2 hexes.
- 0912** Malarial swamp containing an overgrown manor house from ages past. Each hour spent in swamp doubles chance of contracting malaria.
- 0914** Ancient stone bridge spans river. Spirits haunt it at night.
- 0915** Rumbling volcano spews smoke and ash. 10% chance/week for major eruption. Castle partly buried in hardened lava half-way up the east side.
- 1005** Jade tower inhabited by otherworldly shaman and his charmed slaves.
- 1006** Sunken graveyard inhabited by undead snake-men that rise out of the river to attack. Mausoleum contains swamp mummy lord and cursed gold.
- 1008** Large tribe of civilized snake-men led by snake-woman druid.
- 1011** Giant pyramid, possibly part of a tomb complex. No entrance evident.
- 1013** Spider Mountain. Entire hex crawling with various giant spiders ruled by a horrible woman/spider queen living in a temple covered with web.
- 1014 & 1015** Ash and devastation from volcano in 0915. Totally barren.
- 1015** Clan of fire demon worshipping dwarves lair in mountain tunnels.

1 hex = 15 miles

The river is an average of 500' wide, 25'-40' deep in the center, and flows at 3 mph.

Boats with a full crew of rowers can travel upstream 10 miles per day and downstream 15 miles per day.

The Heart of Darkness is ripe for your own creations, published adventures, and especially other 1-Page Dungeons.

-  Heavy Forest
 -  Forest Hills
 -  Forest Mountains
 -  Mountains
 -  Volcano
- Map created with Hexographer Pro

- 1111** 100' obelisk has fallen into river. Base conceals stairs leading down to tunnel network.
- 1115** Small island is home to barbaric but noble elves who battle the dwarves in 1015.
- 1205** Huge iron chain on east bank leads upward and disappears out of sight into the sky.
- 1213** Pier jutting into river connects to paved road leading northwest into the unknown.
- 1216** A giant is manacled to the side of a mountain. His bellowing can be heard for many miles. He is the deposed king of the fire giants, his throne taken wrongfully by his sister.
- 1403** Small tribe of natives live in fear of snake-men who live to the northeast.
- 1404** Band of raiders led by native ranger lord battle against snake-men from city in 1502.
- 1501** Giant lizards are very common here. A tyrannosaur roams the hex.
- 1502** Advanced tribe of snake-men ruling an ancient crumbling city on the southern bank allow none to travel upriver.

Licensed under [Creative Common Attribution-Share Alike 3.0](https://creativecommons.org/licenses/by-sa/3.0/)

[http://creativecommons.org/licenses/by-sa/3.0/](https://creativecommons.org/licenses/by-sa/3.0/)