

Hexed Places

Compendium



Created by Mark A. Thomas





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Artists

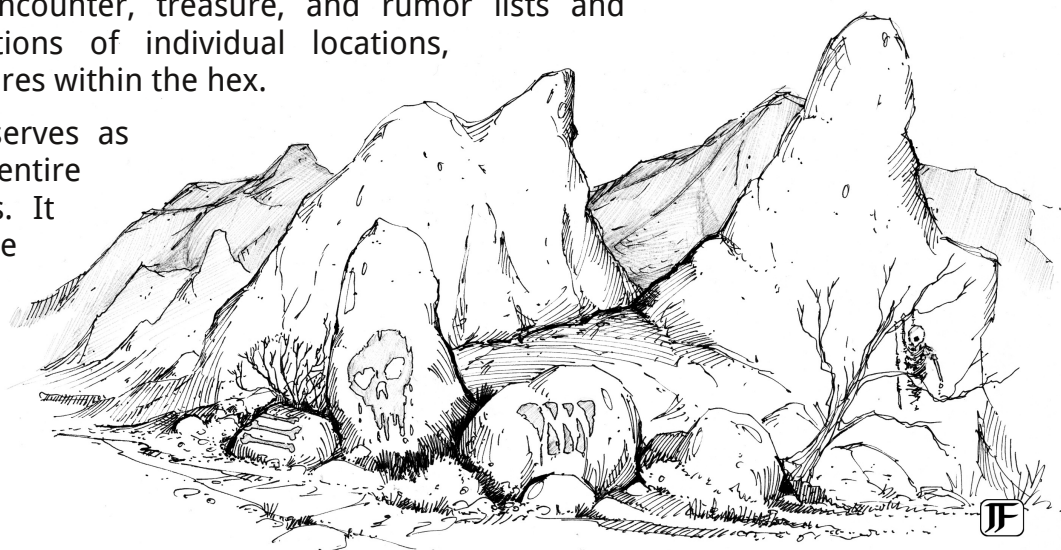
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Maciej Zagorski / The Forge Studios (Warning Stones)

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.

This **Compendium** serves as an index of the entire **Hexed Places** series. It includes brief locale summaries plus item, creature, and table indexes.



What Are Hexed Places?

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 includes a set of rumors that may or may not provide accurate information.

Locations

The major sites in the region are detailed in this section. Each area of interest is referenced by hex coordinates and 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:

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 Orcs with one hit die each and one attack that does 1d6 damage. 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 this information and adjust it 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's left in the hands of the GM.

The Map Key

The following page contains a detailed map key that includes descriptions for all the terrain images and icons used in Hexed Places. In most cases, maps only include a handful of terrain types because they cover a fairly small area. The listed descriptions are, of course, only suggestions. Feel free to alter terrain or icon descriptions to fit your campaign.

Map Key 1 Hex = 1 Mile

	Badlands		Hills		Battle
	Beach		Jungle		Bridge
	Blank		Jungle Hills		Camp
	Broken Lands		Jungle Mountain		Campsite
	Cactus		Jungle Mountains		Castle
	Coastal Desert		Jungle Wetlands		Cave
	Cold Desert		Kelp Forest		Fort
	Cultivated Farmland		Kelp Forest Heavy		Ice Flow
	Dead Forest		Light Evergreen		Landmark
	Dead Forest Hills		Light Forest		Lighthouse
	Dead Forest Mountain		Light Jungle		Mines
	Dead Forest Mountains		Marsh		Monolith
	Dead Forest Wetlands		Mixed Forest		Monster Lair
	Deep Ocean		Mixed Forest Heavy		Point of Interest
	Deep Sea		Mixed Forest Hills		Port
	Dormant Volcano		Mixed Forest Mountains		River
	Evergreen Hills		Moor		Road
	Evergreen Mountain		Mountain		Ruins
	Evergreen Mountains		Mountains		Shipwreck
	Evergreen Wetlands		Ocean		Shrine
	Farmland		Reefs		Statue
	Forested Hills		Rocky Desert		Totem
	Forested Mountain		Sand Dunes		Tower
	Forested Mountains		Sandy Desert		Town
	Forested Wetlands		Savanna		Village
	Fungal Forest		Sea		Waystation
	Glacier		Shoals		Whirlpool
	Grassland		Shrubland		X Marks the Spot
	Grassland Hills		Shrubland Hills		
	Grassland Poor		Snow Fields		
	Grassy Hills		Snowcapped Mountain		
	Grazing Land		Snowcapped Mountains		
	Heavy Cactus		Steppe		
	Heavy Evergreen		Swamp		
	Heavy Forest		Volcano		
	Heavy Fungal Forest				

The Hexed Places

Ash Wood

[DriveThruRPG](#) [RPGNow](#)

Years ago a falling star landed in this densely wooded area, starting a fire that burned away much of the forest. The woods have grown back in many places, but the area around the landing site is still a burned and blackened ruin. Some say the fallen star was no star, that it was a living thing that now lurks in the Ash Wood. No one knows the truth of the matter, but few dare these haunted woods after dark and fewer still return to tell their tale.

Bitterblack Forest (New!)

[DriveThruRPG](#) [RPGNow](#)

The narrow road that leads through the rugged Bitterblack Forest is a convenient but dangerous shortcut. Rangers try to protect travelers who choose this path, but the dark woods hide terrible dangers.

Crescent Lake

[DriveThruRPG](#) [RPGNow](#)

Surrounded by lowland forests and rounded hills, the waters of Crescent Lake are green and deep and still. The reclusive villagers of Chire scratch out a poor living farming the boggy lands around the lake, reminiscing about better days, when the now abandoned mine once brought wealth to the area. Travelers passing through the area keep careful watch after dark near the lake. Rumor suggests the villagers prey on passersby.

Denshi Ferry

[DriveThruRPG](#) [RPGNow](#)

Denshi Ferry marks the edge of the local realm and is the only mundane crossing of the mighty Denshi river within many miles. An offering at the nearby shrine to Anamika the river guardian is said to ensure a safe river crossing. The River's Edge Inn offers adventurers heading into the wilderness beyond the river a few last comforts, and a guard post protects the near side of the river from potential threats.

Fen Fields

[DriveThruRPG](#) [RPGNow](#)

This plains region is divided by a slow river that runs from southeast to northwest . The open plains are covered in tall grasses, while patchy woods and marshy ground flank the river-bottom lowlands. At night a vast croaking chorus fills the air. Rumors claim a giant multi-headed monster stalks the river-side swamps, and a wizard's ghost haunts the nearby tower.

The Bogwood

[DriveThruRPG](#) [RPGNow](#)

Swampy, oak and sycamore forest cloaks a cursed river that crawls past the ruins of a fishing village, the inhabitants long gone. On a nearby hill, a temple with the power to heal any ill flanks a little-used road, travelers frightened off by reports of a fierce giant. Rumors say that lizard-things hunt the river's edge, but nothing seems to bother the temple attendants. What will your party find when they visit The Bogwood?

The Hexed Places (continued)

The Gray Ribs

[DriveThruRPG](#) [RPGNow](#)

This locale is mountainous and rugged with a few patches of woods and hills. The Bugbears of Stoneroot Village trade iron, coal, and silver for the slaves needed to work Dragor's Mine.

The Sand Coast

[DriveThruRPG](#) [RPGNow](#)

The Sand Coast is a barren stretch of sand and rock, best known for the supposedly magical well found at the crossroads of two minor trade routes. The ruins of a lighthouse and the hulk of a wrecked ship mark this stretch of coast as a hazard to sailing, and those traveling by land stick to the roads to avoid the dangerous wildlife that roams the region.

The Sharp Hills (New!)

[DriveThruRPG](#) [RPGNow](#)

The Sharp Hills are a patchwork of dry and rugged terrain in the middle of an area of scrubby rolling hills and green plains. The Red River, which takes its name from its iron-stained water, splits the region into roughly equal halves. Prospectors seek gold, silver and gems in these barren lands, but often find death instead.

Two Fang Gap

[DriveThruRPG](#) [RPGNow](#)

A pair of mountains flank a deep river crossed by a single bridge. Old bones and burial mounds mark the site of an historic battle, and a ruined tower stands watch over a little-used roadway. See what haunts this forgotten battlefield and lonely ruin.

Hexed Places Bundles

Each bundle includes five Hexed Places products at a discounted price.

Hexed Places Five Pack #1

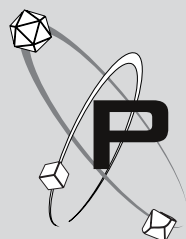
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- Ash Wood
- Fen Fields
- The Bogwood
- The Gray Ribs
- Two Fang Gap

Hexed Places Five Pack #2 (New!)

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- Bitterblack Forest
- Crescent Lake
- Denshi Ferry
- The Sand Coast
- The Sharp Hills



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