

Hexed Places

Crescent Lake



Created by Mark A. Thomas





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Artists

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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 offer 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 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 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.

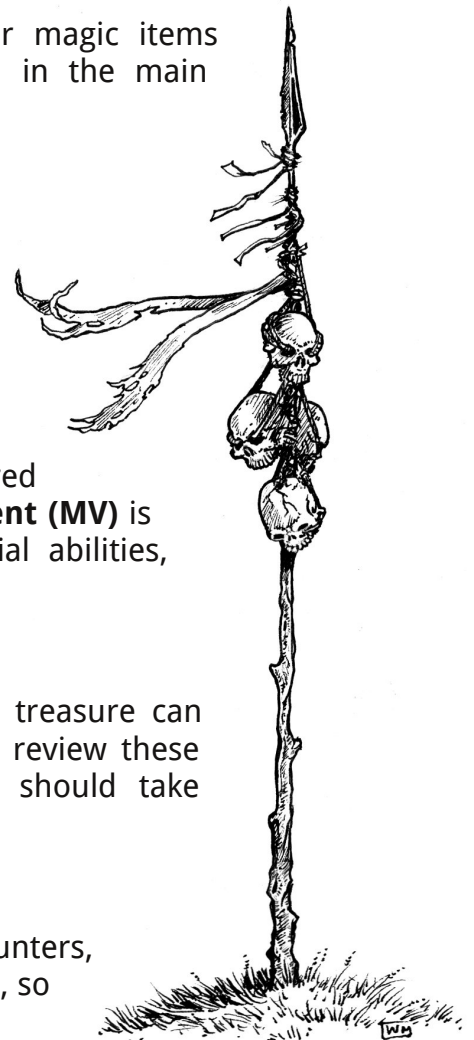
This stat block represents five, one hit-die Orcs. **Armor Class (AC)** values are given as **descending (ascending)**. An unarmored character is **AC 9 (10)** and chainmail provides **AC 5 (14)**. **Movement (MV)** is given in generic units. Unburdened humans are **MV 12**. Special abilities, class/level,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

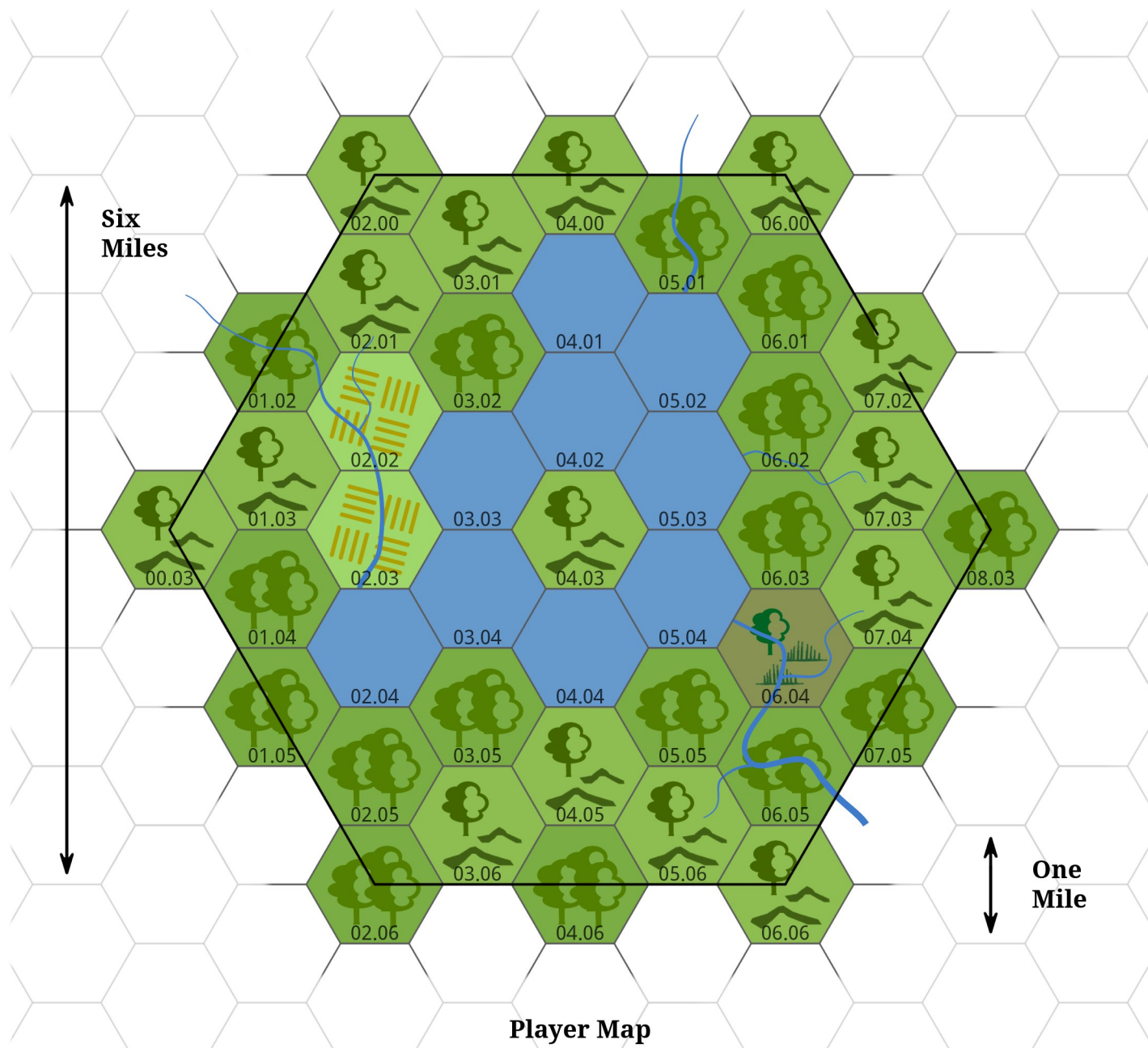
Treasure

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 take advantage of any useful treasure they carry.

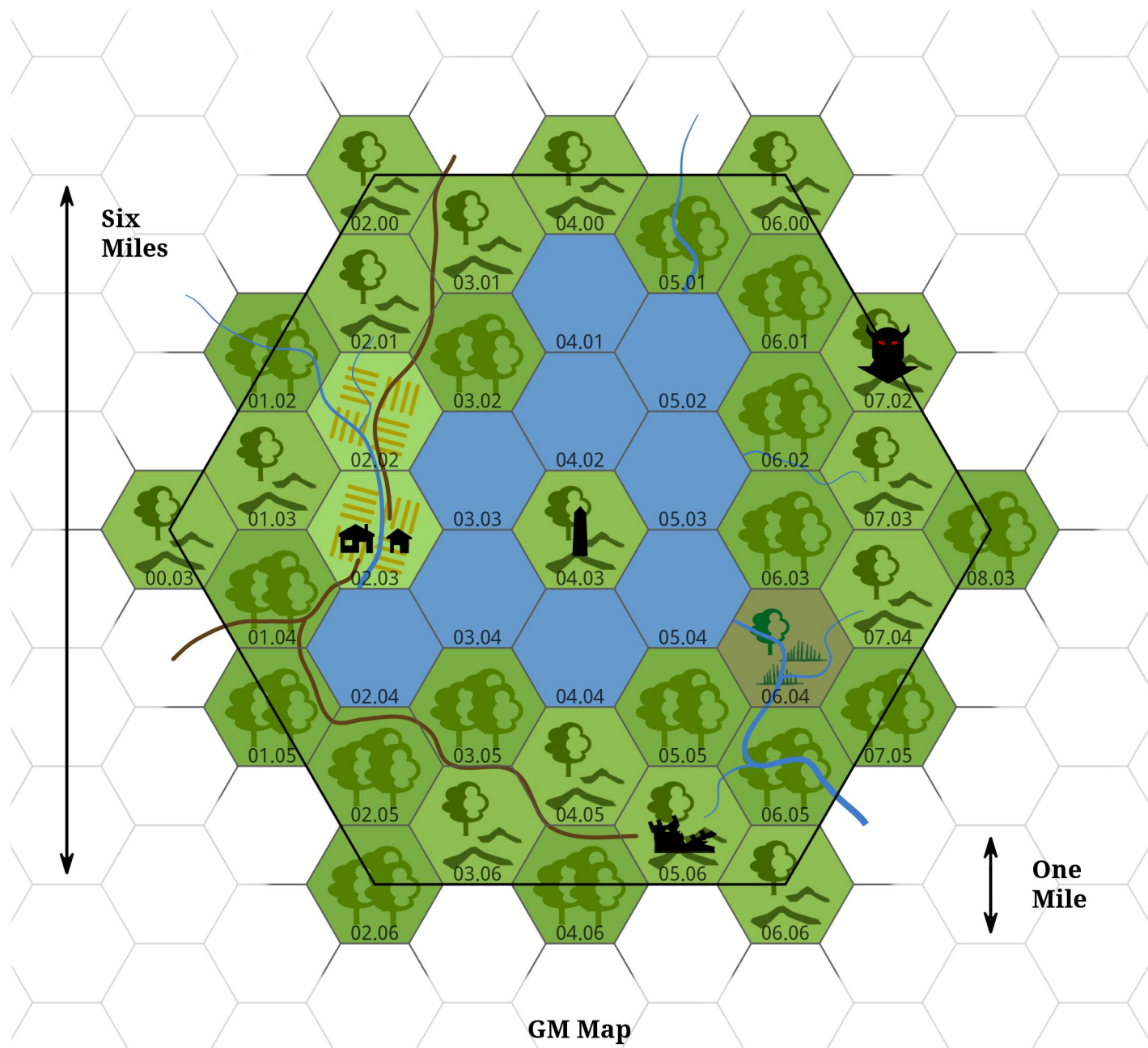
Experience

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





Notes:



Notes:

Crescent Lake

Surrounded by lowland forests and rounded hills, the waters of Crescent Lake are green and deep and still. Its shores are a mix of rocky slopes and swampy reed-covered flats. Two small rivers feed the lake, one entering near the tiny fishing village of **Chire (Hex 02.03)** on the lake's west side, the other from the north (**Hex 05.01**). A third river drains the lake (**Hex 06.04**), gaining strength as it picks up water from two spring-fed tributaries. A massive obelisk of pale blue stone on a rocky, tree-covered island marks the center of the curved lake.

A minor road, little more than a cart track, runs along the lake's west shore and through Chire. A disused trail splits off (**Hex 01.04**) and leads southeast along the lake to the **Abandoned Mine (Hex 05.06)**. Chire itself is a miserable place; a dozen families scrape out a living fishing, keeping hogs, and weaving baskets from the tough reeds that grow along the lake's edge. They trade dried fish, pottery and woven baskets with travelers and minor merchants that pass through the village but offer little in the way of hospitality.

Rumors

Villagers from Chire are strange: some have odd physical defects, and most are reclusive and suspicious of strangers.

There is a powerful artifact hidden beneath the obelisk in the middle of Crescent Lake.

No one visits the eastern shores of Crescent Lake. A horrible creature haunts the woods and hills there.

If you visit the isle in the center of the lake, you can see the scattered bones of adventurers that tried to uncover the the secrets of the stone obelisk.

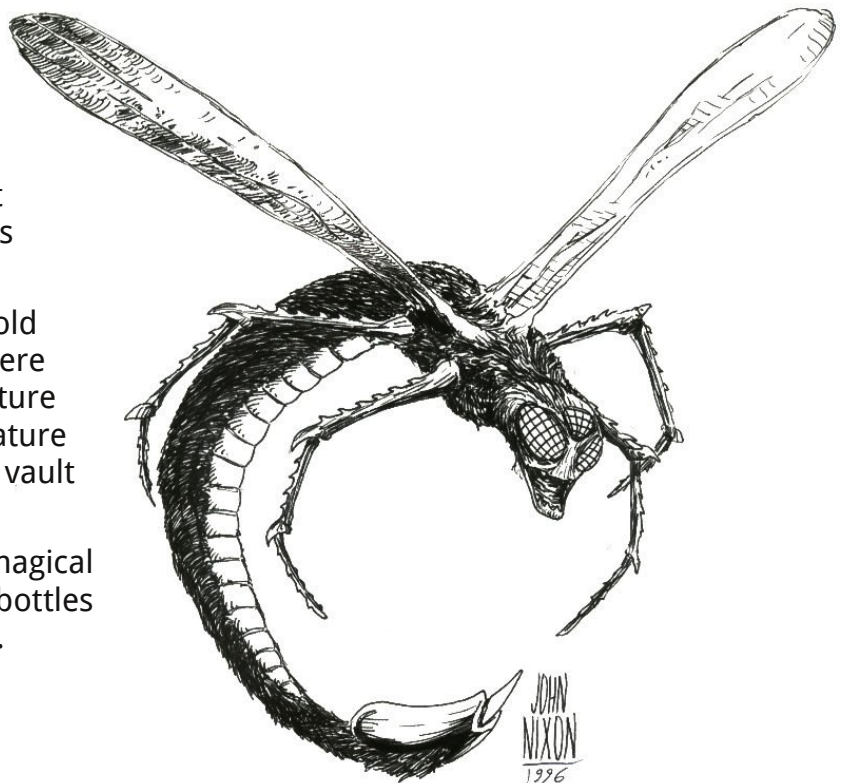
Crescent Lake is tainted by some foul magic that affects anyone that drinks its waters.

Smugglers, some of them villagers, use the played-out mines southeast of Chire to hide goods stolen from passing merchants and travelers.

Some old stories say the Crescent Lake obelisk marks the final resting place of a dead god. Others claim it imprisons a great evil from the depths of the earth.

The mines south of the lake still hold plenty of gold and silver, but they were closed years ago. No one will venture into their depths because of the creature that was freed from a subterranean vault deep in the mines.

The villagers know where to find magical clay. They use it to make pots and bottles that preserve their contents for years.



Locations

Hex 02.03 - Chire

Physically, Chire is unimpressive. The villagers live in a dozen crude wooden huts thatched with bundles of reeds. Only the trading post, smithy/stable and communal boathouse are sturdier stone structures. Most of the village is on the east side of the river, but a narrow wooden bridge provides access to the few huts on the west bank.

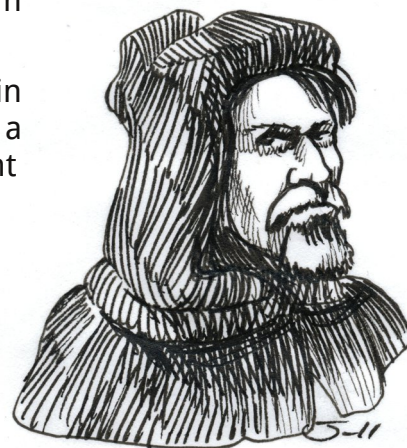
The villagers are an unremarkable lot, taciturn and weathered. All show signs of the **Taint**, see **The Obelisk (Hex 04.03)**. The villagers carry just a few coppers each, and most have knives or daggers. If necessary, they can scrounge up clubs or farm implements to use as weapons. A thorough search of the village huts will turn up about 780 SP of hidden wealth.

The village's leader, Slavin Chire, lives alone in the smallest hut in along the river's east bank. He's a tall, thin, gray-haired man with a slow manner, and he walks with a pronounced limp. Observant characters may notice he wears a thick-soled boot on his left foot to compensate for his stunted leg.

Slavin Chire (1) - AC 9 (10), HD 1, #AT 1, D 1d6, MV 9

Respected elder. Cautious. Lame. Protects his family.

The Red Dog - The village trading post has a poor selection of goods, though the locally produced pottery and baskets are very nice. A handful of tables and stools in one corner serve as the village tavern, and a few thin but clean sleeping pallets in the back room offer travelers scant comfort. Elwina and Gelton Smoot, the owners, are two of a kind: sturdy but worn villagers. Elwina is a hard negotiator and doesn't put up with troublesome folk. Gelton spends half his time fishing from the couple's boat, the largest in the village. They also have a pack a well-trained dogs. Elwina keeps the trading post's wealth, 125 SP and 19 GP, in a sturdy iron lockbox. She keeps the key in a secret pocket in her apron.



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Elwina Smoot (1) - AC 8 (11), HD 2, #AT 1, D 1d6, MV 12

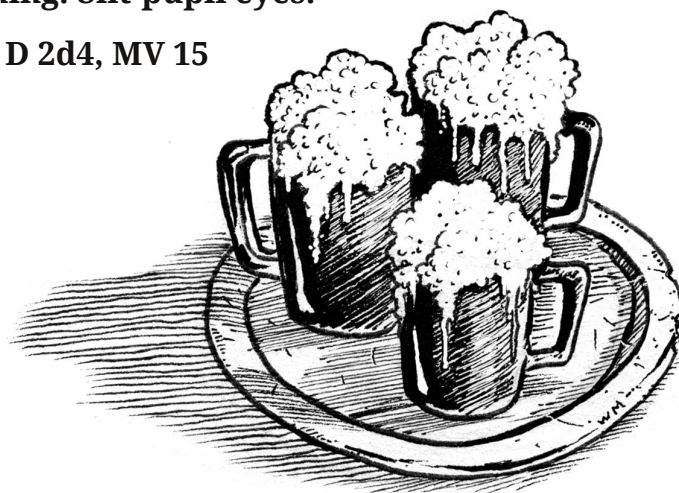
Level 2 fighter. Shrewd. Honest.

Gelton Smoot (1) - AC 9 (10), HD 1, #AT 1, D 1d6, MV 12

Canny outdoorsman. Would rather be fishing. Slit-pupil eyes.

Elwina's Dogs (5) - AC 6 (13), HD 2+2, #AT 1, D 2d4, MV 15

Attack on command. Fierce (+1 morale).



Locations (continued)

The Shoe and Pot - The so-called smithy is little more than a tinker's workshop next to a small barn. The owner, Timon Chire, nephew of Slavin Chire, is a short, round-faced man who earns his living running the stable and doing carpentry, metal work and odd jobs for his neighbors. He also checks out travelers and their goods for Baynse Helton and his thuggish friends. Timon has a cache of 85 SP, 12 GP hidden beneath a loose board in the stable.

Timon Chire (1) - AC 7 (12), HD 2, #AT 1, D 1d6, MV 12

Level 2 thief. A friendly face. Cowardly.

The Dark Side of Town - Baynse Helton and his wife Vela live in village's easternmost hut, where they keep hogs and gather lake reeds. Vela is Timon Chire's sister and one of the best basket weavers in the village. Baynse is a brutish but clever man with a mercenary streak. He and his two cousins, Melse and Pikma, engage in occasional banditry when Timon points out vulnerable travelers with valuables. They store any goods they get in the **Abandoned Mine (Hex 05.06)** until they can dispose of them, and Baynse's hogs take care of any bodies.

Baynse Helton (1) - AC 6 (13), HD 4, #AT 1, D Bloodreaver, MV 9

Level 4 fighter. Nasty but clever. Unfeeling. Wields Bloodreaver

Vela Helton (1) - AC 9 (10), HD 1, #AT 2, D 1d2/1d2, MV 9

Resigned weaver. Vegetarian.

Melse Helton (1) - AC 8 (11), HD 2, #AT 1, D 1d6, MV 12

Level 2 thief. Skilled archer and tracker. Scaly skin.

Pikma Helton (1) - AC 7 (12), HD 3, #AT 1, D 1d6+2, MV 9

Level 3 fighter. Vela's friend. Unwilling accomplice.

Everyone in Chire knows that Baynse and his friends rob travelers, but they don't talk about it. Some are afraid of Baynse and his sword, **Bloodreaver** (see **Extras**), others appreciate the extra goods and money that comes to the village as a result of Baynse's activities.



Villager (29) - AC 9 (10), HD 1, #AT 1, D 1d6, MV 9

Unremarkable folk. Close-mouthed. Affected by the Taint.

Hex 04.06 - The Obelisk

The pale blue obelisk in the center of Crescent Lake stands atop a rounded hill, the highest point on the island. Runic inscriptions in a forgotten tongue warn that a great evil lies buried below. The hill is actually a great barrow covering a magical containment vessel, a polished brass sphere. It holds a fragment of primordial chaos, sealed in by potent but imperfect divine spells. Chaotic emanations from the containment vessel cause the **Taint**, a malady that affects every living creature within a five mile radius, including the villagers of **Chire (Hex 02.03)**.

Locations (continued)

Hex 04.06 - The Obelisk (continued)

The Taint causes physical defects and deformations. While rumor suggests Crescent Lake's waters are the cause of these maladies, this is not true. Only long-term exposure to the emanations leaking from the obelisk site cause the Taint. See the **Taint** table in **Extras**.

The containment vessel and enchantments that protect the chaos fragment are effectively unbreachable. Only a destructive artifact of great power can overcome their formidable defenses. Should the worst occur, consider it a world-changing, cataclysmic event. The chaos fragment will fundamentally alter every living thing within a ten mile radius, and this effect will slowly spread without limit.

Hex 05.06 - The Abandoned Mine

The pursuit of gold and silver turned this shallow natural cave into a mazelike network of twisty, narrow tunnels supported by rough-hewn beams. While there is still some silver and gold in the mine, rumors of a dangerous creature, started by Baynse and his friends, see **Chire (Hex 02.03)**, keep prospectors away from the site. To reinforce the rumors, Baynse has scattered the bones of the gang's victims around the site. The group uses a small chamber in the mine to store their stolen goods. See the **Bandit Loot** table in the **Extras** section to determine what's here right now.

Hex 06.04 - The Hot Fen

The cool waters of the lake meet bubbling hot springs that rise from the depths here, creating a steamy morass filled with deep pools of mud, stands of dead trees, and trackless thickets of thorny undergrowth. Villagers from Chire visit this area occasionally to harvest the good (but non-magical) clay that can be found here. They travel by boat and stay close to the river's edge.

The Hot Fen is home to a nest of flying Insect Horrors, huge mutated dragonflies with four-foot wingspans, venomous stingers and curiously humanoid facial features. These creatures usually hunt small game and fish, but they will attack larger creatures if provoked or threatened. Immature Insect Horrors are beetle-like, aquatic hunters with powerful, articulated jaws. They live in the shallow rivulets and streams of Hot Fen and the nearby sections of Crescent Lake.

Insect Horror (2d4) - AC 6 (13), HD 2, #AT 2, D 1d4 bite, 1d6 sting, MV 3, 18 flying

Poison sting. Swarm hunters. Treasure: Iridescent enchanted wings.

Immature Insect Horror (1d2) - AC 4 (15), HD 3, #AT 1, D 2d4, MV 3, 9 swimming

Flesh-dissolving spittle. Stealth hunter. Treasure: Weapon-grade fangs.

Hex 07.02 - Lair of the Beast

The dense woods and deep ravines in this area are occupied by a monstrous bear. This creature has been affected by the Taint, see **The Obelisk (Hex 04.06)**, which has drastically changed its physical form. It has an extra pair of forelimbs that end in gigantic hooked claws sprouting from its shoulders and a half-dozen faceted, insect eyes the size of fists scattered across its back. The creature roams the east side of the lake, venturing west to **Hex 04.00** and south to **Hex 06.04**. It will attack any living thing it encounters and consume any creature it slays. The bear will continue to fight for three rounds after receiving fatal damage.

Mutant Bear (1) - AC 5 (14), HD 7, #AT 5, D 2x1d6/2x1d8/1d12, hug 2d6, MV 12

Bad tempered. Sees everything. Fight after death. Treasure: Unique hide, 1200 GP.

Encounters

1-3 Feral Hogs

Escapees from village stock, these creatures thrive in the surrounding woodlands. They are territorial and will attack without fear if provoked.

Hog (1d6) - AC 8 (11), HD 3, #AT 1, Dam 1d8 gore, MV 9

Charge attack. Poor vision.

4-5 Giant Leeches (water/coast only, treat as Giant Slug elsewhere)

These slimy aquatic creatures are fairly common. On a successful attack, they attach themselves to their victim and drain 1d6 HP of blood each round.

Giant Leech (1d2) AC 9 (10), HD 2, #AT 1, Dam 1d6 bite, MV 6, 9 swimming

Blood drain. Anesthetic spittle.

6-8 Insect Horrors

See the **Hot Fen (Hex 06.04)** for details.

Insect Horror (2d4) - AC 6 (13), HD 2, #AT 2, D 1d4 bite, 1d6 sting, MV 3, 18 flying

Poison sting. Swarm hunters. Treasure: Iridescent enchanted wings.

9-10 Immature Insect Horrors (water/coast only, treat as Insect Horror elsewhere)

See the **Hot Fen (Hex 06.04)** for details.

Immature Insect Horror (1d2) - AC 4 (15), HD 3, #AT 1, D 2d4, MV 3, 9 swimming

Flesh-dissolving spittle. Stealth hunter. Treasure: Weapon-grade fangs.

11 Mutant Bear

See the **Lair of the Beast (Hex 07.02)**. This creature is actively hunting when encountered and will aggressively attack any creature that crosses its path.

Mutant Bear (1) - AC 5 (14), HD 7, #AT 5, D 4x1d6/1d12, hug 2d6, MV 12

Bad tempered. Sees everything. Fight after death. Treasure: Unique hide, 1200 GP.

12 Giant Slug

These monstrous creatures are quite rare, but incredibly dangerous. While they are slow, they're also extremely quiet and most active at night. They also have a habit of spitting acid at foes from a great distance (up to 120 feet).

Giant Slug (1) - AC 7 (16), HD 12, #AT 1, D 2d6 bite or 2d10 acid spit, MV 6

Nocturnal. Utterly quiet. Fire-resistant slime.

13-14 Baynse and Company

Bayse, Melse and Pickma, out looking for trouble. They will use deception and trickery to gain the advantage, and avoid conflict with superior groups. See **Chire (Hex 02.03)** for more details.

Encounters (continued)

15-16 Villagers

A group of village folk out hunting or gathering. They are neither friendly nor aggressive and will seek to avoid contact if possible.

Villager (1d4) - AC 9 (10), HD 1, #AT 1, D 1d6, MV 9

Unremarkable folk. Close-mouthed. Affected by the Taint.

17 Prospectors

Rumors of gold and silver draw these folk to the **Abandoned Mine (Hex 05.06)**. They are generally poor, but usually carry a reasonable selection of tools and supplies, including picks, axes, shovels and 2d4 weeks of iron rations each.

Prospector (2d4) - AC 7 (12), HD 1+1, #AT 1, D short sword or crossbow, MV 9

Weary traveler. Resolute and hardy. Treasure: 10 SP, 10 CP each

18 Traveling Merchants (road only, treat as Villagers elsewhere)

A small group of travelers moving common goods along the road. A typical merchant train has 1d4 wagons loaded with mundane goods such as grain, pottery, beer or timber.

Merchant (1d2) - AC 7 (12), HD 1, #AT 1, D short sword, MV 9

Road-wise traveler. Clever negotiator. Treasure: 15 GP, 10 SP, minor jewelry worth 50 GP each

Guard (2d4) - AC 5 (14), HD 1+1, #AT 1, D long sword or crossbow, MV 9

Road-wise traveler. Skilled combatants. Treasure: 5 GP, 10 SP each

Animal Handler (1d4) - AC 8 (11), HD 1, #AT 1, D dagger, MV 9

Road-wise traveler. Non-combatant. Treasure: 10 SP, 10 CP each

19 Baynse's Fence

Felden Gelz masquerades as a simple prospector, but he works with Baynse Helton, see **Chire (Hex 02.03)**, moving the valuable goods he recovers to more civilized surroundings in exchange for cash. He usually has two mules with him, and there is a 50% chance he will be carrying 2d4 items of bandit loot with him when encountered. See the **Bandit Loot** table in **Extras**.

Felden Gelz (1) - AC 6 (13), HD 3, #AT 1, D short sword or dagger, MV 9

Level 3 thief. Canny negotiator. Member of the Thieves Guild. Treasure: 20 GP, 20 SP

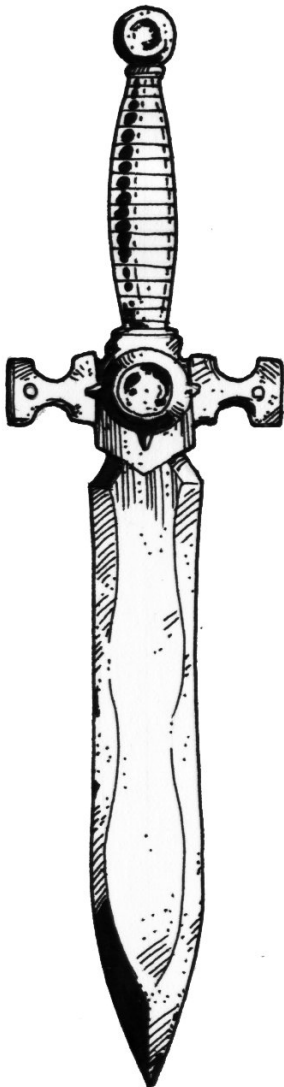
20 GM Choice

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

Extras

Taint Table (roll 1d20)

1	Shortened/lengthened limb	11	Reptilian tail
2	Extra fingers or toes	12	Functional gills
3	Horn-like growths on head/back	13	Gelatinous flesh
4	Faceted insect eyes along spine	14	Shark-like teeth
5	Extra limb or limbs	15	Extra nose or ear
6	Furred/feathered/scaled skin	16	Displaced facial features
7	Bestial claws	17	Vestigial wings
8	Slit-pupil eyes	18	Colorful skin patches
9	Multiple rows of teeth	19	Roll twice
10	Green blood	20	GM Choice



Taints

The chance to gain a Taint is 5% per month spent in the area, 5% per week when near the **Obelisk (Hex 04.06)**.

Bloodreaver

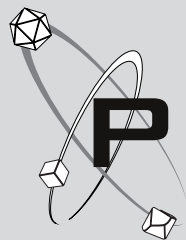
This heavy dagger has a dull gray blade with a simple grip wrapped in black leather. The hilt is adorned with a round cabochon carnelian that's deep red in color. Bloodreaver has a +2 bonus to hit and damage, and does +4 damage to humans. Any human slain by Bloodreaver instills one charge into the weapon. Charges can be used as follows:

- **Blood Drinker** (1 charge) - The next three successful attacks using Bloodreaver heal the wielder for the amount of damage done.
- **Razor Touch** (2 charges) - The next three successful attacks cause wounds that bleed for 1d6 damage per round until treated.
- **Death Guard** (3 charges) - Automaticall negates the first physical attack each day that would slay Bloodreaver's wielder and heals 4d6 hit points.

If Bloodreaver is reduced to zero charges, the carnelian shatters, inflicting 6d6 damage upon the wielder. The blade becomes a simple +2 dagger.

Bandit Loot Table (roll 1d10)

1	2d4 trinkets 25 GP each	6	Diamond pendant, 800 GP
2	Gold necklace, 275 GP	7	Gems, 3 base 100 GP
3	Gemmed dagger, 200 GP	8	A small silver statue, 95 GP
4	Gems, 3 base 250 GP	9	Potion of speed
5	4 silver goblets, 50 GP each	10	Scroll of 3 priest spells



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