

Hexed Places

Denshi Ferry



Created by Mark A. Thomas





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Denshi Ferry

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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.

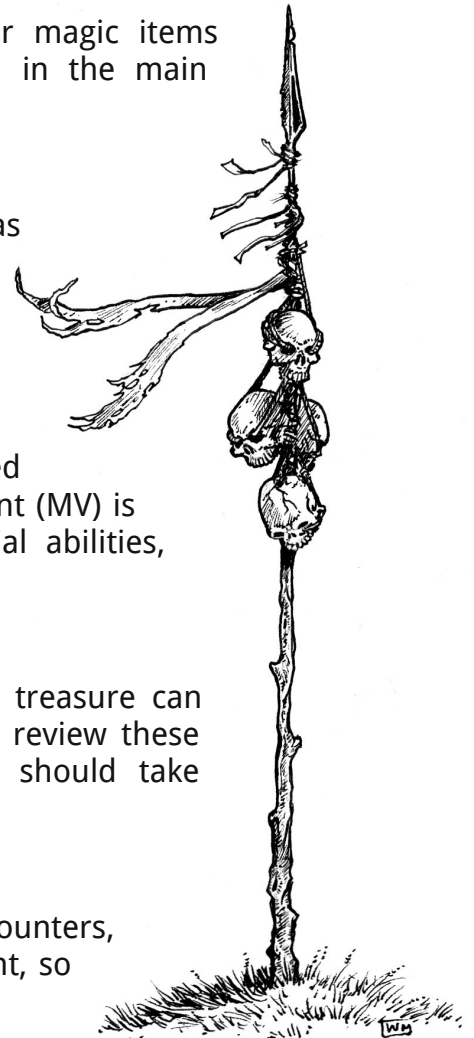
This stat block represents five, one hit-die Orcs. Armor Class (AC) values are given as descending (ascending). An unarmored character is AC 9 (10) and chainmail provides AC 5 (14). Movement (MV) is given in generic units. Unburdened humans are MV 12. Special abilities, class/level, and treasure are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

Denshi Ferry

Denshi Ferry marks the edge of the local realm and is the only mundane crossing of the mighty Denshi river within many miles. The ferry itself, along with the nearby guard post and **River's Edge Inn**, is on the west bank of the river (**Hex 04.04**). Just north of the ferry and inn is a small shrine (**Hex 02.02**) to the river's guardian spirit, Anamika. A rough road leads west (**Hex 02.05**), back to civilization, and east (**Hex 08.03**) into the wilderness, headed for a distant kingdom. East of the river, this road passes the ruins of a manor house surrounded by scrub-covered fields and neglected orchards. Near the inn, a narrow footpath branches off the road. It winds along the river's edge and leads to the shrine site.

The Denshi river is large and deep, but slow. A strong swimmer could make it across, but there are no fords for wagons or carts. Several small creeks and streams lead out of the surrounding hills into the main flow, and the river's banks are quite swampy in some areas. The west shore of the river is fairly safe and patrolled by militia from the local guard post. The east bank is a different matter. Aside from a weekly patrol sweep by the guards, travelers are on their own once they cross the ferry.

Rumors

The ruined manor house across the river was abandoned shortly after it was built. An evil spirit inhabits the ruins.

A small offering at Anamika's shrine ensures a safe river crossing.

Whatever you do, don't leave the road once you cross the river. The woods and swamps are full of quicksand and dangerous creatures.

The shrine is a scam run by the local guardsmen, who line their own pockets with the offerings left by gullible travelers.

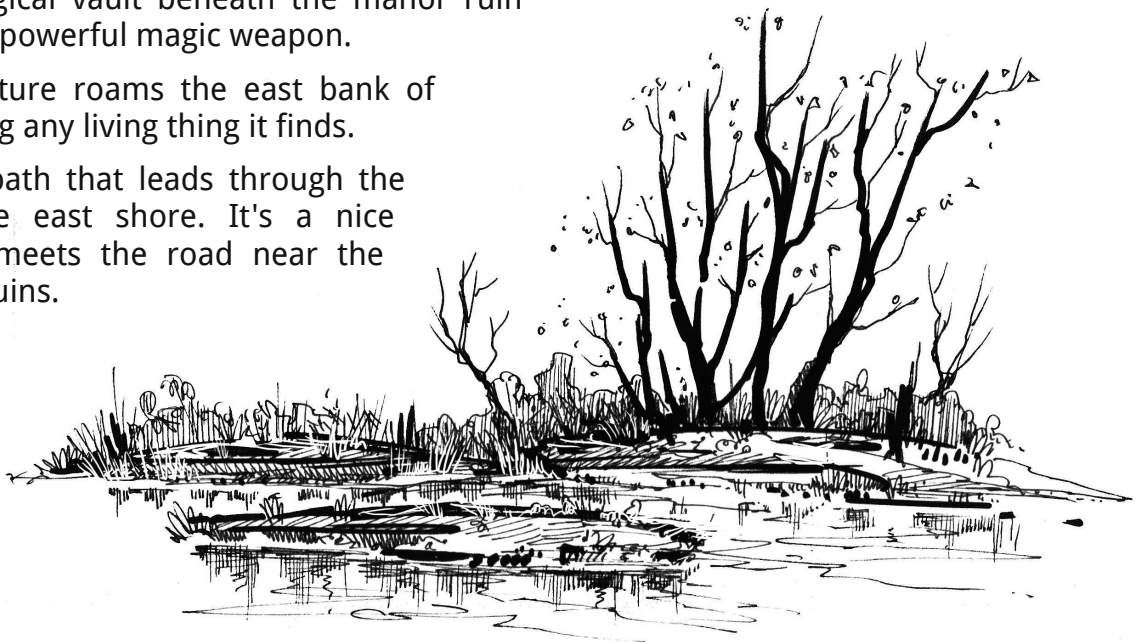
The wizard that built the manor house was cursed by Anamika for defiling the river with dark magic.

Strange creatures visit the shrine after dark and perform dark rituals before its altar.

There is a magical vault beneath the manor ruin that contains a powerful magic weapon.

A terrible creature roams the east bank of the river, slaying any living thing it finds.

There's a footpath that leads through the swamp on the east shore. It's a nice shortcut that meets the road near the manor house ruins.



Locations

Hex 02.01 - Frog Folk Village

This boggy river bottom is home to a tribe of Frog Folk, hunters who roam the river's banks in search of fish and wild game and revere Anamika the river guardian. They are generally peaceful toward humankind, and regularly visit the **Shrine to the River Spirit (Hex 02.02)** at night. The tribe is led by their most effective hunter Kribbek, and the group's shaman Reeckreek.

If approached with peaceful intent, the Frog Folk are willing to trade dried fish/meat, polished shells or guide services for unique foodstuffs, pottery, weapons or other practical goods. They know the territory along the river well, and are aware of the **Manticore Lair (Hex 04.01)** and **Shambler Den (Hex 06.05)**. Anyone that slays the manticores or the shambler will earn the eternal gratitude of the Frog Folk tribes. They will not venture more than two miles from the Denshi river or one of its tributaries. Kribbek, Reeckreek and several other Frog Folk speak the local human tongue.

The Frog Folk walk on their powerful hind legs but have a hunched posture. They wear simple leather harnesses that provide a few pockets without impeding movement. Frog Folk are strong swimmers and can leap up to 60 feet in any direction from a standing start.



Ryan Rhodes

Kribbek (1) - AC 6 (13), HD 5, #AT 1, D spear or sling, +2 damage, MV 9, 12 swimming
4th fighter. Leap attack for double damage. 360 degree vision. Camouflage skin.

Reeckreek (1) - AC 7 (12), HD 4, #AT 1, spear or sling, MV 9, 12 swimming
5th priest. Chosen of Anamika. Summons river denizens (see Extras).

Frog Folk Huntmaster (3) - AC 6 (13), HD 3, #AT 1, D spear or sling, MV 9, 12 swimming
3rd fighter. Leap attack for double damage. 360 degree vision. Camouflage skin.

Frog Folk Hunter (48) - AC 7 (12), HD 2, #AT 1, D spear or sling, MV 9, 12 swimming
Leap attack for double damage. 360 degree vision. Camouflage skin.

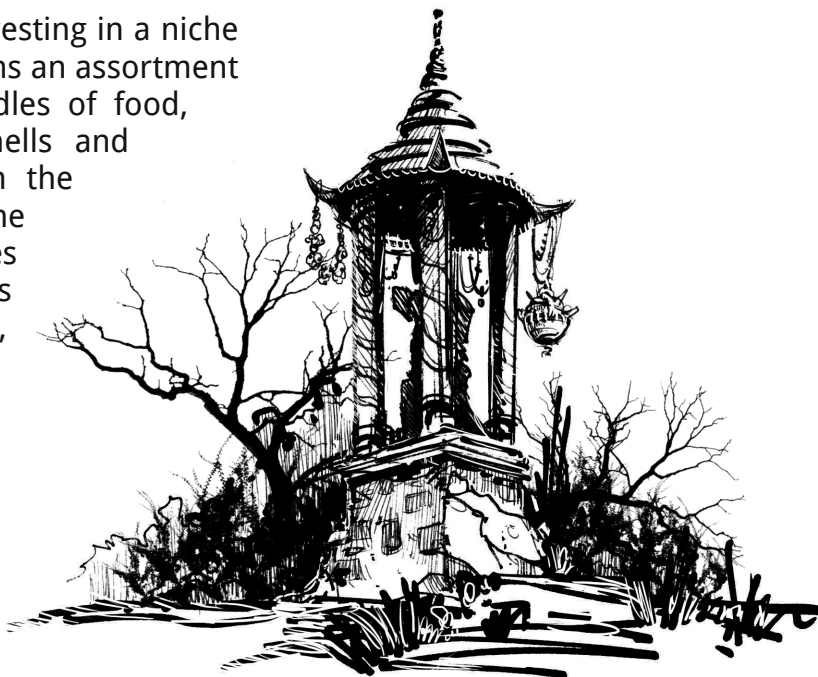
All Frog Folk carry 2d10 GP worth of polished shell trinkets, their money. Kribbek wears an ornate necklace of polished sapphires worth 1,500 GP, a symbol of his position as leader. Reeckreek carries a polished jade ceremonial dagger worth 500 GP.

Locations (continued)

Hex 02.02 - Shrine to the River Spirit

This simple open structure made from carved green stone stands upon a low, rounded hill. Its support pillars are decorated with a twisting and curling pattern of flowing water, but otherwise it is quite plain. An abstract draconian statue representing **Anamika** (see **Extras**) stands in the center of the shrine, and a bubbling spring flows over its surface and into drains in the floor. This flow eventually joins the small stream that runs downhill to meet the Denshi river in **Hex 03.02**.

There is a small wooden offering bowl resting in a niche cut into one side of the statue. It contains an assortment of low value coins, leaf-wrapped bundles of food, and trinkets made from polished shells and stones. Reeceekreek, the shaman from the **Frog Folk Village (Hex 02.01)**, visits the shrine every two or three days. He takes the accumulated offerings and casts them into the river. Stealing offerings, fighting in or desecrating the shrine will earn the offenders the ire of Anamika. Frog Folk encountered at the shrine will always be peaceful, and flee conflict.



Hex 04.01 - Manticore Lair

The rocky, steep-sided hills here are the highest point of land for miles around. A small cave system atop one of these hills is home to a pack of manticores, lion-bodied, bat-winged horrors with human faces. These creatures are solitary hunters that scour the surrounding area seeking easy prey, but they seldom venture west of the river. Manticores regularly overfly the Frog Folks' hunting areas and the road east of the river. When one of these creatures secures a kill, it carries its victim back to the shared lair. If attacked in their lair, manticores will attempt to flee if one of their number is slain. If they escape, the survivors will follow the attackers at a distance and attempt to ambush them later.

Manticore (3) - AC 4 (15), HD 6+3, #AT 3, D 2x1d3 claws, 1d8 bite, MV 12, 18 flying

Spike-throwing tails. Hungry for human flesh. Horrible visage.

The bones and other remains of past victims can be found scattered across slopes beneath the caves. Treasure: 1,700 CP, 2,300 SP, 970 GP, 7 pieces of minor jewelry (rings, bracers and amulets) worth 50 GP each, 6 base 100 GP gems, a potion of flying, a **Fire Wand** (see **Extras**) and a scroll of 3 wizard spells (GM choice). It takes many turns of searching to recover all the treasure.

Locations (continued)

Hex 04.04 River's Edge

This enclave takes its name from the River's Edge Inn, but there are several structures here.

River's Edge Inn - The inn is fortified structure designed for the dangers of the frontier. It's two-story outer walls are three feet thick and all exterior windows have thick wooden shutters with arrow slits built into them. A protected central courtyard provides access to a stone barn, spring house, smithy and stable. The inn is located about 50 feet south of the road.

The inn has space for 20 or so guests, plus the innkeeper's family, employees and the ferrymen. Guest accommodations include two large shared rooms and five smaller private rooms. A large common room serves as tavern and dining room, and a smaller private parlour is also available. A night's stay is relatively pricy, but it includes supper and breakfast, so it's not a bad deal. Rooms are clean and food and drink are good quality. The inn's owners, the Galton brothers, are both ex-military and run a tight ship. Both are married and have several kids each.

Durmont Galton (1) - AC 7 (12), HD 3, #AT 2, D long sword and dagger, MV 12

3rd fighter. Handyman and smith. Storyteller. Tina's husband.

Tina Galton (1) - AC 9 (10), HD 1, #AT 1, D dagger, MV 12

Busy cook. Impatient and brusque. Durmont's wife.

Elrik Galton (1) - AC 7 (12), HD 2, #AT 1, D mace, MV 12

2nd fighter. Brains of the business. Polished manner. Carolina's husband.

Carolina Galton (1) - AC 7 (12), HD 3, #AT 1, D short sword or crossbow, MV 12

3rd fighter. Barkeep and face of the inn. Quick hands. Elrik's wife.

Durson Galton (1) - AC 8 (11), HD 2, #AT 1, D long sword, MV 12

2nd fighter. Stable master. Bored with the inn. Son of Durmont and Tina.

Jalia Galton (1) - AC 7 (12), HD 1, #AT 1, D mace, MV 12

**1st cleric. Gardener. Devotee of Anamika. Summons river denizens (see Extras).
Daughter of Elrik and Carolina.**

Children (5) - AC 9 (10), HD 1, #AT 1, D dagger, MV 12

Pack of rascals. Tougher than they look.

All named Galton family members carry a handful of silvers, and the children have a few coppers each. The inn's wealth 175 GP, 300 SP, is stored in an iron lockbox that's kept in a locked strongroom in the basement, along with a small arsenal of ranged and melee weapons. Durmont, Elrik and Carolina have keys. All the Galtons, even the children, know how to use crossbows, swords and maces.

Locations (continued)

The Guard Post - The local militia maintain a small watch here, housed in this 30-foot tall, 20-foot diameter tower. The interior is divided into two general living areas, a small office, and a basement with a well, locked armory and prison cell.

There are typically six militia on duty here, with another three patrolling the surrounding area on horseback. The tower is located across the road from the River's Edge inn, about 25 feet from the road. Militia mounts are kept in the inn's stables and off-duty militia can often be found in the inn's common room. The inn supplies the soldiers with their meals.

Sergeant Keldon Vire (1) - AC 4 (15), HD 4, #AT 1, D long sword or crossbow MV 9
4th fighter. Served with the Galtons. Disciplinarian. Excellent rider.

Corporal Edger Panwal (1) - AC 4 (15), HD 1, #AT 1, D long sword or crossbow MV 9
1st fighter. Eagle-eyed scout. Looking for an edge. Wanderlust.

Private Jarda Lyme (1) - AC 4 (15), HD 1, #AT 1, D long sword or crossbow, MV 9
1st fighter. Excellent shot. Carolina Galton's secret lover.

Guardsman (6) - AC 4 (15), HD 1, #AT 1, D long sword or crossbow, MV 9
Easy going. Ready to get back to civilization.

Each soldier on duty here has good mail, a shield, long sword and a crossbow. They all carry 2d10 SP and 1d4-1 minor pieces of jewelry, base 10 GP value. Sergeant Vire carries an additional 20 SP, and has keys to the tower office and payroll/tax chest. The chest contains 12d100 SP.

The Wall - A 5-foot wide stone wall runs between the roof of the inn and the roof of the guard tower. It has low parapets on either side, and a heavy iron gate allows passage along the road. The gate is always closed and locked, forcing travelers to stop, check in with the guard post and pay the road tax (a trivial amount for simple travelers, more for merchants moving goods). There's a notice board next to the gate that has a barely legible listing of the tolls and 1d4 bounty notices posted on it, each naming a specific individual and a dead or alive bounty of 2d10x10 GP. See **Ruffians** in the **Encounters** tables.

The Ferry - This large flat-bottomed barge is run by three ferrymen who live in the River's Edge Inn. They pull the ferry across the river using a mule team, massive hemp ropes and thick wooden pulleys attached to each bank. The trip across takes about half an hour. The barge can carry a good-sized wagon or six mounts, along with passengers. The ferrymen get along, but aren't particularly close. They each carry a few silvers and have a stash of 29 GP, 95 SP they keep in a lockbox in their shared room in the inn.

Mort Revel (1) - AC 9 (10), HD 1+1, #AT 1, D club or crossbow, MV 12
Senior crew. Friend of the militia. Good with animals.

Zed Perker (1) - AC 9 (10), HD 1, #AT 1, D club or crossbow, MV 12
Dullard. Protects the children. Avid fisherman.

Brice Margol (1) - AC 9 (10), HD 1, #AT 1, D dagger or crossbow, +1 damage, MV 12
1st thief. Biding his time. Very careful.

Locations (continued)

The East Bank - East of the river there is a small wooden dock and a bell that travelers can use to signal the ferry. A narrow trail heads east from the road into the swampy forest, but quickly becomes lost in the undergrowth.

Hex 06.05 - Shambler Den

A massive tangle of drowned trees covers the center of this swampy forest, creating a dreary, dangerous maze filled with slick logs, murky pools and quicksand. A huge shambling mound lives in the heart of this woodland, emerging from time to time to hunt living prey.

The shambler drags its victims back to its den, where it slowly absorbs their remains and anything organic they carried. Mundane metal items quickly corrode in this dank environment, but there are some valuables buried in the muck of the den's floor: 3,100 GP, 1,400 SP, 2,200 CP, a +2 short sword, a glass vial containing a potion of growth, and a magical helm that allows the wearer to see in the dark.



Shambling Mound (1) - AC 0 (19), HD 11, #AT 2, D 2d8/2d8 fists, MV 6

Fire and cold resistant. Loves lightning. Suffocating hug.

Hex 07.04 - Manor Ruins

The ruined manor house is little more than a stone shell above a half-collapsed cellar. There are signs that the ruin sees occasional use as a campsite; there's a blackened ring of stones and a small pile of firewood stacked inside. However, there are no trails or tracks leading to it, and birds and small animals seem to avoid the place. A perceptive character may notice a few human bones scattered beneath the unkempt orchard trees and overgrown fields that surround the ruin.

The ruin is haunted by three poltergeists. The manor house was built atop an old burial ground, and the bones of these three unfortunates were casually tossed into the surrounding fields during construction. Gathering these bones and reburying them with proper ceremony will release the spirits from their undead state. There is nothing of value in the manor house, but desperate characters can probably scavenge a few days food from the surrounding fields and orchards.

Poltergeist (3) - AC 7 (12), HD 4, #AT 1, D 1d6 telekinetic missile, MV 12 flying

Invisible, incorporeal undead. Fear aura. Trapped. Undying.

The poltergeists will hurl stones, logs and other small objects at anyone that visits the manor ruin. They can be turned or slain, but return to the site in 1d4 days unless their remains are properly laid to rest.

Encounters (roll 1d20)

1-3 Ruffians

A gang of villains, deserters and escaped prisoners, banded together for mayhem. There is a 50 percent chance a named criminal with a bounty on their head is part of the gang. See **River's Edge (Hex 04.04)** for details .

Ruffians (3d4) - AC 7 (12), HD 1+1, #AT 1, D short sword or long bow, MV 9

Sneaky. Greedy. Treasure: weapons, 5 GP, 10 SP each.

Named Criminal (1) - AC 5 (14), HD 1d4+2, #AT 1, D short sword or long bow, MV 9

3rd to 6th level fighter or thief. Treasure: weapons, 5 GP, 10 SP, 50 GP in minor valuables

4-5 Milita Patrol

A standard three person militia patrol. Soliders are mounted on light riding horses and will offer assistance if needed. See the **Guard Post, River's Edge (Hex 04.04)** for details of these troops.

6 Frog Folk

A hunting party out for game. See the **Frog Folk Village (Hex 02.01)** for details of their behavior and reactions. There is a 25 percent chance either **Kribbek** or **Reeekcreek** is with this party.

Frog Folk Hunter (2d4) - AC 7 (12), HD 2, #AT 1, D spear or sling, MV 9, 12 swimming

Leap attack for double damage. 360 degree vision. Camouflage skin.

Frog Folk Huntmaster (1) - AC 6 (13), HD 3, #AT 1, D spear or sling, MV 9, 12 swimming

3rd fighter. Leap attack for double damage. 360 degree vision. Camouflage skin.

7 Manticore

A solitary hunter from the **Manticore Lair (Hex 04.01)**. This creature will attack anything, but will attempt to retreat if sorely wounded.

Manticore (1) - AC 4 (15), HD 6+3, #AT 3, D 2x1d3 claws, 1d8 bite, MV 12, 18 flying

Spike-throwing tails. Hungry for human flesh. Horrible visage.

8-9 Grizzly Bear

Several of these large omnivores live along the river. They are territorial and will attack intruders on sight, focusing its rage on a single target. The bear's hide, if it can be harvested intact, is worth 100 GP.

Grizzly Bear (1) - AC 6 (13), HD 6+6, #AT 3, D 1d8/1d8/1d12, MV 12

Hug attack, aggressive.

Encounters (continued)

10-11 River Denizen

Roll on the **River Denizen** table in the **Extras** section, and ignore any result that doesn't match the local terrain.

12-14 Giant Mosquitoes (dusk to dawn, treat as Herd Animal during the day)

These annoying insects are a common plague in the area. Each has a 2-foot wingspan and a blood-sucking proboscis, capable of draining 1d4 HP per round.

Giant Mosquito (1d8) - AC 8 (11), HD 1+1, #AT 1, D 1d4 bite, MV 6, 18 flying

Anesthetic bite. Droning wings cause drowsiness.

15-16 Giant Toad

The swampy terrain near the Denshi river creates a comfortable environment for these oversized amphibians. Giant toad legs are considered a delicacy by the Frog Folk.

Giant Toad (1d3) - AC 6 (13), HD 2+4 #AT 1, D 2d4, MV 6 / 6 hop

Hop attack. Ambush predator. Camouflage coloration.

17 Shambling Mound (east bank only, treat as Milita Patrol elsewhere)

The shambling mound from the **Shambler Den (Hex 06.05)** hunting for prey. This creature is fearless and attacks until slain.

Shambling Mound (1) - AC 0 (19), HD 11, #AT 2, D 2d8/2d8 fists, MV 6

Fire and cold resistant. Loves lightning. Suffocating hug.

18-19 Herd Animals

A group of deer, antelope or similar large herbivores. These creatures stick together and will flee from any perceived threat.

Herd Animals (3d6) - AC 8 (11) HD 2-3 #AT 1, D 1d6, MV 15-18

Trample attack.

20 GM Choice

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

Notes:

Extras

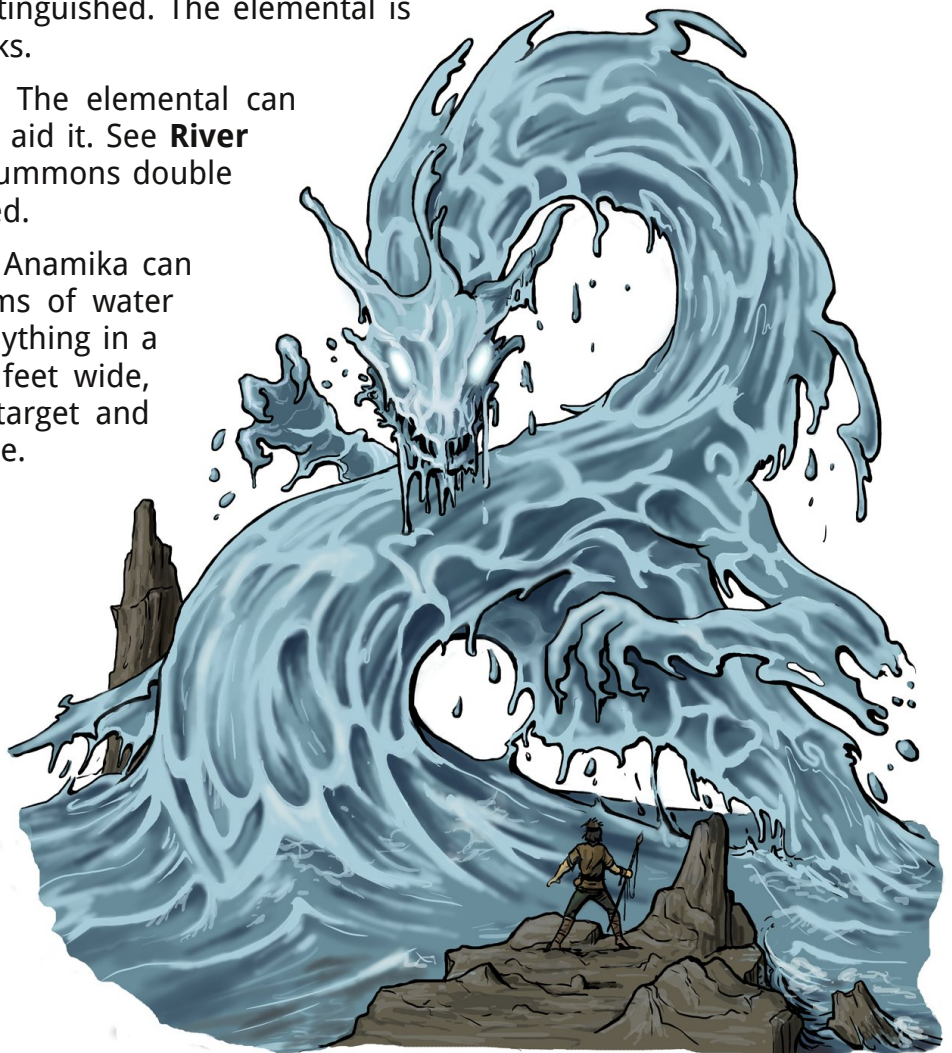
Anamika

This potent water elemental lives in the depths of the Denshi river and is worshipped as a minor deity by some of the area's inhabitants. While generally benign, Anamika will act to protect its followers or maintain the pristine waters of the river. The elemental is effectively invisible underwater, but can manifest as a draconian being made of water, with clawed forelimbs and glowing blue-white eyes.

Anamika (1) - AC 0 (19), HD 18, #AT 3, 2d6+2/2d6+2/3d8+2 claws and bite, MV 48 swimming 8th priest. Relentless defender. Attuned to the river. Fireproof.

In addition to its priest spell powers, Anamika can use the following abilities:

- **Blinding Mist** - Anamika can create dense fog anywhere in the river basin. This fog obscures vision beyond 10 feet and can cover up to five square miles.
- **Drowning Vortex** - This ability creates a powerful whirlpool 30 feet in diameter that will suck down swimmers and capsize and sink small vessels. Anamika can move the vortex up to 60 feet per round at will.
- **Extinguishing Aura** - Any mundane fire within 30 feet of Anamika is automatically extinguished. The elemental is immune to fire-based attacks.
- **Summon River Denizens** - The elemental can call creatures of the river to aid it. See **River Denizens** below. Anamika summons double the number of creatures listed.
- **Water Jet** - Thrice per day, Anamika can project two powerful streams of water from its eyes. They strike anything in a path 120 feet long and 10 feet wide, drenching and chilling the target and inflicting 4d6 physical damage.



Ian MacLean

Extras (continued)

Fire Wand

This magic item is crude, a gnarled stick tipped with a roughly shaped red and orange crystal, but potent. When held, the wand's owner can speak with and comprehend any intelligent elemental creature. Fire elementals will, at least initially, be favorably inclined toward the wielder. The wand also has the following powers:

- **Infinite Flame** - The rod's crystal tip burns with an eternal fire that can't be extinguished. The wielder can control the heat and light of the blaze, which can be as small as a match's flame or as large as a torch.
- **Liquid Fire** - Invoking this power causes a globe of liquid flame with a range of 60 feet to shoot from the wand. The globe bursts when it hits any target, inflicting 4d6 fire damage in a 10-foot radius. If it strikes water, the globe creates an explosion of steam and rock shards that do 3d6 damage in a 20-foot radius. This power consumes one wand charge.
- **Dragon Flame** - A cone of flame, 60 feet long and 30 feet wide springs from the wand, inflicting 6d6 fire damage on anything within the area of effect. This power consumes two wand charges.



River Denizens

There are a number of mundane creatures that frequent the Denshi river, and some followers of Anamika can summon these creatures to aid them. River Denizens only appear in suitable terrain. Either roll again or ignore the result (no encounter or no creature is summoned) elsewhere.

Giant Serpent (1d2) - AC 6 (13), HD 5, #AT 1, D 1d6 bite, 2d4 constrict, MV 9

Deadly grip. Silent approach. Treasure: skin is worth 50 GP

Giant Frogs (1d4) – AC 7 (12), HD 3, #AT 1, D 1d6, M 3 / 9 hop

Camouflage coloration. Tongue attack.

Giant Snapper (1d2) - AC 2 (17), HD 4, #AT 1, D 2d8, MV 6 / 9 swimming

Jaws of death. Lurking hunter. Camouflage.

Electric Eels (1d6) - AC 8 (11), HD 2, #AT 1, D 2d6 shock, MV 12 swimming

Slimy. Shocking aura (10' radius).

While Anamika can command these creatures to perform any task, the elemental's followers can only issue simple orders, and the creatures may refuse if the action would put their lives in jeopardy.

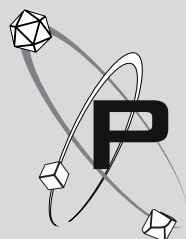
River Denizens Table

1 Giant Serpents

2 Giant Frogs

3 Giant Snapping Turtles

4 Electric Eels



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