

Hexed Places

Fen Fields



Created by Mark A. Thomas





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Some art copyright by the following artists, used with permission:

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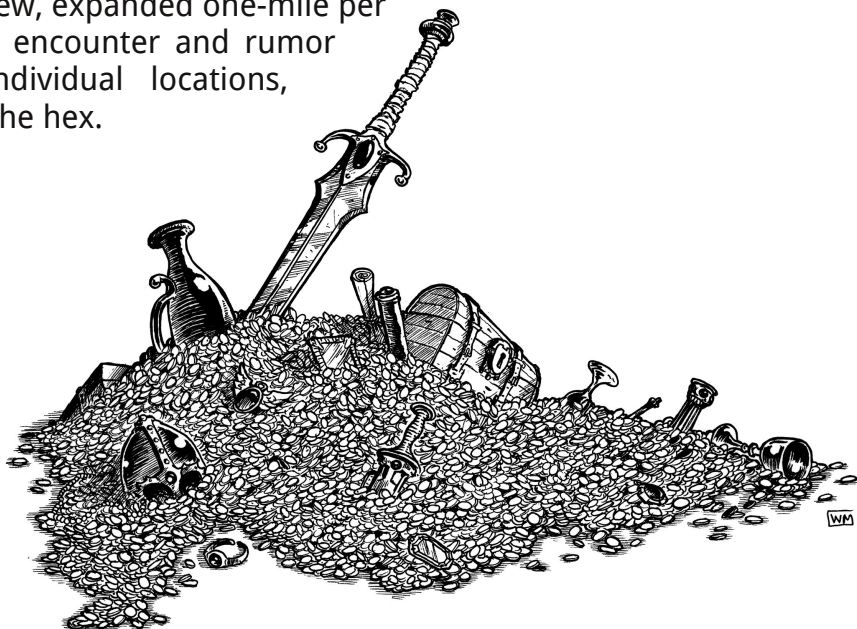
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About Hexed Places

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, 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 and rumor tables, and descriptions of individual locations, encounters, and features within the hex.



Contents and Usage

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 locale, 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 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.

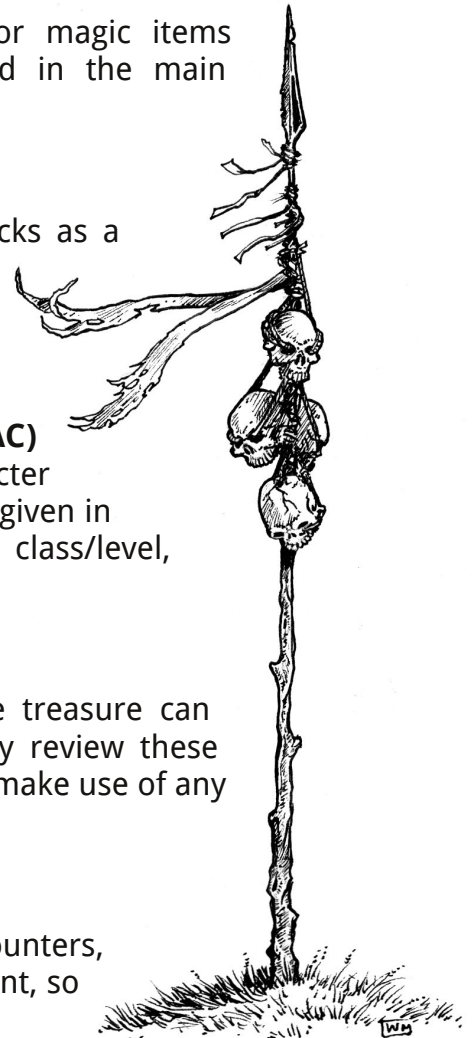
This stat block represents five, one hit-die Orcs. **Armor Class (AC)** values are given as descending (ascending). An unarmored character is **AC 9 (10)** and chainmail provides **AC 5 (14)**. **Movement (MV)** is given in generic units. Unburdened humans are **MV 12**. Special abilities, class/level,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

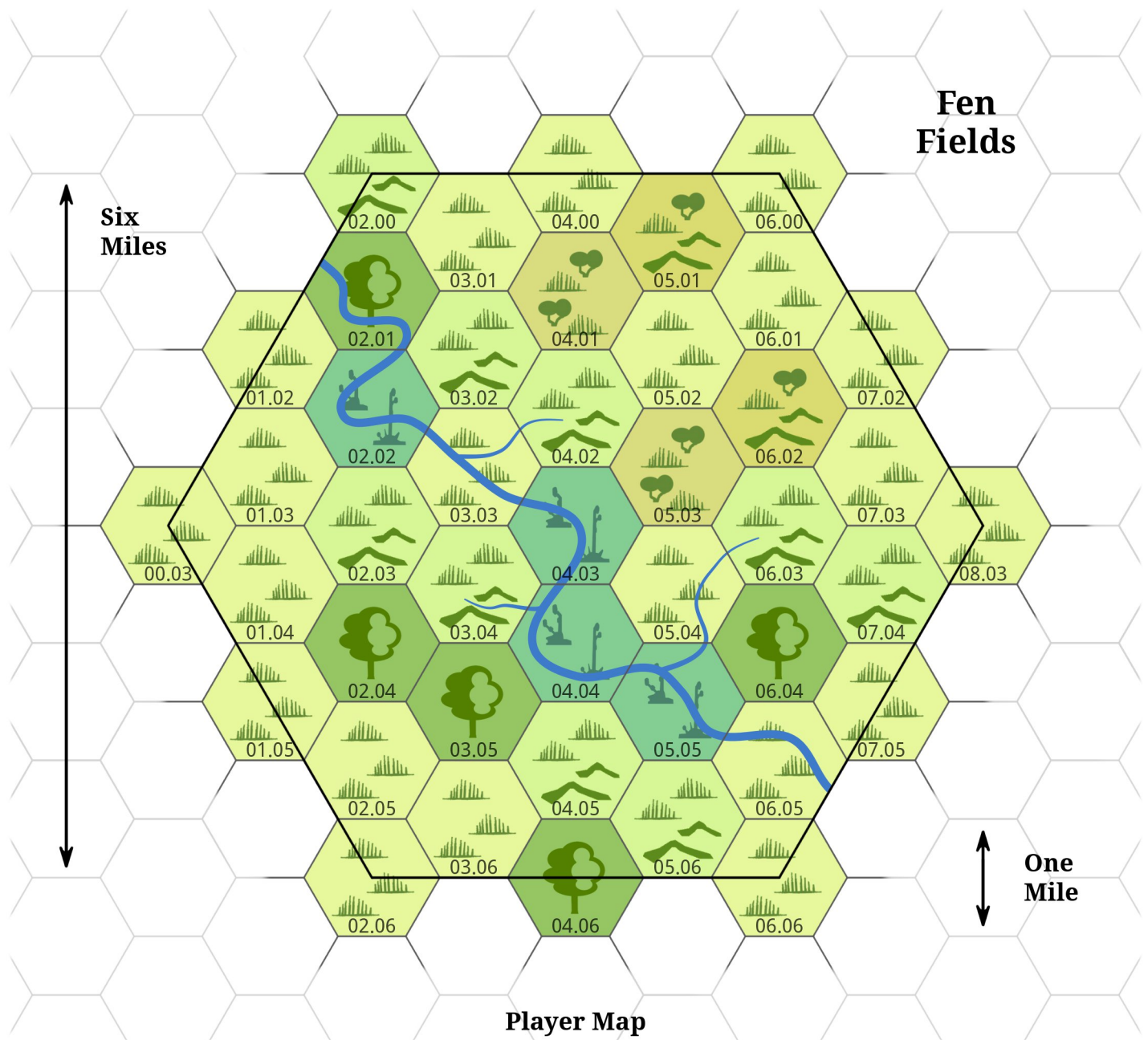
Treasure

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 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 is left in the hands of the GM.





Notes:



Hexed Places - Fen Fields

Fen Fields

This plains region is divided by a slow river that runs from southeast (**Hex 06.05**) to northwest (**Hex 02.01**). 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.

Two fords (**Hex 02.01** and **Hex 03.03**) serve as river crossings, but during wet weather the waters rise significantly, becoming an impassible flood. Two minor trails cross Fen Fields, but they see little use.

Rumors

A deadly multi-headed monster stalks the river-side swamps of Fen Fields, a horror capable of devouring a person in one bite.

Wild horses roam the fields and hills south of the river, protected by a supernatural guardian.

If you want to cross the river fords safely, you should tie a cow along the river's edge and hide. When the cow disappears, it's safe to cross.

The ruined tower near the river was once the home of the wizard **Ixonava**. Her ghost still haunts the ruin, protecting the treasure she hid there long ago.

The wild horses that roam the area are swift and sure-footed, a superior breed. Or perhaps they're more than simple horses.

The wizard **Ixonava** created **Qualupa**, the horrible monster that lives in the river. The gods cursed her for her presumption.

Breeders will pay handsomely for any horse from Fen Fields. Many have tried to capture one of these noble steeds, few have succeeded.



Locations

Hex 02.01 - Hidden Ford

The river can be forded here, but the crossing is hazardous. The riverbed is strewn with slick rocks and pitted with ankle-breaking holes. The ford is flooded and impassible during wet weather. There is a 10% chance **Qualupa** (see **Extras**) will be hunting near the ford when a crossing is attempted.

Hex 02.03 – Cave of Whispers

This wet and muddy cave system lies just off the nearby trail, and is sometimes used by passing travelers or roaming creatures. Water flowing through some hidden chamber in the depths fills the caves with faint whispering sounds, giving the complex its name.

There is a 20% chance something will be using the caves as a temporary shelter. Roll 1d6: 1-2 **Giant Frogs**, 3 **Giant Toads**, 4 **Harpies**, 5 **Wolf Pack**, 6 **Imps**. See the **Encounters** table for details of these groups.

Hex 03.03 – Trail Crossing

The ford at this crossing is broad and easy, a flat stretch of gravel-bottomed river. During wet weather the ford is flooded and impassible. There is a 15% chance **Qualupa** (see **Extras**) will be hunting near the ford when a crossing is attempted.

Hex 03.06 – Herd Plain

A large herd of wild horses roams this area and the surrounding plain. These horses are a superior breed, strong, smart, and tireless. Many were sired by **Dayan**, and he protects his children. See **The Grove of Dayan (Hex 04.06)**.

Wild Horses (3d6) - AC 7 (12), HD 3, #AT 3, D 1d6/1d6/1d3, MV 18

Trample attack.

The horses will attempt to flee, but if trapped or threatened they will attack as a group.

Hex 04.04 - Qualupa's Lair

The river divides and spreads here, creating a gloomy, marsh. Trees and rushes screen the river banks and thick moss hides deep pools. Here and there low mounded islets rise above the dark water. **Qualupa's Lair** is on the largest of these islets. It is a maze of muddy tunnels that connect two half-flooded central caves to the surface and several of the nearest waterways.

One of the two central caves is the lair proper, and **Qualupa** (see **Extras**) will be found here 70% of the time. The other cave is a dumping ground for Qualupa's victims. It vomits up their remains here, along with any items that survived their stay within the beast's gullet. There are 1300 CP, 900 SP, 350 GP, a wand of lightning (3 charges), and a fine emerald ring worth 1200 GP scattered amidst the debris and bones.



Locations (continued)

Hex 04.06 – The Grove of Dayan

Dayan is the mount of **Salbator**, the divine spirit trapped within Qualupa's crystal heart (see **Extras**). Dayan is a powerfully-built golden horse with a glowing white mane. He remains loyal to his master, staying close but avoiding direct contact with Qualupa; the beast's vast hunger does not recognize loyalty. Dayan guards the nearby horse herds, keeping them away from the river and defending them against most predators. He has sired many foals during his long and lonely exile.

Dayan (3d6) - AC 3 (16), HD 6, #AT 3, D 1d12/1d12/1d6, MV 24 / 36 flying

Immune to non-magical weapons. Invisibility. Divine aura.

Dayan can become invisible at will, and when enraged his divine aura flares, blinding those that gaze upon him, and inflicting 3d8 damage on any unholy or demonic creature that it touches.

Hex 06.02 – Shattered Tower

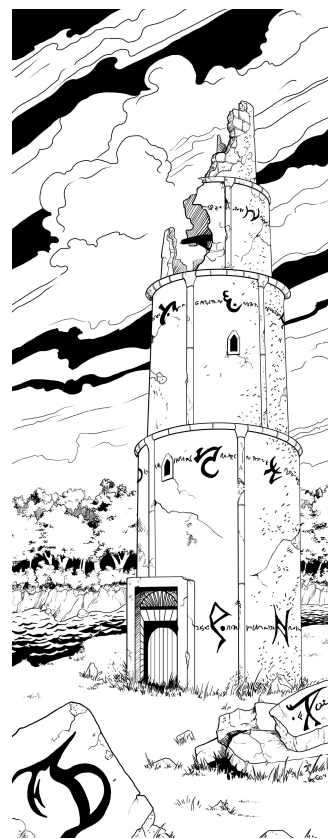
Once the retreat of the wizard **Ixonava**, all that remains of this once beautiful structure is a hollow stone shell on a rocky hill. Half-buried stairs lead down to a subterranean chamber cut from the native rock. There is a magically sealed door that leads to a secret vault within this underground room.

Ixonava created **Qualupa**, the monster that stalks the river (see **Extras**). She fused the essence of **Salbator**, a divine spirit, with the body of a magically mutated river serpent. She'd planned to use the beast as a guardian for her secret vault, but her power was insufficient. Qualupa freed itself, and killed its creator. The imprisoned Salbator laid a curse upon Ixonava, trapping her soul within the tower until he was released from Qualupa's horrific bestial form.

Ixonava ghost haunts the ruin, and has no desire or ability to harm anyone; she only wants to be freed from her cursed existence. She knows the secret pass-phrase that will unlock the vault beneath the ruined tower, and will strike a bargain with anyone who listens, exchanging the pass-phrase for the glowing crystal heart that binds Salbator to Qualupa's crystal heart. Once she has the heart she will honor her bargain and then destroy the object, freeing both Salbator and herself from their cursed existences.

Ixonava appears as the ghostly figure of a slim woman with a stooped posture. She is completely insubstantial and cannot attack or be harmed. The only physical object she can interact with is Qualupa's crystal heart. She speaks common and elvish.

The vault within Shattered Tower contains a great deal of wealth. Three locked chests (one protected by a gas cloud trap) hold 4100 CP, 2800 SP, 1400 GP, and 300 PP. A secret compartment with the trapped chest holds 9 base 100 GP gems. Ixonava's spell book is in a wooden coffer, protected by explosive runes. A fine suit of magical +2 chainmail is displayed upon a rack, and a slim curved sword hangs on the wall (see **Windsong** in **Extras**).



Encounters (roll 1d20)

1-3 Qualupa (swamp / river hexes only, roll again elsewhere)

See the **Extras** section for details of Qualupa.

4-6 Wolf Pack

These roaming pack hunters are simple beasts searching for prey.

Wolf Pack (3d8) - AC 7 (12), HD 2+2, #AT 1, D 1d4+1, MV 18

Pack behavior.

7-8 Giant Toad

Equally at home in the watery marshes, the scattered woods, or the deep grass plains, these lurking predators will attack any passing creature.

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

Hop attack. Ambush predator. Camouflage coloration.

9-10 Wild Horses

A group of horses roaming outside their usual range. See **Herd Plain (Hex 03.06)**.

Wild Horses (1d6) - AC 7 (12), HD 3, #AT 3, D 1d6/1d6/1d3, MV 18

Trample attack.

The horses attempt to flee, but if trapped or threatened they will attack as a group.

11-12 Dayan

Dayan is a supernatural beast, mount of Salbator, and guardian of the horse herds that roam the plain. See **The Grove of Dayan (Hex 04.06)**.

13 Sprites

These reclusive and whimsical creatures visit the woods in this area, particularly **The Grove of Dayan (Hex 04.06)**. They will usually avoid contact, but if approached with caution and respect, they could be convinced to share their knowledge of Dayan and Qualupa. If threatened they will fight with their sleep-poisoned bows and swords.

Sprites (5d10) – AC 6 (13), HD 1, #AT 1, D 1d4/Special, M 9 / 18 flying

Potent sleep poison. Stealthy. Treasure: 5 GP, 15 SP each, plus 2d6 base 50 GP gems.

14 Griffons

These fierce predators pass through this area from time to time, drawn by the many horses, their favorite prey, that roam the plains.

Griffons (1d2) – AC 3 (16), HD 7, #AT 3, D 1d4/1d4/2d8, M 12 / 30 flying

Fierce. Hungry for horse-flesh.

Encounters (continued)

15 Imps

The forces of evil are well aware of Salbator's plight (see **Extras**). They sometimes send imps to torment the spirit in its crystal prison. These creatures are always happy to have new victims.

Imp (1d3) – AC 2 (17), HD 2+2, #AT 1 D 1d4/Special, M 6 / 18 flying

Invisibility. Magic resistant. Animal form. Deadly sting. Regeneration.

Imps are devious creatures, and will use their abilities to wreak as much havoc as possible while exposing themselves to minimal risk. They can **detect good** and **detect magic** at will, and use **suggestion** once per day.

16-17 Harpies (plain / wooded hexes only, treat as Giant Frog elsewhere)

Harpies hunt in this region, preying upon whomever or whatever crosses their path.

Harpies (2d6) – AC 7 (12), HD 3, D 1d3/1d3/1d6, M 6 / 15 flying

Attracting song. Charm touch. Treasure: 20 GP, 40 SP each. A potion of growth.

18-19 Giant Frogs (swamp / river hexes only, treat as Harpies elsewhere)

The river and its surrounding marshes are thick with these hopping predators. Giant frogs will attack anything, often surprising their victims due to their protective coloration.

Giant Frogs (2d6) – AC 7 (12), HD 3, D 1d6, M 3 / 9 hop

Camouflage coloration. Tongue attack. One has a +1 dagger lodged in its throat.

Giant frogs can attack any foe within thirty feet with their sticky tongue (+4 to hit). This does no damage, but allows the creature to draw its prey close, automatically hitting for maximum damage next round.

20 GM Choice

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

Notes:

Extras

Qualupa

Qualupa the river horror is a monstrous serpent with three gape-jawed, needle-fanged heads. It was created by the wizard Ixonava, who infused a magically mutated river serpent with the life energies of, Salbator, a divine spirit.

Qualupa (1) – AC 2 (17), HD 12, #AT 4, D 2d8/2d8/2d8/Special MV 12 / 18 swimming

Always hungry. Swallow whole. Constrictor. Regenerating.

The creature can bite three targets each round. It can also attempt to snare one of these targets within its deadly grasp. Any snared target is pinned and helpless, suffering 2d8 crushing damage each round. Qualupa can snare up to three human-sized targets at once.

Any bite attack roll that exceeds the minimum required to hit by five or more indicates that Qualupa has swallowed the target (human-sized or smaller) whole. Swallowed creatures suffer 2d8 crushing acid damage each round, and can only attack with short stabbing weapons. Note that Qualupa is an unnatural creature; it does not digest the creatures it swallows. Qualupa vomits up its victims' crushed and melted remains in its lair. See **Qualupa's Lair (Hex 04.04)**.

Qualupa has a glowing crystal heart that holds Salbator's life force. This construct grants the beast great vitality and regenerative powers. So long as the heart is intact, even if it is removed from the creature's body, Qualupa will regenerate all damage it suffers over the course of a single day. Destroying the crystal heart is no simple matter, only the ghost of Ixonava can accomplish this feat. See **Shattered Tower (Hex 06.02)**. Qualupa can sense its heart over great distances, relentlessly pursuing anyone foolish enough to take it.

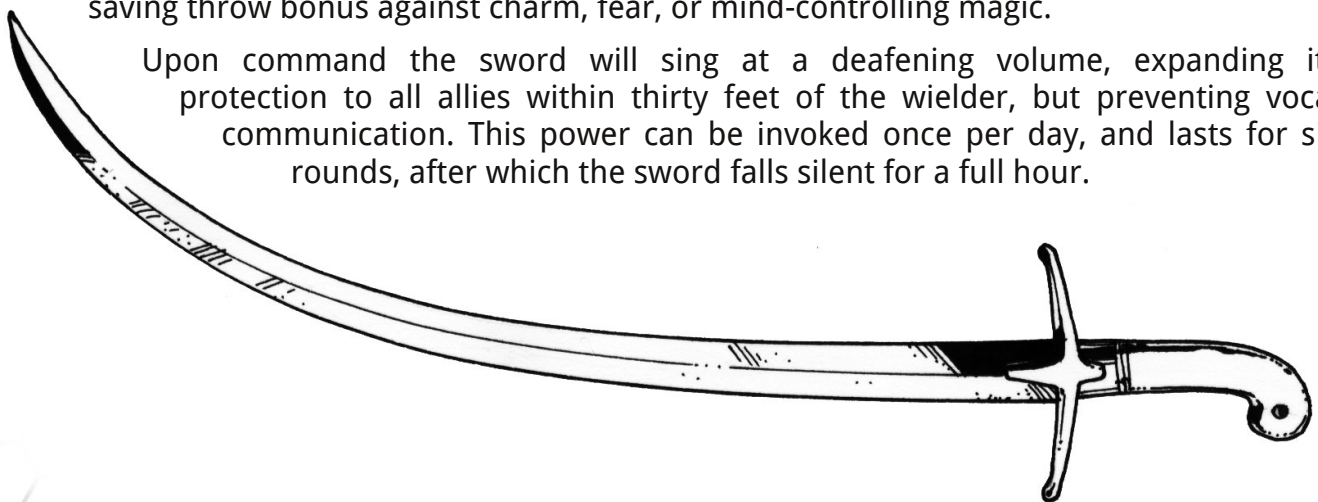
Salbator

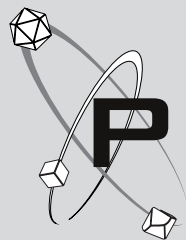
Salbator is a divine messenger, used by the gods to deliver their sendings to their mortal followers. Given his unique role, his exact nature is left to the GM's discretion, but at the very least he can ride his steed, Dayan, across the various planes of existence at will. While trapped Salbator has no powers, but once released he might become a powerful ally for his saviors.

Windsong

Windsong is a curved sword with a simple hilt and pommel. The weapon has a +2 attack and damage bonus. When used in battle the sword sings a melodious tune audible only to the wielder. This tune makes the wielder immune to any sound-based attack, and provides a +2 saving throw bonus against charm, fear, or mind-controlling magic.

Upon command the sword will sing at a deafening volume, expanding its protection to all allies within thirty feet of the wielder, but preventing vocal communication. This power can be invoked once per day, and lasts for six rounds, after which the sword falls silent for a full hour.





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