

Hexed Places

The Bogwood



Created by Mark A. Thomas





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Published by **PBE Games**

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Product ID: HP-2139

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Maps created using **Hexographer**

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 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 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.

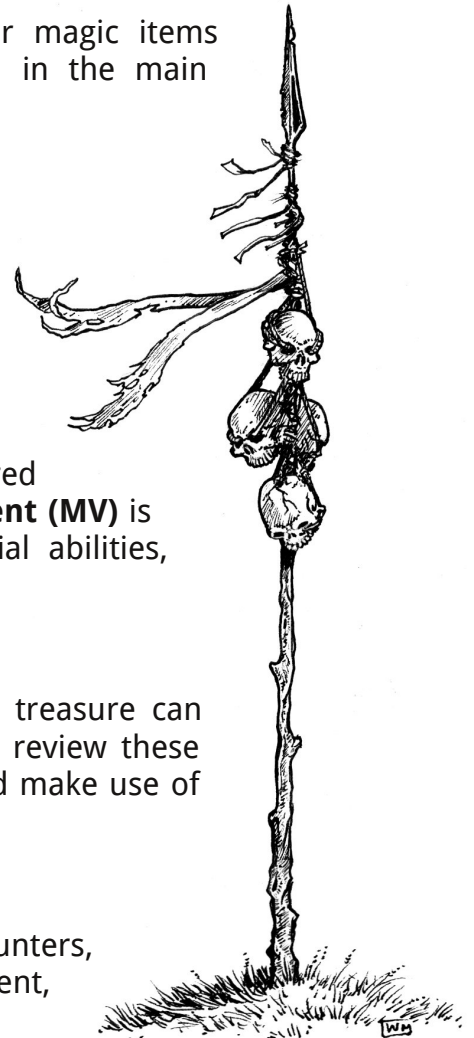
This stat block represents five, one hit-die Orcs. **Armor Class (AC)** values are given as **descending (ascending)**. An unarmored character is **AC 9 (10)** and chainmail provides **AC 5 (14)**. **Movement (MV)** is given in generic units. Unburdened humans are **MV 12**. Special abilities, class/level,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

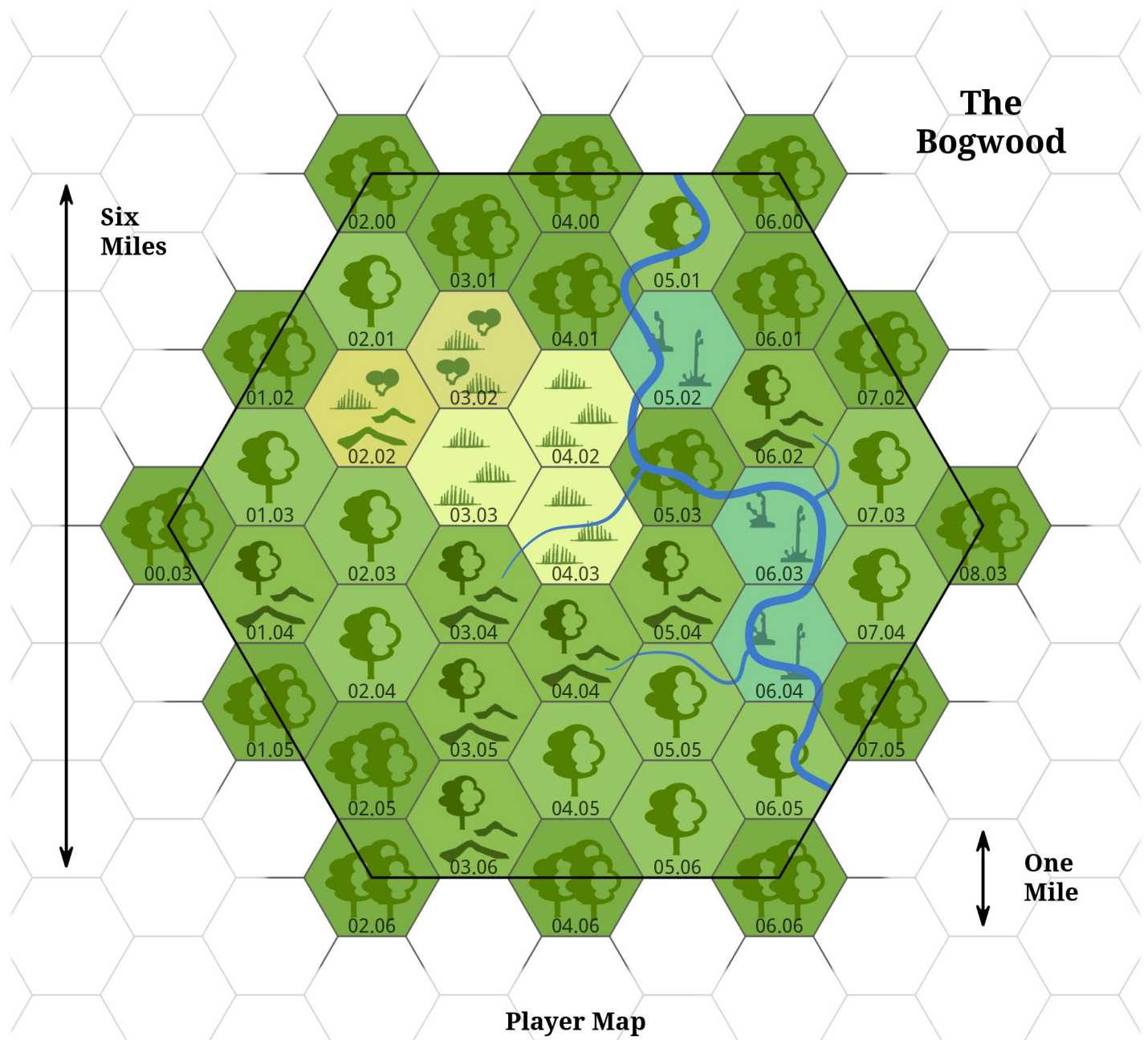
Treasure

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.

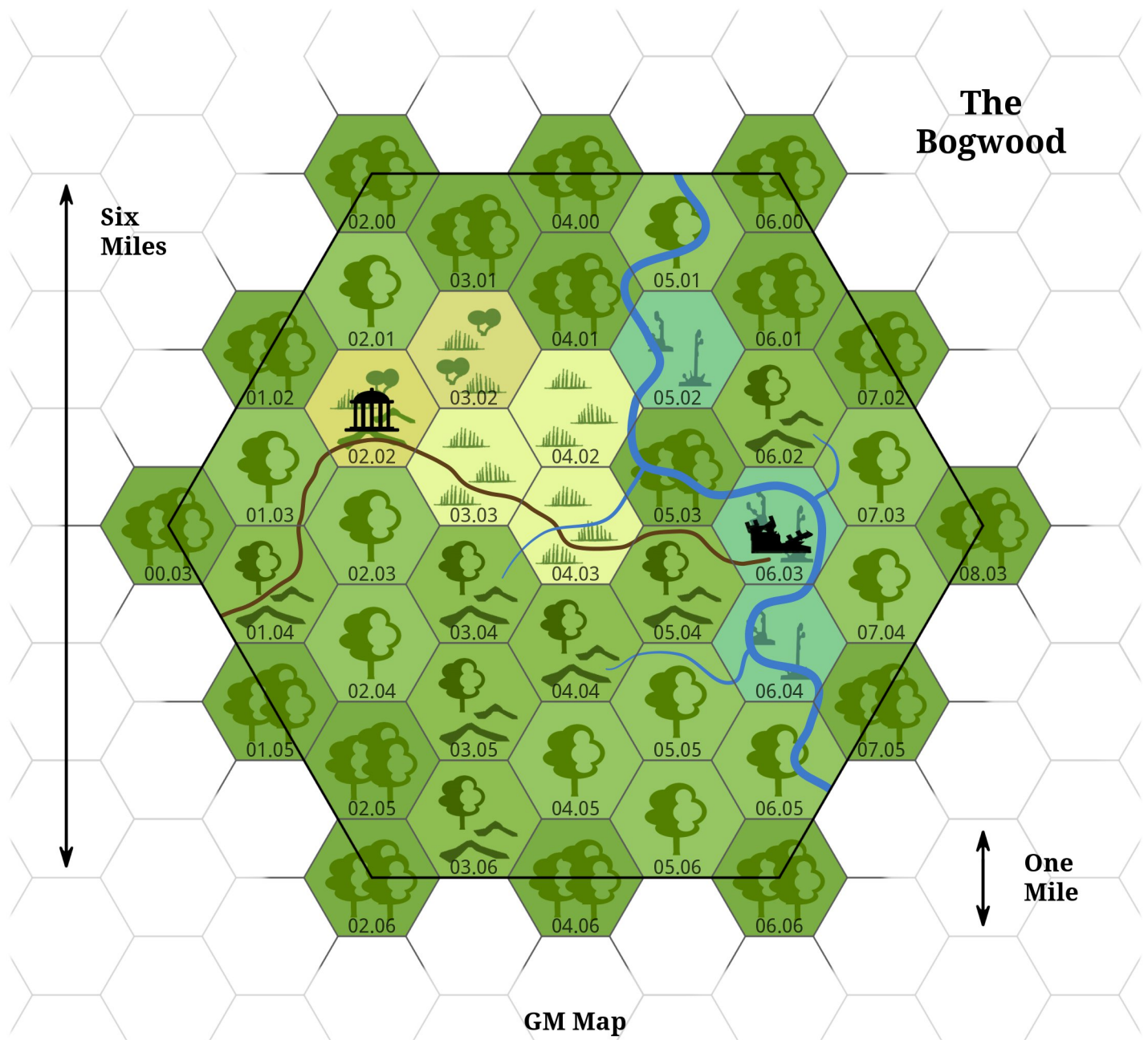
Experience

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:



Notes:

The Bogwood

The Bogwood is an area of oak and sycamore forest along a winding river with several minor tributaries. A few low hills overlook the river and skirt the south edge of a wide meadow on its western bank. A barely-maintained trail enters the Bogwood from the west (**Hex 01.04**), running past the **Shrine of Mists (Hex 02.02)** and ending at the **Village Ruins (Hex 06.03)**.

Rumors

Spending a night in the **Shrine of Mists (Hex 02.02)** can heal mind, body, and soul, but the price must be paid in gold.

There are lizard-things in the river. They look like people with tails and scales, and they kill those that trespass into their territory.

The waters of the Bogwood are cursed. Drinking from any of the many springs or the river will make you sick or drive you mad.

No one bothers the Shrine's attendants, but travelers on the old trail are not always safe. Bandits and worse prey on those seeking the healing mists.

The old village was settled by fisher folk and trappers, but the river's poisoned waters killed them all. Now the ghosts of the villagers haunt the river, drowning anyone that dares cross it.

Only the attendants of the **Shrine of Mists (Hex 02.02)** know the secrets of its healing magic. Bring them gifts of cloth, food, and wine to win their favor.

A two-headed giant roams the woods south of the old trail, slaying anyone that dares enter its territory. It leaves the bones of its victims hanging from the trees along the trail.

The magic of the Shrine protects its attendants, keeping them safe from harm and extending their lives.



Locations

Hex 02.02 – Shrine of Mists

The Shrine is a domed structure of green-veined marble flanked by the rough cottages and gardens of the Shrine's three attendants. The site is blessed ground: it radiates an aura of peace in a half-mile radius.

The narrow window slits and lone doorway provide dim light to the Shrine's shadowy, mist-filled interior. The only objects inside the Shrine are several broad stone benches and a low unadorned altar. A gilded offering bowl and a white stone orb sit atop the altar.

The three human attendants, **Leuth**, **Erasha**, and **Mandeshi**, live simple lives; they tend their gardens, prune their fruit trees, and clean the Shrine. Only Leuth, eldest of the three, knows the secret of the Shrine.

Leuth (1) - AC 9 (10), HD 1, #AT N/A, D N/A, MV 9

Level 2 priest. Ancient. Dying. Knows the secret of the Shrine.

Erasha (1) - AC 9 (10), HD 1, #AT 2, D 1d2/1d2, MV 12

Shy. Loyal apprentice of Leuth.

Mandeshi (1) - AC 8 (11) HD 1, #AT 2, D 1d2/1d2, MV 12

Impetuous. Loves Erasha. Wants the secret of the Shrine.

The mists that fill the Shrine rise from hot spring caves beneath the structure, entering the chamber through cunningly concealed vents in the walls. Only Leuth knows that tapping the white orb on the altar in a specific pattern will open a hidden channel to a magical spring. The waters of this spring heal most wounds, poisons, diseases, or mental afflictions, though it takes at least four hours exposure to the healing mists to obtain full benefit.

When anyone seeks healing at the Shrine, Leuth will tell the supplicant they should make an offering the altar. Leuth will then recite a short prayer to the healing powers that dwell within the mist while touching the orb. If the offering provided is suitable, Leuth will tap out the secret pattern that opens the magical spring.

The three attendants use the offerings left at the Shrine to trade for food and supplies. The surplus is stored in a secret cellar beneath Mandeshi's hut: a wooden box contains 80 GP, 130 SP, and 290 CP; four bolts of fine silk (100 GP each) are wrapped in canvas; several pieces of silver jewelry (10 GP each) are stored in a small leather bag; and a good-quality sword with gilded hilts and a jeweled pommel hangs on the wall (120 GP).

Hex 03.04 – Green Springs

Several small springs bubble out of the hillsides here, their waters tinted deep green by dissolved minerals. These springs gather in pools and then flow northeast as a swift cold stream. There are a few animal bones, old and new, scattered around the pools.

When it first reaches the surface, the water from these springs is tainted; anyone that drinks from the pools will become very ill. The chemical taint evaporates as it moves downstream. It's potable by the time it reaches **The Cut (Hex 04.03)**.

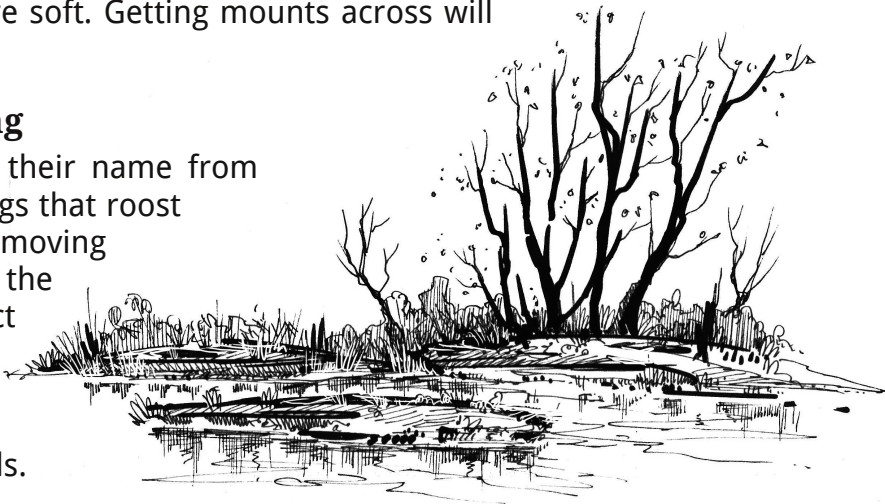
Locations (continued)

Hex 04.03 – The Cut

The greenish stream that flows through this area has gouged a deep ravine across the old trail and surrounding plain. The cold water is not all that deep, but the ravine is steep and its sides are soft. Getting mounts across will take considerable effort.

Hex 04.04 – Black Flock Spring

These unremarkable springs take their name from the vast flocks of crows and starlings that roost in the surrounding trees. Anyone moving through this hex or any of the surrounding woods will be subject to a continuous chorus of cawing and croaking bird calls. Animal bones litter the ground around the springs and in the nearby woods.



Not all the birds are harmless. A flock of **Blood Ravens** hunts here, sometimes hiding among the starlings and crows. There is a 40% chance they will be here if not previously encountered. Use the appropriate **Encounters** table entry if they are present.

The Blood Ravens nest in a huge hollow oak south of the spring. They have quite a stash of minor jewelry, gems, and coins hidden there: 80 GP, 120 SP, 80 GP, 7 base 100 GP gems, five pieces of jewelry (25 GP each).

Hex 06.02 – Echo Falls

A single vigorous spring pours out of a cliff-face in this hillside, creating a small but beautiful waterfall. The water falls into a rock-lined pool in a small valley, which amplifies the sound.

The **Lizard Folk** of the **Village Ruins (Hex 06.03)** believe the falls speak with the voices of their ancestral spirits. The simple offerings, polished beads, bits of food wrapped in leaves, and a few tarnished coins (total value 10 GP), mark this as holy ground. Disturbing these offerings will be viewed as a great offense by the Lizard Folk.

There is a 25% chance that a group of Lizard Folk will be here seeking guidance. Treat as a **Lizard Folk Hunting Party** from the **Encounters** table.



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Locations (continued)

Hex 06.03 – Village Ruins

Rotting beams and pilings rise from the marsh waters, all that remains of the old village. It was originally built by fisher folk, but the location they chose was a poor one; regular floods and disease-carrying marsh insects drove out the settlers after a few unhappy years.

After the humans died or left, a group of **35 Lizard Folk** moved into the ruins, occupying watery river-side caves or building crude huts from the decaying planks and boards scavenged from the village. The dozen dwellings are all carefully hidden amidst the trees and rushes along the river banks.

The primitive Lizard Folk hunt along the river and in the surrounding marshes and woods. The witch-queen **Saratha** and her warrior-champion mate **Thassul** rule, backed by Saratha's animated skeletons and zombies and Thassul's loyal henchmen.

Lizard Folk (10) AC 5 (14), HD 2, #AT 3 or 1, D 1d2/1d2/1d8 or spear, MV 9 / 15 swim

Aquatic. Scaled. Hungry carnivores. Treasure: 10 SP

Lizard Folk Hunter (25) AC 4 (15), HD 3, #AT 3 or 1, D 1d2/1d2/1d8 or spear, MV 9 / 15 swim

Aquatic. Scaled. Hungry carnivores. Treasure: 20 SP

Lizard Folk Warrior (4) AC 4 (15), HD 3+3, #AT 1, D spear / sword, MV 9 / 15 swim

Aquatic. Scaled. Hungry carnivores. Will die for Thassul. Treasure 5 GP, 10 SP

Thassul (1) AC 4 (15) HD 5+3, #AT 1, D two-handed sword, MV 9 / 15 swim

Speaks Common. Clever tactician. Aquatic. Scaled. Hungry carnivore. Treasure: 10 GP, 20 SP, jeweled gold chain of leadership (250 GP).

Saratha (1) AC 3 (16) HD 4, #AT 1, D darts, MV 9 / 15 swim

Level 4 magic-user / 3 priest. Commands the dead. Speaks Common. Aquatic. Scaled. Hungry carnivore. Treasure: 15 GP, 30 SP, Daggerclaw (see *Extras*).

Skeleton (12) AC 7 (12) HD 1, #AT 1, D 1d6, MV 12

Pierce and slash resistant. Mindless.

Zombie (9) AC 8 (11) HD 2, #AT 1, D 1d8, MV 6

Slow-moving. Mindless. Immune to cold.

Saratha keeps her skeleton and zombie minions patrolling the edge of the village proper, with orders to attack any non-Lizard Folk that approach.

The Lizard Folk are a poor people. Aside from the personal treasure listed above, there are 110 GP, 300 SP, and 3 base 50 GP gems hidden away in village huts and caves. There is a boiling cauldron in Saratha and Thassul's hut, filled with an herbal brew. Quaffing a pint of this foul liquid heals 1d8 damage, but it also enchants the imbiber for one hour, making any suggestion offered by Saratha seem perfectly reasonable. The cauldron is mundane; only Saratha knows the secret of the healing / charming brew.



Encounters (roll 1d20)

1-5 Lizard Folk Hunting Party

This group of Lizard Folk is hunting for game. They are alert and moving quietly (50% chance to surprise foes). They will attack weak-looking parties, as Lizard Folk are not above adding humans to their diet, but they will flee from strong foes and head toward the **Village Ruins (Hex 06.03)** to alert the tribe.

Lizard Folk Hunter (4) AC 4 (15), HD 3, #AT 1, D spear, MV 9 / 15 swim

Aquatic. Scaled. Hungry carnivores. Treasure: 20 SP

6-8 Lizard Folk War Party

These Lizard Folk aggressively attack any intruders in their territory, first hurling spears then closing to melee range. They will flee from a powerful foe, but attempt to take prisoners (or corpses) when they go.

Lizard Folk Hunter (8) AC 4 (15), HD 3, #AT 1, D spear, MV 9 / 15 swim

Aquatic. Scaled. Hungry carnivores. Treasure: 20 SP

Lizard Folk Warrior (1) AC 4 (15), HD 3+3, #AT 1, D spear / sword, MV 9 / 15 swim

Aquatic. Scaled. Hungry carnivores. Will die for Thassul. Treasure: 5 GP, 10 SP

Thassul will lead the war party 40% of the time. See **Village Ruins (Hex 06.03)**.

9-10 Pilgrims (trail only, treat as Robbers elsewhere)

Travelers headed for the **Shrine of Mists (Hex 02.02)**. Roll on the **Pilgrim Table** in **Extras**.

11 Robbers (only encountered once, ignore subsequent rolls)

These are typical low-life robbers, out for a quick profit. If encountered on the road, they will have set an ambush and gain surprise. They have a cache of 80 GP, 110 SP, and 3 base 75 GP gems in their camp.

Robbers (2d10) - AC 7 (12), HD 1+1, #AT 1, D sword / long bow, MV 12

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

12 Shrine Attendants

Roll 1d4: 1 **Erasha**, 2 **Mandeshi**, or 3-4 both are out gathering herbs and berries. They are friendly, believing the peace aura of the **Shrine of Mists (Hex 02.02)** protects them.

13-14 Wandering Dead

Saratha's skeletons and zombies sometimes stray from the **Village Ruins (Hex 06.03)**. There is an equal chance of either appearing. All attack until defeated.

Skeleton (1d3) AC 7 (12) HD 1, #AT 1, D 1d6, MV 12

Pierce and slash resistant. Mindless.

Zombie (1d2) AC 8 (11) HD 2, #AT 1, D 1d8, MV 6

Slow-moving. Mindless. Immune to cold.

Encounters (continued)

15 Two-headed Treant

This wooden abomination roams the woods, slaying any living creature that crosses its path and hanging its victims' skeletons in the trees. Luckily it spends most of its time standing, tree-like, in the deep woods. It is no true Treant, it cannot wake tree allies.

Two-headed Treant (1) - AC 0 (19), HD 8, #AT 2 D 2d8/2d8, MV 12

Vulnerable to fire.

16-18 Wild Boars

These omnivores roam the woods, eating anything they can get their snouts on. The best way to deal with these beasts is to avoid them. Once angered they use their tusks to attack aggressively, and fight on for three rounds after being fatally wounded.

Wild Boar (1d12) - AC 7 (12), HD 3+3, #AT 1, D 2d6, MV 15

Irritable. Charge attack. Fight after death.

19 Blood Ravens

Blood Ravens are bold predatory birds. They are much larger than typical ravens, and their feathers have a reddish sheen. They are clever hunters, swooping in and causing fear with the croaking calls, then focusing on a single victim in the chaos. They will retreat if injured, snatching any bright object that catches their eye as they flee.

Blood Ravens (2d4) - AC 7 (12), HD 2, #AT 1, D 1d4, MV 3 / 15 flying

Call causes fear. Steal shiny things.

20 GM Choice

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

Notes:

Extras

Daggerclaw

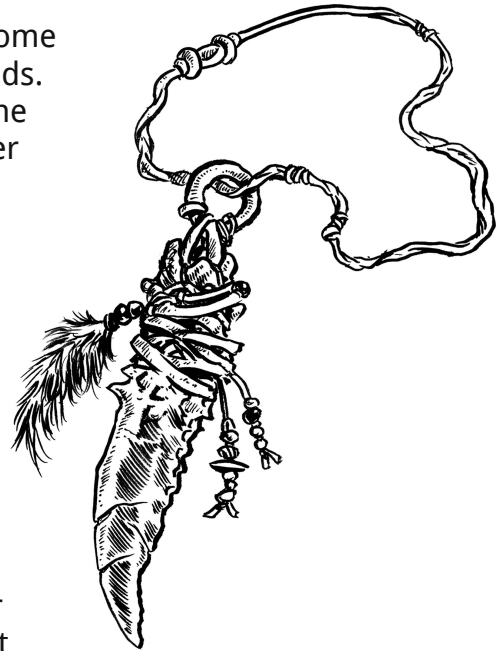
This charm is fashioned from the blackened claw of some monstrous crocodilian and decorated with rune-carved beads.

Saratha, from the **Village Ruins (Hex 06.03)** wears the charm around her wrist, using its powers to defend her people.

When Daggerclaw's wearer engages in combat, a coat of shimmering scales appears around them, providing a +2 bonus to armor class. Furthermore, the wearer can invoke each of the following powers once per battle:

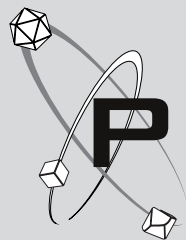
- **Strike of the Lizard's Tail** - A spinning phantasmal image of a gigantic reptile surrounds the wielder, striking all foes in melee range. This powerful blow does 1d6 damage, and targets must save versus magic or be hurled away by the force of the strike.
- **Razor Jaw Strike** - Ghostly crocodile jaws appear before the chosen target, inflicting a powerful bite that does 4d6 damage. A successful save versus petrification halves the damage done.
- **Serpent's Grasp** - Reptilian coils pin the chosen target in place and begin to squeeze them for 1d4 damage each round. The victim cannot fight, they can only attempt to free themselves from the Serpent's Grasp, which has a 20 strength grip.

Invoking any of these powers requires the wearer's attention for a full round.



Pilgrim Table (roll 1d8)

- | | |
|---|---|
| 1 | Peasants from a nearby settlement with an injured child. |
| 2 | Well-armed mercenaries with a blinded comrade. |
| 3 | Elves with a poisoned fairy. |
| 4 | Disgruntled peasants seeking compensation for a failed healing. |
| 5 | A noble lord, and his retinue, seeking a cure for his lycanthropy. |
| 6 | A lone priest, hoping to divine the nature of the Shrine. |
| 7 | A band of thieves that wants to rob the attendants. |
| 8 | Curious adventurers heading for the Village Ruin (Hex 06.03) . |



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