

# Hexed Places

## The Sand Coast



Created by Mark A. Thomas





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Created by **Mark A. Thomas**

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### Artists

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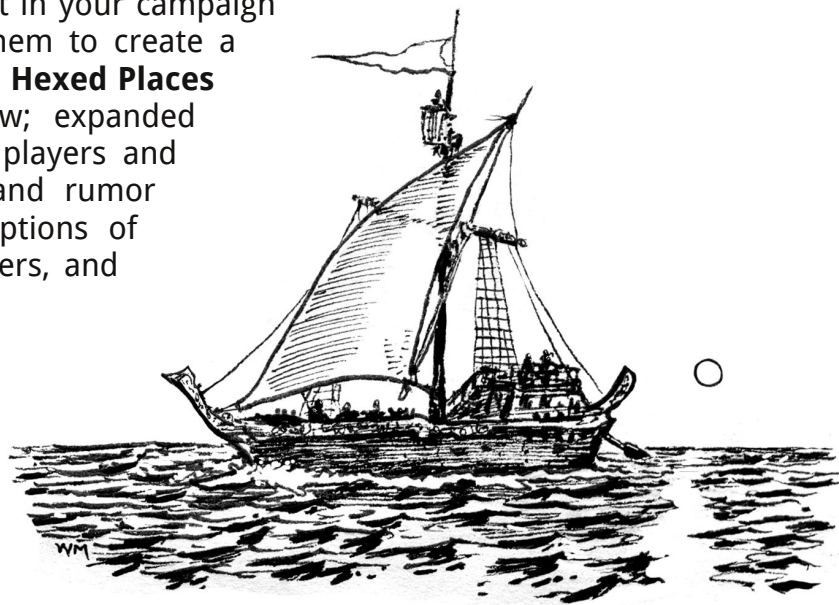
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## About Hexed Places

**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, 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.**

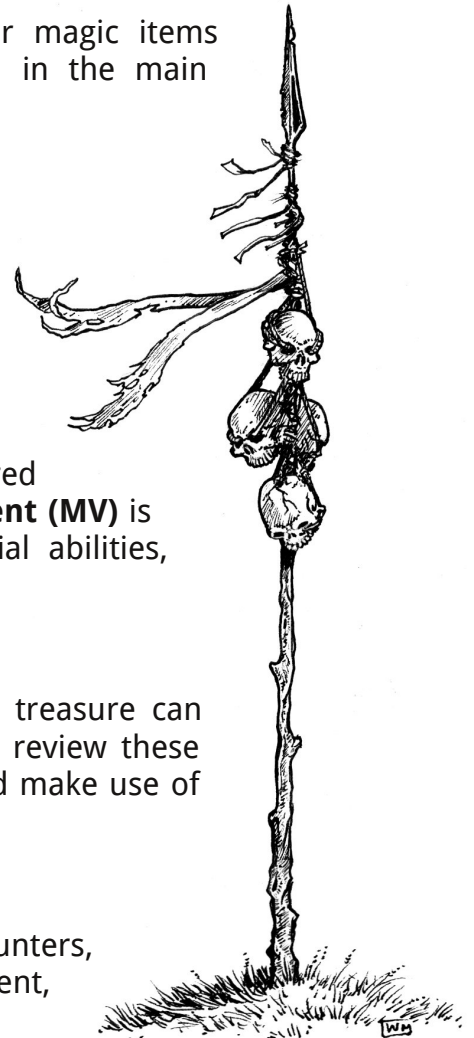
This stat block represents five, one hit-die Orcs. **Armor Class (AC)** values are given as **descending (ascending)**. An unarmored character is **AC 9 (10)** and chainmail provides **AC 5 (14)**. **Movement (MV)** is given in generic units. Unburdened humans are **MV 12**. Special abilities, class/level,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

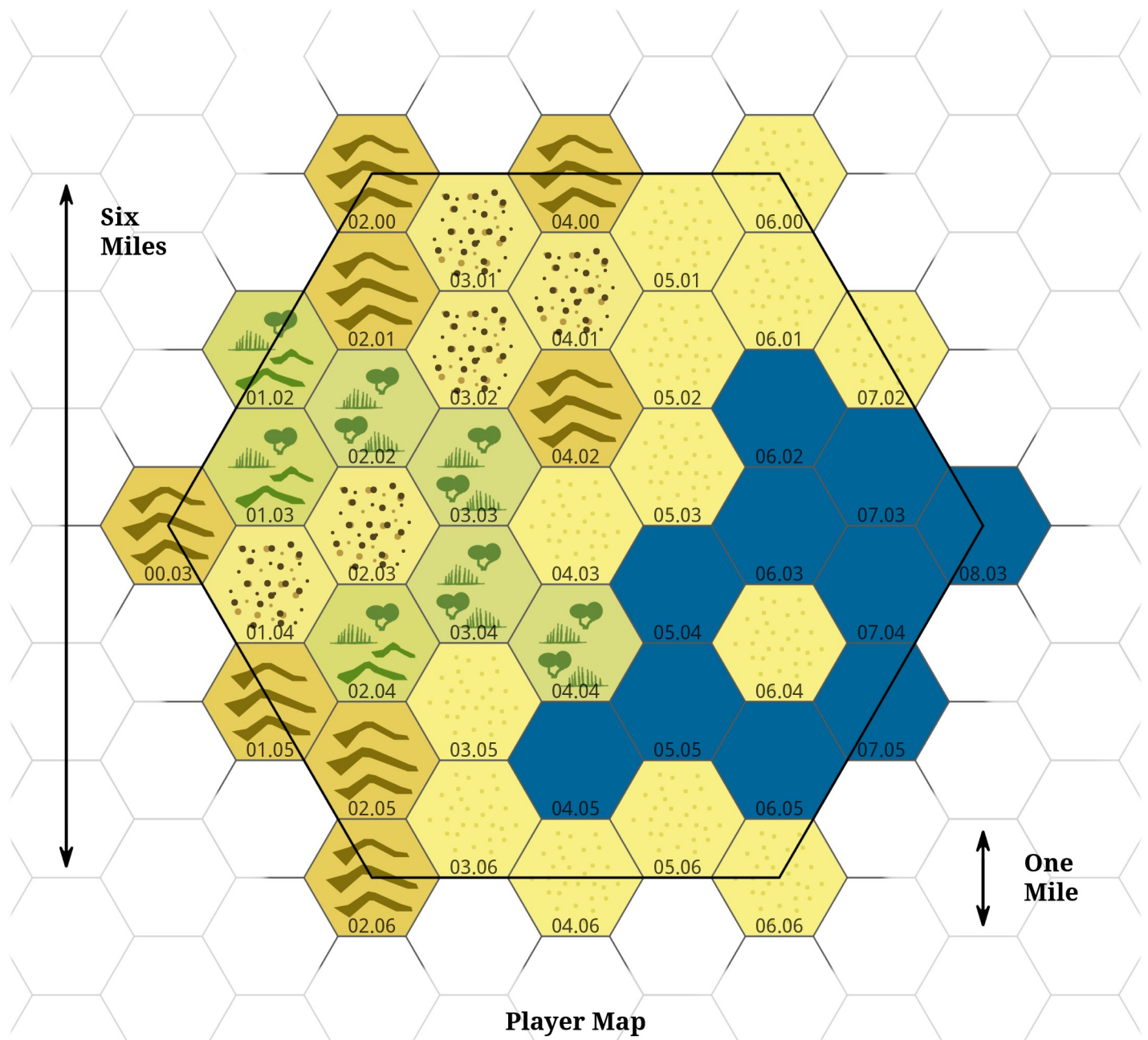
## Treasure

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

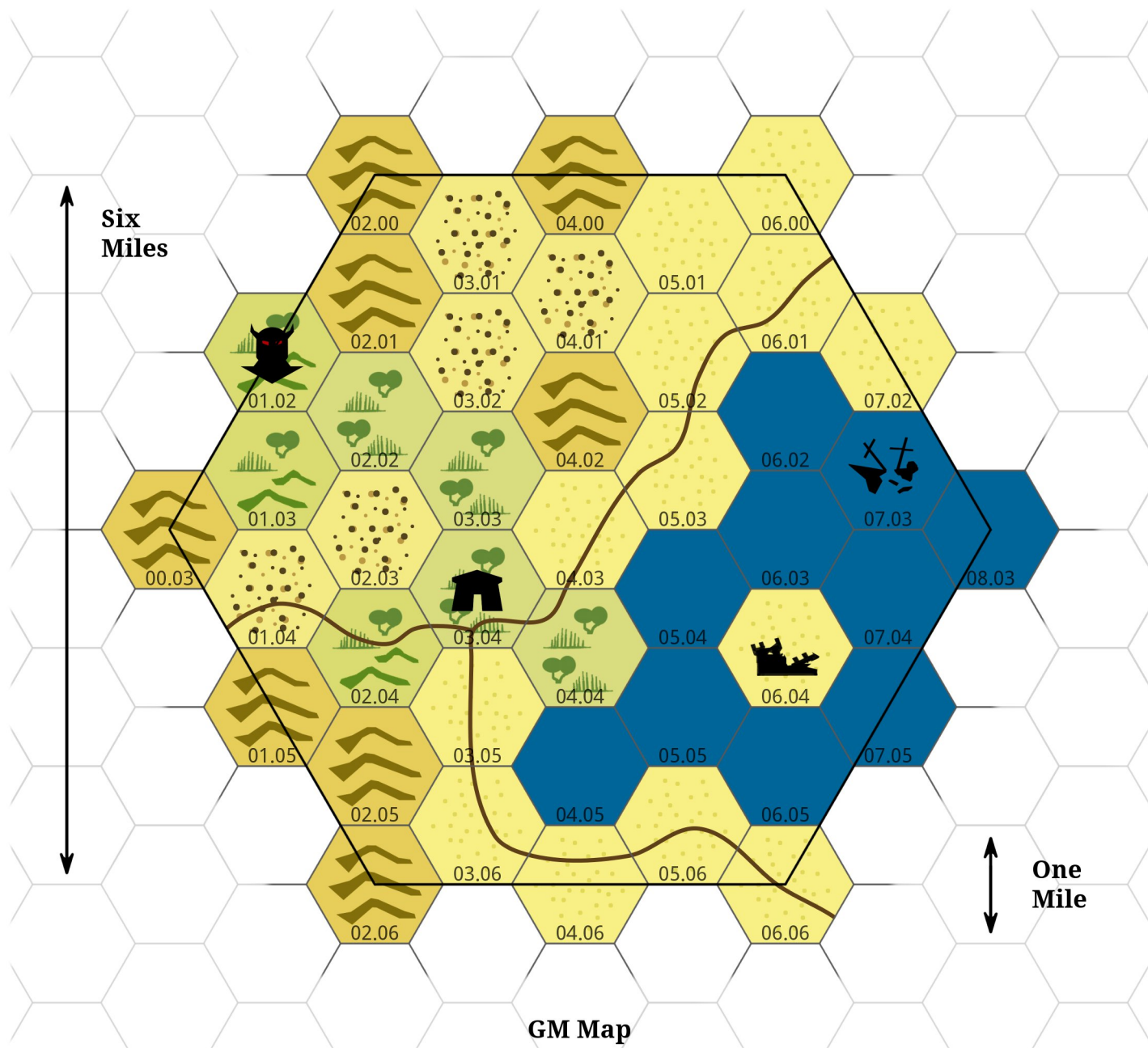
**Hexed Places** does not provide experience point values for encounters, foes, or treasure. This element is very system- and group-dependent, so it is left in the hands of the GM.





## Notes:





## Notes:

## The Sand Coast

The Sand Coast is a desolate stretch of sand and scrub. Its main claim to fame is the magical well called **Sweet Water**, which is located at the intersection of two minor roads (**Hex 03.04**). The well produces fresh and clear water no matter the season, and some claim it has mystical properties. A small, walled enclosure guards the well and serves as a secure campsite for the caravans that pass through the area. One of the two roads that meet at **Sweet Water** follows the shoreline, while the other heads into the rough and sandy country to the west. Frequent travelers know to stick to the roads along the Sand Coast. The barren wastes and hills are home to serpent folk, huge predatory insects, and other horrors.

The waters along the Sand Coast are hazardous, and sailing ships avoid the area. There was once a lighthouse on **Keeper's Watch**, the small, sandy island off the coast (**Hex 06.04**). On clear days, one can still see its ruins jutting above the dunes. The lighthouse was abandoned after the **Starchaser**, a merchant vessel, sank off the coast. No one survived the wreck, and the ship's broken hull lies in a deep crevice below the rocks that killed it (**Hex 07.03**).

## Rumors

The dead crew of the **Starchaser** haunts the Sand Coast. On stormy nights, they rise from the depths and slay any living creature they encounter.

**Sweet Water** is a safe haven. Even the savage **Serpent Folk** that pass through the area honor this tradition.

The **Starchaser** was carrying a king's ransom when she sank. The treasure has never been recovered.

**Merfolk** will sometimes trade pearls and carved seashells with travelers willing to visit **Keeper's Watch** at night.

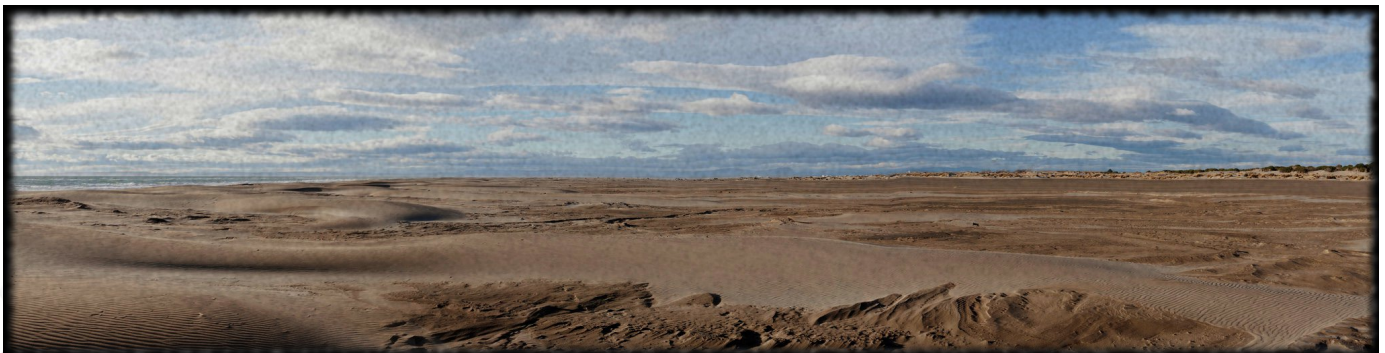
The **Serpent Folk** that roam the Sand Coast are slavers.

A brutish giant sometimes attacks travelers on the western road. Some say the monster can be negotiated with, but the bones of the slain say it isn't so.

A bright light shines from the ruined lighthouse on Midsummer's Night, the same night the **Starchaser** sank.

Water from **Sweet Water's** well can heal magical maladies and cure diseases.

Sharks infest the ocean along the Sand Coast, and some claim the **Merfolk** use them as guards or pets.



## Locations

### Hex 01.02 - The Giant Lair

**Gortash**, a powerful giant with a crippled leg, inhabits a dark cave in a scrubby hillside. The giant's handicap slows his movement, but he is still a dangerous foe. Gortash supplements his trapping and hunting efforts with robbery, preferring threats to assault. Frequent travelers negotiate safe passage instead of engaging in violence. Gortash typically targets small groups traveling along the western road (**Hex 01.04**), and he usually has two of his giant lizards with him when he hunts. He avoids **Sweet Water**.

Gortash's cave is a forked tunnel that leads deep beneath the hill. One branch serves as the giant's den; the other is home to his four giant lizard pets. A sluggish spring serves as a water source.

**Gortash the Giant (1) - AC 4 (15), HD 9, #AT 1 club or hurled stone, D 2d8+3, MV 6**

**Cautious. Excellent aim. Treasure: 8d100 GP, 5d100 SP, 200 GP silver belt**

**Giant Lizard (4) - AC 5 (14), HD 4 #AT 3, D 1d6/1d6/1d8, MV 12**

**Slashing claws. Diseased bite. Ambush predator.**

There is a small treasure cache in Gortash's den, hidden in a crevice behind a huge boulder: a sack of nine 100 GP gems, six bulky bolts of beautiful silk worth 250 GP each, and three potions: healing, invisibility, and ESP. There is a 25% chance Gortash will also have 1d4 trade goods (see **Extras**) hidden in his cave.

### Hex 03.04 - Sweet Water

The walled enclosure that protects the well and marks the intersection of the coastal and western roads stands atop a small, rocky hill. The stone walls, which are 2 feet thick and 12 feet high, enclose a 40x50 foot rectangle of packed earth. A rough gate made from driftwood guards the only entry to the site. A crude roof built along one wall provides some shade.

#### Sweet Water Visitors (roll 1d10)

1-2	Serpent Folk
3-4	Jackalweres
5	Travelers, Bandits
6-8	Travelers, Merchants
9-10	Travelers, Pilgrims

The well is a 3 foot wide, 120 foot deep pit. A low stone wall surrounds it, and a crude wooden lid keeps out sand and dust. Travelers use the rusty metal trough that stands nearby to water pack animals. A magical spring deep beneath the surface feeds the well; its waters are always cool and fresh. Drinking from the well fills the imbibers with a sense of peace and well-being, reinforcing the site's reputation as a peace-bonded haven. The water also doubles natural healing and relieves fatigue.

Each day there is a 15% chance encountering other travelers at Sweet Water. Roll on the **Sweet Water Visitors Table** and use the **Land Encounters Table** for details of each group. Note that **Serpent Folk** and bandits will honor Sweet Water's peace bond. Jackalweres will feign peaceful intent but attack when the opportunity presents itself.



## Locations (continued)

### Hex 04.01 - Jackalwere Den

This stony waste is home to an aggressive pack of jackalweres, shapeshifters that can assume the form of a human, a jackal or a half-human/jackal hybrid. These stealthy and deceitful creatures prey on anyone or anything that crosses their path, infiltrating traveling groups in human form and then striking when conditions are favorable.

The creatures maintain a makeshift camp in a rocky hollow. A brackish spring provides water, but the jackalweres also visit **Sweet Water** on a regular basis. The creatures store their treasure in a steel strongbox hidden beneath a stone shelf. It is protected by a poison needle trap and contains 3d100 GP and 5d100 SP. They also have a cache of 1d4 trade goods (see **Extras**), assorted supplies, and clothing stored in a narrow crevice a few dozen yards from their camp.



Gary Dupuis

**Jackalwere (7) - AC 4 (11), HD 4, #AT 1, D 2d4 bite or by weapon, MV 12**

**Tricksters. Immune to mundane weapons. Sleep gaze. Treasure: 2d10 GP each.**

### Hex 04.04 - Merfolk Moot

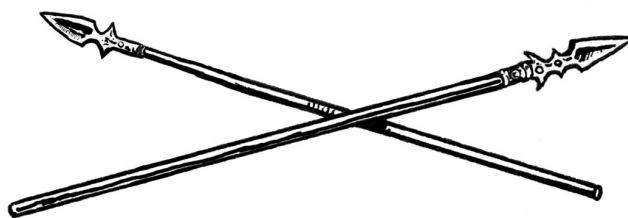
A ring of slimy, half-submerged boulders and a natural stone arch on the easternmost beach of this point of land marks the **Merfolk Moot**. Sounding the verdigris-stained ship's bell that hangs from the arch may attract the attention of the merfolk that inhabit the area. Merfolk will trade pearls, carved shells, rare seaweed, and fish for gold, precious stones, fine china, and pottery. They have little interest in metal weapons, cloth, or wood since these items do not survive for long in their watery environment. The merfolk know the hazards of **Keeper's Watch** and the **Wreck of the Starchaser**, but they do not share their knowledge willingly.

**Merfolk (3d6) - AC 7 (12), HD 2, #AT 1, D by weapon, MV 1 / 18 swimming**

**Water breathers. Suspicious. Treasure: 2d6 shell coins each.**

**Merfolk Leader (1d2) - AC 6 (13), HD 3, #AT 1, D by weapon +1, MV 1 / 18 swimming**

**Water breathers. Suspicious. Treasure: 4d6 shell coins, 1d4 50 GP pearls each.**





## Locations (continued)

### Hex 06.04 - Keeper's Watch

The loss of the **Starchaser** put an end to the lighthouse. The few ships that sail the Sand Coast steer well-clear of its rocky hazards. With no traffic to justify its presence and pay for a caretaker, the site was abandoned to wind and weather.

Little remains of the lighthouse itself: the stub of a tower, the shell of a caretaker's cottage with a deep stone cellar, and a half-submerged stone pier. The ruin is on the southeast side of the island, atop a short, rocky cliff. The rest of the island is a barren waste of sand, rock, and sea grass. Tunnels two to four feet wide dot the coastline, home to giant nocturnal crabs. These creatures are dwarfed by the giant cone snail that lives in the lighthouse ruin.

**Giant Crab (1d6) - AC 3 (16), HD 2, #AT 2, D 1d6/1d8, MV 15 / 12 swimming**

**Aquatic. Powerful grip. Tasty flesh. Aggressive hunters.**

**Giant Cone Snail (1) - AC 0/7 (19/12), HD 9, #AT 1, D 1d6/3d6 bite or poison spine, MV 6**

**Aquatic. Tough shell, delicate body. Sticky slime. Deadly poison.**

### Hex 07.03 - The Wreck of the Starchaser

The broken hulk of the **Starchaser** lies on its side at the base the rocks that gutted her. The water here is very deep, and the sea floor is a mix of gooey mud and jagged rock. Exploring the wreck will require some means of breathing underwater.

The gutted interior of the **Starchaser** is now home to a monstrous **Crevice Creature**, a sedentary, tentacled horror (see **Extras**). This creature lurks in the shadows, lashing out with 40 foot long, lightning-fast tentacles when prey swims too close. Combat around the wreck will stir up the bottom muck, reducing vision to five feet. Should the beast be slain, further exploration may be hampered by the presence of sharks or aquatic ghouls, draw by vibrations and blood in the water.

#### Starchaser Treasure (roll 1d20)

1-4	10d10 corroded copper coins (1750)
5-7	10d10 tarnished silver coins (1140)
8-10	1d100 filthy gold coins (580)
11-12	1d4 gems, base 100 GP value (19)
13-15	1d2 gold bars worth 200 GP (32)
16	1 gold chalice (6)
17	1 jewelry worth 5d10x10 GP (5)
18	1 magical ring (1, GM choice)
19	1 magical weapon (1, GM choice)
20	Roll twice

The treasure of the **Starchaser** lies scattered in the deep mud within the ship's hold. Roll once on the **Starchaser Treasure Table** for each turn spent searching. Numbers in parentheses indicate the total items present. Note that most treasure will be encrusted with filth and muck.

**Crevice Creature (1) - AC 5 (14), HD 12, #AT 9, 8x1d6/2d12 tentacles/bite, MV 3 swimming**

**Perfect camouflage. Grasping, spear-tipped tentacles. Vulnerable eyes. See Extras.**

**Aquatic Ghoul (1d4) - AC 6 (13), HD 2, #AT 3, D 1d3/1d3/1d6 claws/bite, MV 6 / 9 swimming**

**Paralyzing touch. Undead.**

**Shark (2d4) - AC 6 (13), HD 4, #AT 1, D 2d6 bite, MV 24 swimming**

**Feeding frenzy. Superior senses.**

## Land Encounters (roll 1d20)

### 1-2 Gortash the Giant

Gortash and two of his giant lizard pets out hunting (see **Hex 01.02 - The Giant Lair**).

### 3-4 Serpent Folk

A group of carnivorous hunters (See **Extras**) passing through the area.

**Serpent Folk (2d4) - AC 5 (14), HD 4, #AT 3 or 1, D 1d4/1d4/1d6 claws/bite or by weapon, MV 12**

**Hungry predators. Hypnotic gaze.**

### 5 Salt Water Crocodiles (coast only, treat as Jackalweres elsewhere)

These stealthy, reptilian predators lurk in the shallow waters along the coast. They drag ambushed prey into the water and drown them before feeding.

**Salt Water Crocodile (1d3) - AC 4 (15), HD 7, #AT 2, D 2d6/1d8 bite/tail, MV 6 (swim 12)**

**Ambush hunters. Lunging attack. Terrible jaws.**

### 6 Jackalweres

Roaming hunters looking for easy prey (see **Hex 04.01 - Jackalwere Den**).

**Jackalwere (1d2) - AC 4 (11), HD 4, #AT 1, D 2d4 or by weapon, MV 12**

**Tricksters. Immune to mundane weapons. Sleep gaze. Treasure: 2d10 GP each.**

### 7-10 Giant Trapdoor Spider

Giant trapdoor spiders dig sandy burrows along the coast, ambushing any living creature that happens by. They are active hunters at night.

**Giant Trapdoor Spider (1) - AC 5 (14), HD 4, #AT 1, D 2d6, MV 12**

**Poison bite. Ambush hunter. Long distance jumper.**

### 11-14 Giant Scorpion

These creatures are solitary, nocturnal predators. They pursue any prey they find, grabbing it with their powerful claws and then stinging it to death with their venomous tail.

**Giant Scorpion (1) - AC 3 (16), HD 5, #AT 3, D 1d8/1d8/1d6, MV 15**

**Night hunters. Poison sting. Grasping claws. Valuable venom sac.**

### 15 Travelers, Bandits

The bandits are common road agents looking for easy targets. They are smart enough to avoid well-armed parties, and will honor the **Sweet Water** peace bond. There is a 25% chance bandits will have 1d4 trade goods (see **Extras**).

**Bandits (2d6) - 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.**

## Land Encounters (continued)

### 16-18 Travelers, Merchants (road only, treat as Travelers, Bandits elsewhere)

Small caravans moving goods along the two coast roads are fairly common. These groups consist of a mix of merchants, animal handlers, and guards. Caravans carry trade goods (see **Extras**), supplies for travel, and a strongbox with 1d20x10 GP, 1d20x10 SP. They use camels for transportation.

**Merchant (1d4) - AC 7 (12), HD 1, #AT 1, D short sword, MV 9**

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

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

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

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

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

### 19 Travelers, Pilgrims (road only, treat as Jackalweres elsewhere)

A group of travelers on a religious or scholarly journey. They are on foot but have one or more pack animals (mules or camels). There is a 50% chance pilgrims will be accompanied by guards. These groups carry little of value, but there is a 10% chance they carry a unique religious icon or scholarly tome.

**Pilgrim (2d4) - AC 9 (10), HD 1, #AT 1, D dagger, MV 9**

**Too trusting. Specialized knowledge. Treasure: 5 GP, 10 SP each**

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

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

### 20 GM Choice

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

## Notes:



## Water Encounters (roll 1d10)

### 1-3 Sharks

These common predators are drawn to unusual vibrations or the scent of blood in the water. They are unlikely to attack unless aroused.

**Shark (1d4) - AC 6 (13), HD 4, #AT 1, D 2d6 bite, MV 24 swimming**

**Feeding frenzy. Superior senses.**

### 4 Killer Jellyfish

The 100 foot long, transparent tentacles that trail behind these passive predators cause searing pain and paralysis. The jellyfish draws immobilized prey to its mouth, where digestive juices reduce victims to easily consumed goo.

**Killer Jellyfish (1d20) - AC 9 (10), HD 1, #AT 1d4, D 1d6 venom, MV 3 swimming**

**Paralyzing tentacles. Almost invisible.**

### 5-6 Merfolk

A small group of foraging/hunting merfolk. They are not hostile, but will defend themselves if necessary.

**Merfolk (1d6) - AC 7 (12), HD 2, #AT 1, D by weapon, MV 1 / 18 swimming**

**Water breathers. Suspicious. Treasure: 2d6 shell coins each.**

### 7-8 Aquatic Ghouls

The dead crew of the **Starchaser** lives on beneath the waves. These foul creatures constantly seek new victims and prefer human prey.

**Aquatic Ghoul (1d4) - AC 6 (13), HD 2, #AT 3, D 1d3/1d3/1d6 claws/bite, MV 9 / 9 swimming**

**Paralyzing touch. Undead.**

### 9 Sea Serpent

These huge wandering predators can sink small boats and swallow man-sized creatures.

**Sea Serpent (1) - AC 5 (14), HD 12, #AT 2, D 2d4/2d12 bite/constrict, MV 15 swimming**

**Deadly grasp. Swallow victims whole. Precious scales.**

### 10 GM Choice

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

## Extras

### Crevice Creature

This monstrous, mostly sedentary cephalopod has more than a dozen 40 foot long, snake-like tentacles tipped with razor-sharp claws and a beaked maw. It can change its skin coloration at will, blending perfectly with its surroundings and surprising foes on 1-5 on a d6.



The Crevice Creature can attack up to four foes with as many as eight tentacles each round, dividing its attacks as it sees fit. It uses the rest of its limbs to anchor itself to the ocean floor. Any tentacle that hits with a roll of 19 or 20 grasps its target in a powerful grip, and will draw it to the beast's mouth in the next round. The creature gains a +3 attack bonus against held creatures. Each tentacle has 10 HP and attacks against these members do not count against the creature's hit point total. If sorely wounded, the creature will emit a huge cloud of black ink and use its camouflage ability to slip away.

**Crevice Creature (1) - AC 5 (14), HD 12, #AT 9, 8x1d6/2d12 tentacles/bite, MV 3 swimming**  
**Perfect camouflage. Grasping, spear-tipped tentacles. Vulnerable eyes.**

### Serpent Folk

These predatory nomads might be mistaken for more common Lizard Folk, but their long, flexible necks quickly set them apart. They frequent dry plains and deserts, traveling in small groups. Serpent Folk are active hunters, using spears, slings and bladed weapons hunt antelope and other herbivores. They usually won't attack humans, and sometimes engage in trade, but weak parties may end up as dinner instead of trading partners. The Serpent Folk are descended from non-venomous constrictors. Their hypnotic gaze can lull the unsuspecting into a trancelike state.

**Serpent Folk (2d4) - AC 5 (14), HD 4, #AT 3 or 1, D 1d4/1d4/1d6 claws/bite or by weapon, MV 12**  
**Hungry predators. Hypnotic gaze.**



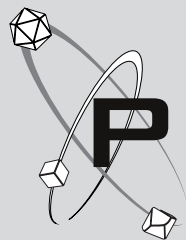
## Trade Goods Table

This table reflects the typical goods carried by traders along the Sand Coast. Use the quantities indicated in the table when determining what traveling merchants are carrying, but use the quantities given in the text (typically 1d4) when determining treasure for creatures such as bandits, Jackalweres or Gortash the giant. The suggested monetary values listed are per item or container. The GM should adjust them to match the expectations of their campaign.

Trade Goods (roll 1d10)	
1	4d4 blocks of salt, 200 GP
2	6d4 bolts of cloth, 100 GP
3	4d4 casks of fine liquor, 90 GP
4	6d6 sacks of common grain, 25 GP
5	4d4 bolts of fine silk, 250 GP
6	6d6 bags of spices, 100 GP
7	4d4 crates of fine china and crystal, 200 GP
8	4d4 bags of semi-precious gems, 200 GP
9	Roll twice and use all results
10	Roll thrice and use all results







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