

# Hexed Places

## Denshi Ferry



Created by Mark A. Thomas





### Notes:

## 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 Reeckcreek.

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 **Magister's Lair (Hex 04.01)** and **Shamble Fen (Hex 06.05)**. Anyone that slays the manlores 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, Reeckcreek 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.

**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.**

**Reeckcreek (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. Reeckcreek carries a polished jade ceremonial dagger worth 500 GP.



Ryan Rhodes



## 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 **Reeckcreek** 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.**

Preview

## Extras

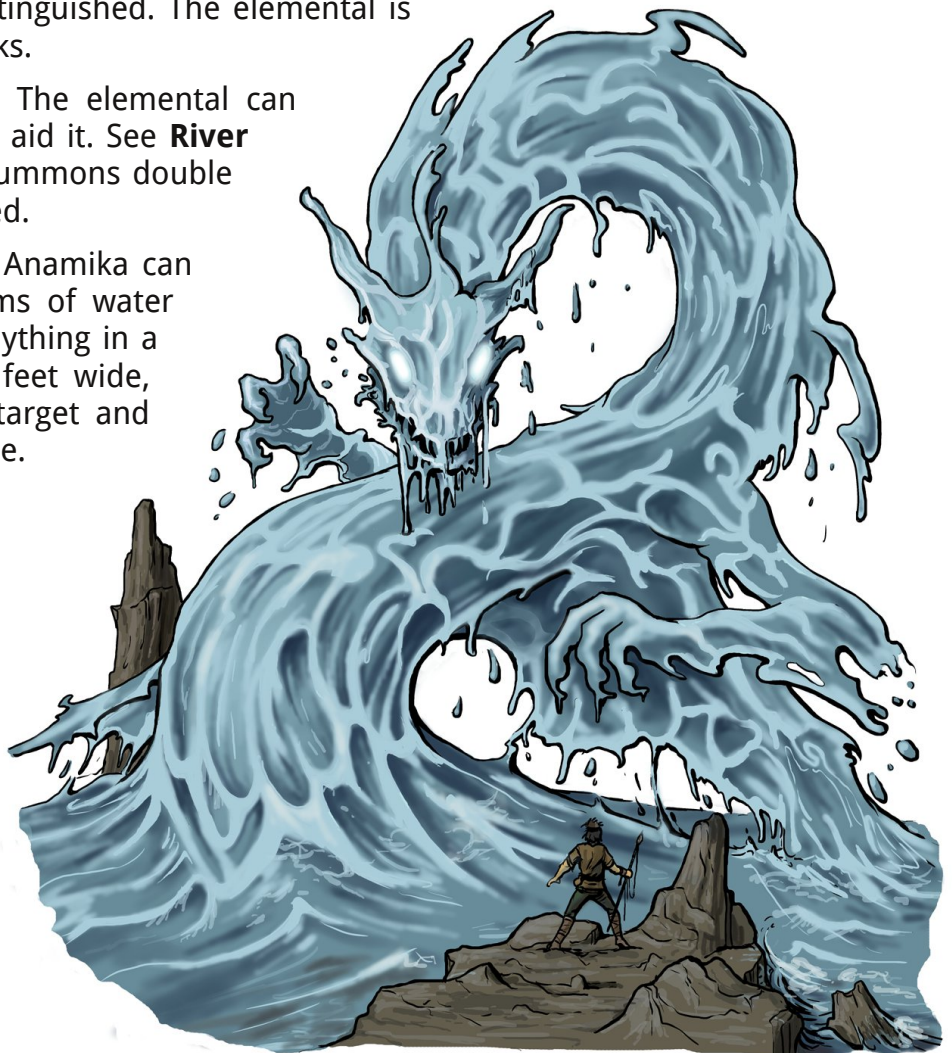
### Anamika

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.

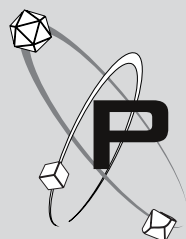
**Anamika (1) - AC 0 (19), HD 18, #AT 3, 2d6+2/2d6+2/3d8+2 claws and bite, MV 48 swimming 8th priest. Relentless defender. Attuned to the river. Fireproof.**

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



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