

"Hex Medieval-Fantasy Locations"

2D art assets by David Baumgart

email: dgbaumgart@gmail.com

webpage: dgbaumgart.com

bluesky: [@dgbaumgart.bsky.social](https://bsky.app/profile/dgbaumgart.bsky.social)

Last Update: v1.3.4 in February 2024

Description:

This set of medieval/fantasy hex location tiles was lovingly hand drawn by me personally. Rest assured that your purchase will directly support a working artist; I made every pixel myself so there is no risk of copyright infringement.

These hexagonal tiles are suitable for a videogame overworld, a strategy game, boardgame-like visuals, or for your next RPG campaign!

- expands upon my basic terrain assets for those interested in making medieval-fantasy themed games
- 125 hex tiles (over 63 unique location types, some on different terrain types, some with multiple variations)
- painted at 256x384 pixels so that towers, mountains, and trees can overlap the tiles behind
- includes 143 road tiles for all possible permutations of hex grid roads (some of single variation, some more)
- includes 235 "decor" sprites which can be placed on any background terrain texture (these include versions of the hex locations with the underlying terrain removed)

Location types included:

- farmland (with burned versions); also includes silo, barn versions
- villages; includes wood, thatched-roof, and burnt-down versions
- many castle & stronghold variations, some ruined; some built of stone, some of wood
- pyramids, oasis, sphinx, lost city
- marketplace, cookhouse, warehouse
- church, scriptorium, graveyard
- windmill, granary
- smithy, inn, alchemist
- forester's cabin
- walled city
- mines, caves, gated dwarven mine
- stonehenge
- temple & ruined temple
- halfling village
- necromancer's tower

- lava-filled cave
- elven lodge

All assets are included as individual transparent-background png files. The base hex size is 256x256 plus vertical overlap. Decor sprites are of arbitrary size, but generally smaller than the hexes.

Roads

These have been named in the following format: hexRoad-[direction bit key]-[variation number].

The direction bit key gives a zero or one depending on if the road attaches to that direction in the order of NORTHWEST, NORTHEAST, EAST, SOUTHEAST, SOUTHWEST, WEST. (Think of it like a clock.) So, for example, a straight east-west road would be "001001", while a t-junction connection to West, East, and Southwest would be "001011". The variation number is included so that every piece of road of a certain type and direction doesn't look exactly the same. For most, there's only a 00, but some of the roads of a 01 variation as well. (There were a LOT of road pieces for these, let me tell you, so I didn't do many variations.)

If this is giving you trouble, feel free to drop me an email and I'll try to do a better job explaining it. Or, likely, it's simple enough to just look at the images and figure it out.

Usage

These hexagonal terrain tiles are intended to be drawn so that tiles in rows lower on the screen are drawn overtop of tiles in rows higher on the screen. This will ensure that trees, hills, and mountains will appear to stand up and over features "behind" them. There's also an underground layer for land, water, and void that you can draw to give the impression of additional depth.

Future

Feel free to email me more ideas for tiles; I do update this set from time to time (eventually) and it's always nice to hear what people want. I may also roll off more specialized asset sets based on particular themes over time.

(BTW the most helpful thing you can do for me is leave a written review wherever you purchased these assets. More sales means I have more time to draw tiles. :)

Changelog

1.0: April 2016

- First Release

1.1: March 2016

- flipped incorrectly placed road tile (hexRoad-001011-00.png)
- added smaller versions of the grass and dirt villages (8 tiles added)
- slight tweaks and fixes to various tiles

1.2: March 2019

- updated base terrain for all sprites (improved landscape hexes)
- added 13 or so new location hexes (66 total)
- added 117 decor sprites
- slight tweaks and fixes to various tiles

1.3.0: December 2022

- added 53 new location hexes (for 119 total)
- added 52 decor sprites
- slight tweaks and fixes to various tiles

1.3.1: January 2023

- added 48 decor icons (that I forgot to add before)
- adjusted some colours/rendering on certain tiles & erased a green mystery triangle

1.3.2: May 2023

- added clay pits
- touched up the red/green/blue castles (decor and tiles)
- added overlooked decor sprite for "strongholdThatched"
- corrected a misnamed tile (hillsBarrowDowns00 -> hexHillsBarrowDowns00)

1.3.3: May 2023

- reverted some decor sprites that were swapped to the tile-size versions (sorry!)
- added sphinx tile
- added some more decor sprites (sphinx, barns, archery range, barrels)
- added 6x very short road-end caps and a left-right bridge

1.3.4: February 2024

- added 4 new buildings (4 decor sprites, 3 tiles- scriptorium, cookhouse, alchemist, warehouse)
- added 49 new road variations (this got a bit silly, I'll admit)

Terms

You can use these to make a free or commercial video game, printed board game, or similar media project.

You can modify and remix these icons to use in your projects.

You can not use these assets to "train" generative art datasets.

You can't give them away on their own, sell them on their own, or sell them in another asset pack.