




Qruhl



Coast

by Mark Conway



Somehow, you have ended up down here, far below the towering cliffs where the Orange Grasslands lead to the Topaz-Domed cities. These beaches are haunted by the doomed fleet of the ancient Republic of Qruhl, when Jyllag the Jape tried to cross the sea in his Glass Armada. By fate, an ungodly storm shattered the armada, swallowing it within its waves and tumbling the debris countless times over. These beaches are now littered with the tiny, smooth glass beads of the remnant fleet. The Republic fell shortly after and tranquility crept back into life.

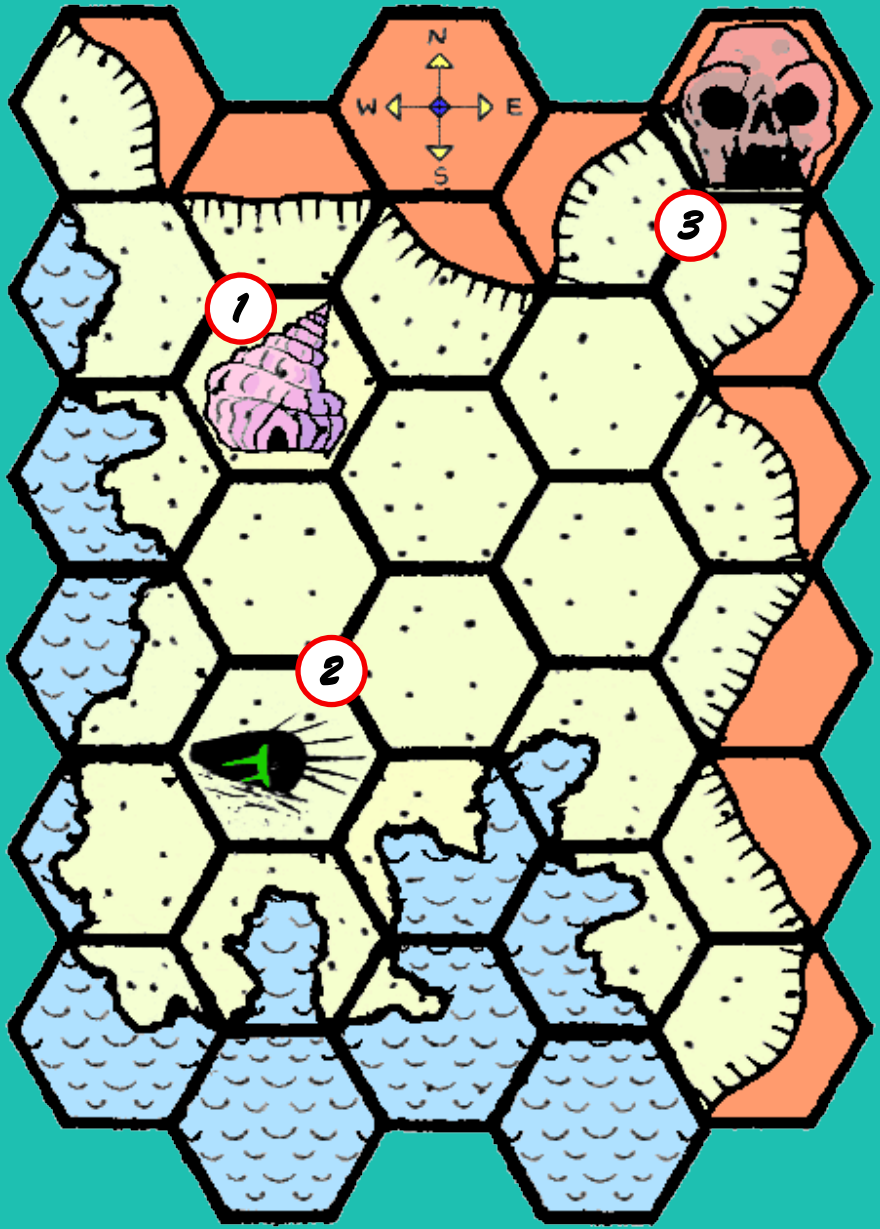
Yet the hermit crab people chitter of the roaming green ghosts praising the name of Jyllag still; unsure where they are, when they exist or if their lord is still alive.

The beach troglodytes' hunger grows more unsated with each passing year, their numbers dwindling as their ravenous appetite claims both their young and old.



Qruhl Coast is an adventurous hex crawl for use in Old School Essentials and other retro games with gaps intended to be filled by the referee and players.

***By Mark Conway.
Hex Map made using Hex Kit by Cone Of Negative Energy, with assets by Highland Paranormal Society and Perplexing Ruins.
Cover Art from the Public Domain.***



1 Hex = 1/2 Mile

1) Great Mother Shell

Several decades ago, a colossal hermit crab walked out from the ocean, laying her eggs then dying. Hundreds of her offspring hatched and flourished, existing to this day. A young and bright eyed society, helpful to a fault. Visitors are more than welcome to lodge within the Great Mother Shell upon the otherwise treacherous beach. Mornings spent combing the beach have provided the hermit crab merchants ample wares to trade for goods, especially for items from the Orange Grasslands over the cliffs.

2) Jyllag's Helmet

A massive black helmet, unmoved from when it fell from Jyllag the Jape's brow centuries ago. Large enough to fit a man inside of it. Entering the helm whisks the visitor to Jyllag's cerebrum sanctuary, where hints of his vexatious mind still remain.

See page 5 for Jyllag's Helmet dungeon.

3) Troglodyte Cave

Some theorize that the beach troglodytes are the inbred remnants of a noble lineage of Qruhl. Their caves run deep within the cliffs, with rumors from brave adventurers telling how kept within the caves is the last remaining parts of an ancient glass ship. Despite such a treasure, those adventurers often refuse to return to those winding, howling warrens.

See page 7 for the Troglodyte Cave.

Hermit Crab Person

Hunched by the weight of their painted shells and festooned with trinkets that they're convicted will be of use some day, these curious and helpful folk always have tradeable goods in their possession. They are hard pressed to dispose of anything. The biggest collectors have a 2-in-6 chance of possessing a magic weapon, armor or item to trade.

Stats as Merchant but with AC of 3.

Remainer

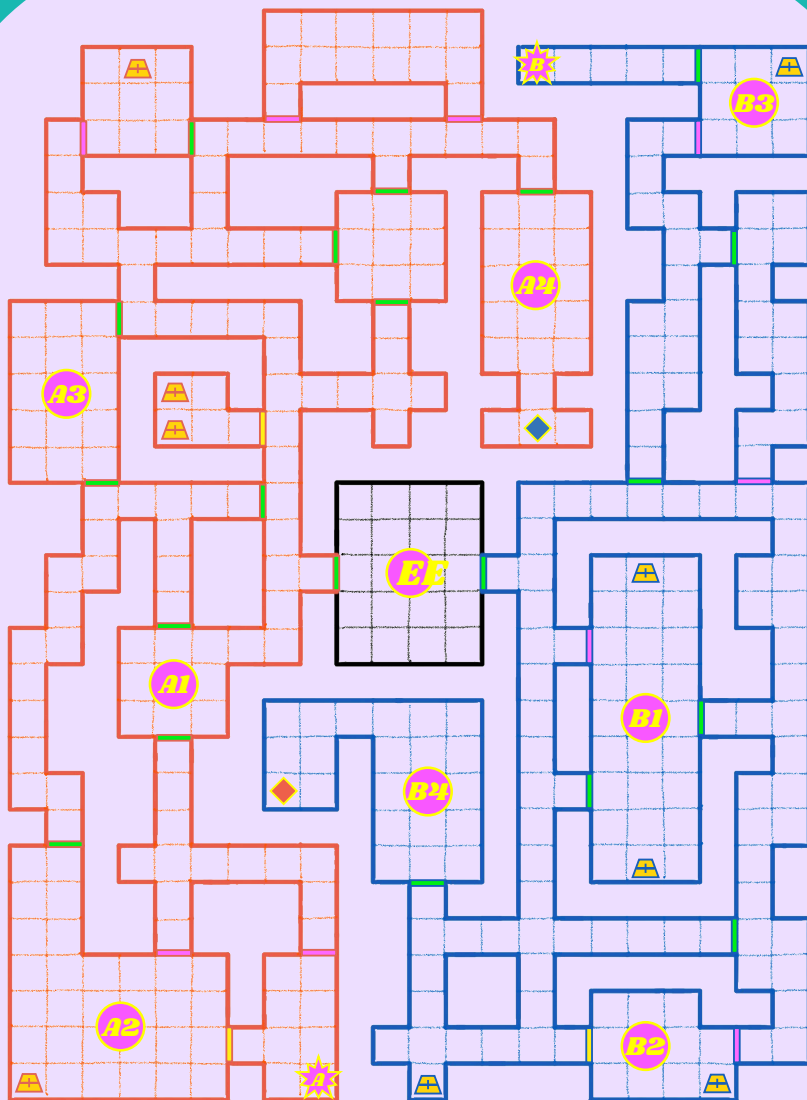
Undying loyalists to Jyllag the Jape, defenders of his house's honor, wandering in perpetuity along the glass sands. Their ancient slate armor is cloaked in green sashes bearing the insignia of their lord: a massive black helm on a field of emerald.

Stats as Wraith. When Encountered there is a 1-in-6 chance they are led by a Captain which stats as a Spectre.



Beach Troglodyte

Pot bellied, pallid skinned, lustrous thick hair, bedraggled with shells and stink weed. The troglodytes of Qruhl Coast follow specific micro fashion trends that change every week within their expansive cliffside caves.


Stats as Troglodyte.





Jyllag's Helmet

Once the Helm has been entered, it cannot be exited unless the both  keys are returned to their pedestals at . Use monster encounters as Dungeon Level 3. Completing this dungeon imparts knowledge a Glass Ship's true purpose: to travel beyond the sky through starlight.

 - Vermillion glass walls are streaked with vibrant fuschia light, warm to the touch and humming sharply.

 - An impish figure offers a key for trade from his key ring. All are fake except the one he wears as an earring. Will trade as many keys the party is willing to buy.

 - A Salamander hides upon the ceiling, spews fire from above before dropping down to ambush. Slaying it will cause fire to spread throughout the entire room for 1d6x10 minutes.

 - Gazing into the room calls for Save vs Spell. Those who succeed see the floor to be transparent, being able to fall through. Those who fail see it to be solid, being able to walk along it safely.


 - A banner of Jyllag stands, entering the room causes 2 Remainers and their Captain to appear to halt intruders.

 - Sapphire glass walls deepen the darkness, breathing in light, chilling all in its low humming halls.

 - An unrepentant winter winds blow through this dark hall. Extinguishes all unprotected flames and slams shut doors and chests loudly.

 - Frozen to the floor, a hermit crab person begs for the party to open the chest in the room. Doing so triggers a fire ball, targeting the party but thawing the hermit crab person.

 - Nest of the Warp Beast who guards the teleporter passage. 3-in-6 chance it occupies its lair, otherwise it prowls the cold halls.

 - Vampiric floors drain the warmth from occupants. Save vs Paralysis or freeze in place. 2d6 Giant Bats clings to the ceiling and descend upon the helpless party members.

 teleports to , and vice-versa.

 treasure chests containing Type F treasures.

| are open doors. | are stuck doors. | are locked doors.

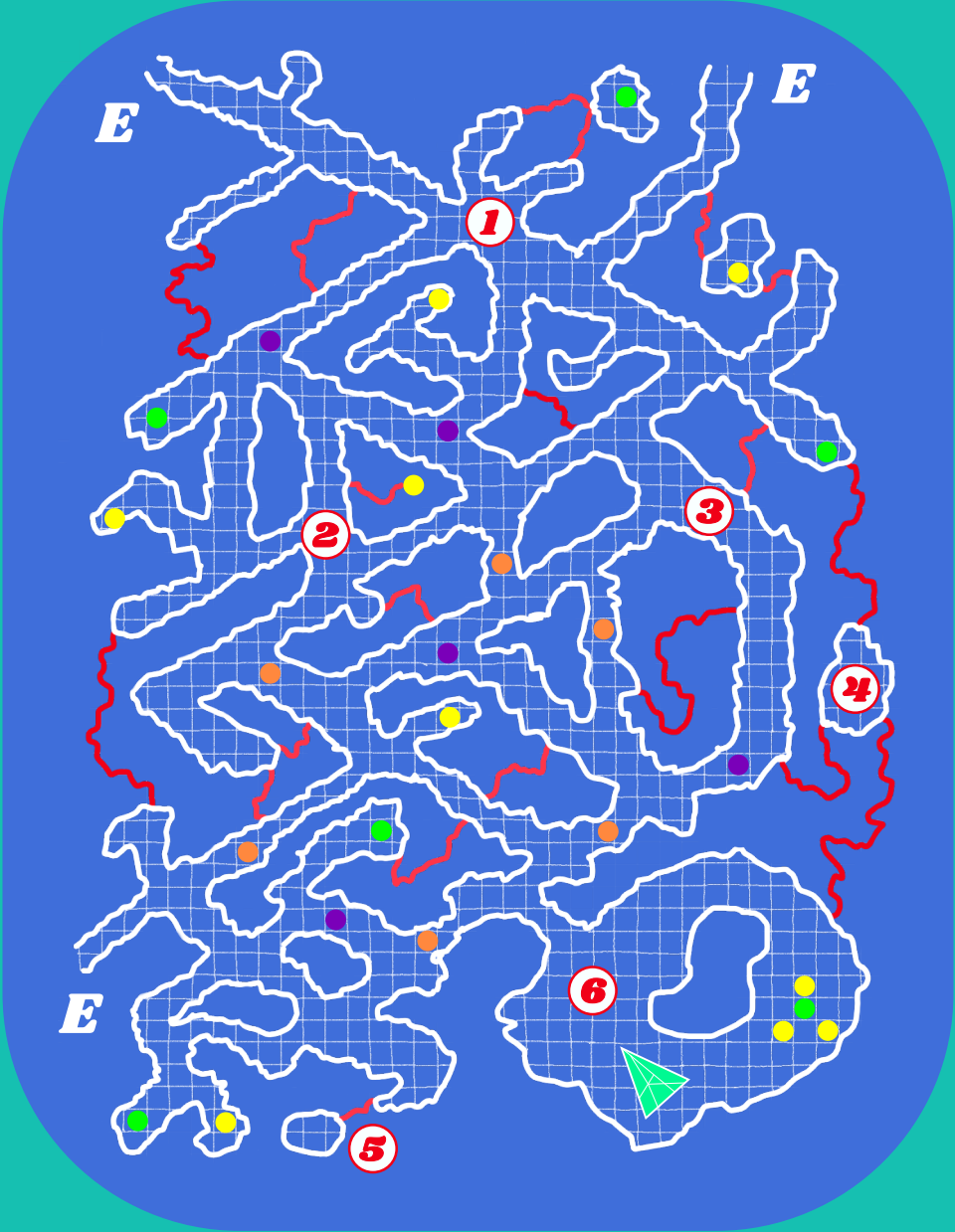
Troglodyte Cave

Pitch black winding halls of limestone carved from wind and water over many centuries, dating back to the height of the Republic of Qruhl. These caves may have once provided shelter to the Republic's nobles while the prophetic storm destroyed the glass armada outside. Tall enough to fit a hunched man. Use monster encounters as Dungeon Level 1.

- 1** - Words of warning written in charcoal "no fires". Close scrutiny would suggest it is written by the troglodytes. 1d4 troglodytes await to ambush squeezed among the cracks. They will attack if the party looks weak.
- 2** - Two groups of 2d6 Troglodytes adhere to differing fashion trends, each side brandishing weapons and spitting insults that loudly echo through the caves. 3-in-6 chance that one side will initiate a brawl with the opposing side.
- 3** - A covering treasure hunter hides in the Squeeze Passage nearby, cautiously revealing himself to the party. He asks for assistance in escaping the caverns in exchange for three varying gems (100gp, 200gp, 500gp). Stitched into his breast pocket is a perfect gem which faintly glows near the presence of spring water (2,000gp).
- 4** - Wigs piled 6 feet high made from the hair of former treasure hunters and travelers, surprisingly crafted with expertise. Would seem to suggest the shameful truth that the troglodytes are in fact horribly balding.
- 5** - Moist air billows from the Squeeze Passage, a hidden hot spring bubbles from the warm stones. Bathing here for 10 minutes restores 1d3 Hit Points once per day. 2-in-6 chance that it is currently in use by 1d4 Troglodytes.
- 6** - A grand cavernous expanse, its 30ft high ceiling marked with stalactites. The last of the great glass ships lies deconstructed and pondered over by the dim troglodytes. With the help of a powerful magic user and a workforce of skilled craftsmen it might be able to be operate once more. Filthy beds of gull feathers and dune grass dot the cavern, 4d6 Troglodytes occupy the room at ease within their home.

 - Squeeze Passage, a tight tunnel permitting only lightly armored or small-sized characters at half speed.

-  - Natural pits, 1d3x10 ft deep, disguised by unstable stones.
-  - Traps made by trogs, usually stalactites rigged to fall.
-  - A pile of last weeks fashion trends, as Type C treasures.
-  - A grotesque mud and stone fashion idle decorated in: (1d4)
 - 1) Gull Feathers 2) Crab Pincers 3) Limpid Shells 4) Fish Eyes



Roll d20 when entering every other hex. That encounter stays in that hex until resolved. This will populate the map to help create the group's story.

- 1) 10d6 Brigands from the Orange Grasslands claim this land and the surrounding hexes.**
- 2) A Sand Witch seeks help gathering shark teeth, seagull beaks and orange grass.**
- 3) A sad Remainer has no interest in fighting, wishes only to be absolved with holy water.**
- 4) 2d3 Remainers patrol the glass bead dunes, attacking anyone not carrying their banner.**
- 5) 2d6 Troglodytes buried beneath the glass sand ambush the party!**
- 6) A massive, sun baked blob lies inert. Its stench is rancid and it oozes strong poison.**
- 7) The glass here has been heated and fused... a dragon is no doubt buried in sand near by.**
- 8) A Hermit Crab wanders the dunes searching for a "scrap". Perhaps a fight or treasure?**
- 9) A historian from a topaz domed city seeks Jyllag's Helmet for research.**
- 10) 1d3 Remainers patrol the glass bead dunes, attacking anyone not carrying their banner.**
- 11) A crimson Flail Snail crawled from the ocean is methodically hunting all in its path.**
- 12) 3d6 Cultists perform howling rituals from inside tall tents which whirl at night.**
- 13) 1d8 Troglodytes dig through the glass sands, collecting a small heap of treasure.**
- 14) A half-buried message in a bottle. The parchment inside is a random spell scroll.**
- 15) 1d6 men in strange armor washed ashore claiming this land but are utterly lost.**
- 16) A flock of enchanted seagulls swoop to steal items to bring back to a nearby Coast Druid.**
- 17) A Troglodyte, Remainer, and Hermit Crab have all become friendly with one another.**
- 18) 3d3 Remainers patrol the glass bead dunes, attacking anyone not carrying their banner.**
- 19) A viridescent man calling himself Green Grung wears a barbarous garb, seeks fame.**
- 20) A treasure chest left from the Glass Armada! 3-in-6 chance that 1d3 Remainers guard it.**

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**