

# THE ISLE OF GLASLYN



A HEX CRAWL ADVENTURE  
FOR OSE BY PANAYIOTIS  
LINES AND ALED LAWLOR



## Introduction

All eyes have turned to the Isle of Glaslyn. Within her ragged, mist covered hills a bounty of riches lies buried beneath the earth. Twisted veins of copper entwined with gold which have filled men's hearts with greed.

You begin at Caer Emrys, a small fort on the south of the isle, with mist-covered hills and great mountain peaks beyond. Lady Morgan watches over the fort and has many tasks for those with arms looking to aid in pacifying the land. All so far who have journeyed beyond the pale to this isle of ancient myth and nameless dread have never returned.

What will the legends say of you?

## Hex 1 - Forested Hills

Twisted copses of broadleaf trees lead into a forested maze that even the hardest of hunters dare to tread. Roll d6 encounter:

1. Screeching emptiness.
2. Circle of 7 jagged stones - 2d4 Blind Pixies with oozing eyes of molten copper emerge if entered and mercilessly attack with sharpened stones.
3. D4 Blood Mushrooms - Save against death if eaten. Failure = mass intestinal bleeding followed by death.
4. Bear carcass, stitched together by golden threads. If worn save against Magic. On a failure the wearer is hideously turned into an enraged bear. On success the bear hide acts as +1 leather armour.
5. The Druid Belagor (HD 3 Druid) passes without trace through the undergrowth.
6. The 3 horned black stag emerges (Large Herd Animal with gore attack - 3d4).

## Hex 2 - Caer Emrys - Coastal Hills

Caer Emrys has a population of 116 people in a dozen or so buildings. It's defences comprise the fort itself and a retinue of four retainers tied to Lady Morgan who rules the fort. See map for additional description of locations.

The Fort - Guarded under the keep is 2,531 gp, 3933 sp & 8353 cp.

Traders Warehouse - A cache of 143 gp, 5397 sp and 751 cp.

Trapper's Cabin - Has a small purse with 33 gp, 54 sp and 98 cp

## Hex 3 - Bogland

The bogs steam with warm mist and patches of ice. Tread carefully for one fell slip can lead to drowning in the mire.

Bronwen (HD 5 Elf), an outcast from the Village of Bones lives here in a fine stone building with a large Mastiff called Gelert.

## Hex 4 - Village of Bones

Skulls dripping blood ward the path. Twisted spires of elegantly spun bone form this otherworldly settlement of the elderfolk. Belagor (HD 3 Druid), last of their line, watches over the village and isle.

Belagor's task is to prevent anyone from discovering the dragons under the mountain whilst drawing as little suspicion as possible. He hopes fear, superstition and the denizens of the isle itself will be enough. He will attack directly with his faithful if the seal is threatened.

17 of the Faithful of Belagor (HD 2 Elf) guard the village and surrounding wilds with bow and magic. The forest near the village grows a wide variety of mushrooms that can be used in potions.

## Hex 5 - Mountain

The ancients pooled their riches to lure the two warring dragons of fire and ice to this secluded peak where they would be trapped underground and forced to slumber eternally. They dug a great shaft, placed a magical stone seal to protect it and filled it with water to make an artificial lake.

1 - The lake is 50 feet deep and 30 feet wide. At its bottom is a magical ancient stone seal. If the seal is broken the lake will drain leaving the shaft beneath it. The seal can be broken with dispel magic. The lake is home to a variety of wildlife, of danger is a nest of d8 Giant Leeches.

2 - 400 feet deep shaft, muddy earth walls with many handholds.

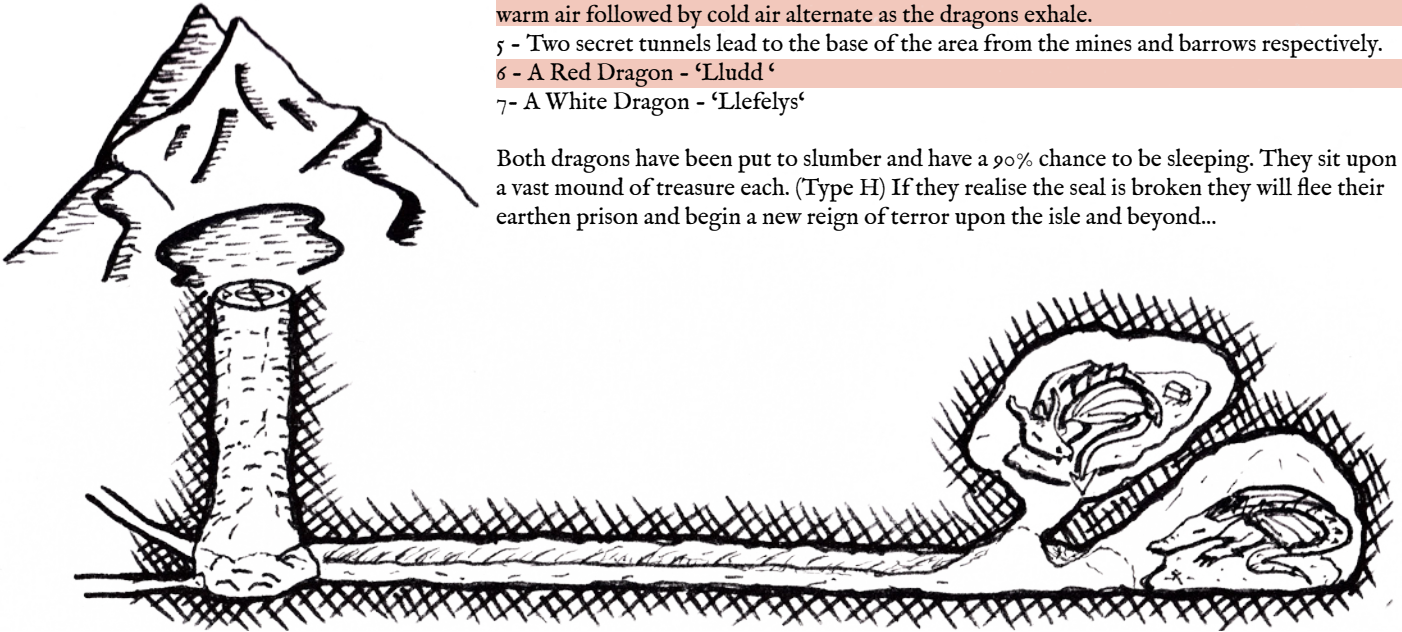
4 - Mile long tunnel. Walls wreathed with coils of molten copper coated with frost. Wafts of warm air followed by cold air alternate as the dragons exhale.

5 - Two secret tunnels lead to the base of the area from the mines and barrows respectively.

6 - A Red Dragon - 'Lludd'

7 - A White Dragon - 'Llefelys'

Both dragons have been put to slumber and have a 90% chance to be sleeping. They sit upon a vast mound of treasure each. (Type H) If they realise the seal is broken they will flee their earthen prison and begin a new reign of terror upon the isle and beyond...



## Hex 6 - Tower & Mines - Foothills

This ruined tower was built by the old empire as part of a failed attempt to claim the mine. A band of 5 adventurers recently came here to reclaim it for the Fort, only Gafidd remains alive, captured by the Ogres.

**Basement** - A bloated Ochre Jelly fills the area beneath the trapdoor. It is filled up with 483 pieces of raw copper ore, each ore weighs 10lbs and is worth 5 silver each. Two skeletal corpses lie in the room consumed by the creature

**Ground Floor** - The entrance door is heavy, it's hinges are damaged and it easily opens. A secret trapdoor hidden under the stairs leads to the basement. The trapdoor is sealed shut by the Ochre Jelly beneath.

**Tower Level 1** - The room is strewn with rubble and ruin. The ceiling is unstable beyond the door to the south of the room. There is a 1-in-6 chance of falling debris as it's opened. Behind is a locked chest containing 295 gp, 1,000 sp and 10 refined copper trade bars worth 5 gp each and weighing 5 lbs.

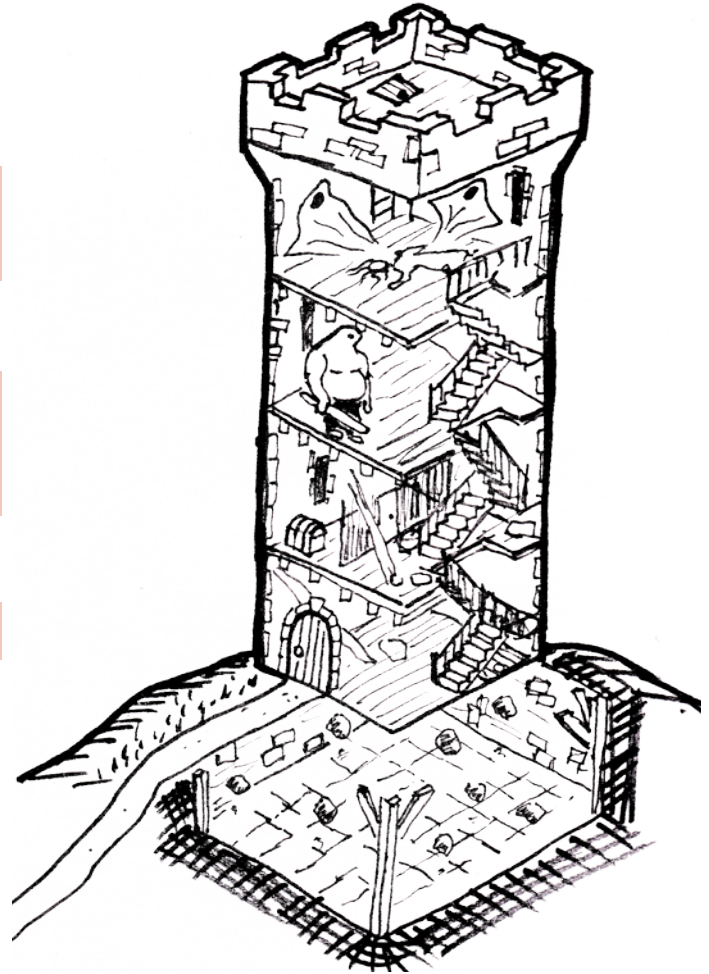
**Tower Level 2** - Three Ogres - Digrot, Wogut and Krazor are using this area as a lair. The Ogres have Gafydd, the innkeeper's son and last survivor of the adventuring band, as prisoner. They hope to ransom him to the fort.

**Tower Level 3** - A woman's body lies in the centre of this room. Gaunt and fleshless. Two ancient spectres haunt the area.

**Top of the Tower** - The top of the tower provides a fantastic view of the island. You can see every area in fair detail from here.

**Collapsed Mine Shaft** - The mine entrance is blocked entirely by rubble and must be excavated by a digging team. A Wight stands and guards the entrance eternally.

The shaft descends 90 feet. There are 4 obvious tunnels which have been partially excavated down the shaft. A secret tunnel leads to one of the barrows in hex 7. A further secret tunnel leads to the tunnel beneath the lake in hex 5



## Hex 7 - Barrow Hills

A circle of stones dominates this area.

There are 23 earthen barrows within and around the circle.

3 have obvious, open stone entrances.

The rest must be excavated to be entered.

When a barrow is entered 2d6 roll below

2 - Wraith wreathed in ice

3 - A cursed dragon idol carved of bone. Save against death or hand falls off from frostbite.

4 - A cursed dragon idol carved of red copper. Save against magic on touch or suffer permanent blindness as eyes melt.

5 - Barrow Wight wreathed in flame.

6 - Barrow Wight wreathed in ice.

7 - Empty

8 - A hidden 6 mile tunnel that leads to the mine in hex 6.

9 - A hidden 6 mile tunnel that leads under the lake in hex 5.

10 - A treasure chest containing 1031 gp, an amber gem (100 gp) and a ruby gem (500gp)

11 - A treasure chest containing a pearl necklace(700 gp), 3,310 gp and a scroll of Prot. from Dragons.

12 - A statue of an ancient holds aloft a magical sword wreathed in golden ichor. +1 Sword. When a dragon is struck with the blade it must save against death. On a failure the dragon dies and turns to gold. The sword turns to mundane lead.

### Rumour Table 2d6

Roll once for each character

2 - A magical seal sits under the lake in the mountains (Hex 5), the bog witch can break it.

3 - The cursed idol of bone brings only frostbitten agony.

4 - The villagers beyond the river are known to eat men.

5 - Ogres reside in the tower.

6 - The villagers beyond the river worship skulls and bones.

7 - Do not enter the circle of the stones in the forest.

8 - Bronwen the witch has a soft spot for dogs.

9 - An ancient guardian watches over the mines eternally.

10 - A magical sword wreathed in golden ichor sleeps in the barrows.

11 - Many secret paths lead from the barrows to under the mountain.

12 - A great fire breathing beast lives under the mountains.

### Wilderness Encounter Table 2d6

1-in-6 chance. Roll once per day, once per night. Once on entering a new hex.

2 - Wraith wreathed in dragonfire.

3 - D3 Frost Wights, frostbitten hands.

4 - D4 Spectres of ancient elves.

5 - 2d4 Copper Pixies.

6 - 2d6 Belagors faithful (HD 2 Elf).

7 - 3d10 herd animals (1-2 = Goats, 3-4 = Black Cattle, 5-6 = Red Deer).

8 - 1d4+4 Basic Adventurers from outside the isle.

9 - D3 Bog Ogres.

10 - Belagor (level 3 Druid) with 1d6 of Belagors faithful.

11 - 3d6 frost sprites.

12 - The Frenzied Hunt - Caratacus (HD 5 Elf) leading d6 Fire Wights & d6 Ice Wights upon black 3 antlered riding stags.

### 'Itchy Hole' Tavern

Locals & folk the owner likes are charged half price. Roll d6 to see who's down the pub:

1 - A quiet night.

2 - A rowdy band of adventurers heading for the tower.

3 - A travelling merchant - 2-in-6 chance of goods on request.

4 - A band of Dwarven excavators awaiting the mine to be cleared.

5 - A retinue of soldiers from the mainland escorting a diplomat to oversee the settlement.

6 - Lady Morgan looking to procure a bottle of wine and chat with locals.

### Potions Table 1d4 - D6+6 turn duration.

1 - Potion of Eyes - Grants an additional eye. (430 gp)

2 - Potion of warm blood - Grants resistance to cold. (500 gp)

3 - Potion of thickened bones - Strengthens the imbibers bones and doubles their size. (570 gp)

4 - Potion of Undeath - You become undead for the duration. You can communicate with other undead creatures. (760 gp)

### Shrine to Llyr Dead God of the Seas

Shrine to Llyr Dead God of the Seas  
Pray to the dead god - Roll 1d4 per 100 gp in offerings. Once per month. Any other result = calm.

3 = A grave error in the rites, the sea god rises and stops your heart from beating. You die.

5 = Cursed Favour of the dead god - For the next 2d6 days you can only breathe sea water.

7 = An acolyte rises from the depths and joins you.

11 = A great rumbling from the mountains, the seal is broken & lake drained.

### Lady Morgan

Description: Portly, middle aged woman, patchy red skin. Laidback, loves wine.

Role: Commander of the Fort and vassal to the emperor. She lives in the keep and frequents the Itchy Hole for a drop of red and a chat.

Wants: Tasked by the empire with clearing the tower guarding the mine, securing the area and then excavating the abandoned mine. They are offering 1,000 gp for an adventuring band to clear out the Tower (Hex 6), and secure the area ready for the mine to be excavated.

Has: 4 retainers Owain, Meredith, Garod, Carys (HD 1 Fighters). She can provide a map of the isle.

### Arden (HD 3 Cleric)

Description: Wild lank hair, smell of mildew. Sharpened oyster cracking teeth. Labyrinthine blue facial tattoos.

Role: Priest of Lir the dead god of the sea. Leads the fort in monthly sacrifice to the sea under the full moon.

Wants: They are seeking a new disciple to their order since Tilly left.  
Knows: Bronwyn, the witch who lives in the swamp (Hex 3), has many powerful potions on offer.

Has: Once per day can cast any level 1 Cleric spell for 50 gp. They also have 3 potions of healing they sell for 300 gp each.

### Tavern Master Gilfred

Description: Wiry man, missing teeth. Miserly, short tempered.

Role: Runs the 'Itchy Hole' tavern.

Wants: Retirement, but their son Gafidd fancied themselves an adventurer. A week ago they went to the Tower (Hex 6) and have yet to return.

Knows: They are a source of many rumours on the island.

### Bronwen the Bog Witch (HD 5 Elf)

Description: Dignified, wears a stylish purple cloak. Lives in the bog (Hex 3) in a home made of elegantly wrought bone with a large Mastiff called Gelert.

Role: She is an outcast from the Village of Bones (Hex 4). She lives in seclusion and sells her potions to locals.

Knows: She knows of the dragons under the lake and their vast treasure.

Wants: To oust the empire with the aid of a dragon. She is opposed to the methods of trickery Belagor the Druid employs. She wants to craft a potion of Control Dragon. For the potion she needs a bundle of glimmering flat cap mushrooms and frostbitten whitecaps. These grow in the forest in Hex 4.

Has: She has a random potion from the potions table. She can brew potions on request, this takes 1 week. She is stocked with potions of

healing which she sells for 250 gp. She has a scroll of dispel magic that can break the seal under the lake.

### Tilly the Dockmaster (HD 1 Halfling)

Description: Elaborate blue facial tattoos. Piercing eyes.

Role: Maintains the fishing dock and trades in various general goods.  
Wants: Knows of a precious dragon idol hidden under the barrows, she will pay 600 gp for it. She wants to leave the isle for greater horizons.

Knows: Sells common adventuring gear at a 20% markup. There is a 1-in-6 chance she has more unique items on request.

### Tordrom the Trapper (HD 2 Dwarf)

Description: Bald, bone thin, dwarf, three nasty scars on his crippled leg.

Role: Village hunter and trapper.

Wants: The head of the 3 antlered black stag who attacked them in the forest (Hex 1).

Knows: They can offer their services as a guide through the forest and swamp.

Has: Two dogs - Odan (Black Mastiff) Undrik (Bulldog). Meat rations.

## CAER EMRYS

### The Fort

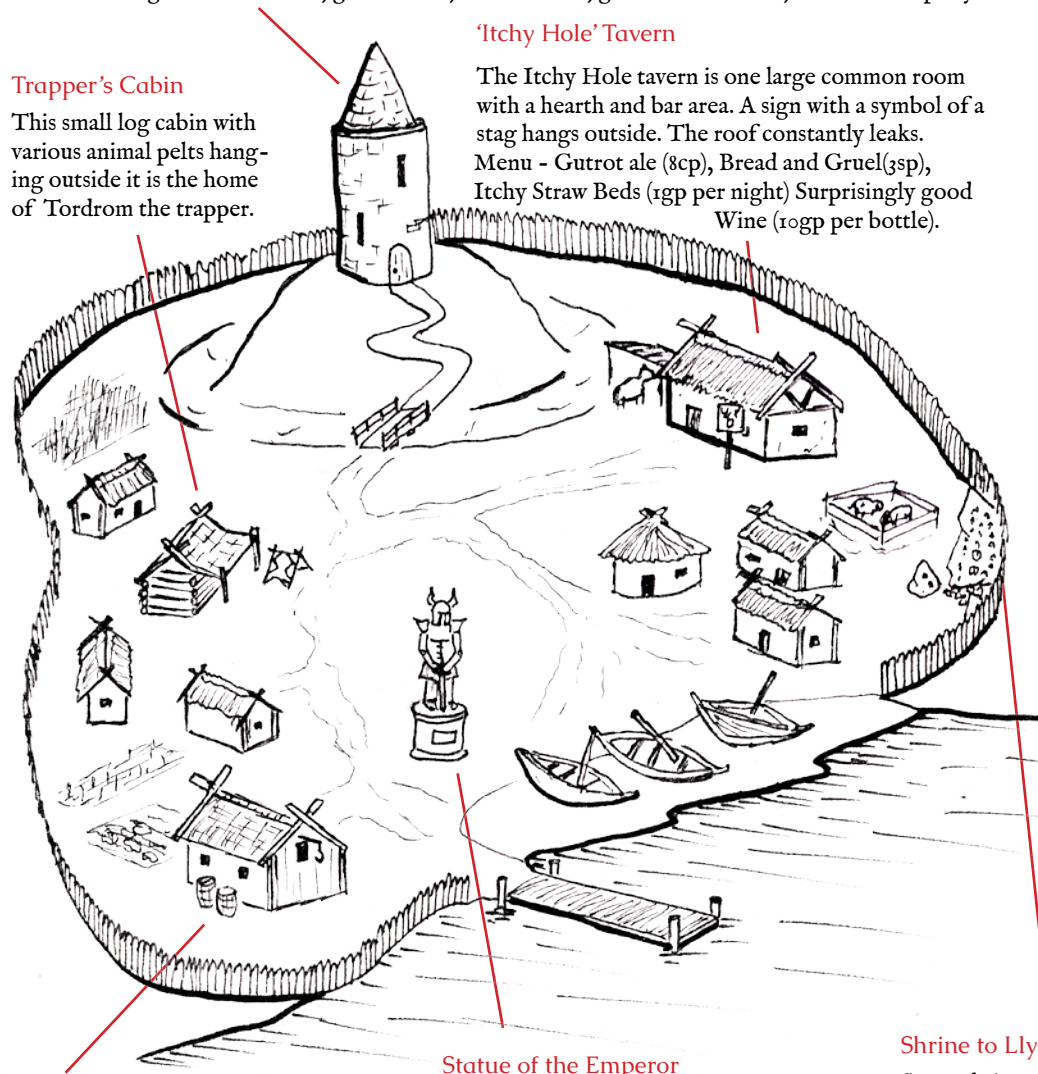
Lady Morgan's Fort is a simple Motte and Bailey atop a hill looking over the village. Within is a large common room, guard room, bed chamber, guest bed chamber, kitchens and privy.

### Trapper's Cabin

This small log cabin with various animal pelts hanging outside it is the home of Tordrom the trapper.

### 'Itchy Hole' Tavern

The Itchy Hole tavern is one large common room with a hearth and bar area. A sign with a symbol of a stag hangs outside. The roof constantly leaks. Menu - Gutrot ale (8cp), Bread and Gruel(3sp), Itchy Straw Beds (1gp per night) Surprisingly good Wine (10gp per bottle).



### Traders Warehouse

This large warehouse stores various goods brought in by the harbor, mostly food, tools and other mundane supplies.

### Statue of the Emperor

A statue of the emperor, decked in ceremonial armour, stands watching over the dock. The statue is in poor condition and is ignored by the villagers.

### Shrine to Llyr Dead God of the Seas

Stone shrine studded with seashells. Men's hearts have stopped in their throat in prayer to the dead god. Do so with reverence and fear.

## ISLE OF GLASLYN

1 Hex = 6 Miles

