

The Isles of Mist

By Tad Davis

Introduction

Deep within an icy fjord at the very edge of civilization sit the Isles of mist. The islands are home to a few hearty fishermen and herders, as well as a population of giants in decline. Yet the myriad ruined cities, strange monuments and burial grounds scattered about the land bear witness to a more illustrious past. Little is known about the former inhabitants of the isles. Legend has it they were powerful mage lords that tempted the fates and were cursed to an eternal death without rest. It is also rumored in dark taverns that the islands are a haven to pirates.

Welcome to The Isles of Mist, a system-neutral hexcrawl exploration adventure designed for introductory through mid level play. The adventure is based around a hex map which contains numbered hexes each of which has a keyed locale associated with it. As the party explores the islands they will encounter these locales and discover mysterious artifacts, strange peoples, ancient dungeons, dangerous lairs and a whole heap load of treasure.

The Isles of Mist can serve as a stand-alone adventure and campaign setting or can be easily dropped into an existing setting in any cold, remote region. If using it in your own world simply modify the setting details as needed.

The Hex Map

This adventure setting comes with two maps of the Isles of Mist, one of which contains a hex grid for the referee and the other of which is intended as a player handout. The hexes are arranged in columns. For ease of reference the hexes are each numbered in a four-digit format that corresponds to a specific entry in the hex key. Each hex is 6 miles long from one face to the other (or 7 miles from one vertex to its opposite), and each hex side is 3.5 miles long.

Encounter Locales

Each of the (land based) hexes is keyed with a specific encounter locale that serves as a potential point of interest or source of adventure. These entries all appear within the Hex Key. The format of the Hex Key has been designed to maximize ease of reference at the table. Each entry begins with the four-digit number of the hex that it corresponds to, followed by a descriptive title of the locale. One of the innovations made to the hex key format of this module is that it also contains a set of symbols. These are intended as visual cues to allow you to quickly identify specific information about the encounter. The first set of symbols indicates the type of locale encountered and the second indicates the terrain type surrounding it.

Encounter Type



City



Keep/Tower



Town



Temple/Shrine



Statue



Ruins



Lair



Battlefield

Terrain Type



Hills



Forests



Plains



Water

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Below this is a one sentence summary of the encounter. Once you have read the body of the entry the summary serves as a prompt to help you to quickly recall what the encounter is about when running it at the table. Following the summary is the main body of the entry which contains the meat and potatoes of the encounter. Immediately below the body are two lines, the first of which indicates what creatures the encounter contains and the second of which indicates what treasure is contained within.

A quick note on treasure. This module assumes a silver based currency. If using a gold based currency, such as in D&D, then you will need to adjust the numeric quantity of the coins given by a factor of ten.

There are a few hex entries which refer to adventures that are not contained in this module. These shall be released at a later date at my blog, arsphantasia.wordpress.com.

Running the Game

If you are new to hexcrawl wilderness adventures you may be wondering how to run this adventure. This section will offer some advice and mechanics to help you get started. A hexcrawl is similar to a dungeon delve insofar as it contains a map filled with keyed points of interest for the party to explore. It differs from a dungeon delve in that the area to be explored is not an underground complex filled with self contained rooms but rather an above ground wilderness with relatively few barriers to the party's movement.

As the party moves along the map there is a chance that they discover the keyed locales and encounter creatures along the way. Danger lurks around every corner. Some of the creatures the party may encounter are likely to be much more powerful than they are. Environmental hazards and harsh weather pose their own challenges. There is also the possibility that the party will become lost in the wilderness.

It is important therefore to have a system for determining how to simulate the many factors pertaining to exploration and wilderness survival. Below are a handful of suggested guidelines along these lines. Feel free to modify these to suite your campaign, or substitute your own rules.

Weather & Temperature

The Isles of Mist are aptly named. They are surrounded by a haze of fog, rain, sleet or snow for much of the year. The Isles are cold and windy, but warm south-westerly currents keep them ice-free throughout the year. The winter season is long and the summer brief. Storms are not uncommon, especially during the summer months. To determine the weather and temperature for a watch consult this table:

Dzo	Winter	Summer	Fall/Spring
1-10	Lt Snow, Windy 28° - 32°	Overcast, Calm 48° - 52°	Drizzle, Windy 35° - 45°
11-13	Clear, Calm 33° - 37°	Clear, Calm 53° - 55°	Clear, Calm 46° - 50°
14-16	Overcast, Calm 24° - 28°	Drizzle, Windy 47° - 51°	Overcast, Calm 36° - 40°
17-18	Snowy, Windy 25° - 29°	Rainy, Windy 47° - 51°	Rainy, Windy 38° - 42°
19	Snowstorm 24° - 28°	Hail, Windy 46° - 50°	Freezing Rain 30° - 34°
20	Blizzard 23° - 27°	Thunderstorm 45° - 49°	Sleet-storm 30° - 34°

Mist, rain, hail, sleet and snow all affect visibility, which in turn makes navigation more difficult (see the subsection on navigation for details). Being caught out in below freezing temperatures without the proper protection can lead to hypothermia. Hail can occasionally become large enough to do serious bodily harm. Thunderstorms carry the risk of lightning strikes. Various RPG systems have rules for dealing with each of these hazards and it is your decision whether or not to include these dangers in your campaign.

Navigation

Whenever the party is travelling through the wilderness and is not following a road, trail, river or clear landmark there is always the possibility of becoming lost. Each time the party embarks on a journey into the wilderness a navigation check ought to be made to determine if the party is accurate in discerning their direction. Subsequent checks ought to be made periodically throughout the journey, particularly if the party changes direction or resumes movement after a period of rest. The navigation check is made by rolling a D20 against the target number given in the following table:

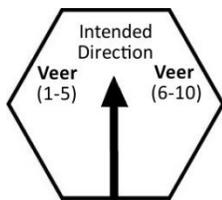
Terrain Type	Navigation Target Number	Time	Dwarf	Human	Horse
Hills, Plains, Tundra	12	4 Hours	1½ Hexes	2 Hexes	3½ Hexes
Forest, Swamps, Mountains	15	8 Hours	3 Hexes	4 Hexes	7 Hexes
Dense Forest, Jungle	17				
Deserts	20				

Terrain Type	Road or Trail	Trackless
Deserts, Plains, Tundra	Normal Speed	¾ Speed
Forests, Hills, Swamps	Normal Speed	½ Speed
Dense Forest, Jungle	Normal Speed	¼ Speed
Mountains	½ Speed	¼ Speed

Conditions	Modifiers
Hail, Rain, Sleet, Snow	+2
Fog or any kind of Storm	+5
Heavy Fog, Blizzard	+10

Conditions	Modifiers
Poor Visibility	½ Speed
Foraging or Exploring	½ Speed
River Crossing	½ Speed
Snow Cover	½ Speed
Storm	½ Speed

If anyone in the party has any bonuses for an attribute or skill related to this navigation check add this to the D20 die roll. This check ought to be made by you in secret. If the party fails the roll they become lost.



When the party becomes lost they veer away from their intended direction of travel. Roll 1d10 and consult the diagram to the left. When the party exits the hex, they exit on one of the two veers. Make this roll for each subsequent hex the party travels through while lost.

Because the party does not know they are lost they will likely only become alerted to this fact if they run across familiar terrain or landmarks not supposed to be there, or if the journey takes longer than expected. If the party does recognize that they are lost at any point they can make a new navigation check to attempt to reorient themselves, or may attempt to retrace their steps. It is also suggested that the referee make a secret navigation check for the party once per hex to see if any other environmental cues alert the party to the fact that they are going the wrong way.

Movement

The speed of the party while traveling depends on several factors, including their mode of travel, whether they are foraging or exploring, road and weather conditions, and the type of terrain that is being covered. The following tables provide the average speeds for certain unencumbered creatures, followed by some conditional modifiers.

The party moves at the rate of their slowest member. In general a party can march up to 8 hours a day without penalty. As an optional rule, the party may march longer than 8 hours at the risk of becoming wearied.

If enough conditions are present it is possible that the party will not be able to move even 1 hex per day. As an optional rule when this is the case you may allow the party to have a minimum movement rate of 1 hex per day.

Foraging

When travelling ordinarily each member of a party will need to use up a day's worth of food and water. Hunting and foraging can enable the party to provide enough to sustain them without burning through their resources. However foraging slows the party's movement by half. If the party decided to forage for food and water have them roll a d20 (and add any bonuses for relevant abilities or skill) against a target number of 15 (or 18 if in the desert). On a success they gather enough food and water to provide for them for the day. If the die roll exceeds the target number by more than 5, they are able to gather enough to provide for themselves for up to two days.

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Exploring

In general when travelling through a hex the party will automatically discover the keyed locale only if it lies along the path that they are travelling or is clearly visible for miles (e.g. a tower on a high cliff). Otherwise roll 1d20 to determine of the party chances upon the keyed locale. On a roll of 15 or higher (or a roll of 20 if the locale is hidden) the party discovers the locale. The party may wish to explore an area more thoroughly. When doing so the party travels at half speed but increases the chances of finding the keyed locale to a roll of 10 or higher (or 15 if hidden).

Finding Shelter

When exploring the wilderness the party will sometimes need to seek shelter from the elements or find a place to camp that is hidden or defensible. To make this check have the party roll a d20 against a target number of 15. Failure means no suitable shelter was found. You may allow the party to make multiple checks periodically.

Spot Distances

An averaged sized human with normal sight can see up to 3 miles away at sea level. A good general rule of thumb then is that a party can see all of the major terrain features within the current hex that they occupy, but nothing beyond it. However, large objects can be seen at great distances and the horizon increases the higher in elevation one goes. On a clear day the highlands of the Isles of Mist can be seen from sea level up to 7 hexes away. The table below indicates how far a party can see in clear weather given their distance above sea level, assuming they are in the center of a hex.

Height	Horizon
5ft – Human	1 Hex
50 ft – Watchtower	2 Hexes
150 ft – Knoll or Hillock	3 Hexes
300 ft – Low Hill	4 Hexes
500 ft – Average Hill	5 Hexes
750 ft – High Hill	6 Hexes
1,000 ft – The Highlands	7 Hexes

Putting it All Together

To the uninitiated running a hexcrawl may seem a daunting task. It may help to start out with a concrete step-by-step process that puts all of the pieces together. The following is a set of procedural guidelines intended to do just that. They provide an order-of-operations checklist of what steps to take whenever the party enters a new hex.

1. **Determine Weather** – the Isles of mist are known for having very unpredictable weather.
2. **Determine Random Encounter** – if a random encounter is rolled, decide what hour of the journey it occurs.
3. **Determine Keyed Encounter** – if a keyed encounter is rolled, decide what hour of the journey it occurs.
4. **Determine Navigation** – this step only applies when the party is actually travelling.
5. **Determine Movement** – does the party decide they want to forage, explore, or travel normally?

Random Encounters

As the party travels the wilderness they will encounter other creatures along the way. Some of these encounters will lead to violent conflict. Others will offer opportunities for the party to gain new information, find their next job, trade goods and services and make allies, among other things.

To determine whether or not an encounter occurs roll a d20. On a roll of a 15 or higher an encounter occurs. When an encounter occurs, roll a d8 and consult the appropriate table below to determine its nature. The encounters are written in a short once sentence format intended to provide a springboard for your imagination. Have fun with these. Due to the specific nature of these encounters the tables will need to be restocked periodically with new entries.

It is also a good idea to determine whether the creature or the party (or both) is surprised by the encounter. When a creature or group is surprised it takes them 1 unit of combat time to react, giving the other side an advantage. Have each side roll a d20 with a target number of 10. If either side fails they are surprised by the encounter.

D8

Isle of Kir Encounters

- 1 A sheep herder burying his favorite dead dog.
- 2 A pair of goblins squabbling over half a bottle of whisky.
- 3 A wounded hawk with an arrow in its wing.
- 4 2d6 goblins scavenging the isle for trinkets or lost sheep.
- 5 Girgla the Orc Shaman is out searching for herbs.
- 6 An enraged badger skulks over its destroyed burrow.
- 7 Glorna, the she-Ogre is out hunting for mutton.
- 8 A griffon flies overhead.

D8

Isle of the Dead Encounters

- 1 A necrophiliac crofter who sleeps next to his dead wife.
- 2 2d4 stinky undead dogs.
- 3 1d4 pirates searching for Scargrin's buried treasure.
- 4 A ghost who fancies himself as a travelling minstrel.
- 5 A marooned sailor looking to escape the Isle.
- 6 A black bear travelling with her two cubs.
- 7 The dread wight warrior, Theldred Skelbor.
- 8 The Banshee of Gravenbor, come to dine on your soul!

D8

Isle of Thild Plains Encounters

- 1 A crofter has got 1d4 giant rats squatting in his barn.
- 2 A herd of 2d12 Elk grazing on grass.
- 3 A rotund travelling tinker looks to sell his wares.
- 4 A pack of 1d6 wolves out searching for a bite.
- 5 A drunken old centaur reminisces about the good years.
- 6 A dwarf whose party was slain in the Thedron Barrows.
- 7 1d6 mischievous pixies out for some sport.
- 8 Ettin Po/Harik has a hankering for some rack-of-man.

D8

Felknor Woods Encounters

- 1 The remains of a human cocooned in spider silk.
- 2 A wild boar who has located a patch of truffles.
- 3 A giant spider feeds upon a bunny rabbit.
- 4 2d6 Loggers survey a cluster of rare trees.
- 5 The lair of 2d4 giant spiders.
- 6 An Ettercap stalks the woods looking for prey.
- 7 The lair of an ancient giant spider.
- 8 A homicidal elf ranger hunts humans in his forest.

D8

Ovross Forest Encounters

- 1 1d4 rangers out patrolling the forest.
- 2 A gnome playing fetch with a fox.
- 3 A pixie who becomes smitten with a party member.
- 4 An assassin vine attempts to grab a party member.
- 5 A menacing looking centaur with a large sword.
- 6 A graceful unicorn sips from a clear pool.
- 7 Two dryad sisters dance among the trees.
- 8 A shambling mound lumbers forward to attack.

D8

Arram Forest Encounters

- 1 1d4 gnoll cultists gathering creatures for the sacrifice.
- 2 A dying pixie whose wings were plucked by a gnoll.
- 3 1d4 deer graze in a small glade.
- 4 A man who has just escaped from a gnoll raiding party.
- 5 A skilled gnoll cultist doing battle with a forest drake.
- 6 A female mage polymorphed into an owl.
- 7 A pack of 1d6 wolves led by a worg.
- 8 A hungry basilisk prowls the forest for prey.

D8

Highlands Encounters

- 1 1d4 well armed sheep herders tend their flock.
- 2 2d6 goblins scavenging for lost sheep.
- 3 A madman who claims to be the last living Taldic Mage.
- 4 2d6 wild mountain goats grazing on a hill.
- 5 A griffon flies overhead clutching a lamb in her talons.
- 6 An ogre with a lamb slung over its shoulder.
- 7 A pack of 1d4 werewolves embarking upon a raid.
- 8 Hill giant Horrod Gremfedel, out stretching his legs.

D8

Urban Encounters

- 1 1d4 sailors discussing a recent ship wreck they've found.
- 2 1d4 urchins attempt to pick a party member's pocket.
- 3 An old beggar selling what he claims is a treasure map.
- 4 A crowd gathers to watch two sailors in a fist fight.
- 5 A merchant looking for hired swords for his caravan.
- 6 A tinker selling mind-altering herbs.
- 7 A woman screams as her husband is slain by an assassin.
- 8 1d6 Bandits offer to lighten the party's purses.

A Brief History of the Isles

The Isles of Mist were once the northernmost territory of a vast empire ruled by demons. After suffering centuries of abuse from their masters an alliance of mages arose in the north and overthrew the demons. Thus was formed the Mageocracy of Taldir, a loosely knit alliance of city states each ruled by a council of mages. The Isles of Mist were known as the Thildish Isles in those days and several of the Taldic city states stood upon their rocky shores.

The magedom underwent a renaissance in the high arcane arts. The cities flourished as innovations in magic brought improvements to transportation, agriculture and production. Each city was connected by a series of magical portals. Whenever a Mage Lord perished they and their retinue were entombed within vast underground burial mounds.

The Taldic Magedom existed for nearly two millennia. In its later years the city states grew decadent and Mage Lords laid waste rival cities contests of arcane power. Barbarian hordes from the south and Orcs dwelling in the western alps descended upon the crumbling city states, plundered their wealth and destroyed what remained of Taldic civilization.

While the Taldic city states were at war, a group of giant thralls within the isles fled the cities to dwell in the highlands. Their leader, a Hill Giant named Gremfedel, built a keep upon the highest hill and named himself lord of the giants. His descendents dwell there to this day.

Following the barbarian invasion gnolls migrated to the Isles and constructed temples to their demon god, Balloziel. In their zeal they ventured into the barrows of the Mage Lords to steal their magic and awoke the wrath of the dead. Many were destroyed, and the rest were slain a century ago when humans began re-colonizing the isles. Those few that survived fled into the fae-haunted forests.

After the fall of Taldir humans avoided the Isles, which were believed to be cursed. Pirates took advantage of this and built havens there. Only within the last century have humans once more begun to settle upon the isles.

Geographic Overview

The Isle of Kir

The Isle of Kir is largely uninhabited, save for a single small village of goat herders and fisherman. A few giants and other creatures also dwell upon the Isle. The remains of Taldic civilization hint at a time when the Isle was far more prominent. Unknown to any there is a large stash of pirate booty hidden in the worm tunnels (Hex 1609).

Rumors

The ghost of a maiden haunts these shores (true).

Goblins have been stealing goats (true).

Averll Skor buggers goblins (false).

There's a strange rock formation in the hills (true).

The old lighthouse keeper is a retired pirate (false).

There are griffon eggs to be had on the griffon cliffs (true).

A frost worm still dwells in the old worm tunnels (false).

All foreigners are orc lovers (false).

The Isle of Thild

The Isle of Thild is the largest and most well settled of the Isles of Mist. The lowlands of the isle contain a mixture of grasslands and forests. Human settlements are scattered around the coast, with the majority located near Thild city, the Isle's political center. The city boasts a small pockets of elves, dwarves and mixed breed species, but not many non-humans live in the other towns and villages on the Isle.

The grasslands are however also home to a small tribe of halforc barbarians that migrated here from the mainland. The barbarians are a nomadic lot, feared and hated by the human population, whose villages they regularly plunder.

The forests of the Isle each have a distinctive character. Felknor woods have been infested with giant spiders for at least as long as the Veskarans have dwelt on the Isle. Few save the loggers of Swiftriver village enter these woods. Recently a homicidal halfelf ranger has moved in and begun killing off many of the loggers.

Ovrass forest is an enchanted realm, home to a myriad fae and magical creatures. The gnomes of the forest are well known for being skilled artisans in all wood crafts. They make the best stringed instruments in all of Veskar. The forest is patrolled by a small group of rangers.

Arram forest was once much the same as Ovrass forest, full of fae and magical beasts. However ever since the gnoll cultists moved in and slew the Ent guardian of the forests it has turned into a dark and twisted place.

The Highlands consist of a series of high moors in the center of the Isle. Few humans other than some hearty few sheep herders have settled within this rugged territory. This region is still largely under the control of the Gremfedel Hill Giants who rule over the ogres dwelling there. There are other denizens however. A small group of lycans and a tribe of goblins also call the highlands home. In addition the ruins of the most prominent Taldic city on the Isle rests in the foothills of the Highlands.

Rumors for Felknor Woods

The woods are infested with spiders (true).

There is a great spider god dwelling within the wood (false).

The spiders were once men that were cursed by the gods (false).

A bloodthirsty elf ranger patrols the woods (true).

The folk of Swiftriver do an excellent spider BBQ (True).

The egg-sacks of the spiders are filled with diamonds (false).

A powerful witch dwells in the forest (true).

A powerful magic artifact is buried in the woods (?).

Rumors for Ovrass Forest

Beware of brownies, they will pick your pockets (true).

The pixies of the forest guard a magical tree (true).

The forest fae like to steal human babies (false).

The rangers are all secretly werewolves (false).

The forest is home to some delicious magic mushrooms (true).

The forest gnomes made a pact with demons (false).

The forest gnomes are skilled woodworkers (true).

A powerful mage dwells in the forest (true).

Rumors for Arram Forest

The forest was once home to a giant Ent (true).

The Ent got termites after displeasing the gods (false).

The last taldic mages dwell in a forest citadel (false).

Gnoll cultists fled into the forest a century ago (true).

The cultists are demon worshipers (true).

The cultists have summoned Baloziel to the forest (false).

A basilisk hunts the forest (true).

Forest creatures have been found torn to shreds (true).

Rumors for The Highlands

The highlands are thick with giants (true).

An ancient family of hill giants rules over the ogres (true).

The Gremfedel Hill Giants live in a palace of gold (false).

The ruins of an ancient Taldic city sit in the highlands (true).

The town of Tinfirth is crawling with ghouls (true).

The goblins of the highlands are preparing a massive army (false).

Strange lights have been seen at night near Thwil Tower (true).

There werewolves in the hills (true).

The Isle of the Dead

The Isle of the dead is aptly named. The largest necropolis on the Isles lies here. It was here also that the dead slew the gnolls that sought to steal their magic. Today the isle is inhabited only by a few humans. The incredibly wealthy Skelbar family has claimed the Isle as their own fiefdom. They run the only legitimate establishment on the Isle, the Grey Harbor Inn. On the other side of the Isle sheltered in foggy cove sits a shantytown that serves as a pirate haven.

Rumors for the Isle of the Dead

There is a large necropolis on the isle (true).

All souls go to this necropolis after death (false).

The gnoll cultists were destroyed in this necropolis (true).

The Skelbar family now run the Isle (true).

The Skelbar family are powerful necromancers (true).

The ghost of Theldred Kelbor haunts the Isle (true).

A banshee haunts the ruins of Gravenbor (true).

The pirate Scargrin buried a stash of treasure on the Isle (?).

Kir Hex Key

02

0209 Girgla's Hut



An exiled haflore Shaman bartering herbal remedies.

Girgla was the shaman to a tribe of halforks named the Skull Bashers till her herbal remedies caused the chief's fur to fall off. Afraid for her life Girgla stole a boat fled to the Isles of Mist. She has lived in exile here now for over a decade. The aging shaman just wants to be left in peace, but is happy to barter for her herbal remedies. She has some mind altering mushrooms on hand that would fetch a high price in the black market of Thild.

Creatures — Girgla (5th Halforc Shaman)

Treasure — 1gp; 5sp; 34cp. Mind altering mushrooms. Sundry herbal remedies. Battleaxe.

03

0309 The Stone Table



A ring of stone obiliths with magical properties.

A ring of stone obiliths surround a half meter tall, 2 meter wide circle of stone set upon a hilltop. The mages of old would come here to perform rituals. There is still a faint aura of magic lingering within the circle.

Effect — Spells cast within the circle require one less spell point (or can be cast at a lower level spell slot).

0310 Goblin Caves



The den of a small tribe of scavenging goblins.

A small tribe of goblin scavengers dwell in a cliff-side cave, on the upper deck of a partially submerged ship. They survive by eating crabs, fish and the occasional nabbed goat. Their cave is filled with an assortment of detritus and washed up rubbish collected over the years.

Creatures — 50 goblins (20 adults, 1 3rd Rogue Leader).

Treasure — 1sp; 5cp. 2 pearls, 1 bottle of wine, 1 silver spoon, 1 silver ring with moonstone, ½ barrel of pickles.

04

0409 Ruins of Sebul



A ruined Taldic city with only a cellar left intact.

Several time-worn flagstones lay scattered about. Some of these form rectangular outlines in the grass. These stones are nearly all that remain of the once glorious Taldic city of Sebul. A quick search of the area turns up some shards of pottery, arrowheads and a handful of old coins. A rigorous search reveals an ancient stone cellar that has been buried for over a millennium. A few intact clay pots line the eastern wall of the cellar.

Treasure — 1d4gp; 1d8sp; 1d20cp (above ground). 5 ancient pots (worth a few gold coins to the right people) and 5 low level magic scrolls (one inside each pot).

05

0508 The Old Lighthouse



The old lighthouse keeper is a werewolf.

An old lighthouse stands atop a cliff. The lighthouse is kept by an affable old hermit named Shef. Unknown to the nearby town of Cliffside Shef is a werewolf. He chose a life of solitude to avoid spilling blood. He locks himself in the dungeon every full moon.

Creatures — Shef the werewolf.

0509 The Ogre Grotto



Young Ogre couple trying to make a life for themselves.

Atop the highest moor on the island is an old apple tree. Beside the apple tree is a cave. A mated pair of Ogre dwell here. They have a taste for mutton and man flesh. Though she won't be winning beauty pageants any time soon Glorna is quite vain about her appearances. She rakes her hair every morning for at least an hour and never leaves the grotto without her prized earrings, two silver plates. She is quite vulnerable to flattery.

Creatures — Gill and Glorna Ogrestein.

Treasure — 11sp; 35cp. Two silver plates (5sp each). A large iron rot mirror with a moonstone at the top (21sp).

0510 The Haunted Shore



The ghost of a maiden awaiting her husband's return.

The spirit of a maiden haunts this strip of coastline, vigilantly awaiting her husband to return from a voyage that claimed his life years ago. Her sobs can sometimes be heard on the wind. There is a 1 in 20 chance that she will mistake any given male passing through as her husband and attempt to take him with her to the afterlife.

Creatures — Ghost.

06

0607 The Griffon Cliffs



The cliff-side nest of a griffon.

A female griffon dwells upon these cliffs. Over the years she has hatched several clutches of offspring. She is fiercely territorial and will fight intruders to the death.

Creatures — Griffon.

Treasure — 3 griffon eggs (worth a tidy amount of gold if the right buyer can be found).

0608 Village of Cliffside



Small town of dour folk.

A village of xenophobic goat herders and fishermen. It's the only real settlement on the Isle.

Inns — Torvin's Alehouse.

Leaders — Chief Councilor Avrell Skor.

0609 The Worm Tunnels



Old worm tunnel with buried pirate treasure.

Centuries ago a frost worm dwelt here. It left extensive tunnels within the cliffs. Years ago the Seathorn pirates stashed some booty here. The ship and its crew were then destroyed by a leviathan. A thorough investigation reveals the location of their buried treasure.

Treasure — A treasure chest full of glittering jewels!

Thild Hex Key

07

0707 The Aven Cliffs



A wrecked ship lies in shallow water near the cliffs.

The remains of the Slick Eel, a wrecked merchant vessel, is buried in a shallow watery grave off the shore of these cliffs. On a clear day the ruins may be spotted.

Treasure — Barrel of Tobacco; Crate of fine wine (5 remain unbroken); Crate of Iron; Chest of Cold Iron.

08

0805 The Giant Cairn



An obelisk magically constructed from spherical stone.

Along the road stands a stack of large perfectly sphere stones rising several meters into the sky. The stones have been bound together by magic spell.

0806 Town of Three Trees



Small fishing town.

A small fishing town named for the three large oak trees that stand outside its gates.

Inns — The Mottled Duck.

Leaders — Baron Thek Hemmon.

0607 Bay of Thild



The cliff-side lair of a very large spider.

Within a cavern in the northern cliffs of the cove dwells an ancient giant (large) spider that preys upon drunken sailors. Urban legends about the "Black Lady" abound, but most folks don't take them seriously.

Creatures — Large giant spider.

Treasure — MW Cold Iron shortsword; 24sp.

09

0904 The Lights of Veren



A tribe of playful wheat pixies.

A tribe of wheat pixies dwell along the cliffs here. At night their playful dance illumines the sky, acting as a helpful guide to sailors trying to navigate to shore. The pixies produce dust that can used as a spell component. They are suckers for good honey mead and will happily trade an ounce or two of fairy dust for a keg of it.

Creatures – 2d6 pixies.

Treasure – Fairy dust.

0906 The Ruins of Oln



A hungry Ogre hiding out in a ruined town.

A few kilometers south of the road lie the remains of the ancient town of Oln, now reduced to rubble. Bandits have been known to hide out in the ruins. Currently a man eating Ogre has taken up residence in the ruins.

Creatures – Ogre.

0907 City of Thild



The only city and the hub of trade on the Isles.

The city of Thild is the largest settlement on the Isles. It is also home to the Jarl, making it the political center of the Isles. Thild has a large port and is one of the few places on the Isles that regularly receives trade vessels from the mainland. The city has a local Mercers Guild, as well as an underground Thieves Guild. It is the best place to sell antiques and relics discovered in the wilderness. *(More information about this town will be presented in a separate supplement).*

Inns – The Travelers Lodge (\$\$); The Grey Pheasant (\$); The Jolly Sea lion (\$\$\$); Tem’s Landing (\$).

Taverns – The Drunken Ogre; The Fat Crofter; Vled’s Crab Shack, The Red Lady (Brothel).

Notable Stores – Gilven and Daughters (Blacksmith); Bwilda’s Brews (Herbs); Relics & Oddities (Pawnshop).

Leaders – Jarl Ivon Kaldrill.

0908 Garfren’s Emporium...



The ghost of a maiden awaiting her husband’s return.

...of Wonder! Garfren is a well dressed halforc tinker who collects debris from local shipwrecks and sells it in a shack by the sea. Most of his wares are rubbish which he tries to pawn off at exorbitant rates. But occasionally he finds something of value. He loves fine clothes, in particular lady’s apparel, and will barter for them.

Creatures – Halforc tinker.

0909 Dalfirth



Town of cannibal cultists destroyed by neighbors

Dalfirth used to be the second largest town on Thild. However a strange Nevarkian cult arose in the town which incited cannibalism in its members. After several incidents involving the kidnappings and murder of those in nearby villages, several towns rose up and burned Dalfirth to the ground. However a small handful of cultists dedicated to Nevark survived and now hide out in the ruins of their former town.

Creatures - 5 Cultists

Treasure - 11sp, 143cp; MW ceremonial dagger; 5 low level scrolls.

10

1002 Scargren’s Cliff



The ruins of a watchtower leading to Hightop dungeon.

A tall cliff stretches upward for dozens of meters. A weather worn set of spiral stairs leads upward. The top of the cliff has been leveled and the remains of a few wide circular stones indicate that a tower once stood here. In the center of the cliff a shaft drops down into the dark. At the bottom of the shaft is a miles long corridor which leads to Hightop Dungeon. Though the existence of the shaft is no secret few use it, especially given the black pudding that has made the corridor below its home. *See the Hightop Dungeon Adventure.*

Creatures – Black Pudding.

Treasure – 3 small rubies are all that remain of the last adventuring party that travelled this corridor.

1003 Town of Hightop

A growing town built upon a dungeon rich in gold.

The town was built over the remains of a ruined city. It began as a small fishing village, but over time more and more adventurers, attracted by the prospect of riches that lay beneath the town moved in. Merchants soon followed suite, setting up shops that catered to the needs of the dungeon delver. The Golden Feather Inn advertises the fact that it sits upon one of the few known entrances to the dungeon, a fact that it exploits to draw in business. *(More information about this town and hightop dungeon will be presented in a separate supplement).*

Inns — The Golden Feather Lodge (\$\$\$); The Red Horse Inn (\$\$); Thelma's Boarding House (\$).

Taverns — White Griffon Hall; Tevlen's Grogshop.

Notable Stores — The Dragon's Anvil (Blacksmith); The Apothecary (Herbs); Madame Lystra's (Pawnshop).

Leaders — Baron Neldrek Vos.

1004 Vorick's Pass

An ogre charges a toll to use the stone road pass.

An ancient narrow stone road winds along the cliffs. Few now venture onto the road. The pass has been claimed by an Ogre who charges a toll to cross. Those without coin can pay with a pound of flesh.

Creatures — Ogre.

Treasure — 2gp; 22sp; 50cp. A golden ring.

1005 Everill's Beacon

Town known for its magical beacon.

This is one of the oldest Veskaran Towns on Thild. A century ago an exiled sea baron moved here with his crew, after slaying all of the local gnoll cultists. The town is named after a notable landmark. Upon the highest cliff the baron's witch set a magical blaze to guide the ships at night. It still burns to this day.

Inns — Helebrin's Guesthouse.

Leaders — Barron Vek Thrasken.

1006 The Cave of Webs

The web-tunnel lair of a mated pair of Ettercaps.

A mated pair of Ettercaps have made their home in a cave in this forest. They are constantly hunting for meat for their hatchlings. Their cave is thick with webs.

Creatures — Two Ettercaps, 2d6 giant spiders.

Treasure — 2gp; 5sp; 22cp. Topaz earrings. A twin pair of MW shortswords caught in the cobwebs.

1007 The Ivory Arches

The skeletal remains of a huge dragon.

The skeletal ribcage of a huge dragon juts from the grass. The bones are ancient dating back to a battle that was fought before the rise of Taldir.

Treasure — The bones can be used as a spell component.

1008 The Old Bridge

A harpy nests in the ruins of an ancient stone bridge.

The remains of an ancient bridge has long laid in ruin upon the river. A harpy has nested in the remains and likes to lure travelers into the deep water with her song. Once a month a shimmering magic portal opens up in midair where the center of the bridge used to be. The portal leads to a demonic plain.

Creatures — Harpy.

1009 Seal Beach

A giant crab lives in a wrecked ship on a cliff.

The ruins of an old ship sit atop some rocks a couple of dozen meters from the cliffs. A giant crab has taken up residence here. At night it climbs ashore and devours the seals that sleep upon the beach shore.

Creatures — Giant crab.

Treasure — A close inspection of the sea floor beneath the shipwreck reveals 5gp, 12sp, a black pearl necklace and a Jade Dragon Statuette.

II

1103 The Sisters



A griffon nests upon the tallest of two cliffs.

On the tallest of these pair of cliffs sits the nest of a young griffon. Madame Lystra will pay good gold for any eggs retrieved intact.

Creatures – Griffon.

Treasure – 3 Griffon eggs.

1104 Thedron Barrows



The burial ground of the mage lords of Thedron.

The ancient burial ground of the Taldic city of Thedron. It is rumored that a powerful magical demon-slaying sword was buried with one of the mage lords here. *(More information about this dungeon will be presented in a separate supplement).*

1105 Tinfirth



A deserted city haunted by ghouls.

Tinfirth was a thriving Veskaran town. That is, until a band of adventurers went delving in the Thedron Barrows and subsequently infected the town with ghoul fever. Those who survived deserted the village.

Creatures – 1d8 ghouls.

Treasure – MW Heavy Shield.

1106 The Ram's Keep



A small fortified house shared by sheep herders.

A large stone house sits atop a low hill, a stone wall surrounding it. The house is co-owned by about a dozen sheep herding families who bring their flock here at night for protection. They like to barter with travelers.

Creatures – 2d8 well armed sheep herders.

Treasure – 2gp; 13sp; 50cp and lots of wool.

1107 Oovla's Hut



The hut of spider-taming witch.

A middle aged witch Named Oovla lives in a hut in a glade in this wood. She is and adept herbalist and a proficient magic user. She has managed to tame the large spiders that dwell in the forest and harvests their venom, their silk and their flesh.

Creatures – Mid level Witch.

1108 Town of Swiftriver



Logging Town keen on eating spiders.

A small logging Town. The Town is notorious for its BBQ spider racks. The village sends supplies to Thwil Tower twice a week in exchange for its “protection”.

Inns – The River Sprite.

Leaders – Barron Sivren Kalgor.

1109 The Fae Tide Pools



Friendly waters sprites looking for some sport.

These tide pools are teeming with water sprites. These friendly and precocious creatures love to tease travelers.

Creature – 2d6 water sprites.

12

1203 The Sentinel



A towering giant statue carved into s seaside cliff.

A weather worn statue of a robed figure has been carved into the cliff overlooking the bay. The figure holds a giant sword in both hands, the tip of which extends into the sea. The identity of the image born by this colossal statue is now lost within the annals of time. In the right eye cavity of the statue dwells a psuedodragon.

Creatures – Psuedodragon.

Treasure – A small horde of gold and silver is tucked away in right eye cavity of the Sentinel.

1204 Cave Therell

The cave lair of a small colony of lycans.

Between two hills a shallow stream flows into a crevasse. On either side of the crevasse sit two pile of whitewashed bones. The caves are home to a colony of lycans who periodically raid nearby villages.

Creatures — 2d6 werewolves and 1 werebear.

Treasure — 3gp; 56sp; 123cp; a silver statuette of the demon-god Nvark; MW Silver Greataxe.

1205 Alter to Beloziel

An unnerving bronze statue of the demon-god Beloziel.

Where the river divides stands an erect lifelike green statue of some sort of winged humanoid with three arms. The statue is of the demon-god Beloziel and was built as a sacrificial altar by gnoll cultists. The statue has a magically fearful aura, and the screams of the infants burned at its feet are whispered in the wind.

1206 Alter to Unduliod

A stone altar dedicated to the god of harvest.

A pile of stones is stacked together a meter high with a thick stone slab on top. In the center of the slab is etched the symbol of a sickle. Dark brown streaks stain the stone. The herders built this altar in supplication to Unduliod (the god of harvest). Sometimes the sacrifice lambs on it. Crofters sometimes leave a grain offering.

1207 Kreven's Tree Manor

The treehouse lair of a sociopathic halfelf ranger.

Kreven is a sociopathic halfelf ranger from the mainland. He despises humans, especially loggers and travelers and delights in hunting them down and torturing them. There is warrant out for his arrest in Swiftriver, as well as a 100sp reward for his capture (dead or alive).

Creatures — Kreven Hawkeye, mid-level halfelf ranger.

Treasure — Twin MW Elven Blades and a Magical Elven longbow.

1208 Leper Colony

A small destitute community of lepers.

Six adults live in hovels by the sea. They survive by catching fish and foraging for berries and vegetables. Once a quarter the people of Swiftriver send a crate of food bandages and other goods over the river for the lepers. The disease is contagious: characters coming within contact with a leper risks exposure to the disease.

Creatures — 6 lepers.

13**1304 Linneras Root Patch**

A small patch of mind enhancing plants.

There are a few patches of linneras Root growing in this area, a root known to improve mental acuity for a short duration. A Ranger or Barbarian traveling through this hex add +5 to any exploration checks.

Treasure — Enough plants to make several tonics.

1305 Gremfedel Hall

The crumbling hall of a dying dynasty of hill giants.

On the tallest moor of Thild stands an old crumbling stone fortress home to an incestuous family of Hill Giants. These belligerent creatures rule over the ogres of the highlands with an Iron hand, and make them to pay tribute. The Hill giants were once thralls to the mage lords of Taldir. After the fall of Taldir the Giants seized the Island for themselves and ruled from this keep. Little by little their realm has diminished. The gnoll cultists seized the costal territories from them long ago, and now humans have begun settling ever greater portions of the land. The few remaining heirs to the Gremfedel line fume at the loss of their Island fiefdom but lack the will to seize it back.

Creatures — 7 Hill Giants and 4 Ogres.

Treasure — 10gp; 110sp; 230cp; Fine wooden Chest with Inlaid Onyx (25sp); 1 Quartz; 5 Amythist; 3 Citrine; 4 Onyx; 2 Azurite; 5 Jasper; 2 Moonstone; 1 Beryl; 2 Peridot; 1 Aquamarine; 1 Zircon; 1 Topaz; 1 purple Sapphire; 1 Pearl Necklace; 1 Mother of Pearl Plate (25sp); MW MW Breastplate; MW Greataxe..

1306 Thwil Tower



The crumbling hall of a dying dynasty of hill giants.

At the base of the highland stands a solitary round tower belonging to a retired sea witch named Thwil. Thwil is a hunchback who dreams of trading in his deformed husk of a body for something less fragile. To that end he has labored for decades to perfect a transference spell that would enable his spirit to animate a construct. He needs a constant supply of magical components for his experiments. He will gladly trade his knowledge of spells to any who would bring him these supplies. His tower is filled with animated objects and tiny golems.

Creatures – Thwil mid level witch and many constructs.

Treasure – 5gp; 125sp; 65cp; 21 ounces of runic dust (a dust used in lieu of specific spell components); assorted spell components (300sp); laboratory equipment (100sp)

1307 Ranger's Hut



A small earthen cottage, home to several rangers.

A group of rangers patrol the Ovrass Forest, fending off halforc barbarians and other miscreants. Their base of operations is an earthen cottage tucked away in the forest. The Rangers are quite and peaceable, but will not tolerate destruction to the forest or any of its intelligent creatures. They are concerned that they have not heard any word of late from their brethren in up in Arram Forest, especially given the recent gnoll attacks.

Creatures – 1d8 Rangers.

1308 The Leaning Statue



A small earthen cottage, home to several rangers.

A stone statue of a cloaked figure leans sideways upon a hill. The statue is missing its left arm but in its right hand dangles a horned head. An inscription has been carved into the stone base in Old Taldic which reads:

*Chains of magic bound us to your will;
To labor in the mines and toil at the till;
From time immemorial we fought;
Till your destruction was wrought;
Damn all demons, damn all frauds;
We are the godless we are the gods.*

I4

1403 Tham's Cove



Small fishing village ravaged by lycans.

Asmall fishing village. The village has recently been ravaged by the lycans from Hex 1204, leaving several of the town's men dead. This is the second time this has happened in just as many months. The town has little to offer, save for a few dozen pearls (25sp) that they would gladly offer to anyone willing to hunt down the lycans.

Inns – Veera's Bed & Breakfast.

Leaders – Chief Councilor Alton Brivek.

1404 Dead Ent



Small fishing village ravaged by lycans.

An ashen dead Ent stands erect, its face contorted by pain and surprise. In the center of the trunk of the Ent is a gaping black hole. A Cave Fisher dwells inside. Those searching the Ent will discover that its trunk is covered with carved glyphs. These are the names of the gnoll war party, written in the gnoll language, that aided in slaying the great protector of the forest.

Creatures – Cave Fisher.

1405 The Old Mine



An old iron mine now claimed by a tribe of goblins.

Millennia ago this was an iron mine used by the Taldic. It is currently home to a tribe of 100 goblins. Their numbers have been diminished over the years by the ravages of ogres. They know the layout of Gremfedel Hall and would be willing to aid any capable-seaming party seeking to lay siege to the fortress for a 50/50 share of the loot.

Creatures – 100 goblins, 1 goblin shaman and 1 leader.

Treasure – 2g; 15sp; 35cp. MW Small Shortsword. Citrine Silver Ring. Citrine Silver Necklace. Silver Earrings. Two bottles of fine wine.

1406 Pool of Seeing

A pool that reveals past, present and future events.

A small clear pool is surrounded by attractive red and white mushrooms (Bonnytops). The mushrooms are magical and cause any eating them to see visions of past, present and potential future events. The pool has become saturated with the magic of the mushrooms and anyone gazing into it is likewise affected by visions. The pool is considered sacred by the local fae.

1407 Pixie Community

A community pixies that guard a magical fruit tree.

A community of pixies dwells in the tops of flowers in a small forest glade. They are lovers of tricks and riddles. The pixies guard an ancient Pirin tree, a rare magical tree whose fruit has the property of rapidly healing wounds (1 piece of fruit heals 1d6 hp). They will play tricks on anyone entering the glade, and will attack any creature attempting to steal the Pirin fruit. However, they are willing to give a piece of fruit to any creature(s) that can beat them in a riddle contest

Creatures – 2d6 pixies.

Treasure – Pirin fruit (see text).

1408 Skelbar Cove

A cove home to several giant crabs.

At dusk crabs the size of men descend upon the cove to feed upon the carrion that collects upon its shores

Creatures – 1d4 giant crabs.

IS

1503 The Stones of Numen

A magical stone circle once used to summon demons.

A myriad large stones boulders dot the landscape. At one place several of these have been arranged in a circle. The gnoll cultists summoned demons here and there is still a faint aura of magic. All Command and Summon Demon spells cast within the circle are more powerful.

1504 Keld's Orchard

An orchard with a fine guesthouse.

Keld owns the largest orchard in the region. He has a variety of fruit and nut trees, and presses his own cider (which is on tap at Tham's Cove and Arransfirth). He also takes in lodgers for a reasonable price. He has two beautiful daughters and is very concerned about the reports he's heard of barbarians nabbing women

Creatures – Keld, his two daughters and 2 men at arms.

1505 Temple of Azgon

An old iron mine now claimed by a tribe of goblins.

The last of the gnoll cultists of Thild fled into Arram forest a century ago after the Veskarans burned down their island temple. The cultists have not ventured out of the forest since, but their numbers have steadily grown. They have built a stone temple in the middle of the forest and have been sacrificing the native animal and fae as part of their dark rituals. Their powers are growing and they have managed to summon a handful of demons to do their bidding. Soon they hope to open a gate to the demon plain and unleash its full fury.

Creatures – 35 gnoll cultists, two elders and one high priest. 5 minor demons.

Treasure – 5g; 45sp; 171cp. 3 golden nose rings. 15 silver earrings. 1 MW ceremonial dagger. Several magic scrolls of various levels. 1 wand. Several fine wood and stone furnishings.

1506 Imprisoned Demon

A powerful demon encased in a glass prison.

A powerful demon stands encased in a cube of glass upon a hillock. The glass has become opaque with mold and residue. The demon was captured by the Taldic mages millennia ago. If released the demon will seek to avenge itself by slaying all intelligent creatures on the island, including those that freed him.

Creatures – 1 powerful demon.

The Isles of Mist

1508 Hedron



Small port town that trades with the gnomes.

A small port town. The town trades with the Gnomes in hex 1507 for musical instruments and rare magical goods and trades these to the mainland. It is possible to purchase passage to the mainland from this town.

Inns — The Dancing Sea Horse.

Leaders — Baron Fleken Har.

16

1603 Ruined Temple



A ruined temple to Baloziel occupied by an insane Imp.

The Gnoll cultists once worshiped and sacrificed to Baloziel here. However it was destroyed in the demon cult purges a little over a century ago. Most folks avoid the ruins. It is currently occupied by a lone insane Imp.

Creatures — Insane Imp.

Treasure — 2g; 12sp; 22cp. 1 low level scroll.

1604 Derelict Hut



An old hut.

A ramshackle old hut stands in a small glade. Its former owner has long passed on to the next life.

Treasure — 1 sp; 5cp. 5 low level scrolls.

1605 Ruins of Thalamir



The ruins of the greatest of the Taldic cities on Thild.

Thalamir was once the largest of the Taldic cities on the Isles of Mist. Its stone foundations were wrought with a magical precision lost to the current age. Spires once soared into the sky. Its wealth was beyond measure. The city is now a hollowed out shell of its former glory. It has become overtaken with vines. However the city's dungeon remains largely intact. It is now home to all manner of unsavory beasts and unspeakable horrors. *(More information about this dungeon will be presented in a separate supplement).*

1606 The Old Battlefield



The dead reenact their last battle here each night.

Untold centuries ago a major battle was fought on this patch of earth. At night sometimes the dead rise, take up their rusted arms and reenact the battle once more.

Creatures — Hordes of skeletons.

Treasure — Each time the ground is traversed a careful search reveals 1d4 coins of various denomination.

1607 Gorvosk's Hut



An old mage seeks to find his polymorphed lover.

An reticent old Mage named Gorvosk dwells here at the edge of the Ovrass forest. Gorvosk seeks to be reunited with his lover Lymrell who was polymorphed into an owl by a rival mage. He would be exceedingly grateful to anyone who located her. He is willing to teach any Mage who agrees to search for her the spell to speak with animals. If they return Lymrell to him, Gorvosk will teach them any two spells he knows.

Creatures — Gorvosk, the old Mage.

Treasure — 56g; 233sp; 122cp. Gorvosk's Spellbook. An assortment of scrolls. Gorvosk's staff.

17

1704 Arransfirth



A foggy fishing village full of unfriendly folk.

A fishing village located on a craggy hill beside an inlet. The village is shrouded in fog most days. The villagers are silent and severe. The folk of this town have seen several adventuring parties cross over to the Isle of the Dead, and very few return. They have also heard all manner of unsavory tales about the Skelbar family. They will council any party to steer clear of the Isle. However once a week a vessel crosses the straight between Thild and the Isle of Mist to deliver supplies to the Grey Harbor Inn (Hex 1803). The party can buy passage across for a copper each (each way).

Inns — The Blue Loon.

Leaders — Chief Councilor Olven Lesvik.

1705 Reven's Ford



A shallow ford and a weeping Nereid.

A shallow ford allows access to the north and south sides of the Terrill River. The flowing water of the river sounds eerily like the sobs of a young woman. In point of fact they are the sobs of the river's Nereid, grieving for the death of Old Ash, the Ent guardian of the forests. She does not seek to interact with anyone. However she will respond to anyone who attempts to engage her. She knows of the Gnoll cultists in Hex 1505.

Creatures – Nereid.

1706 The Beldarren Gate



A magical portal, whence it leads, no one knows.

Amidst the ruins of buildings is an archway constructed of intricately worked flagstone. A bass relief sculpture of a bizarre cyclopean dragon forms the keystone of the archway. The eye is hollow. This is one of the few remaining Beldarren Gates, magical portals leading to other parts of the world. The gate is still functional, though a key is required to open it. The key is the large star sapphire located in the Ruins of Thalamir.

18

1804 Veldin Watch



An old watchtower.

An old ruined watch tower sits upon a cliff at the point of a cove. No one is really sure who built it or why, there are no apparent ruined settlements nearby. A trap door in the base of the watch tower leads to a cellar, guarded by a skeletal champion.

Creatures – Skeletal Champion.

Treasure – dozens of bottles of wine and spirits sit upon stone shelves. Most have long ago turned to vinegar or evaporated altogether. However two bottles of perfectly good vintage whisky remain. They would fetch a tidy fortune if the right buyer could be found.

1805 Po-Harik's Hut



The home of a good natured Ettin.

An Ettin named Horik (or was it Po? his twin heads can never seem to agree) dwells in the ruins of a stone hovel along the coast. He hunts the seals that sunbathe along the beach. Every now and then he gets a craving for human flesh and wanders the plains in search of some travelers to munch on. Horik has a weakness for jokes. He sometimes tells them to his victims before devouring them, but Po always blurts out the punch line to early.

Treasure – 1gp; 11sp 14cp; 1 Amethyst; 2 Carnelian; 1 Fire Opal; 1 Topaz; Lapis Lazuli Earrings.

Isle of the Dead Hex Key

18

1802 Beacon of Kurna



An ancient beacon kept by the Skelbar family.

Here stands a tall tower built upon a cliff jutting out of the bay. At the top of the tower is a glass chamber in the center of which burns a continual flame. The tower dates back to the time of Taldir. Since the fall of Taldir it has been kept in repair by subsequent civilizations. Today it is kept by the Skelbar family.

Creatures – Jovrik Skelbar and three men at arms.

19

1804 Ruins of Gravenbor



The ruined city of Gravenbor, haunted by a Banshee.

On top of a high moor lie the ruins of Gravenbor. Little remains but the stone outline of buildings and a few lonely statues. At night the wail of a banshee can be heard as far away as The Grey Harbor Inn. The Banshee haunts the city, seeking to feed on the fear of the living.

Creatures – Banshee.

Treasure – dozens of loose coins lay scattered about the ruins. A careful search also reveals a magic longsword.

1903 The Grey Harbor Inn



The inn fortress of the Skelbar family.

A formidable stone keep stands along the cliffs of the Isle of the dead. It is surrounded by a stone outer wall. The keep dates back to the time of Taldir. The Skelbar family has rebuilt it over the years. The keep has ample lodging for travelers, though it resembles a military fortress more than an inn. Skeletal servants intermingle with the living. The Skelbar family has claimed the island as their fiefdom. Though not of any royal lineage they are easily the richest family on the Isles, and are reputed to be powerful necromancers. Given this and the fact that people aren't exactly lining up to colonize the Isle of the dead, the Skelbar family's claim to power has gone unchallenged. Paying guests are welcome, as are those wishing to explore Gravenbor. However the family imposes a 10% tax on the value of all treasure and loot unearthed therein. Any caught attempting to allude the tax, whether through deceit or through leaving the Isle before settling accounts, are put to the sword.

Creatures — Baron Fenton Skelbor (this is an honorary rather than a legal title), Lyvara Skelbar and 12 other members of the Skelbar family. There are also two dozen halforc men at arms, two dozen human servants and about 100 or so undead servants and warriors.

Treasure — a chest containing piles of gold, silver and precious gems. Chests full of jewelry, wardrobes full of fine clothing, several masterwork quality weapons, hundreds of magic scrolls of various levels, a couple of wands, a staff and a magic longsword.

20

2002 Gravenbor Barrows



A sprawling underground necropolis.

Here lies the remains of centuries of Taldic Magarchs. The barrows lead down into a sprawling necropolis. A couple of centuries ago the gnoll cultists ventured into the barrows looking for relics that would enable them to control demons. The dead arose in vast numbers and slaughtered the gnolls. The event was chronicled and news of it spread throughout the land. Since then few have dared to set foot upon the Isle of the Dead, much less to enter the Gravenbor Barrows. However some intrepid adventurers have made their fortunes here. *(More information about this dungeon will be presented in a separate supplement).*

2003 The Pebble Shores



The ghost of Theldred Skelbar seeking revenge.

Ten years ago Theldred Skelbar was hung from the cliffs of this shore. Theldred, the eldest son of Mordred, was heir to the fiefdom. He was a skilled warrior and much feared and respected. Yet his scheming younger brother Fenton murdered his father and framed the death on Theldred. The family seized him, tried him and then executed him. Theldred's spirit now wanders the Isle on a smoky wraith horse. He has vowed to avenge himself upon Theldred and to see his son Kuldor assume his rightful place as baron over the isle.

Creatures — The ghost of Theldred Skelbar.

2102 Pirate's Cove



A small shantytown and pirate haven.

The Isle of the Dead turns out to be a perfect haven for those seeking to hide from the law. For many years now Pirates have built a little shantytown along the cliffs of a small secluded cove here on the isle. Most of the time the town is largely empty, save for Skev Stichface and his working girls. However the town comes alive every so often whenever a pirate ship comes to port. Besides being a safe haven, another attraction here is the legend of old Scargrin. Scargrin was said to be the wealthiest pirate on the high seas. No one knows what become of him. Decades back he disappeared. But rumor has it he stashed much of his loot somewhere on the island.

Inns & Taverns — The Jolly Barnacle. Skev Stichface runs the Joint. He trades with the halforc barbarians for pillaged food stuffs and women.

2102 The Three Magarchs



Three stone statues of Magarchs.

At the point of a tiny peninsula stand three stone statues of robed figures. Each figure carries a staff in his right hand and the left arm of each is extended, palm forward to the sea. Each statue wears a grim expression. These statues were built the Taldic lords of Gravenbor as a warning to the barbarian invaders of the mainland not to tread upon their isle. It didn't really work.