

Adrift on the Sea of Love



Hired on as the 'marine' contingent of the coastal brig "Catamite" the party is likely only interested in earning a few gold for an easy trip through the Sea of Love down to the Verdant Isles. It's not as if anyone is going to attack the vessel, the holds brim with lamp oil, flour and lumber. (If she catches fire the Catamite will explode in an 8D6 fireball in 1D10+4 rounds). It should be a week at sea with little to do but stand on the poop deck and stare at the grey green waves, even the weather promises to be mild.

Three times a day roll a random encounter check. Encounters will appear over a mile away (as splashing in the sea if nothing else) unless the party loses a surprise check. When an encounter is spotted the ship's crew will invariably seek to sail away unless the party insists on investigating.

There is trouble aboard the Catamite; over a third of the crew is made up of pirates who broke away from the well known "Blood Scourge" for wanton cruelty. The pirates have

Cutter Pocks: F2 – INT 13, DEX 16. AC 5, HP 10, ML 11. Striped black and red leather armor, and salt stained brocade coat. Iron belaying pin (D6). Map of *Wastrel Island* and sailing directions

Pirates (6): TH 1 – DEX 14, AC 8, HP 3, ML 10. Clubs, chains or daggers (D4)

Sailors (10): F0 – AC 9, HP 2, ML 6. Clubs or daggers (D4)

2D6	Encounters at Sea
2	1D4 Harpies – wretched scavengers who will beg (or offer to sing for) food and trinkets if the vessel looks well protected. Harpy – HD 2+2, HP 10, AC 7, ATK touch, DAM 1D4*, MV 40' fly, SV F2, ML 6. *may wait at range to attack, drains 1 STR.
3	Ghost Ship – Will bear down at player's vessel, paralyzing the crew with fear. If the player's don't act to turn their ship the Ghost Ship will pass through them, each person touching the Ghost vessel must save v. wands or be carried off into eternity.
4	Ominous Clouds – a mass of clouds in the distance with a menacing shape, perhaps a skull or a hanged man.
5	Coffin – A coffin floating on the waves. Contains (roll D4) 1- animated skeleton , 2 - lacedon 3 - old bones 4 – A cheerful mute boy about 15 years old (free henchman!).
6-7	Vessel (D6 for type) 1- fishing boat, 2- war galley, 3- pirate sloop, 4- trading brig, 5- trading cog, 6- pleasure/dispatch yacht.
8	1D8 Sea Fey - mermaids, nymphs, sea popes , or other alluring blue green types. They will cast "charm person" on anyone near the rail and compel them to leap into the sea. Fey – HD 1, HP 4, AC 5, ATK* harpoon or bite DAM 1D8, MV 10'/Swim 50' SV E1 ML 6 *May cast charm person, sleep or suggestion (30% of each)
9	Derelict – haunted by a 2 wailing shadows , this brine crusted vessel looks to have once been a small pleasure yacht. 2D6 x 100 GP in valuables are still aboard. Shadow - HD 3, HP 9, AC 7, ATK claw/claw/spear, DAM 1D4/1D4/1D6*, MV 50' fly, SV MU 2, ML 8.
10	Luminescent Waves – A swell from the deep that glows green and blue with strange life. May be harvested and kept in brine (worth D10x20 GP).
11	Pod of Leviathans . Playful, but colossal, if annoyed the beasts will swallow/destroy the Player's vessel. Inside the Leviathan is a pack of 2D4+3 lacedons sheltering in a wrecked, but sea worthy fishing boat. Leviathan will cough up broken bits of ships periodically. Lacedon - HD 3, HP 15, AC 6, ATK claw/claw/bite* DAM 1D3/1D3/1D3* MV 30', SV F4, ML 8 *paralyzing bite
12	Sea Devil . A hunting aquatic horror of gears, hooks and spikes with skin of old bronze that clambers over the rail trailing weeds. The monster is a Kapoacanth , or aquatic gargoyle. It will stalk through the ship, killing any it finds slowly and creatively, confident that its immunity to normal and silver weapons will protect it. Kapoacanth – HD 4, HP 20, AC 5*, ATK claw/claw/bite/horn DAM 1D4/1D4/1D6/1D3 MV 20', SV f6, ML 12 *immune to non-magical weapons

intimidated the remaining sailors into joining them in mutiny, to seize the Catamite and set sail for a small island marked on a treasure map that their leader "Cutter Pocks" carries on his person. Cutter is a greasy scabbed wretch who moves in quick jerks and enjoys torture.

The mutineers intend to put their clumsy plan into action on the second night of travel, bursting into the sterncastle of the vessel and giving the captain, sailing master, cook and steward the blade. Three sailors led by a pirate will attempt to lock, barricade and spike the party's cabin shut.

Cutter's Map: A piece of parchment folded several times to a convenient size, it's fairly rough work, and reasonably new, the back has sailing directions and a single line of explanation written in a crabbed hand.

Depending on how dangerous the party seems, and their attitude, Pocks will try to lock/trap them in their cabins while his men loot the weapon's locker, and then either recruit them (if they appear venal, cruel or mercenary), offer to set them adrift in the ship's boat (if they seem strong or are unknown to him), or slaughter them (if they seem weak or noble).

If the mutineers succeed in plundering the locker they will arm themselves with cutlasses/battle axes (D8), Leather Armor (AC 7) and short bows (D6). Cutter will take the captain's silvered saber (D8) and chain armor (reducing his AC to 3).

If Cutter and ½ his pirates are killed, the surviving sailors will plead for mercy and turn brutally on the remaining pirates. Cutter will offer the map in exchange for his life (even if he is set to drift or stranded). Any of the sailors can use the directions on Cutter's map, though at least three sailors (and eight people total) must survive for the party to sail the vessel. If the party is set adrift, the GM may allow them to roll on the encounter table until they are rescued or perish (3 days without water), or wash up on the shores of Wastrel Island (with or without Cutter and his crew for company).



2D6	Random Encounters on Wastrel Island
2	Castaway – An insane man, with ragged beard and a loincloth made out of the remains of an officer's coat. Ginsome Klee was once a 3 rd mate on a privateer, but he washed up on the island after his ship was lost in a storm. The castaway is violently insane, but if he is calmed or reacts positively he knows about the bullywugs and the location of the stone ships. Ginsome Klee - F1- STR 13, INT 7 (13 if sane), WIS 8 AC 9, HP 7, Wooden spear (1D6).
3	Restless Spirit – The figure of a stately spectre appears, angry or calm, dressed in pounded bark robes and primitive finery. The creature will either rant or calmly explain about the 'despoiling toads' and the 'stone ships'. Spectre – HD 6, HP 24, AC 2*, ATK touch DAM 1D8 + 2 level drain, MV 20', SV F6, ML 8 *undead effected only by magic weapons.
4	Skeletons – 1D6+1 skeletons clad in ancient hammered copper sigils, arranged geometrically in an unnatural clearing. They will arise if disturbed. Skeleton - HD 1, HP 4, AC 6, ATK claw DAM 1D6, MV 40', SV F1, ML 12
5	Jungle Boar – A sounder of jungle boar 1D4, fierce and without fear they won't back down, but generally aren't looking for a fight. Boar - HD 1, HP 12, AC 7, ATK gore*, DAM, 2D4, MV 40', SV F1, ML 12. Does double damage and +1 hit on initial charge.
6	Ruins – These ruins are cyclopean block foundations of red rock decorated with swirling patterns and clearly quarried from higher on the island's slopes. A turn of searching will (1 in 6 chance) reveal an intact clay jug, copper trinket or similar ancient object of minimal value.
7	Totems – stone totems carved in the shape of sea creatures (fish, octopus, shark, crab). All are in a unique style that favors spirals and exaggerated proportions.
8 thru 10	Frogling Hunters – A mob of 1D6+3 bullywug hunters out on the prowl for meat. They will either be stealthy and attack from ambush or boisterously telling jokes (depending on if they have captured food or are on the hunt – surprise on 1-3) Bullywug - HD 1, HP 5, AC 6, ATK spear, DAM, 2D4*, MV 40', SV F1, ML 12. * Spears are poisoned, save v. poison or lose initiative
11	Holy Echo – Reflections from a deluge of rain, angry clouds, the dappled light between the leaves, or an arrangement of stones depict a scowling visage of an Octopus, Shark or Boar. Whispers intrude into a random PC's mind saying "touch not my treasures". The island's deities will curse this character with a permanent -1 to saves vs. spells if he steals from the Stone Ships.
12	Treasure Hoard - Something glitters in the hollow of a tree, or among the pebbles of a rivulet. It's 1D12+2x10 GP worth of spiraled ancient gold jewelry or coinage.

Wastrel Island

Jutting suddenly from the sea, this steep sided island is surrounded by a coral reef, and the waters teem with mostly poisonous sea life. A ship can easily be moored beyond the reef, but even a heavily laden jollyboat will smash itself on the hidden corals and send its passengers into the water where they will be set upon within 1D4 rounds by (D8+2)sharks, (1D2)giant eels (as wyverns) or a shoal (2D12) of large sea scorpions (as giant bees). These creatures will only follow frantic prey back into open water for 1D6 rounds, and may not do even that if they have already caught someone to devour. The single passage through the reef is marked on cutter's map and any sailor can find it easily with even these directions.

The island itself is jungle covered and steep, with only a few game trails. Movement is limited to a 1/2 mile every hour, and it will take an eight hour day of hard hiking to reach the Stone Ships from the Beach. Each hour necessitates a random encounter check. If the party is ill equipped (such as castaways), movement will be further reduced to a ¼ mile an hour, hunting or searching for water is easy enough as fresh pools dot the island (see below), and both fruit and small game are plentiful.

Beach – Near the tree line of the Northern beach are the remnants of an old campfire sheltered behind a large rock. A close search of the area around the fire will find a spear head (rusty but still useable) and an intact glass alcohol bottle.

Pools – A pool of fresh water (from runoff or a spring), surrounded by lushier than normal growth. In these areas a

The Stone Ships

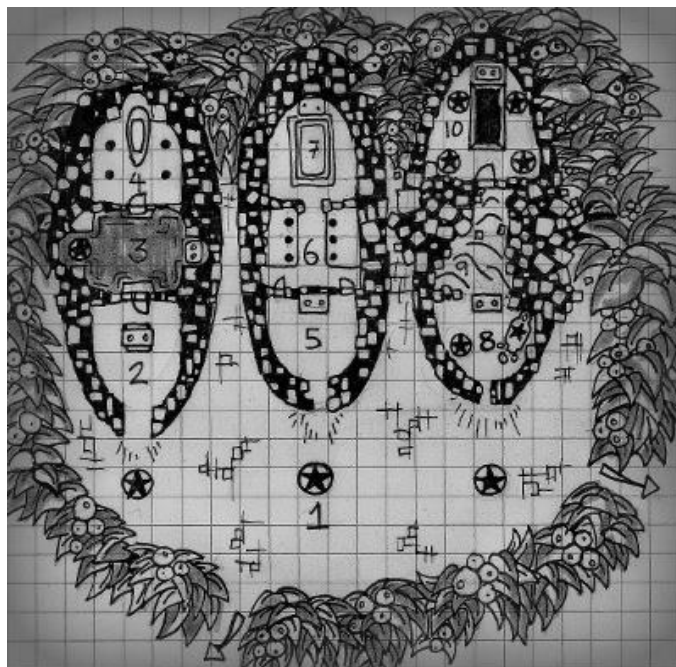
Three mammoth constructions of expertly worked stone, these temples have each been shaped into the forms of galleys or triremes. The ancient ships jut out of the verdant jungle, as if they were real vessels drawn up onto a beach. The Western and central 'ships' have massive stone 'sails' atop their deck like roofs, buttressed cleverly from behind, while the 'sail' of the Eastern ship has collapsed over the structure's center forming a pile of rubble. The ships are made of dull black stone, unlike any found on the isle, and their creation must have represented a considerable effort on the part of the forgotten people who constructed them.

1. Ancient plaza – large stone blocks set in bare earth mark this area as the religious center of a lost nation. Three 30' statues carved from blocks of porous black stone dominate the plaza. The Western statue depicts a octopus headed humanoid, with a shark monster at the center, and a boar headed man in the East. Bullywug tribesman will sacrifice their captives in front of the shark statue, and several wooden posts are driven into the earth. The existing three posts are somewhat rotted, but any additional ones the bullywugs hammer in for more captives will be new and strong.

random encounter check should be rolled immediately, and every turn that the party loiters as the island's denizens regularly frequent these pools for water.

Quarry – A distinctive series of pits in a plain of bare red rock. The numerous square pits, stepped and some over 30' deep are filled with 10' of clear water and clumps of cultivated looking water plants. A few short tunnels lead off of some of the pits. Quarrying was accomplished with water soaked wooden wedges and rock removed in massive square blocks, creating the distinctive appearance. The quarry is currently inhabited by a tribe of savage frogmen or **bullywug**. There are 12 bullywug in the quarry at most times, with several parties out hunting, and all will fight with poisoned spears (1D3 spears each). The frogling's poison is made from aquatic plants and causes weakness and lethargy (also nausea), which will make anyone injured by their weapons act last (lose initiative) in combat for 1D8 turns until the poison wears off. The froglings would love to capture some humans, take their equipment and sacrifice them in the plaza of stone ships, leaving their captives tied to poles and strangling as the sun dries a leather garrote. In one of the small caves is the bullywugs' treasure, 300 GP worth of ancient, tarnished silver and copper trinkets and a 2' jade totem of a shark worth 600 GP.

Bullywug - HD 1, HP 5, AC 6, ATK spear, DAM, 2D4*, MV 40', SV F1, ML 12. * Spears are poisoned, save v. poison or lose initiative.



2. Noble's Shrine – The stone block walls of this room are carved with heraldry, mostly depicting stylized sea creatures. Broken hide, bronze and wooden shields also hang from the walls and sit discarded on the ground. If the shields are closely examined, only one of the shields will appear sound. This shield is magical, and grants complete protection from non-magical to thrown weapons as long as the warrior wearing the shield has never fled from battle it will. The magical shield is emblazoned with concentric red circles.

The altar in this room is an ancient piece of rough stone, obviously older than the stone ships, with clear grooves cut into the surface in a spiral pattern. If noble blood from a human sacrifice is somehow spilled to fill these grooves the altar will summon 'The pale leviathan', a demon of the crushing depths, squamous and of incalculable power who seeks to enslave and destroy. Behind the altar a copper plated door with a spiral of rivets leads North.

3. Shrine of Blood - After a small initial raised step, this room is flooded knee deep in reddish clouded water. At the far end of the chamber is another raised stone platform and another copper plated door with relief showing an erect scepter wielding figure.

On the Eastern and Western walls of the room are large alcoves, also filled with reddish water. In the eastern alcove is a statue of an armored figure with the head of an octopus made of meteoric iron. This statue is rusted so badly that it is almost eaten away at the base and is responsible for the water's reddish color. In the Western alcove is an altar with a large mother of pearl plated wooden egg carved in an ancient script resting atop it. The egg is magical and will provide anyone displaying it a 15 Charisma and the ability to speak the languages of most aquatic humanoids. The egg is worth 100 GP as an art object.

The water hides three **grey oozes** which will remain concealed until any living thing enters. The oozes may successfully ambush anyone in the water on a 1-5 on a D6. The water protects the oozes from detection, missiles and fire attacks, so they will not leave it. The oozes will not attack non-living objects thrust into the water (though metal objects will return dissolved 50% of the time) and are content to bide their time. The rough stone walls of the room may be climbed by a thief with a successful check, and the use of stilts will allow traversing the water without attack.

Grey Ooze (x3) - HD 3+3, HP (21, 18, 15), AC 8 (0 vs. missile weapons while in water), ATK (dissolve), DAM 2D8, MV 10', SV F4, ML 12. Surprise on a 5 in 6, dissolve metal armor in 1-4 rounds, corrodes non-magical metal weapons. Immune to charms, sleep, fire, cold, poison.

4. Shrine of the King – Beyond the copper plated door is an obvious burial shrine. The walls are painted in black and red earth, with wavy horizontal stripes symbolic of the waves. In the rear of the room is a well-made 20' long boat with oars, cordage, waxed sails and a collapsible mast stored beneath it

in a seal stone case. The boat and its equipment are garishly carved tropical wood, but are still sea worthy. Laid in the boat's hull is a mummified human wearing pounded bark cloth robes and a circlet of shells (Worth 50 GP). The mummy is dry and thoroughly dead.

Along the rear wall of the chamber are several carved wooden chests. Each contains the bundled bones of the kings that preceded the one in the boat. Several of the older skeletons have been plated or magically dipped in silver and 300 GP worth of silvered bones can be recovered.

5. Commoner's Shrine – With light filtering in from the plaza outside, this room is less dusty than expected. The walls are carved in jagged stone designs that resemble jungle foliage. A stone altar, shaped like an overturned dory, sits between two copper plated doors. There is a large clam shell, filled with fish bones, set atop the altar. Larger bones are neatly stacked around the altar, in the alcoves by the door and along the walls. The stacked bones will be revealed to be the skeletons of the monstrous frogmen that inhabit the quarry.

If a large fish (or anything else weighing approximately five – ten lbs) is placed in the clamshell for a round the altar will make a clicking noise as ancient stone machinery sets itself in place disarming the traps in the next room (**area 6**).

6. Fisher's Shrine – Another arched stone chamber, the walls here are carved with lattice shapes that resemble netting. Along both walls are raised platforms (4' tall) each of which is topped with a trio of identical bronze statues. In a similar style to the many stone statues, these six figures appear to be fishermen or whalers, ready to cast their large fishing spears into an imaginary sea. The spears point at the path between the two platforms and the area between the platforms is made of concealed pressure sensitive tiles. If walked on or pressed with more than 90lbs of pressure the arms of the two central statues bring spears down and then slowly retract. A few seconds (a round) later the Southern pair of statues stab into the space between them (to catch anyone coming to aid of or following the leader), and finally when the pressure plates farthest from the doors is again depressed the statues above them stab down. After a turn the entire apparatus resets itself.

Spears from the statues do 2D10 points of damage per set, and a saving throw vs. wands means one of the spears is avoided, doing ½ damage. The trap may be avoided either by locking it with an offering in area 5, or by carefully climbing past the statues from behind. The statues are sturdily constructed, difficult to damage without demolition tools (such as mattocks and pry bars), and efforts to disable them by wedging their joints are likely to fail unless metal objects (spikes or weapons) are used, but even then have only a 50% of success.

7. Warrior's Shrine – Beyond an arched doorway engraved with skulls is another shrine. Obviously military in its purpose, as 10 sets of bronze plate armor (AC 4), each with bronze hook topped pole arms (1D10) in their hands and bronze sickle

swords (1D8) at their sides line the walls of the room. Murals of war galleys in ochre and red decorate the walls behind the armor. In the center of the room looms a larger than man sized suit of armor with four arms, each holding a sickle sword. Made of gold chased bronze, this ancient warriors' idol has been imbued with the power of a forgotten shark deity, and linked to the dead champion entombed in the shrine's altar. The Bronze Destroyer will animate and attack anyone disturbing the shrine, fighting until victorious or shattered. The destroyer statute will not leave its shrine, except to pursue plunderers who have taken anything from within, or to attack anyone who fires at it with missile weapons through the doorway.

Bronze Destroyer: HD 6+3, HP 30, AC 4, ATK (swordx4), DAM, 1D8/1D8/1D8/1D8, MV 30', SV F7, ML 12. Surprise on a 4 in 6. Immune to charms and poison.

Fragments of the Bronze Destroyer will fetch 200 GP, while the bronze armor suits around the room are each worth 100 GP. The swords and other weapons are worth 200 GP.

Behind the guardian is an altar in the shape of a skull, made of polished black marble, that may be opened like a chest, the top of the skull moving on large stone hinges. Within is the mummified corpse of a champion clutching a golden sickle sword. The body is impregnated with deadly mold (and covered with a visible coat of orange fuzz) that will raise a cloud 10' x 10' and require a save vs. poison by anyone within to avoid a choking death if the body is disturbed. The mold and body may be safely burnt, with the added benefit of eliminating the Bronze Destroyer.

The sword in the tomb is magical. It is far stronger than a sword made of gold should be and is unnaturally sharp. The magical khopesh does 1D8+1 damage, as well as decapitating (instantly killing or doing triple damage) to any opponent under 4 HD on a natural 20.

8. Priest's Shrine – A shrine obviously despoiled; plunderers have dug holes into the floor in pursuit of buried treasure, and the altar (once carved with seaweed like spirals) is smashed and scattered about. More notable than the damage are various holes in the walls, some still with broken spear shafts jutting from them, evidencing a complex trap. Several pressure plate tiles are marked on the floor with 'x's' of old black tar. The room's numerous traps have all been triggered or deactivated, but the plates still click if depressed, and some of the carved trap holes in the walls are not obviously sprung.

9. Crumbled Shrine – The collapse of the 'sail' structure atop this stone ship has driven the rear part of this room and the room beyond into the earth, and scattered rubble about. A rough ramp of tumbled blocks and broken tiles leads down to a copper plated door 40' away. While the descent looks dangerous, the tumbled ramp of stone is easy enough to climb and stable. The copper sheathed door at the bottom of the ramp is wedged and much be forced, but it is not locked.

10. Shrine of Gold - Another stone room, riotous with stylized and exaggerated carvings of swirling patterns and animal deities. The ceiling seems uncomfortably low in this shrine, and a 6' human will have to stoop to move about. Unlike the other shrines the walls in The Shrine of Gold are covered in hammered copper sheeting (an unwieldy 500 lbs of it, worth 500 GP, that will take a week to remove) that reflects torch light. More impressive than the walls is a 30' long pit of worked stone in the center of the room. The pit appears to be filled with gold dust, and is flanked by columns carved into fierce monstrous guardians with eyes that glimmer in shell and pearl. At the end of the pit an altar emerges from the golden dust, and on it is a mother of pearl inlaid skull about twice the size of a normal human's.

The entire room is a death trap. The first 20' of pit is 12' deep filled with a light dust of fools gold that will suck anyone who steps into down like quicksand (a save vs. wands will grab the stone lip) where they must make a constitution check at a cumulative -2 per round after the first to avoid suffocating. An effort may be made to find a person at the bottom of the pit, reaching with a pole to drag them out (a rope will not work), but only by luck will the sinking adventurer be able to grab the pole (save vs. wands to grab the pole and be pulled to safety). The dust in the pit is of course worthless.

The last 10' pit is only 2' deep, but the altar, carved of native red rock with many circular designs, is also trapped. If the skull on the altar is removed without being quickly replaced with an object of roughly equal weight (a lantern, bullywug skull, large fish or 6lbs of sand) the ceiling trap will trigger. Once the trap is triggered a distant grinding sound reverberates for a few seconds before the statutes and altar slide into the floor, with the solid stone ceiling descending quickly to floor level. Anyone in the space between the statutes (the pit area, near the altar, and several feet on either side of the pit) will be crushed to death by the descending ceiling (if they fail to leap free with a save vs. petrification) or forced into the suffocating pit.

The mother of pearl skull is a cursed object and if worn as a helmet (as it is obviously intended) it will curse any wearer (who fails a save vs. spells) with gluttony. The cursed character will always be hungry and soon (in several weeks) grow lethargic and obese. Movement will be halved and DEX reduced by 6 (to a minimum of 3). As an art object the skull is worth 150 GP.

There are items of treasure in this room however; the eyes of the statutes each contain a moderately sized irregular blue pearl worth 100 GP (800 GP total) that can be easily pried off. Additionally if the pit is carefully dredged a skeleton in the tattered remnants of a brown cassock will be found with a gold and bloodstone pectoral worth 600 GP.

Final Note: At the end of this adventure the party should have a boat, either the small boat from the King's Shrine or the Catamite. Nautical adventure awaits.