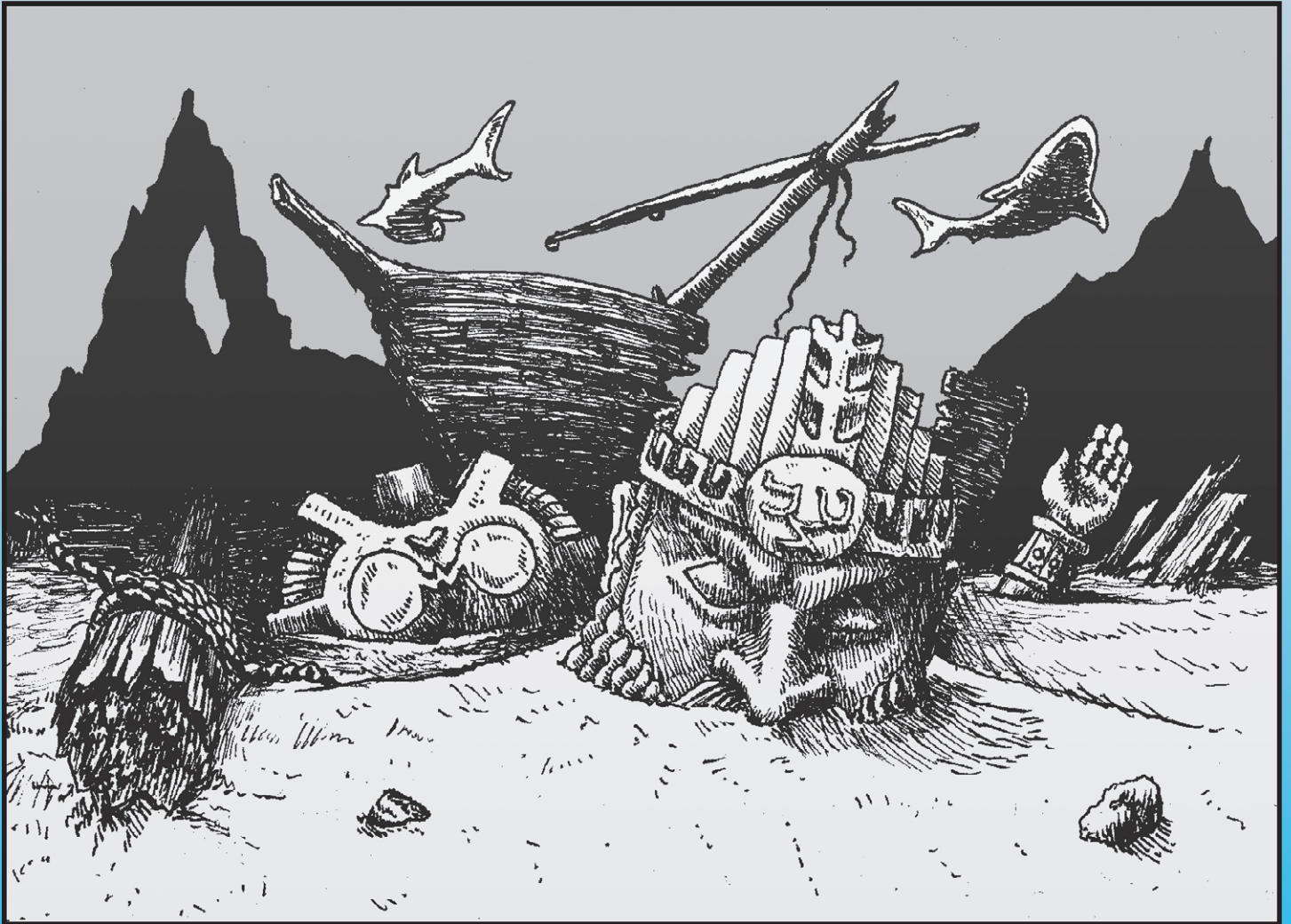


Wrack & Rune

by Jeff "Bighara" Sparks

FM004LL



Labyrinth Lord
Compatible Product

AN ADVENTURE
FOR 4-6 CHARACTERS OF 4TH to 6TH LEVEL
FOR USE WITH LABYRINTH LORD™ AND SIMILAR GAMES
INCLUDING THE ADVANCED EDITION COMPANION™

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Labyrinth Lord's Introduction

The party seeks the parts of a stone golem, sunk in a shipwreck in foggy waters haunted by a “vanishing island” that is really an enormous dragon turtle. The beast will destroy anyone foolish enough to face it, but just maybe the PCs can get what they need out from under its nose.

Wrack & Rune takes place in and near the village of Wrack on the coast of Eel Bight. The adventure is recommended for four to six characters of 4th to 6th level.

Player's Introduction

As part of his new tower on Cobble Point, Meldime the wizard wants a stone golem, so he commissioned an articulated statue from the dwarfs. The ship delivering the pieces is overdue and the delay will soon cause problems with the tower's construction. The wizard hires the PCs to find out about the missing ship and, if they can, see to it that the statue arrives as soon as possible.

Meldime offers a scaled reward of 5,000 gp for solid information about the statue. After 10 days, the reward drops 500 gp per day to a minimum of 1,000 gp (see *Timeline*, p13). In addition, if the party can deliver the statue in good condition, he will give one magic item to each party member (up to six total) from a small collection (see *Delivering the Statue*, p10).

The *Lady Elaine* failed to arrive at Bay City almost a week ago. News from Scuttleton reports the ship passing by in good time, ten days ago, but it never appeared off Cobble Point three days later as expected. Even with the adverse conditions that make for slow sailing along the coast this time of year, it's been too long.

Meldime sends the party to start inquiries at Wrack, a wretched fishing village on Eel Bight with a view of the open sea. The characters arrive in late afternoon, with the sun already setting behind the hills and the fog heavy over the water. Battered docks line the rocky shore and a collection of ramshackle cottages string up into the steep, bracken-covered hills above the Bight.

WRACK & RUNE

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Eastern Valnwall

Wrack & Rune works in any fantasy campaign, and fits into the Eastern Valnwall campaign setting from Faster Monkey Games™ (fastermonkeycage.wordpress.com).

Eel Bight and Vicinity (after Proctor)



One hex = 10 miles

Eel Bight lies east of the much larger and less dangerous Cobble Bay. Most storms of the Minor Sea blow past the Bight, but the treacherous currents, steep cliffs, and shoal water offer few good harbors. The weather runs to damp and foggy and the rocky shores support little agriculture. The Bight does provide prime fishing for slime eels, an unattractive but tasty creature used in local cuisine, such as the eel-and-seaweed pasty known as “tangle pie.”

Eel is the largest town on the Bight, a fishing and trade port on the east side. Eel has a regular cargo ferry to and from Barge Bay: faster than overland shipping, and avoiding the eerie elf settlement of Feyport.

Feyport is the Alfpine elves' main trading post with the outside world, hosting a brisk business with merchant ships seeking worked goods from the Wood Elf realm. Local humans mistrust the elves.

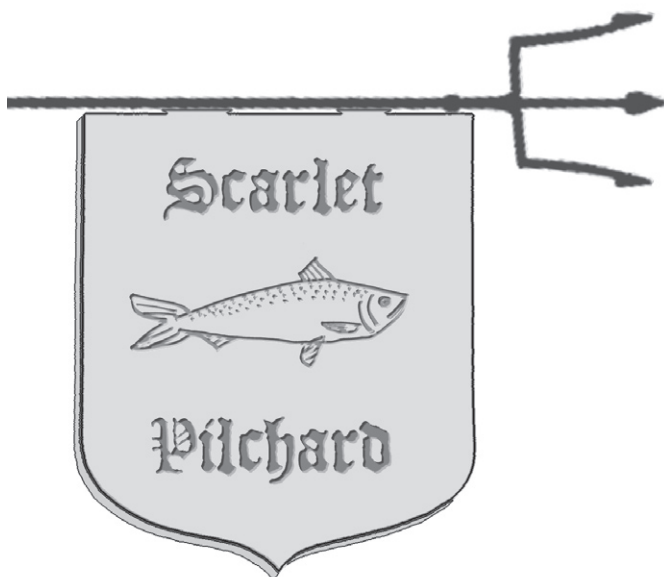
Barge Bay is a bustling township on the western coastline, a center for offloading cargo to be shipped overland to prosperous Bay City.

Wrack is a tiny fishing village of about 500 souls to the south of Barge Bay, just before the southern cliffs begin. Wrackers are known as a superstitious and unfriendly lot. The menfolk pole small punts out among the rocks, casting nets and dredging eel pots. Other Wrackers raise goats, grow what they can in the rocky soil, and gather the bladderwrack that chokes the shallows: a nourishing but bitter seaweed that gives the town its name. Their town has few visitors beyond the occasional tinker or merchant.



I: Gathering Information

There is an inn by the docks, the Scarlet Pilchard, and a temple on the hill. Everything else is just a fishing village.



The Scarlet Pilchard

The town's only inn is a worn building with a small barn behind it that serves as a stable. A signboard with faded red lettering hangs from a trident-shaped pole above the door.

Unknown to anyone, the verdigris-coated pole is a *trident of fish command* (AEC104, 15 charges), washed up on shore years ago. The Pilchard's owner, Lyrt Finn, would sell it for 50 gp, unless he finds out its magical nature.

The inn boasts four rooms (1 sp per night) and a hayloft (5 cp each for up to 10 occupants). A peat fire dimly illuminates the stuffy taproom and its handful of small tables and stools. A counter by the kitchen door serves as the bar. The room smells of peat smoke, sour beer, cooked cabbage, wet wool, and fish. Between late afternoon and nine or ten at night, 2d6 locals hunch together, nursing their mugs of thin, sour beer (5 cp). The inn also serves a nightly meal (1 sp), usually fish chowder with kelp and tubers, pickled beets or cabbage, coarse bread, and plain, brined cheese (Renneton Hard White).

Lyrt and his wife Lila, both thin-faced and taciturn, own and operate the Pilchard. Like other Wrackers, they have little to say to strangers, though they accept anyone's coin. The Finns employ two: Tog, a young potboy and

stable lad, and a slatternly barmaid called Snaps. Tog is a dull lad of ten. Snaps is twenty-something and pretty enough in a coarse way (CHA 13). She lives in a small room behind the kitchen, and while not exactly a whore, she sometimes takes a few silvers for a trip to her bunk after hours (3 sp – CHA bonus). Those taking advantage of her "hospitality" must make a successful CON roll or develop an embarrassing rash.

Rumors at the Scarlet Pilchard

Chatting with the locals in the Pilchard can provide information, but it's an uphill climb. The Wrackers, while sullen and distrustful, won't refuse a free drink, and eventually the PCs can prise some information out of them. For every hour a PC tries to gather information, he spends 2d4 sp and makes a CHA check at a –1 penalty. A success yields a rumor from the table below. Italicized rumors provide especially useful information and the referee may wish to choose those rather than roll, or else put them in the mouth of Renly (see below).

d8	Result
1	Evil spirits, known as "Reef Devils," haunt the rocks near the Spit. (False)
2	<i>A ship was seen in the mists off the Spit ten nights ago.</i> (True)
3	The Reef Devils are kindly if you show them respect by releasing one fish from each catch. (False)
4	<i>A horribly ugly figurehead was found in the shallows yesterday.</i> (True)
5	Folk in Barge Bay are part fish. They plot with the elves against the Duke. (False)
6	<i>Morton and his crew are no fishermen. They're smugglers, or worse.</i> (True)
7	Nanny Wiltwane is a witch who turns people into goats. (False)
8	Wrack was built over ancient pirate treasure, but every time I try to dig it up, they take away my shovel 'til I'm sober. (True; see <i>Pirate Treasure</i> , p5)





The Rune of Keyshilan

An old fisherman with an eye patch sits by the fire at the Pilchard, nursing his beer in a palsied hand. He squints at the PCs and recites a strange verse in a loud but quavering voice:

*‘When vernal sun lights on the mists,
And wave by warmth again is kiss’d,
Comes Keyshilan of gold and green,
Old home to fairy folk unseen.*

*As the year doth turn to fall,
And fogs a-blighting lend their pall,
The lords and ladies make their trek,
Beneath the waves to Shiriyak!’*

A hush falls as the locals glare at the PCs and the old man. Then they turn ostentatiously away. Asked about the rhyme, they dismiss it as a bit of doggerel about the foggy seasons.

The old man’s name is Renly, and since becoming fuddled with age, he goes out on the water less and less often. His grandson, Tog, works at the Pilchard to pay for Renly’s food and drink. If asked, Renly relates the legend of Keyshilan and Shiriyak. The Wrackers don’t like Renly talking so much, but other than telling the PCs not to listen to his ravings, they do nothing to stop his chatter. The old man can also offer any of the essential rumors from the chart above.

The Legend of Keyshilan and Shiriyak

Around the fall and spring equinoxes, when fogs often cover the Bight, an island periodically appears, shrouded in mist and never in quite the same place. The stories call it Keyshilan, the summer home of the fey. Most of the year, the isle cannot be seen or found, but in the fall it unveils itself to let the fair folk travel to their undersea winter kingdom of Shiriyak. It reappears with the spring mists to welcome the fey back to its shores. Locals fear to venture out onto open water during these times, fleeing the island if it appears. Legend says the fey capture those who stray too close to Keyshilan. Certainly, many ships come to grief during those mists, and Wrackers believe the fey are to blame. To the Wrackers, the word “fey” can mean anything from “elf” to “spirit” to “elemental”.



The Truth

The isle of Keyshilan is actually an enormous DRAGON TURTLE (LL72). It emerges biannually to hunt, scooping up whole swarms of fish and attacking things like whales, giant squids, and merchant ships. The creature smashes any vessels it can catch, eating the crew and taking any valuable cargo for its hoard. It uses the fogs, aided by its steam breath, to disguise its true nature and to better ambush prey.

The dragon turtle follows a regular pattern, coming out three times each spring and fall: Once at the spring tide flood before each equinox, two weeks later at the flood nearest the equinox, and finally at the flood afterwards (see *Spring Tides*, p13). The deep spring tides allow the huge beast to reach hunting grounds usually too shallow for its bulk. On each emergence, it hunts the high tides for three days, then returns to its cave to rest. After this four-week period, it sleeps for nearly six months.

The dragon turtle destroyed the *Lady Elaine* with all hands, just off the Spit, during the spring tide flood of the full moon, eight days before the party comes to Wrack. The statue pieces sank to the bottom with the wreckage. The dragon turtle will emerge again in three days’ time, at the new moon’s spring tide flood on the autumnal equinox.



Shrine of the Sea Gods

Wrack’s sole temple, a small stone building, squats atop a cliff overlooking the town and the sea. The only priest is frail, old Father Ladoc of the Sea Gods.

He wears faded blue-green robes and a wave-shaped silver holy symbol. (Pierre Ladoc: Cleric 2, AL N, AC 9, 10 hp, spells: *cure light wounds*, *remove fear*).

Ladoc seldom leaves the temple, which holds only a shrine for prayers and a loft for him to sleep in. Ladoc holds a prayer service every day at sunset, but it is sparsely attended. The villagers bring him food and firewood occasionally, but otherwise attend temple mainly for weddings or funerals.



Ladoc knows his sermons are not popular, so he tries to serve his flock in other ways. Ladoc offers healing for free (though donations are appreciated). He reserves two *potions of extra-healing* for emergencies.

Ladoc is no adventurer. He spends most of his day cleaning the temple, praying, or just watching the sea. If the PCs treat him civilly he is perfectly happy to spend time talking. He has seen Keyshilan many times and can recite the Rune, but offers no theories about the nature of the island. He did see a ship in heavy fog several nights ago, but he can't recall exactly where. He can consult his journals about the sighting and give a bearing; clever players who also get a direction from Nanny Wiltwane, below, might triangulate and come close to the wreck.

As part of his training as a sea priest, Ladoc learned how to keep scrupulous ship's logs. For years, he has recorded what he's seen out on the Bight. He has records of things like passing vessels, shipwrecks, tides, lunar phases, weather, and sightings of Keyshilan. He also has a depth chart of the local waters (*Soundings Chart*, p15).

PCs specifically looking for a pattern can find the correlation between Keyshilan and the spring tides with the journals and two hours' research (see *The Truth*, p4). Simply reading over the journals in general can yield the same results, but requires three successful INT rolls at one roll per hour.

Father Ladoc can also offer a strange item to help the PCs. Years ago, he healed a wounded sailor. In gratitude, the man gave Ladoc a *potion of sea change* (see *New Magic*, p10). All Ladoc knows is what the sailor told him: the white pills change you into a sea creature and the pink ones change you back. There are three pills of each color.

Pirate Treasure

Unknown to anyone, a fabulous treasure lies hidden beneath the temple. Over a hundred years ago, the infamous pirate Nacor buried a stone chest on the cliff. He coated the chest in molten lead to prevent magical detection. Before Nacor returned to claim the booty, he died at sea. The temple was built on the site years later, and Nacor now lurks underground as a GHOST (AEC127). The undead spirit cannot enter the hallowed temple, but attacks anyone who digs down to the chest and touches it. Inside are 10,143 sp, 6,020 ep, 934 gp, 523 pp, four black pearls worth 500 gp each, and a diamond necklace worth 8,000 gp. Chest, coins, and the lead coating weigh 650 lbs. together, the whole buried 20' below the temple floor.

Nanny Wiltwane

"Nanny" Wiltwane lives up in the hills behind the village, near the goat pastures. Some call her a witch, but without much concern. Nanny is really just a harmless old widow. Nanny's place offers an excellent view of the Bight. On the evening that the *Lady Elaine* went down, she saw the ship's lantern in the fog; it seemed to strike Keyshilan and sink. What's more, if lucid, she can point out the bearing to where the ship disappeared: southwest of Devil's Knob. (See *Wreck Map*, p15.)

Nanny's mind tends to wander as she putters about. For every hour spent talking with her, a PC may roll on the table below. Nanny doesn't care much about money, but helping with the chores, or offering a gift like food or useful items gives +1 on the roll, higher results being better. A result of 0 or less means she says nothing or just goes and babbles to her goats, speaking to them as if they were people. Threats, or several people talking at once, frighten and confuse her, causing a -1 penalty for an hour. If the browbeating continues she becomes incoherent for the rest of the day.

d8 Result

- 1 She confuses a PC with a long-dead relative, "Chippy," and tells him to milk the goats.
- 2 She confuses a male PC with "Gregor" whom she thinks is there to re-thatch the roof. She acts coy and flirts, while worrying that her husband will come home and catch them together.
- 3 She tells a story that starts out about the night the *Lady Elaine* sank, but quickly goes off-topic about a lovely tangle pie she made for Father Ladoc.
- 4 She remembers the ship sinking but gets distracted and decides to make tea instead.
- 5 She recites the legend and Rune of Keyshilan, saying that the isle often appears near the Spit.
- 6 She murmurs, "I can't count the number of times I've seen that isle, the full moon shining down and the flood breaking on the rocks. 'Tis a magical sight!" Then she dozes off for a minute, waking with no memory of what she said.
- 7 She starts an argument with her dead husband Walford. She says the ship sank just west of the Knob, while "Wally" claims the wreck was northeast of the Spit and at least four miles out. (She is right, "Wally" is wrong.)
- 8 She remains lucid enough to tell what she saw and point out where the ship sank.



Reg's Store

Reg owns the town's only dry good shop. He is a middle-aged widower. His daughter, Chloe, helps in the store. She is sixteen, pretty, and shy. Reg is very protective of her and suspicious of male customers who pay her too much attention. There is little in the inventory to interest adventurers. Reg stocks no armor or weapons, save a few fish knives and harpoons (treat as daggers and javelins). He does have things like salted fish, rope, lamp oil, and 2d4 crocks of bightbalm.

Bightbalm is a type of swimming grease made locally with a lanolin-like extract from goat fleece. When slathered directly onto the skin and hair, it helps to insulate swimmers from cold water. One application lasts for a full day, unless rubbed off by clothing or washed off. Swimmers wearing bightbalm do not have to make CON rolls against the waters' chill (see *The Waters*, p7). Two gold buys a crock with enough balm for three human-sized applications. Unfortunately, bightbalm's scent attracts the interest of any nearby aquatic predators, causing them to target the wearer first. The Wrackers, apart from Morton and his crew, are unaware of this fact.

The Docks

A collection of ramshackle docks clutters the rocky beach in town. During the day, most of the small fishing craft are out among the shallows. A few Wrackers on shore repair nets or sort through their catch.

By the docks is a small cottage with a hideous figurehead propped outside the door. Lee, a young fisherman, found the figurehead in the shallows and believes it will bring him good luck. He does not want to sell it. However, dissatisfied with his life in Wrack, Lee joins the party as a hireling if asked.

You see the top five feet of a battered figurehead, apparently snapped off by some terrific impact. The wood bears a crudely carved design of an old woman's clown-like face with staring eyes and a cruel smirk. Someone—in a misguided attempt to make it look friendlier—painted rosy spots on the cheeks, nose, and chin. The whole is badly damaged.

Those deliberately examining the damage can make WIS rolls to notice two curious marks across the beam, deep, straight, parallel, and about three feet. Rangers, druids, and those who succeed at an INT roll recognize them as the marks of gigantic claws.



Morton and Crew

Though most other vessels are out fishing, a larger craft floats idle at the end of the longest dock: the *Sea Vulture*, owned and operated by Captain Morton. Characters inspecting all the craft note the *Vulture's* sturdy derrick and winch, supporting heavy nets.

Captain Morton is a seedy man weathered by years on the water. He wears a battered sea cloak and smokes foul cigars rolled from the local seaweed. He carries a functional-looking knife and cudgel at his belt, but wears no other weapons or armor. He is greedy and cunning, with expert knowledge of the local waters.

Several years ago, Morton came across a derelict hull, larger than the common punts but still shallow enough of draft to glide above reefs. Morton immediately considered possibilities beyond eel fishing. He repaired the vessel and named her the *Sea Vulture*, and does a business in salvage and smuggling, including standing arrangements with certain sea captains who wish to land select goods discreetly. From time to time, he and his crew sail the *Vulture* up to Barge Bay to enjoy some of their gains.

Morton's crew consists of three disreputable-looking men named Briar, Sooty, and Quirkis. The trio handles the *Sea Vulture* with a graceless efficiency and is loyal to Morton. Quirkis acts as mate when necessary. Treat the crew as PIRATES (LL87). They are unarmored, but each carries a club and a dagger (ostensibly for killing and gutting fish). Morton is a 3 HD pirate with 20 hp.

Even without the dragon turtle, the local waters are dangerous. The *Sea Vulture* often prowls the sites of wrecks, looking for salvage. Sometimes Morton even earns a fee by pulling a grateful survivor off the rocks. He and his crew don't indulge in casual murder, but they aren't squeamish either.

At the time of the PCs' arrival in Wrack, the *Sea Vulture* has already been searching for the *Lady Elaine* for several days. Morton knows that a ship went down near the Spit recently, but he and his crew haven't found it yet. They have been searching too close to shore, assuming the ship hit the rocks and went down near the shallows.

Statistics for the *Sea Vulture* appear on p12.



If the party wishes to hire the *Sea Vulture* and her crew, Morton drives a hard bargain. He becomes curious about what the characters are after, and gauges his price on how much he thinks they can afford. He initially asks for a share of the salvage, but will accept as low as 25 gp per day plus expenses. Morton is a greedy man, but clever. He will be quick to put together any hints the PCs let drop. He also recognizes that he and his crew are probably no match for them in a fight.

Morton and his crew have seen Keyshilan on occasion, but steer well clear. They don't believe in fairies, but they also don't believe in unnecessary risks. Morton refuses to sail when the island is spotted. If already on the water, he wishes to return to shore immediately, unless his employer comes across with substantial hazard pay.

II: On and in the Water



Hazards of the Bight

Monsters

Most sea life flees deep water when the dragon turtle hunts. Fishing in the shallows actually improves, as marine life crowds closer to shore, though most Wrackers miss the bounty as they hide at home from mists and "fey." Some predators and scavengers remain in open water to feast upon the dragon turtle's leftovers.

Aquatic Encounters (1 in 6 chance, once per hour)

1d10	Result
1–3	MAKO SHARKS (1d6, LL95)
4–6	BULL SHARKS (2d6, LL95)
7–9	GIANT EELS (1d4, AEC123)
10	GIANT CRABS (1d2, LL68)

The Waters

Eel Bight's shallows are cold, rocky, and choked with slimy bladderwrack. When present, fog reduces visibility to 2d6 x 10 yards. Boating is tricky here. The fishing punts have only 1' to 2' draft (the depth the hull extends underwater). Any craft with deeper draft is at serious risk from rocks and reefs. Moving slowly and taking frequent soundings might allow a ship to creep in close, but once the marked depth is less than the ship's draft, there is a 50% chance per round to run aground. A vessel running aground takes 1 shp (structural hit point) damage for each 10 feet per round of move, multiplied by its draft in feet. For example, a ship moving at 120' per round with a 6' draft would take (12 x 6 =) 72 shp of damage! This is a deathblow for most vessels. The *Soundings Chart* (p15) shows average depths along the coast; these vary to 5' deeper at high tide and 5' lower at low tide, or +10'/-10' during the powerful spring tides.

South along the coast from Wrack is a rocky, 100' tall promontory known as "the Spit." The waters below the Spit are shallow, treacherous, and feared.

The water in autumn is cold. Swimming or otherwise getting soaked requires a CON roll unless somehow protected. Characters who fail their rolls are chilled and have a -1 penalty to all rolls until they can shift clothes and warm up. Anyone chilled for more than a turn must make another CON roll or catch the Wrack Hack. The symptoms set in after 1d3 hours and the illness lasts 1d6 days. The virus is like a bad cold, causing fits of coughing and a fever. Those afflicted are at -2 to all rolls and at half movement.

A cup of Captain Morton's spicy grog gives the drinker a +2 on his rolls against the chill or sickness, but they must make a save vs. poison for each drink to avoid intoxication. The spirits are much stronger than normal liquor (100 proof+, treat as lamp oil for inflammability). Each failed drinking save causes a cumulative -1 penalty to all rolls for 1d3 hours.

Swimming and Drowning

The basics of swimming are covered in the core rules (LL46). A normal, unencumbered human swims at 20' per round. For more detail, use the following optional rules.

While swimming, characters get no DEX bonus to AC, -4 to hit, and must have at least one hand free to move. Ranged weapons do not work underwater, except spears and tridents at half normal ranges.



A character slowed by encumbrance or wearing metal armor (LL44) begins to sink at 10' per round. He must remove the encumbering items before trying to swim back to the surface. He can hold his breath for his CON score in rounds. If he takes damage, he must make a save vs. death or lose 1d6 rounds' worth of air. Once the character runs out of air, he begins to drown. A drowning character is incapacitated and must save vs. death every round or die. However, if someone brings a drowned character into the air and forces the water from his lungs within five minutes, he can make a Resurrection Survival roll (AEC5) to resuscitate. The recovered character has 1 hp and cannot benefit from healing spells of under 4th level. He is also at risk of catching the Wrack Hack (p7).

Searching

If the PCs spent their time in Wrack profitably gathering information, they will know to search near Devil's Knob. Otherwise, they will be looking for the proverbial needle in a haystack. Searching the entire Bight would take weeks.

The smashed remains of the *Lady Elaine* lie in 120' of water on a rocky seafloor coated in gritty sand, approximately 200' southwest of Devil's Knob and about a mile east of the Spit. All six pieces of the statue rest among the wreckage.

Finding the wreck requires diving. Diving down to the wreck's depth is exhausting. For an inexperienced diver, it requires a WIS check to force himself to the bottom. On returning to the surface, a diver must make a CON roll or be too tired to dive again for an hour. The third time this happens, he is done for the day.

With daylight above, people near the bottom can see 10' through the murky water. At night it is pitch black, with the full moon weeks away. Even magic light gives only 30' visibility, and infravision does nothing at all. Aquatic creatures can see twice as far as humans.

If searching within sight of the location of an item on the *Wreck Map* (p14), each normal diver gets one search roll per hour to spot the wreck or statue piece.

A character in aquatic form, or otherwise not needing to hold his breath, can dive indefinitely without needing WIS or CON rolls. Each such aquatic searcher within sight of the correct hex gets a search roll every turn.



Search Rolls

A search roll is a WIS check, modified by the State of the Wreckage table below when looking for the ship's remains, or by the Sand Cover table when looking for statue parts. The Labyrinth Lord might give further bonuses for especially clever search methods, such as thorough patterned sweeps.

Both State of Wreckage and Sand Cover change over time, as the currents of the Bight stir and flow. On Day 1, the ship remains Mostly Intact, with all statue parts close together and only Partially Covered with sand. For every day thereafter, the LL rolls for Drift:

d12	Drift
1–6	No change.
7–8	Sand Cover increased: 1d3 pieces covered one more stage by sand.
9–10	Scatter: 1d3 pieces move 1d4 hexes in a random direction.
11	State of the Wreckage deteriorates one step as the <i>Lady Elaine</i> breaks further apart.
12	Sand Cover reduced: currents uncover 1d3 pieces by one stage.

Scatter: Roll a d6 for the direction on the hex map. If the direction and distance bring it up against an obstacle like the ship or the rocks, then it stops there. A Completely Buried piece will not scatter, and any piece that does scatter starts over at Partially Covered.

The Rise of Keyshilan

When the dragon turtle comes out to hunt, its massive form churns the waters, causing 1d4 rolls on the Drift table each day. See *Timeline*, p13.

The Pieces (d6):

1	Right arm	(1,000 lbs.)
2	Left arm	(1,000 lbs.)
3	Head	(500 lbs.)
4	Torso	(1,500 lbs.)
5	Right leg	(1,000 lbs.)
6	Left leg	(1,000 lbs.)



State of the Wreckage: Modifiers to search rolls when initially hunting for the wreck, and when finding it again if necessary.

State of Wreckage	Search Modifier
Mostly Intact	−1
Broken	−2
Fragments	−4
Vestiges	−8

Devil's Knob: This small, rocky spur usually lies three feet or so below the surface, kicking up breakers in rough seas but not itself visible. At low tide, the Knob appears, a jagged boulder about four feet in diameter and sticking up a foot or two. During low spring tide, it can protrude as much as seven feet (see *Time and Tide*, p13). It takes an hour to reach the Knob from shore. From a sighting of the Knob, and with good information, PCs can more easily find the wreck of the *Lady Elaine*.

At the Wreck

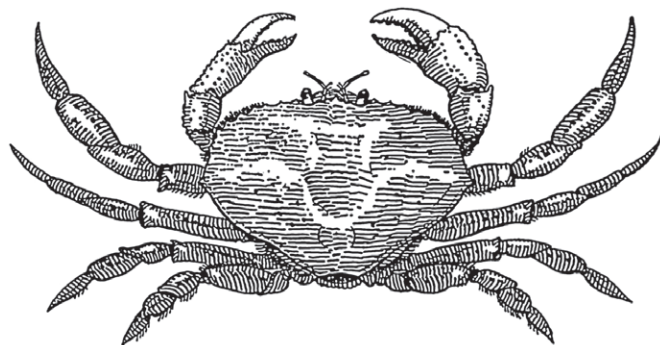
Once the wreck is found, divers make search rolls to hunt for individual pieces of the statue, modified by how much sand covers the piece. It takes one turn per stage to dig a statue piece out enough to secure ropes or grapples. A Completely Buried part cannot be found by looking.

Sand Cover	Search Modifier	Excavation Time
Uncovered	0	1 turn
Partially Covered	−2	2 turns
Mostly Covered	−4	3 turns
Completely Buried	n/a	4 turns

Ten GIANT CRABS (LL68) prowl the wreckage, provoked to a feeding frenzy by the dragon turtle's hunting. The crabs' spiny shells blend with the rocks, allowing them to surprise on a 1–4, and 1d4 crabs rush anyone swimming into the immediate area of the wreck. They target injured victims, or those wearing bighthalm, by preference. Anyone hit by a crab must make a STR roll to break free of the pincer before moving, at −1 for every additional crab that hits. Blood in the water forces an Aquatic Encounter check every turn.

The crabs pick a man-sized corpse to bones and shredded gear in an hour. Stone or metal items can make a save vs. death at the character's level to remain intact.

Salvage



Once the PCs locate the statue's pieces, it's up to them exactly how to raise them. The LL can make the challenge as complex as he wants. Possible factors include weather, tides, predators, currents, the depth of the wreck, and—of course—the dragon turtle. Some of what is included below assumes the party is working with the *Sea Vulture*, but can be adjusted to fit the circumstances.

Each normal hemp rope can lift 450 pounds of cargo. A silk rope can lift 750 pounds. The braided hawsers on the *Sea Vulture* can handle 2,000 lbs. Once a diver attaches ropes to a piece of the statue, it requires 1 point of Strength for every 20 pounds to lift or haul the pieces up. A winch, like the one on the *Sea Vulture*, multiplies the total Strength by three. It takes one turn to haul a piece up from the bottom and get it into the boat.

The *Sea Vulture* holds its crew of four plus another 2,000 lbs. in cargo capacity. Each additional person, with gear, adds 200 lbs. for a lightly-equipped man, 150 lbs. for a female or elf, or 100 lbs. for a halfling, plus 50 lbs. for anyone who insists on wearing heavy armor. Most parties will not all fit on board with the huge golem torso, so they will have to decide whom to leave behind.

Even if the party doesn't hire Morton, he watches them carefully, wondering what they seek. If he learns of the multiple statue parts, he tries to secretly recover one himself. For each 3 hours at the site without PC interference, he has a 25% chance to retrieve one of the remaining pieces of the statue. He will wait for the party to cease operations, then cautiously approach them to "ransom" the piece for 1,000 gp. It won't take much to talk him down to 200 gp.



Flavor Piece 1: Keyshilan

If the party is still in Wrack or on the Bight when the dragon turtle re-emerges, at some point they will see it in the fog. Sightings are fairly typical. Every Wracker has seen the isle at some time or another. They consider it an ill omen, but accept it as a fact of life.

As you look out over the Bight, you see the outline of an isle where none was before. The mist makes details impossible to see. It is just a silhouette above the water, the size and distance indeterminate. A few moments later, the fog thickens and the isle is gone.

Flavor Piece 2: Dragon Turtle

Should the party dare the waters of Eel Bight when the steam-fog rises and the dragon turtle hunts, the LL may wish to reveal Keyshilan's true nature.

There is a hissing splash from farther out on the Bight. Through the mist, you can see a whale breaching. As it arches its back in the air, a second shape looms up out of the water. A massive reptilian head rises followed by a long scaly neck. The beast dwarfs the whale and snaps it up like a cat with a rat. You can hear the whale's huge spine crack as the creature bites down. An enormous domed shell breaks the surface behind the head and neck. The beast shifts its grip on the dead whale and plunges back under the water, leaving no trace except for the whale's blood in the water. The fog closes in a moment later.

Captain Morton, or anyone else with the PCs, will immediately try to flee to shore. It will take the strongest encouragement to get them to go back out or remain on the Bight after seeing the dragon turtle.

Wrackers greet news of the monster with skepticism. No one has ever claimed to have seen it before, and the locals don't trust outsiders, or even Morton when it comes to it.

Epilogue: Delivering the Statue

Assuming the characters salvage the statue successfully, how the PCs get it back to Meldime is up to them. The wizard pays them whatever remains of the cash reward. For partial delivery, he offers another 500 gp per piece of the statue, but no magic items. If they bring



all six pieces, each PC may choose one item from the list below (or a list preferred by the LL):

- ✦ *Boots of Speed*
- ✦ *Chain mail* +2
- ✦ *Figurine of Wondrous Power (Bronze Griffin)*
- ✦ *Rod of Striking*, 10 charges
- ✦ *Rope of Climbing*
- ✦ *Sword of Wounding* +1

New Magic

Potion of Sea Change

This potion comes in two parts: the change pill and the antidote. Swallowing one of the pearl-like white pills changes the character into a random aquatic creature, similar to the *polymorph* spells. An antidote pill, which looks like a bright pink finger-bone, changes the subject back to normal. Some creatures may have difficulty swallowing the antidote without help.

The table below determines the imbiber's new shape. LLs may wish to check off the result and re-roll if it comes up again on a future dose, increasing the variety. Armor, clothing, and equipment do not change; failure to remove them first may cause damage to the wearer or the items. Only the dolphin, Sahuagin, and hippocampus forms can talk; only Sahuagin can cast spells.

d8	Result
1	SEA EEL (AEC123)
2	Large Octopus (see New Creatures)
3	MAKO SHARK (LL95)
4	GIANT CRAB (LL68)
5	NARWHAL (LL102)
6	Dolphin (see New Creatures)
7	SAHUAGIN (AEC135)
8	HIPPOCAMPUS (AEC128)

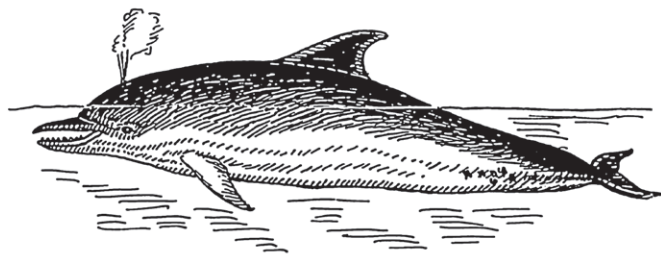
A character keeps the same saves and hit points, but fights as the creature, not his class or level. He gains all physical abilities of the new species, but not knowledge or languages.

Without the antidote, the change lasts indefinitely. The effect resists *dispel magic* as if cast by a 12th level



magic-user. For every 24 hours that a character maintains his aquatic form, he must save vs. spells or forget his old form and life, swimming off to live among his "own kind." The antidote will always work, even years later, assuming the transformed character can be found.

New Creatures

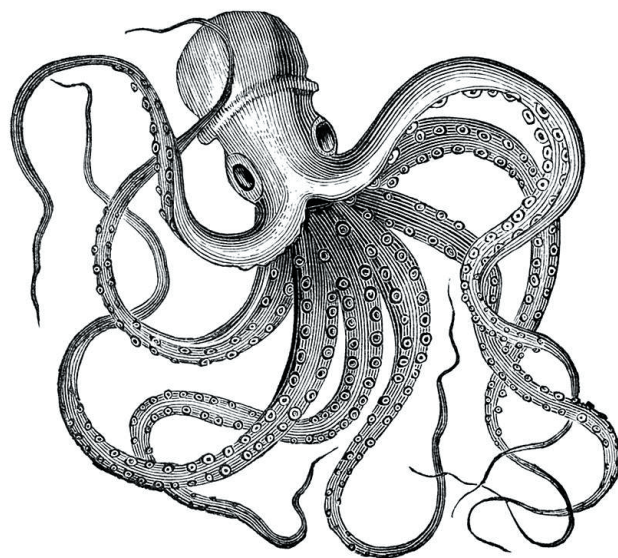


DOLPHIN

No. Enc.:	2d10
AC:	4
Move:	240' (80') swim
HD:	2+2
Attacks:	1 (slam/bite)
Damage:	1d8/1d4
Save:	F4
Morale:	10
Hoard Class:	nil
XP:	47

Dolphins are marine mammals closely related to whales. They average 6'–8' long, 170 pounds, and are usually found in shallower seas. They eat fish and small squid. Dolphins are intelligent and playful. They can dive up to 300' underwater, hold their breath for half an hour, and jump up to 10' out of the water.

Dolphins usually travel in pods of a dozen or so, with the males protecting the females and the young. They are generally friendly toward humans. Stories abound of sailors rescued from drowning by the creatures. Dolphins hate sharks and will often fight them if they feel threatened or see a person or dolphin being attacked by sharks. If there are several dolphins, some may form a protective ring around the victim while others attack the shark. Dolphin fear and revile the Sahuagin.



LARGE OCTOPUS

No. Enc.:	1d2
Move:	90' (30') swim
AC:	6
HD:	4
Attacks:	8 (tentacles) or 1 (bite)
Damage:	1d3 (tentacle)/1d4
Save:	F2
Morale:	6
Hoard Class:	nil
XP:	575

More timid than its giant cousin, this creature preys on crabs and big fish but flees anything larger than a human. It can reach up to 6' with its tentacles. Each tentacle that hits constricts the victim, dealing 1d3 damage per successive round and imposing a cumulative attack penalty of –1. For instance, a character held by four tentacles suffers 4d3 damage per round and –4 to hit. A tentacle can be cut off by a blow inflicting at least 4 hp damage. A large octopus will attempt to escape if losing an encounter, spraying a 15' radius cloud of black ink to obscure its retreat and swimming away at its "running" speed of 90' per round. Octopuses also have the ability to change their skin tones, similar to a chameleon. When lying motionless, an octopus has a 5 in 6 chance of going unseen or attacking by surprise.



The Sea Vulture

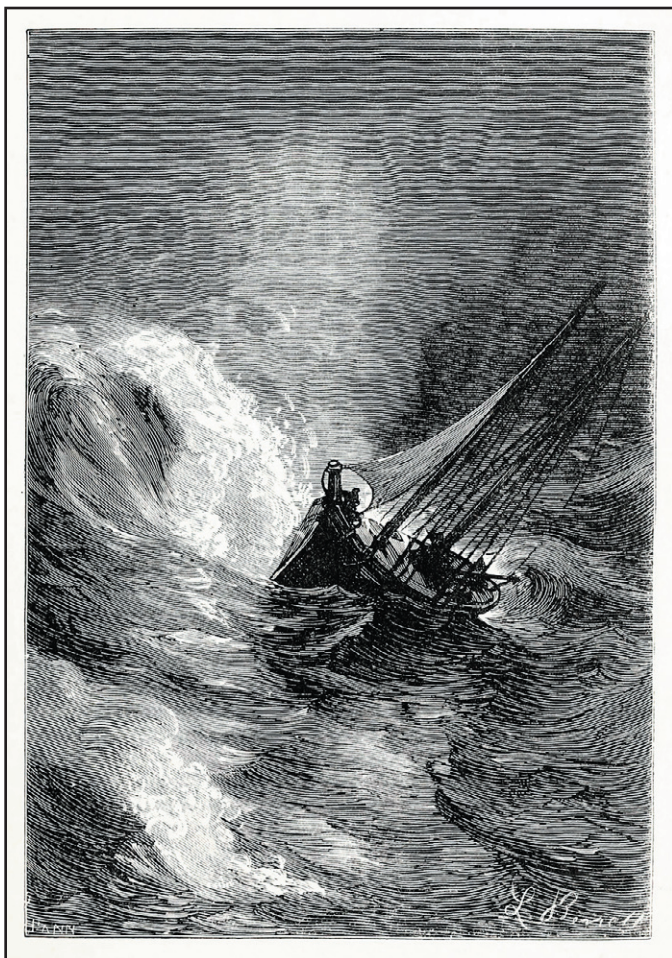
Sea Vulture: Small Coastal Vessel

Req. Crew: 2; Feet/Round: 90' sail/30' row;
Miles/Day: 60/12; Cargo: 2,000 lbs.; AC: 9; 35 shp

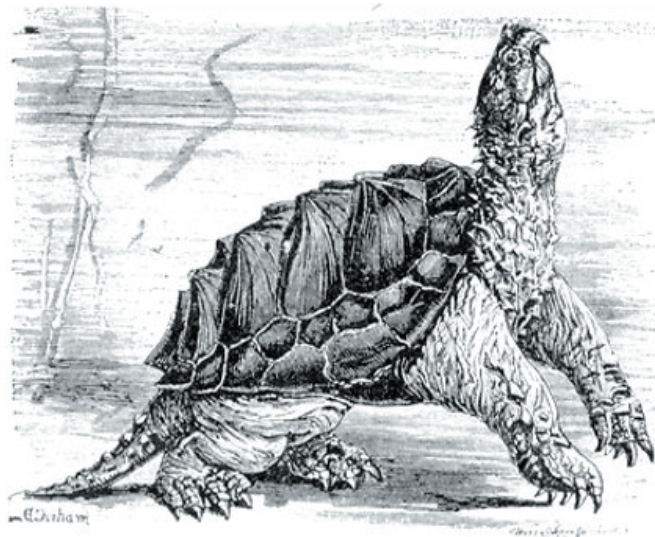
The *Sea Vulture* is a clinker-built hull, 35' long and 10' wide, with a single lateen-rigged sail and a stern tiller. The *Sea Vulture's* normal draft is 2'. At her maximum cargo capacity of 2,000 pounds, the draft is 4' and her speed is halved. Overloading the boat risks swamping the sides and sinking her.

A pair of sweeps (20' long oars) allow rowing or poling. The simple stern hoist with block and tackle can lift up to one ton with its 300' long, 12" thick cable. The winch grants a STRx3 multiplier (see *Salvage*, p9).

Captain Morton keeps the supply locker well stocked with sailing gear and equipment including lanterns, oil, rope, cargo nets, a spare sail, grappling hooks, marker buoys, harpoons, rations, and drinking water. Morton also keeps a cask of high proof, spiced grog "to ward off the chill" (see *The Waters*, p7).



The Dragon Turtle



"Keyshilan", the Dragon Turtle: Move: 90' (30'), swim; AC: -2; HD 30 (188 hp); Attacks: 3 (2 claws, bite); Damage: 1d8/1d8/1d6 x10; Save: F15; Morale: 10; XP: 9,500; Hoard Class: XV

This massive beast is a powerful example of its breed. It is big enough that it cannot support its bulk out of water at all and can only move by swimming in at least 50' of water. Dragon turtles can breathe water as well as air. It is vicious, cunning, and always hungry. It has little interest in parley, but is of human-level intelligence (INT 13) and speaks Common as well as Draconic.

The dragon turtle's lair is east of the Spit, in a cave 100' underwater on the side of the drop-off. Inside is a gigantic underwater chamber, just big enough for the creature to turn around. In the center of the floor is a 20' wide hole going down 25'. Inside lies the monster's hoard. When it sleeps, its body totally covers the pit.

In the hoard, a sealed scroll case contains a map to the treasure chest buried under the Shrine of the Sea Gods (p4). The map was drawn before the town or temple were built, but several landmarks, like the Spit, are clearly marked.



Time and Tide

Much of this adventure depends upon a timeline that the PCs have little control over. Not only does their reward reduce with every wasted day, but also the dragon turtle's imminent return will make success even harder to achieve. List of events:

Day 1: Players arrive in Wrack.

Day 4: The dragon turtle emerges to hunt again, coming and going from its lair for three days.

Day 5: The autumnal equinox.

Day 6: The dragon turtle returns to its lair and rests until the next spring tide flood begins on Day 18.

Day 9: Last day for full cash reward from Meldime.

Day 17: Meldime's reward drops to minimum.

Day 18: Dragon Turtle emerges one last time for a few days before sleeping through winter.

Day 19: Spring tide flood of the full moon.

Spring Tides

Spring tides have nothing to do with the spring and fall seasons. A spring tide is an exceptionally strong tide that occurs twice every month, at the new and the full moon. During spring tide, the high tide (flood) is higher and the low tide (ebb) is lower. The Timeline treats the period of each spring tide as lasting three days.

The spring tide flood of the new moon coincidentally falls on the equinox this year.

High and Low Tides

It is hardly necessary to adhere to these times exactly. PCs may want to know approximately when the ebbs and floods occur for things like finding Devil's Knob, navigating shallows, or predicting the appearance of Keyshilan. The Timeline follows a 24-hour clock, counting the day the PCs arrive in Wrack as Day 1. Since the adventure takes place near the equinox, the days are neither particularly long nor short. Dawn is around 6:30 and dusk is about 19:30. Low tide, naturally, falls halfway between high tides.

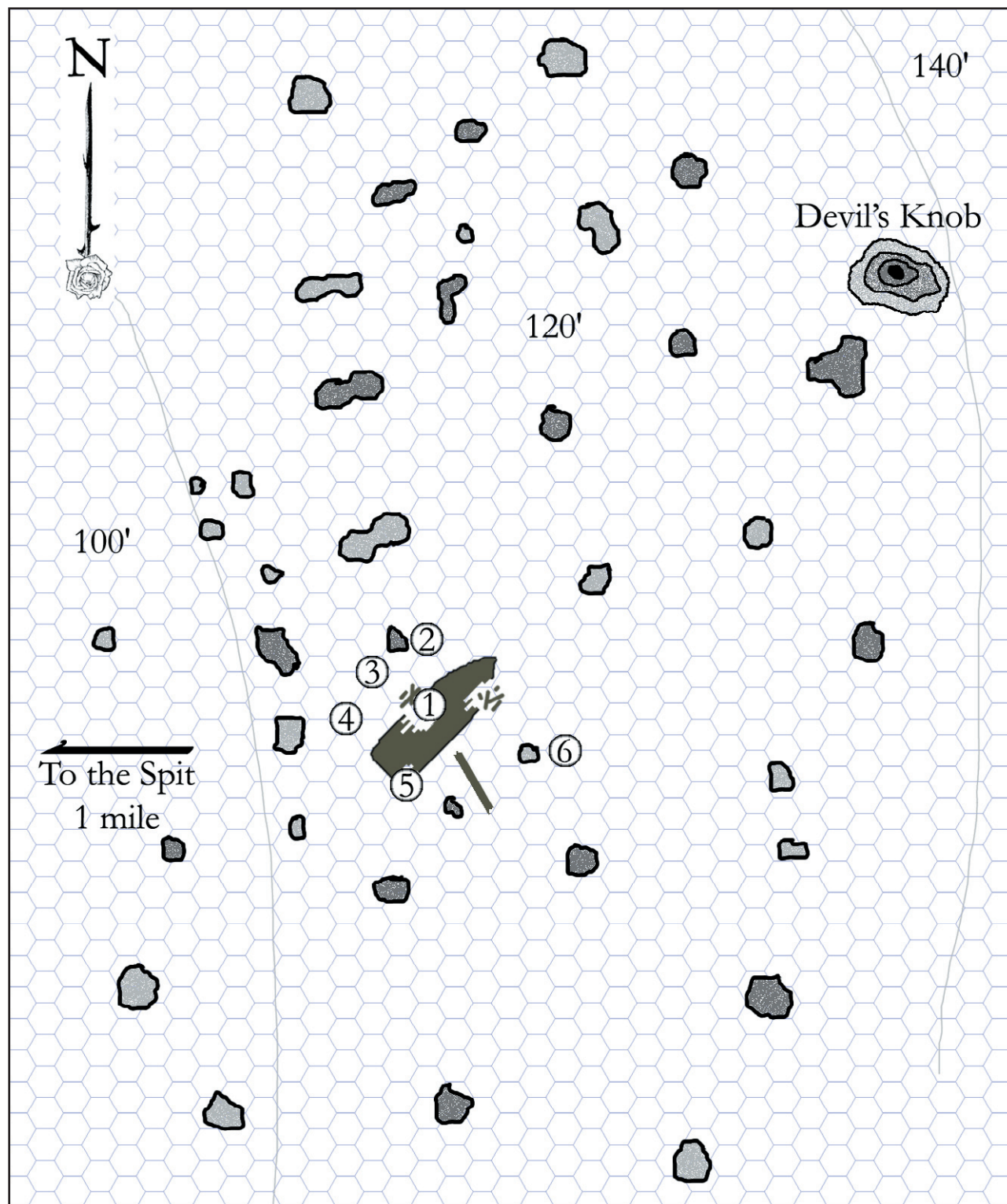
TIMELINE

Day	High Tides / Notes
–10	<i>Lady Elaine</i> spotted from Scuttleton
–9	Spring Tide (full moon)
–8	<i>Lady Elaine</i> destroyed by dragon turtle
1	6:00, 18:26 PCs arrive in Wrack
2	6:53, 19:20
3	7:46, 20:13
4*	8:40, 21:06
5*	9:33, 22:00 Equinox; Spring Tide (new moon)
6*	10:26, 22:53
7	11:20, 23:46
8	12:13
9	0:40, 13:06
10	1:33, 14:00 Reward drops to 4,500 gp
11	2:26, 14:53 Reward 4,000 gp
12	3:20, 15:46 Reward 3,500 gp
13	4:13, 16:40 Reward 3,000 gp
14	5:06, 17:33 Reward 2,500 gp
15	6:00, 18:26 Reward 2,000 gp
16	6:53, 19:20 Reward 1,500 gp
17	7:46, 20:13 Reward 1,000 gp (minimum)
18*	8:40, 21:06
19*	9:33, 22:00 Spring Tide (full moon)
20*	10:26, 22:53
21	11:20, 23:46
22	12:13
23	0:40, 13:06
24	1:33, 14:00
25	2:26, 14:53
26	3:20, 15:46
27	4:13, 16:40
28	5:06, 17:33

*DRAGON TURTLE ACTIVE: 1d4 Drift rolls (p8) per day on Days 4, 5, 6, 18, 19, 20.



Wreck of the *Lady Elaine*



Statue Pieces

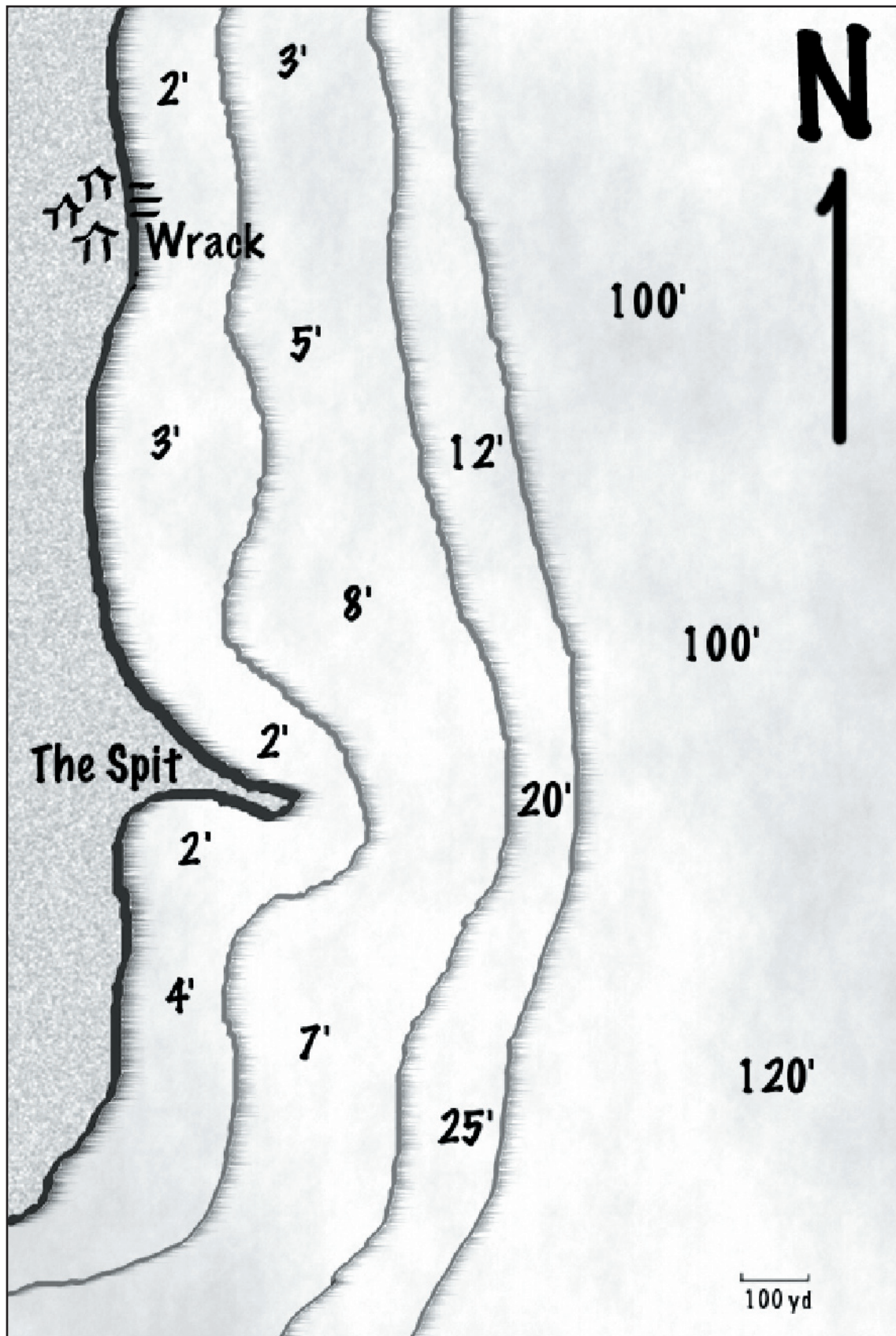
- | | |
|---------------|--------------|
| (1) Right Arm | (2) Left Arm |
| (3) Head | (4) Torso |
| (5) Right Leg | (6) Left Leg |

One hex = 10'

Lighter-colored rocks are 5' to 10' tall; darker ones 10'–30' tall. The dark center peak of Devil's Knob stands 137' above the sea floor, breaking the surface during low tide.



Soundings Chart (from Father Ladoc's Journal)





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