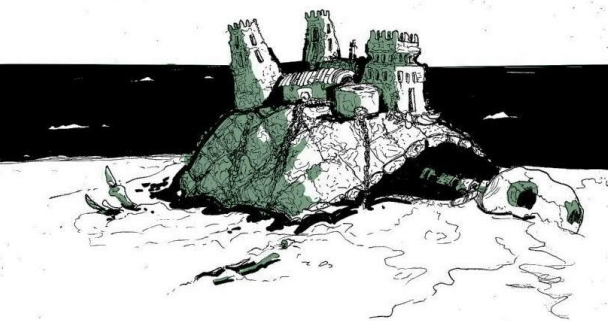




GRAVESAND BEACH



Razor cliffs of crumbling picrate protect a tumbledown village of turf roofed huts, where the tangle-haired children of goatherds peer from every darkened threshold and never glance at the flat green horizon of the sea beyond. Tun, the toothless village septuagenarian alone remembers when the villagers were not afraid of the sea: before the Sea Reavers came through the cliffs at Gravesand Beach and before the Young Duke and his sword thegns caught them there retuning with slaves and plunder to make great slaughter of the strangers and their turtle ship and bury their profane corpses in the Gravesand where they fell. The few surviving villagers were granted the scavenging rights to the Reaver's ship, but its strangeness, and in recent years, terrible screaming cries have prevented more than a cursory plundering.

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A lonely beach, the only to break up the black cliffs for many miles, holds the mysterious wreck of the 'Turtle Ship', the skeleton of a titanic sea turtle, with several towers chained to its shell.

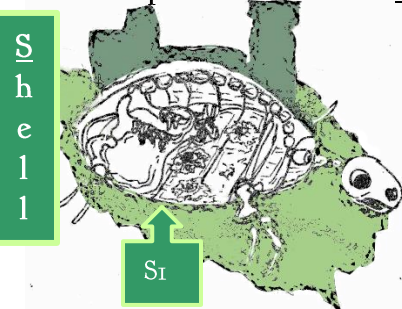
THE BEACH

Only a few thousand feet long and several hundred from the surf to a precarious scree of volcanic picrate leading up the cliffs, the Beach's grey sand is marked with shell sigils. The sigils are corrupt Gullcorse sorcery poured into arrays of shells that require any viewer to Save v. Spells or suffer a cumulative -1 to future saving throws. Twelve hungry and belligerent Gullcorse launch from the beach to hunt at dawn and return at dusk. Often a Gullcorse will stay behind pecking in the sand for bone fragments to add to their sacred trove.

TURTLESHIP

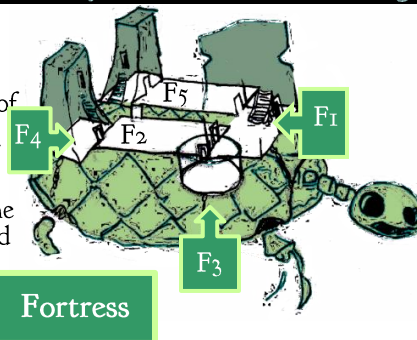
The pitted oil-green shell of the Turtleship can be scaled, especially the great rusted sand encrusted chains that anchor its towers to the shell. The front of the shell, beyond the gleaming skull is open and strange harsh cries sound within.

S1 - A cavern of white bone and green turtleshell filled with filth grass nests, guano, bones, large eggs, a towering shrine and nine screaming Gullcorse chicks. 12 Gullcorse reside here in the day, 24 at night. They rest in the nests, bathe in the filthy pool at the rear and perch on the turtle's hipbones, covered in badly stitched hide. When clustered in numbers Gullcorse aren't simple murderous predators, but have a collective consciousness of the plundering sea fey raiders whose souls they are fragments of - cunning and duplicitous. They seek to recover all the bone fragments of the dead fey to propagate their species. They desire the Captain's Bones and hate Byss.



Above all the Gullcorse protect the towering shrine, a sharp eared effigy of bones, feathers, shells and straw. Within are coral trinkets (500GP) and their fey ancestors' bones.

F1 - Walls and doors of bleached coral rock, pocked with crossbow bolts, and a stair carved of whale bone. Dried blood spatters all, while bits of shell and chain armor decay in the corners. The two doors leading inward are jammed shut and remnants of an old bonfire char the base of the stairs.



F2 - A hastily plundered former habitation: rotted hammocks, fish bones and broken sea chests. Three chests remain intact, two empty, but one trapped by the Gullcorse with a fragments of a haunted skull that will burst and free the mad and vengeful spirit of thegn to rend the living (2d6 explosion save for 1/2).

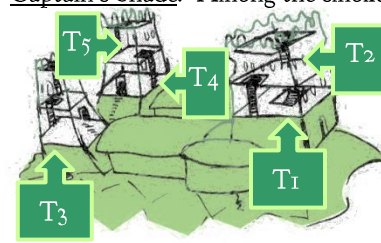
F3 - Sealed in tar, the walls of this cell are carved with the names of victims of the sea reavers, and embedded with a shell mosaic showing souls ascending in the beaks of seagulls.

F4 - The armory reduced to tumbled racks and broken blades still holds a sole black bone fey sword (D8 - can damage spirits).

F5 - Broken casks, smashed crates, and trails of slime hint both looting soldiers and Byss have plundered here. In the rear valuables' store, behind a smashed door, a fire blackened silver torque (200 GP) has been overlooked.

T1 - Soot covered, this was the bridge of the ship. Seats of coral carved into the floor surround once magical artifacts of cracked and burnt shell, pearl and walrus ivory.

T2 - Smoke damage and time have rotted the rich skins on the walls and fouled carved whalebone furniture. The Captain's Bones rest on a seal skin couch, and the cabin is haunted by the Captain's Shade. Among the smoke stained ruin, rich pearl sewn garments (300GP), a golden sextant (500GP), and a goblet carved of green sea amber (2,000 GP) hide, caked with ash.



T3 - Coiled neatly in a nest of hardened spit bubbles that fills the chamber is Byss the Sea Wyrm. He dozes fitfully, humming grim shanties and dreaming of clocks, goat meat and dominion. He can pay for services in pearls (up to 3,000 GP) and maps to wrecked ships, but he resents giving anything to land dwellers.

T4 - This newly clean tower is Byss's larder of rotting corpses and his treasure house of (largely broken) clocks. (400GP)

T5 - In small rooms below cracked coral battlements wrecked ballista and scattered bolts of carved whalebone crumble.

MONSTERS

- Gullcorse - The fragmented souls of sea-fay reavers within the swollen, filthy and warped bodies of man tall seagulls. They flap and squall in incoherent elvish, slashing with their beaks and regurgitating stinking acidic sludge in battle. HD 2, As Chain, ATK Beak (1d8) or [Spew], MV 90' or fly 120', SV E2, ML 8. [Spew] Hits all foes in melee save v. poison or take 1D6/2 damage.

- Byss, Sea Wyrm - A dragon of the deep, sinuous, black, finned, and anguilliform. Byss the wyrm is young, strange, fairly peaceable, greedy and naive. He knows far too much about the sea and its treasures but desires the luxuries of the land and to slay or drive off the Gullcorse and Shade so he can claim the Turtleship and begin his desolation. He especially treasures clocks and machinery.

HD 8 (HP 48), As Plate, ATK bite (2D10) or [Dragon Breath], MV 60', SV F8, ML 12. [Dragon Breath] A cone of superheated water and bone fragments with 20' range.

- Captain's Shade - Tied to his bones (he will fade if they are destroyed) the soot and ember wraith Captain doesn't realize his ship is destroyed and may mistake intruders for crew, demanding the ship cast off. He will leave his cabin to hunt only if he feels the ship being disassembled.

HD6(HP 24), As Chain/Incorporeal Undead, Immune to normal weapons, ATK touch (1d6) and [Drain], MV 120' SV E6, ML 10. [Drain] Touch Drains 6 CON per hit, collapse at under 3, die at 0. Will return at 1 point a day.

- A Note of Turtleshell: The real value of the dead Turtleship is the enormous shell - while much of the shell is decayed and weather damaged, two tons of prime shell worth 50,000 GP can be excavated from the corpse by a team of 20 laborers. It would take months, attract rivals and require the death of Byss, The Gullcorse and the Captain's Shade.