DUNGEON DELVE SIDE QUEST
Fantasy Game Adventure

SHIPWRECK AT HAR'S POINT
by R. Nelson Bailey

An Adventure For Characters Levels 1-3

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DUNGEONEERS GUILD GAMES presents

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A FIRST EDITION ADVENTURE FOR 6-8 CHARACTERS LEVELS 1-3

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DUNGEON DELVE SIDE QUESTS by Dungeoneers Guild Games are short, classic-style modules designed to fit into any campaign for the advanced 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games including the advanced 2nd edition game, the original game, the BECMI ("Basic") game, and most old-school renaissance (OSR) role-playing systems.

SHIPWRECK AT HAR'S POINT

Shipwreck at Har's Point is an adventure designed for 6 to 8 player characters (PCs) of levels 1 to 3 (about 10 to 12 character levels). Good-aligned characters will manage better in this adventure than other alignments, since the player characters' involvement largely depends on natural curiosity and a willingness to help others over monetary rewards. This adventure favors no particular classes or races, but a ranger or a character with tracking skills will prove useful. How the plot unfolds largely depends on the actions of the player characters as well as the simultaneous actions of the major non-player characters (NPCs). With so much of the action dependent on timing, the Game Master (GM) should be familiar with the module before play starts.

As the sea and watercraft feature in this adventure, the Game Master should read and familiarize themselves with the **WATER- BORNE** and **UNDERWATER ADVENTURES** section of the **DMG** (pp. 53-57) before starting play. The hamlet of Har's Point fits into any campaign setting that features a coastal community located in a temperate climate similar to New England or northern Europe.

Lower-Level Parties: GMs that wish to send parties with less than the recommended number of levels through this adventure should strengthen the party with NPC help. Some of the fisherfolk from Har's Point could prove useful, but for the most part, these people are not willing to risk lives unless it is absolutely necessary. Alternately, the party could meet and recruit adventurer-type NPCs on the way to the hamlet, or at the Cod's Mouth Inn (**Building #1**). A list of possible NPCs to bolster the party's numbers is found in the **PRE-GENERATED CHARACTERS** section on the last page. The GM should refrain from decreasing the number of sahuagin in the adventure; with assistance from the hamlet's fishermen, they should not prove too powerful to overcome.

Higher-Level Parties: GMs playing this module with higher-level parties strengthen the number of monsters encountered in the adventure. An additional sahuagin priestess (3rd-level cleric) that has an **animate dead** scroll (for turning slain villagers into zombies), and a 50-100% increase in the number of sahuagin warriors, will provide a greater challenge. The GM can also double or triple the number of companion sharks that accompany the sahuagin priestess. Additionally, the villagers provide less assistance to the PCs in the final confrontation (see **EVENT 5** for details).

Introduction

Recently, the sleepy seaside fishing hamlet of Har's Point has had a bit of commotion. During a particularly fierce storm a week ago, a longship originating from a nearby foreign land wrecked on a cluster of rock formations called 'The Giant's Throne.' The villagers found no survivors among the few bodies washed up on shore the next day. Most likely, the unfortunate sailors drowned, their bodies sucked out to sea by the powerful and relentless ocean currents in the area.

Since then, rumor has run rampant that the wrecked ship carried

a cargo of riches, most likely silver and gold. However, with the rough seas pounding the wreck continually, no one has dared get near it. The veteran fishermen from Har's Point believe that it's only a matter of days — maybe a week at most — before the waves break the ship apart and it disappears beneath the sea.

However, that is not the only rumor circulating in Har's Point. Another story some of the fisherfolk have begun to tell is of the spirits of drowned sailors from the wreck that come up onto the beach at night to bury their treasure. The threat of an undead menace has not stopped some of the villagers from combing the nearby beaches, hunting for this supposed buried treasure.

BACKGROUND & NOTES FOR THE GAME MASTER

Unknown to the citizens of Har's Point, the figures they misidentified as spirits of dead sailors are really a band of sahuagin searching for a missing religious artifact. The wreck of the ship coincided with another event that took place in the ocean depths just off the coast. A week before the storm that wrecked the longship, a band of sahuagin passed a few miles off the coast of Har's Point. These fiends of the deep had just raided a lizard man village some miles up the coast, and were headed back to their town located on the ocean's floor 25 miles to the north-northwest of the hamlet. A four-armed sahuagin priestess carried a sacred relic called the **Crown of the Briny Deep**. At some point, the sack holding this relic broke away from the priestess's harness. It sank to rest amongst the kelp beds on the bottom of the straits.

A few hours after the sahuagin passed, a selkie named Yelola sought tasty oysters from the kelp bed. However, her hunger was swiftly forgotten when her sharp eyes spotted a patch of color amongst the drab kelp. Curiosity piqued, she swam over to the bright object and picked it up. It was a beautiful crown made from gold with mottled red and white coral. Yelola immediately seized the object and fled to her undersea cave. There she secreted the prize away with her other bits of shiny treasure.

Not until the sahuagin returned to their town did they notice the

relic was missing. The priestess charged with its safe transport was interrogated, but little helpful information came from her. As punishment, her fellow priestesses devoured her on the spot. The tribe's high priestess, Hasshoolap, beseeched their deity for information on the relic's whereabouts. Days later, after many divinations and communions, Hasshoolap discovered its location and who took it. Immediately, a warband led by a favored priestess assembled to search for and recover the item. Within a few days, the group discovered the selkie's lair. They searched her cave, but failed to locate the crown.

While this was happening, Yelola returned to her lair to find two large sharks swimming about the entrance. She waited nearby out of sight, not daring to reveal herself to the sharks. She watched the group of sahuagin emerge from her cave an hour later and swim off. However, they left the two sharks to stand guard. Sure that the sea devils were after her, Yelola fled to an abandoned hut located southeast of Har's Point. Here she waits for the sahuagin to give up their search and leave the area, then head back to her home.

Currently, the sahuagin are relentlessly searching for the selkie and their stolen relic. If they go back to their town without it, their brethren shall surely feast on their flesh as punishment.

ABBREVIATIONS

The following abbreviations appear throughout this module: **AC** = Armor Class; **MV** = Move; **HD** = Hit Dice; **hp** = hit points; **#AT** = Number of Attacks; **Dmg** = Damage; **SA** = special attack; **SD** = special defense; **MR** = magic resistance; **INT** = monster's intelligence rating; **AL** = alignment; **L** = large size; **M** = medium size; **S** = small size; **xp** = experience point value; **THAC0** = the number to hit AC 0; **C** = chaotic; **L** = lawful; **E** = evil; **G** = good; **N** = neutral; **F** = Fighter; **MU** = Magic-User; **C** = Cleric; **T** = Thief; **S** = Strength; **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma; **d** = type of die; **rd/rds** = round/rounds; **cp** = copper piece; **sp** = silver piece; **gp** = gold piece; **ep** = electrum piece; **pp** = platinum piece.

Getting the Party There

Having the player characters catch wind of the rumors of a shipwreck and reports of dead sailors roaming the beach in search of their lost treasure is the best method for drawing the characters into the adventure. Alternately, the characters could stop at the hamlet to rest en route to another adventure where the fisherfolk tell them of the rumors of the recent events.

THE HAMLET OF HAR'S POINT

The party can reach the small seaside hamlet of Har's Point by taking the Rolord Road west from Aranford (the next largest town, located ten miles to the southeast off the map). One hundred persons — nearly all humans — reside here. Not much of interest occurs in this lonely hamlet. The village consists of a handful of stone and wood buildings with slate tile roofs. The bulk of Har's Point's residents engage in fishing/sea-related occupations.

Har's Point citizens, 0-level humans: AC 10; MV 12"; hp 5 each (active adults) or 3 each (children, elderly, or infirm); #AT 1; Dmg by weapon type; SZ M; AL N; THAC0 20.

The hex marked "B" on the **Har's Point & Vicinity Map** (located on the inside cover) indicates the area where the villagers ground their fishing boats overnight. Typically, 2d6 small boats lie beached here (see **AREA 1. Giant's Throne**) at any time.

Businesses: The hamlet boasts a general supply store (**Building #21**). A man named Bowstaff (0-level human) runs the store. The store carries goods from the clothing, provisions, and miscellaneous equipment lists only (see **BASIC EQUIPMENT AND SUPPLIES COSTS** tables, **PHB**, pp. 35-36). Items valued 1 gp or less have an 80% chance to be found here; items valued 2 to 5 gp=60% chance; 6 to 8 gp=40% chance; 9 to 15 gp =20% chance; 16 gp+=5% chance.

Other businesses include a boatwright (**Building #19**, run by Feck and his two sons, Lom and Dorve) and a net weaver (**Building #20**, run by a couple named Wath and Alyx).

Inn: Har's Point's social center is the Cod's Mouth Inn (**Building #1**; map on inside cover). Nearly every hamlet resident frequents the inn, a two-story building of gray timbers and shale roofing, two or three times per week. The innkeeper, a 40-year-old woman named Gessie (0-level human), has run the Cod's Mouth since her husband's death a few years ago. During the day, 1d8+1 patrons will be found in the inn; at night, 4d4. The food (mostly fish) is good and inexpensive. Patrons drink the dark house ale — the only beverage sold in the inn. Travelers can sleep in the common room for 5 cp per night (food and drink not included), or rent one of eight private rooms for 2 sp per night.

Church: Har's Point's small, rustic church (**Building #9**; map on inside cover) is another center of social activity in the village. The largest and sturdiest building in town, this stone building can seat up to fifty parishioners. An elderly 3rd-level priest named Holson has run the church by himself for nearly forty years. The church is dedicated to a sea-related deity (GM chooses as they see fit).

Holson, male half-elf, 3rd-level cleric: AC 10 (no armor); MV 12"; hp 10; #AT nil; SA spells; SD as half-elf; SZ M; S 6, I 10, W 14, D 7, C 8, CH 12; AL NG. Holson is 184 years old, 5' tall, 130 lbs. with grey hair and pale blue eyes. He no longer fights in melee as he is simply too old for that. He uses his spells to assist the PCs, should the need arise. His spells memorized are:

First Level: **cure light wounds, detect evil, sanctuary**
Second Level: **augury**

Mayor: A retired 3rd-level fighter-turned-fisherman named Kilmean has been the hamlet's mayor for six years. Kilmean lives with his family — a wife and two children — in a small house near the Rolord Road (**Building #24**). Six days a week he fishes out on his boat — named the Mellysa — with two other fishing hands. The last day of the week Kilmean spends conducting village business in the common room of the Cod's Mouth Inn. All village business is deliberated with much fervor and with much ale. Most of the time, however, business is brief and the rest of the time is spent drinking and telling stories. Temperamentally, Kilmean is quite well-spoken for a rustic fisherman, dealing with most problems that arise with even-handed pragmatism.

Kilmean, male human, 3rd-level fighter: AC 10 or 7 (ring mail); MV 12" (9" in armor); hp 29; #AT 1; Dmg 1d8 long sword or 1d4 dagger; SZ M; S 15, I 10, W 13, D 13, C 14, CH 11; AL N; THAC0 18. Kilmean is 34 years old, 6' tall, and 180 lbs. with black hair. He keeps a suit of ring mail and a long sword tucked away in a chest in his home. He never brings these out unless he expects trouble in the town. Otherwise, he carries only a dagger for protection.

Dwelling Occupancy Roster

#	Building Type	Occupants
1	Cod's Mouth Inn	1 M, 3 F
2	Home	2 M, 2 F
3	Home	1 M, 3 Ch
4	Home	1 M, 1 F, 4 Ch
5	Home	1 M, 2 F, 6 Ch
6	Home	vacant
7	Home	2 F, 4 Ch
8	Home	vacant
9	Church of the Cliffs	1 M (Holson)
10	Home	3 M (Merwhig)
11	Business, net weaver	2 M, 2 F
12	Home	2 M, 3 F
13	Home	1 F, 4 Ch
14	Home	1 M, 1 F, 4 Ch
15	Home	1 M, 1 F, 1 Ch
16	Home	1 M (Micauld)
17	Home	1 F, 4 Ch
18	Home	1 M, 1 F, 5 Ch
19	Business, boatwright	1 M, 1 F, 2 Ch
20	Home	2 F, 1 Ch
21	Business, general store	2 M, 1 F
22	Home	2 M, 3 F
23	Home	vacant
24	Home	1 M (Kilmean), 1 F, 2 Ch
25	Home	2 M, 4 Ch
26	Home	1 M, 2 F, 3 Ch
27	Home	Vacant
28	Livestock pen	

M=male, **F**=female, **Ch**=child

EVENTS IN HAR'S POINT

The GM should leave it up to the players to determine which course of action they will take once they become involved in the adventure. However, five key events occur at various points in the adventure, regardless of the players' actions. These events help draw the players into the story and ensure that the action does not stagnate. The GM may have to alter the timeline of the events or their details, depending on the party's activities.

Event 1: Local beachcombers, Rory and Gibble, stay out looking for treasure on the beach past sundown. The sahuagin band captures one of the two (50% chance for either one). The other has a 4 in 6 (66%) chance to escape the encounter, fleeing to Har's Point, if possible. The sea devils take captives to an isolated spot along the coast and — after a lengthy interrogation — devour them. This event should occur within 24 hours of the party arriving in Har's Point. See **AREA 2. Beach** for details on these two.

Event 2: A fisherman named Micauld (lives in **Building #16**) does not return after the day's fishing. The next morning, some fishermen find his boat washed on the rocks a couple hundred yards east of Har's Point. His nets and a load of fish are found in the boat, but Micauld is missing. PCs who closely inspect the boat discover a number of coin-sized green scales (i.e. sahuagin scales). Unknown to the PCs, or anyone else in Har's Point, the sahuagin snatched him from his boat just after sundown. This event should occur a day or two after **Event 1**.

Event 3: An unfamiliar woman arrives at the Cod's Mouth Inn. Anyone passing a Wisdom check can sense that she seems uncomfortable and frightened. This is the selkie, Yelola (see **AREA 3. Abandoned Hut** section for details). If the party does not approach her, she eventually approaches them to ask for help. This event should occur after the party has done some initial exploring of the beach or the wreck.

Event 4: The sahuagin kidnap 1d4 random villagers from Har's Point to question them about the whereabouts of the selkie or the crown. They do this around midnight, snatching any persons they find outside (30% chance for success). They try this tactic two nights in a row. Should this fail, they attack a home that is relatively isolated from the rest of the town (80% likely to succeed unless stopped by the PCs; on a roll of 81% or greater, the attack fails and the village alarm is raised). Kidnapped persons are taken to the selkie's air cave (see **AREA 4. Undersea Cave** section) where they are questioned, tortured, and then devoured. This event can occur any time after **EVENTS 1** and **2**.

Event 5: In frustration, the sahuagin warband assaults Har's Point just after midnight. They first, they swim to the beach where they haul all the fishermen's boats out to sea and sink them ("B" on the **Har's Point & Vicinity Map**). They place a shark guard near the beach to attack any humans entering the water. The sahuagin then creep into the village and begin to attack its inhabitants two or three houses at a time. There is a 25% chance, plus 5% for each building entered after the first, that the village alarm is raised due to noise from the attackers (e.g. screams, dogs barking, sounds of fighting, etc.). All men of fighting age (15 0-level humans) grab up their weapons (harpoons, daggers, hand axes,

clubs, and a few crossbows and swords) to defend the village, taking 1d4+1 melee rounds. If Kilmean is alerted to the attack, he directs all the women, children, and elderly to the church for safety. He then organizes a counterattack (taking 1d3 rounds). The sahuagin fight to the death. This event should happen after all other events occur, and is the finale of the adventure.

Rumors in Har's Point

At some point the PCs might want to gather information from the citizens of Har's Point. Below is a summary of information that the PCs can gather by asking about the village. In many instances, players must work to befriend a specific villager who knows a particular rumor before they divulge any information.

Note: "Source" indicates whom the PCs must ask to get the information, and "chance to know" indicates the percentage chance that one of the sources knows that bit of information.

TOWN RUMOR LIST

1) A ship wrecked on the Giant's Throne in a storm a week ago. There were apparently no survivors. Source: whole town. Chance to know: 100%.

2) The ship is a longship of foreign make. It lies hung up on the rocks out on the Giant's Throne. The waves will probably destroy it within a few days' time. Source: fishermen. Chance to know: 70%.

3) Eight bodies were found on the beaches north of town the day after the wreck. The village cleric, Holson, buried them in the town's cemetery. Source: whole town or cleric. Chance to know: 70% for townspeople or 100% for the cleric.

4) The bodies of the drowned sailors wore some foreign-designed jewelry. Gessie at the inn has a ring and an armband recovered from one of the corpses. Source: whole town. Chance to know: 40% for townspeople or 100% for Gessie.

5) Some fishermen tried to get to the wreck, but would not risk getting close because of the powerful waves. Source: whole town or fishermen. Chance to know: 50% for townspeople or 90% for fishermen.

6) The ship was carrying a great amount of treasure, most likely silver or gold bullion, and possibly, valuable spices. Source: whole town. Chance to know: 95%.

7) The spirits of the dead sailors walk on the beach at night looking for places to bury their treasure. Source: whole town. Chance to know: 50%.

8) Those who have glimpsed these spirits say they travel in a big pack, walking with a rolling, side-to-side gait, much like an old sea hand would walk. No one has seen them up close; they only say that they appeared as dark shadows moving through the night. (Unknown to the townspeople, these are the sahuagin. The reference to their gait is the awkwardness of the sahuagin when moving on dry land.) Source: whole town. Chance to know: 30%.

9) Some villagers, including Rory and Gibble, are combing the beaches for buried treasure. These two live in **Building #12**. Source: whole town. Chance to know: 40%.

10) A young woman — naked and wet with kelp draped in her auburn hair — was seen walking on the beach near Har's Point right before sunset a few days ago. She was heading south. (This was the selkie after she learned the sahuagin were in her lair.) Source: whole town. Chance to know: 20%.

11) Someone stole a whole set of clothes hanging from a clothesline a few days ago. (The selkie stole these clothes not long after the sahuagin raid.) Source: town women. Chance to know: 15%.

12) A strange woman with auburn hair bought a tunic, pair of boots, belt, and short sword at the general store a few days ago. She paid with odd silver coins covered in tarnish. (After the sahuagin raid, the selkie fetched coins she hid in a second cave to buy these items. These were ancient coins she gathered from a sunken ship.) Source: Bowstaff, proprietor from the general store. Chance to know: 100%.

The GM should use their best judgment when determining when and how much information to give a party. Above all, the GM must make sure that the selkie, the sahuagin, and the nature of the wrecked ship remain a source of mystery to the party for as long as reasonably possible.

The Sahuagin Band

The sahuagin band has one goal: to locate the selkie and recover the crown. Secondary goals include capturing the selkie to take back to their town for punishment, and killing anyone — especially any air breathers — that get in their way. However, the sahuagin do not knowingly reveal their presence to the local human populace. They operate only at night, preferring to capture those that they believe possess information that will help them. Once captives are sufficiently interrogated, the sahuagin drag their bodies into the sea and devour them.

During daylight hours, the sea devils lie low in a temporary undersea camp located six miles due northeast of Har's Point (marked by an "X" on the **Har's Point & Vicinity Map**). Located in dense kelp beds, the camp consists of underwater rock formations that form shallow caves. A lone shark (5 HD; hp 30) patrols the camp during the day while the sahuagin rest. Searching for the camp requires the PCs to have magics to breathe water and protect from the cold of the sea, so it is unlikely that the party will discover its location in the course of the adventure.

The sahuagin start their search by scouring the beaches west of Har's Point, moving roughly 300 yards further inland each night after the party arrives in Har's Point. The hills that lie just beyond the beach to the south prevent them from traveling more than a mile inland. Thus, after four nights, the band will have traveled as far inland as they can go. The band concentrates on searching mostly within 1 mile of Har's Point in both directions, but will range as far as 6 miles west to the village of Wesmere (pop. 75), and 4 miles east into the marshy coastal area.

The party has a 15% chance each night of encountering the sahuagin band if they explore the beaches past sundown. This chance is cumulative for each night after the party arrives in Har's Point, as the sahuagin become more desperate, moving closer to the human settlement.

Should the band spot the PCs first, there is a 4 in 6 (66%) chance that they simply watch the party from a distance for 1 turn before fleeing into the sea. If the PCs attack the sahuagin while they search for the selkie, they flee into the sea after losing a quarter of their number, or if the priestess dies.

When searching the marshes, the band has a 15% cumulative chance per night to discover the selkie's hut (see **AREA 3. Abandoned Hut** section). However, the GM should pick the most advantageous point in the adventure (such as after the party has agreed to assist the selkie) for the sahuagin to discover it, if at all.

Sahuagin lesser priestess, 4th-level cleric: AC 5 (4 w/ring of protection +1); MV 12"//24"; hp 29; #AT 5, 7, or 3; Dmg 1d2/1d2/1d2/1d2 claws, 1d4 bite, (rake with rear claws for 1d4/1d4, underwater only) or 2d4 trident x2; SA keen senses, spell use, command undead; INT high (14); SZ M (6' tall); AL LE; xp 24; THAC0 16; MM 84-85. The priestess has a Wisdom score of 14, and speaks Common. She is armed with two tridents, and wears a gold necklace set with red coral (300 gp value) and a **ring of protection +1**. The two sharks that guard the selkie's lair are her companions and obey her commands. Her spells memorized are:

> First Level: **command (x2), cause fear, cause light wounds, darkness**
> Second Level: **aid, hold person**

Sahuagin (18): AC 5; MV 12"//24"; HD 2 + 2; hp 16, 15 (x2), 14 (x2), 12 (x3), 11 (x2), 10 (x4), 9 (x2), 8; #AT 3, 5, or 1; Dmg 1d2/1d2 claws, 1d4 bite, (rake with rear claws for 1d4/1d4, underwater only) or by weapon type; SA keen senses; INT high (13-14); SZ M (6' tall); AL LE; xp 35+3/hp; THAC0 16; MM 84-85. Six sahuagin are armed with trident, net, and dagger; eight have spear and dagger; four have heavy crossbow with a dozen bolts and dagger. The 16-hp male wields a **dagger +2**. Each male carries 1d6 platinum pieces and has a 10% chance to carry 1d4 pieces of polished coral (10 gp value each) that are used by the sahuagin as currency.

1. GIANT'S THRONE

The first thing the party will most likely do is check out the wreck of the ship. They must do this quickly, however. Each day after the party arrives at Har's Point, there is a cumulative 10% chance that waves destroy the ship. If this happens, it breaks into pieces, sinking 70' to the sea floor.

The spot where the ship wrecked is a notoriously dangerous section of the coast, located three miles north-northwest of Har's Point. The strong current here can easily smash a ship up against the rock formations found here. Even worse, some rock formations hidden just below the surface of the water, and can easily rip the bottom out of a vessel, or strand it on top of the formation, or both.

Unless the party has a boat of their own, they must buy a boat from a fisherman or hire one to take them out to the ship. The most common type of boat found in this area is the curragh, a single-mast type of fishing boat, constructed of a wooden frame with cured hides. These boats average 15' to 20' in length, can hold up to 8 persons with 4,000 gp of weight, and requires a minimum crew of two. They have a hull value of 3 (see **DMG**, p. 54). The masts are small and they mainly rely on oar power. Should the party manage to convince a fisherman to sell their boat, they will not accept less than 400 gp. (This is higher than

the normal selling price, but the boats are their only means of making a living, after all.)

Due to the rough seas around the wreck site, characters piloting their own vessels have 50% chance per turn of capsizing if they approach within 200 yards of the Giant's Throne. Player characters with the sailor or shipwright secondary skills or the boating non-weapon proficiency (**WSG**, pp. 13-14) can reduce this penalty to 30%.

Hiring a fisherman is the most expedient method to get a party to the wreck. Since they are familiar with the area, they only have a 15% chance per turn to capsize, as noted above. The fishermen will not settle for less than 75 gp per trip, an even share of any treasure found, and a guarantee that, if anything happens to their boat, the party will cover any expenses to repair or replace it (these boats cost 60 gp each). The party must also agree to pay their family their fee and cover the costs of their funeral if they die, or any medical care, if injured. All village fishermen make their boating non-weapon proficiencies on a roll of 16 or less. If the PCs ask a villager for the name of a fisherman for hire, the first one that comes up is 'old Merwhig' who lives in **Building #10**. The villagers say that he's the best seaman in the area.

The Giant's Throne is 100' wide east to west, 30' long north to south, and rises some 45' feet above the water's surface at its highest point. The large waves that continuously crash into it seemingly swallows the whole formation for a few moments. The wrecked ship rests here, bow to midsection thrust out of the water and hung up on rocks. The latter half, including the stern, lies submerged. Eighty feet long, the ship is an advanced form of longship used by foreign coastal raiders (e.g. Vikings or similar type culture). These large ships have a small sternhouse and a 7' high, 50' long cargo hold. This ship carried a crew of twenty-five.

Broken at its base, the ship's mast is nowhere in sight. The lower section of the ship up to 10' from the bow is ripped open from colliding with the Giant's Throne. On the starboard side at the midship waterline, a 6' long gash is torn into the hull.

The ship rocks with unsettling motion as powerful waves smash into its hull. Because of this, it's impossible for PCs to walk on the steeply-tilting deck without some type of safety measure, be it ropes, holding on to the rails, or by some magical method (e.g. **spider climb**). Those attempting to walk on the ship without aid have a 60% chance per round to slip and fall into the water. Once in the water, there is a 25% chance per round that the character is swept under the waves and drowns.

A character can attempt to climb into the exposed cargo hold from the Giant's Throne rocks. To do this, the PC boarding the ship must make a successful Dexterity check with a –1 penalty for each AC of armor worn less than 10. Thus, those in chain mail make their check with a –5 penalty; any plusses from magic armor can add to the check. If either of those checks fail, 60% of the time the character falls into the sea, 30% of the time he falls into the boat and suffers 1d3 points of damage, and 10% of the time he lands on the rocks (1d4 damage and must immediately make a successful Dexterity check with –4 penalty or get swept

out to sea; the character is safe if he does not try to move, but once he does he must make another check).

The ship did not carry treasure; instead, it carried mundane trade goods like urns of oil, textiles, lumber, and foodstuffs. Inside the hold, the characters see pieces of broken planking and a few bloated corpse of sailors floating about. One corpse has a bronze collar (10 gp value); another has a gold earring (100 gp value) and 6 gp in his pockets. Those that search around have a 25% to find a 10" long wooden box. Inside is a metal bottle with 4 applications of **oil of sharpness +3** and a felt pouch containing six moonstones (50 gp value each).

If the party visits the wreck during the day, they have a 40% chance to encounter the selkie here. She has previously made a few trips to search the wreck for treasure, but has found little. Unless surprised, she immediately flees, unsure of the PCs' motives. If this happens, the party notices a seal exiting from the gash in the ship at its waterline and fleeing toward the shore. Those who spot the fleeing selkie have only a 20% chance to notice her human-like features (arm and leg-like flippers).

If surprised by the party, they find Yelola inside the cargo hold in seal form, looking for treasures. She immediately dives into the water and flees out the submerged gash in the ship's hull. Characters inside the cargo hold that pass an Intelligence check will notice her human-like arms. If she surprises the party, however, the PCs do not get to make this check before she flees.

Characters visiting the ship at night have a 20% chance to encounter the sahuagin band, so long as they were not already encountered previously that evening. The sea devils are searching through the wreckage, looking for the selkie and their crown.

Characters entering the sea around or near the ship (within 50' and/or to the seafloor below it) have a 25% chance per turn to have a giant eel attack them. This eel inhabits the waters around the wreck, where it has been feeding on the corpses of the dead sailors. However, it settles for a fresh meal for a change of diet.

Giant eel: AC 6; MV 0"//9"; HD 5; hp 18; #AT 1; Dmg 3d6 bite; INT non- (0); SZ M (20' long); AL N; xp 180; THAC0 15; MM 36.

2. BEACH

A pair of the villagers, Rory and Gibble, have been combing the beaches west of town searching for the supposed buried treasure. These two normally make their living by fishing. However, since they barely scrape out a meager living this way, the thought of buried treasure, even if guarded by the dead, proved too enticing to resist. The PCs have a 25% chance of encountering these fellows on the beach looking for treasure. They carry with them sacks and shovels. They will be standoffish, even threatening, to anyone whom they believe is trying to get in on their treasure action.

If befriend, the pair they freely tell the PCs of the strange tracks they've seen on the beach. They describe them as the size of human footprints, but wider, with webbing and small claws. The tracks are always found in large groups that they estimate were

between 8 and 15 figures. These tracks always originate from the sea and disappear into it. The tracks not only head along the beach, but also on the area beyond the beach, where tall grasses grow among the small sandy dunes and washed-up driftwood. Each day that passes, the tracks are seen to head further inland (see "**Sahuagin Band**" section for details).

If the PCs ask, the pair will lead them to a set of these tracks they recently encountered. However, they give the party a stern warning to stay away from the tracks — not because they believe that danger is associated with them — but because they believe that by following the tracks, the PCs will find where the dead sailors' treasure is hidden before they do.

Alternately, a party walking on the beach has a 30% chance (non-cumulative) per hour to run into some of these sets of tracks. This assumes that the weather is not windy or rainy; in that case, the chance goes down to 15% per hour.

A party following a set of tracks while actively searching has an 80% chance to find a broken sahuagin crossbow bolt. If they are not searching, then they have only a 20% chance to stumble across it. The bolt lies amongst scattered gray feathers and a small amount of blood. The previous evening, a sahuagin shot a skua (a type of seagull) with his heavy crossbow and consumed it on the spot. The bolt is constructed from bone with thin, rigid guide fins (made from cuttlefish bone), and tipped with a sharpened bit of coral. Unless the party has previously encountered sahuagin, they only have a slim (5%) chance to identify the bolt's origin.

Rory and Gibble, 0-level humans: AC 10 (no armor); MV 12"; hp 4, 3; #AT 1; Dmg 1d3 knife or 1d4 small club; SZ M; no special ability scores; AL N; THAC0 20.

3. ABANDONED HUT

The selkie's temporary home — an abandoned hut — lies in a marshy section of coastline about four miles southeast of Har's Point. Located nearly mile from the sea and ½ mile northeast of the Rolord Road, the hut proves difficult to find as small copses of trees block it from sight to all farther than 100 yards away. Constructed from reeds and mud and barely 8' in diameter, there is a 40% chance that Yelola will be present in the hut during daylight hours. The other 60% of the time she is out searching for food or exploring the wrecked ship. At night, there is a 90% chance that the selkie is here.

The interior of the hut is sparsely furnished with a bed, a chair, and a copper brazier used for heat. Hidden in a cavity under the bed, are a set of human-sized clothes (leggings, blouse, cloak, and a belt), a short sword, and a pouch with 40 gp (ancient style coinage) and an agate (10 gp value). This extra set of clothes were recently purchased in Har's Point. If Yelola is traveling in human form, she will have all these items on her person. If the sahuagin locate this hut, they have a 20% chance to discover the hidden cache. The selkie tries to flee if the PCs surprise her while she is in the hut, and will not fight them unless attacked first.

If Yelola learns that the sahuagin have discovered her hut, the GM must make sure that she is not killed or captured, but escapes the encounter. Once this happens, she immediately goes to Har's Point and stays in the inn's common room. She believes that she will be safe in the human village. It is imperative that, after her initial skittishness, the selkie befriends the PCs. Until then, she remains tight-lipped about what she knows, as she is unsure she can trust these strangers. Once befriended, the selkie tells the party of the sahuagin that she believes are looking for her. She says that she does not know why they seek her, as she has not yet pieced together the connection between the sea devils and the coral crown. She asks the party if they will protect her. In turn, she gives the party a portion of her treasure from her secret trove (see **AREA 4. Undersea Cave** section for details).

Yelola tells the party about the sahuagin raiding her cave, the sharks left to guard her cave entrance, and the sahuagin combing the beach west of town at night. She believes there to be at least a dozen of these creatures, but there might be more hiding in the sea. She also knows that they have explored the wrecked ship. Of the sahuagin (she calls them 'sea devils'), all she knows is that they are extremely ruthless and will not venture onto land during daylight hours. Given a few hours, Yelola can retrieve two **potions of water breathing,** each containing four doses, if the party has need of such magic. She has stashed these in a second smaller underwater cave a ¼ mile east of her undersea cave. (She will not stay in this cave for safety reasons.)

Note that, in addition to normal underwater rules, PCs immersed in water must protect themselves from the cold of the northern climate sea. Those not exerting themselves and not protected suffer 2 hit points of damage per turn unless a successful Constitution check is made. Those that successfully check suffer only 1 point of damage. Those exerting themselves and not protected suffer half damage (i.e. 1 hp if the Constitution check fails, and 0 hp if it does not). Note that damage occurs at the end of the

"Yea, slimy things did crawl with legs, Upon the slimy sea."
Samuel Taylor Coleridge

full turn. Magical protections such as **endure cold** spell, a **ring of warmth**, or similar type spells and items, reduce all damages to 0.

Yelola, selkie: AC 5 (10 in human form); MV 12"//36"; HD 3 + 3; hp 20; #AT 1; Dmg 1d6 bite (in seal form) or by weapon type (in human form); SA change into human; INT very (11); SZ M (5' tall); AL N(G); xp 155; THAC0 15; MMII 107.

4. UNDERSEA CAVE

The selkie's lair is located nearly three miles down the coast east of Har's Point, and 60' down the high bluffs that abut the sea. An unencumbered person and/or those not in armor greater than studded leather, can carefully climb down these bluffs to the surface of the sea; encumbered characters must use a rope to descend. There is no beach at this point; the bluffs simply disappear into the water. Located 20' under the water below the cliff is a 5' wide cave that serves as the entrance to the selkie's lair.

The sahuagin have placed two bull sharks to guard the entrance. They attack anything bigger than a large fish (about 3' long or so) that approaches the cave. These stupid sharks have a 75% chance to chase after anything that fits this description that attempts to flee. Crafty characters can lure the sharks away to sneak into the lair. The sharks will not enter the cave entrance.

Sharks (2): AC 6; MV 0"//24"; HD 5; hp 22 each; #AT 1; Dmg 2d8 bite; INT non- (0); SZ L (9' long); AL N; xp 200 each; THAC0 15; MM 87.

The tunnel beyond the cave entrance travels 25' to open into the bottom of a water-filled cave, 10' long and 15' wide with an 8' high ceiling. (A map of the caves is found on the inside cover.) In the ceiling near the rear of the cave, a 3' wide chimney in the ceiling leads straight up 40' to a dry cave. This cave is 20' long and 15' wide, with an 8' high ceiling. Harmless phosphorescent mold that grows in patches lights the cave with a soft blue radiance. The selkie had many furnishings, but the sahuagin have broken and smashed most everything to pieces. The remains of a chair, bedding, a rug, a tapestry, a lantern, jars of lamp oil, crockery for foodstuffs, wine bottles, and a small chest lie thrown about the cave. The chest contained a set of clothing (dress, boots, belt, and cloak) that lies shredded on the cave floor.

A secret door in the cave opens into a tunnel 4' wide. This leads 30' to a 10' wide dead-end cave. The stones that litter the floor conceal a buried clay pot. Those searching this area must state that they are searching for secret doors on the floor to discover the pot ("x" on the map). This pot holds the selkie's treasure. It consists of 120 gp, 19 ep, 5 pp, 8 pearls (100 gp value each), three bronze bracers (15 gp value each), a gilded pin (100 gp value), a silver signet ring (50 gp value; appears to have religious markings), and the **Crown of the Briny Deep**. This sahuagin-made crown is a cap of pure gold topped by a 10" diameter ring of red coral mottled with white. This is affixed to a band made of pure gold. Weighing 8 lbs., it is worth 10,000 gp, if sold. Once per day — for sahuagin priestesses only — the wearer of the crown can bless a group of up to 100 individuals with a **prayer** (q.v. 3rd-level clerical spell) that has a duration of two hours.

If the PCs have befriended the selkie, she will not tolerate them digging up her treasure and taking it for themselves. If the PCs steal her treasure, she no longer assist them unless they agree to return the treasure and give her at least 100 gp of additional treasure as restitution for violating her trust.

The selkie does not yet realize that the root problem with the sea devils' harassment is the crown in her possession. Because of this, Yelola will not mention the crown's existence unless the PCs expressly question her as to possible reasons why they want her. Once she realizes the connection, she will want nothing to do with the crown. She offers it to the PCs. If they decline, she simply takes it one evening and throws it on the beach west of Har's Point for the sahuagin to find. However, this action will not stop the monsters of the deep. They continue to hunt for Yelola so they can take her back to their undersea town for punishment for "stealing" their holy relic.

Concluding the Adventure

The adventure is completed with the destruction of the sahuagin band. However, this will not end events for the selkie or Har's Point. Hasshoolap, the sahuagin high priestess (8th-level cleric), will not rest until the **Crown of the Briny Deep** once again lies within her scaly grasp. Larger and larger bands of sahuagin will appear on the coast, looking for the relic. A very large warband of sea devils will eventually assault Har's Point, killing or carrying off every villager.

If the crown ends up in the hands of the villagers of Har's Point, the sahuagin will eventually recover it when they assault and ultimately decimate the near-defenseless hamlet. If the villagers discover whom the crown belongs to, Kilmean (or whoever is in charge, should he have been killed during the course of the adventure) and a crew of men will sail west out to sea about 20 miles and throw the crown into the sea. This, they hope, will keep the sea devils from paying them any more concern.

If the PCs do not discover the existence of the crown, and it stays in the selkie's possession, the sahuagin will eventually successfully hunt her down, slay her, and recover the crown. Should the crown end up in the possession of the PCs, the sahuagin relentlessly hunt them down to recapture their lost treasure and exact revenge.

Experience Points

Since this adventure has few monsters and treasure for characters to accumulate experience points, the GM should award points for how well the party performs. A party can collect none or all of the following:

> 1) 300 xp for keeping the sahuagin band from destroying Har's Point.
> 2) 200 xp for defeating the sahuagin band (in addition to their individual xp value).
> 3) 200 xp if Yelola survives the adventure.
> 4) 200 xp for determining that the Crown of the Briny Deep is what the sahuagin are searching for.

END.

PRE-GENERATED PLAYER CHARACTERS

Players may wish to roll up their own characters, or use preexisting ones, to play this adventure. Alternately, players can select from the list of twenty pre-generated characters presented below. These characters are equipped with armor, weapons, and, in the case of magic-users, a spellbook with starting spells. They also have money to buy additional adventuring gear. The Game Master can also use these characters as NPCs the party encounters during the course of the adventure.

#	Name	Race	Class	Level	Sex	AL	S	I	W	D	C	CH	HP	AC	Wealth
1	Nyms	1/2E	T	1	M	N	11	7	9	15	12	10	4	7	6 gp
2	Brenath	H	C	1	F	LG	11	12	16	11	15	13	8	5	42 gp
3	Selathus	E	MU/T	1/1	F	N	13	14	10	17	11	11	5	5	16 gp
4	Podid Breeks	1/2	T	2	M	LN	8	10	10	16	13	9	9	6	45 gp
5	Hamer	D	F	1	M	LG	15	14	10	9	13	11	7	4	10 gp
6	Lincam	H	Dr	2	F	N	13	8	14	9	10	16	10	8	35 gp
7	Frodrick	H	C	1	M	CG	11	10	15	9	13	10	6	4	26 gp
8	Frindrella	1/2E	MU	1	F	CG	8	13	13	16	8	10	4	8	20 gp
9	Terric	H	R	1	M	NG	14	15	16	9	14	8	13	6	12 gp
10	Bestam	H	C	3	M	NG	11	11	16	8	13	9	14	3	76 gp
11	Cuthswyd	H	F	1	M	CN	17	12	11	9	17	14	11	5	9 gp
12	Nyrood	H	MU	1	M	N	12	16	9	14	13	7	3	10	10 gp
13	Almaris	D	F/C	2/2	F	LG	15	12	15	12	13	8	13	4	94 gp
14	Scoggo	H	T	1	M	N	13	15	11	17	8	6	4	5	22 gp
15	Ludra	1/2	F	1	F	NG	15	11	8	15	17	14	9	5	15 gp
16	Brogaith	H	F	3	M	LN	16	17	12	13	13	11	20	4	120 gp
17	Wannia	H	C	1	F	CG	16	11	17	11	8	8	5	4	18 gp
18	Glamick	D	F/T	1/2	M	LN	15	11	10	13	15	9	11	8	20 gp
19	Qwen the Mysterious	1/2E	MU	2	F	CN	10	16	13	11	15	14	7	10	40 gp
20	Freng-Otz	1/2O	F	1	M	CG	16	11	9	12	16	9	10	6	15 gp

EQUIPMENT CARRIED

Nyms: leather armor, short sword, sling, bullets (10), dagger

Brenath: scale mail, large shield, footman's flail

Selathus: leather armor, long sword, darts (6), spellbook (**read magic**, **burning hands**, **protection from evil**, **identify**)

Podid Breeks: leather armor, short sword, daggers (4)

Hamer: chain mail, small shield, spear, light crossbow, bolts (10)

Lincam: leather armor, staff, darts (6)

Frodrick: chain mail, large shield, hammer

Frindrella: staff, spellbook (**read magic**, **magic missile**, **jump**, **message**)

Terric: studded leather, bastard sword, dagger, long bow, arrows (20)

Bestam: banded mail, small shield, footman's mace, staff, **potion of healing**

Cuthswyd: chain mail, battle axe, hammer, dagger

Nyrood: daggers (2), spellbook (**read magic**, **friends**, **spider climb**, **unseen servant**)

Almaris: chain mail, small shield, **hammer +1**, horseman's mace

Scoggo: leather, short sword, short bow, arrows (20)

Ludra: ring mail, short sword, long bow, arrows (20)

Brogaith: splint mail, trident, hand axe, javelin

**Wannia**: chain mail, large shield, footman's mace, club

Glamick: leather armor, long sword, dagger, short bow, arrows (12), **potion of climbing**

Qwen the Mysterious: staff, spellbook (**read magic**, **sleep**, **dancing lights**, **comprehend languages**)

Freng-Otz: scale mail, two-handed sword, hammer, dagger

Har's Point
&
Vicinity Map

Map Scale
1 hex = 1/4 mile

1.Giant's Throne

X Sahuagin Camp

60' depth

40' depth

20' depth

Har's Point

N

Wesmere

2.Beach

B

Cliffs (thick line)

A

Rolord Road

3
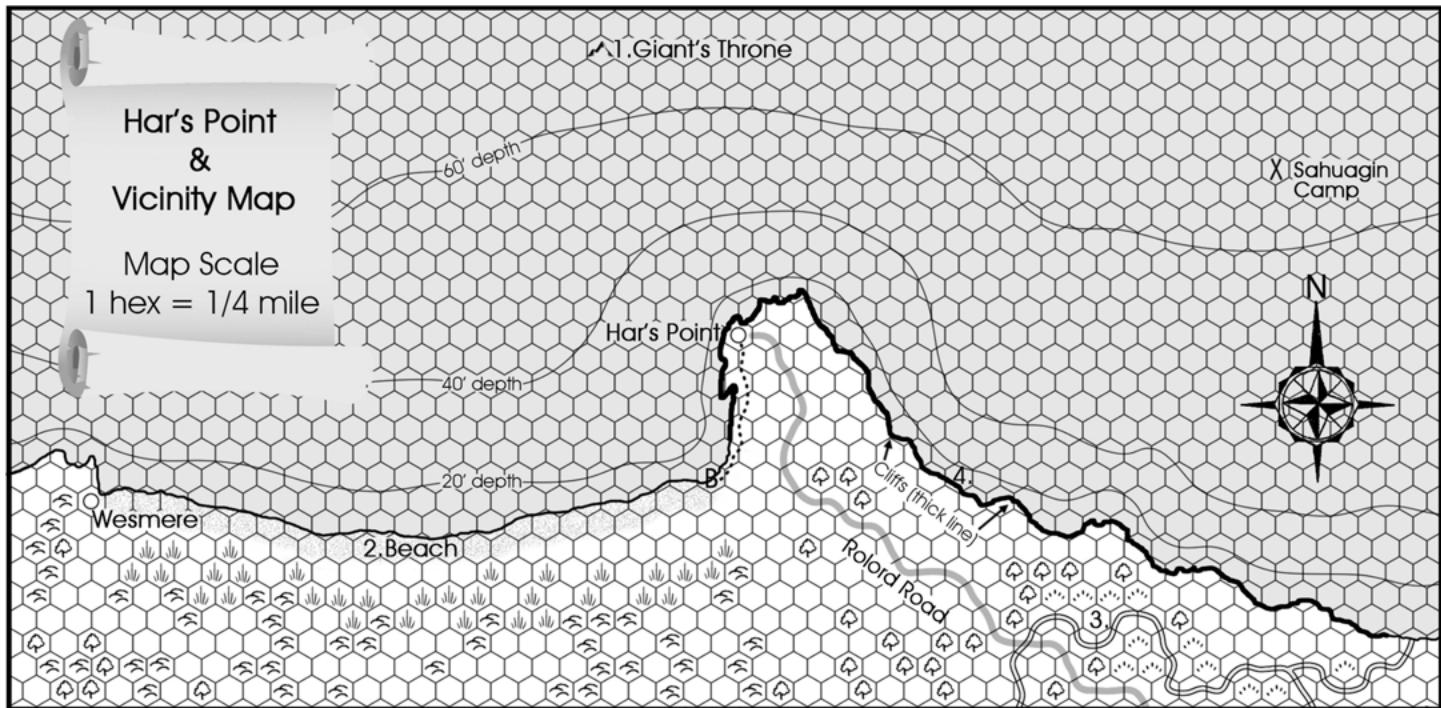
BUILDING #1. COD'S MOUTH INN

b.

c.

d.   d.

a.

e.

e.

e.

e.

e.

e.

e.
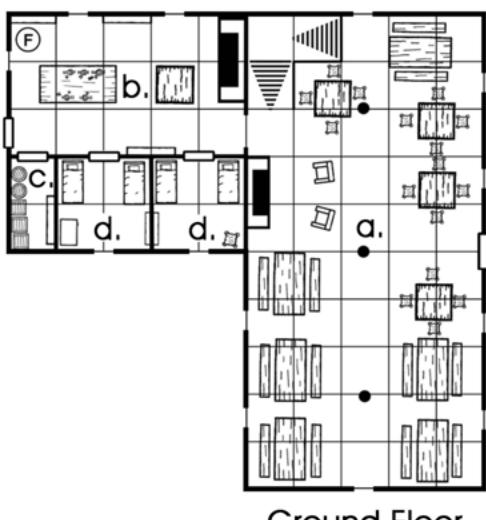
Ground Floor

Upper Floor

BUILDING #9. CHURCH OF THE CLIFFS

g.

i.

j.

h.

k.

f.
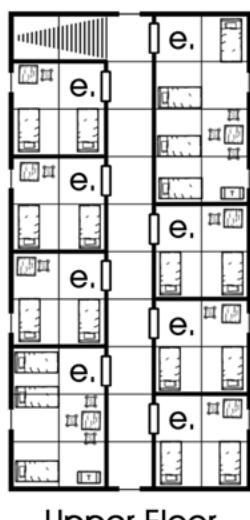
Map Scale: 1 square = 5 feet

Keyed Areas

a. Common Room
b. Kitchen
c. Pantry
d. Servant's/Innkeeper's quarters
e. Guest Rooms

f. Nave
g. Guest/Storage Room
h. Hidden Room
i. Stairs to Belfry
j. Office
k. Cleric's Quarters
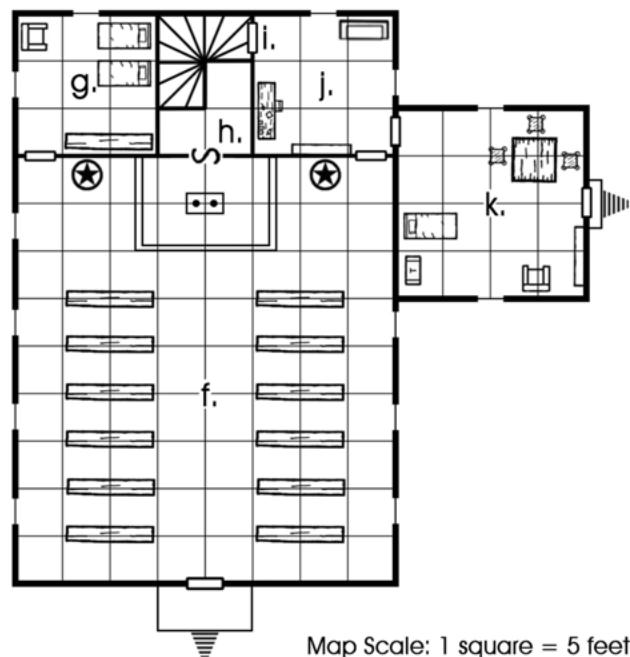
l. Underwater cave entrance
m. Underwater cave
n. Dry Cave
o. Dead-end Cave

AREA 2. UNDERSEA CAVE
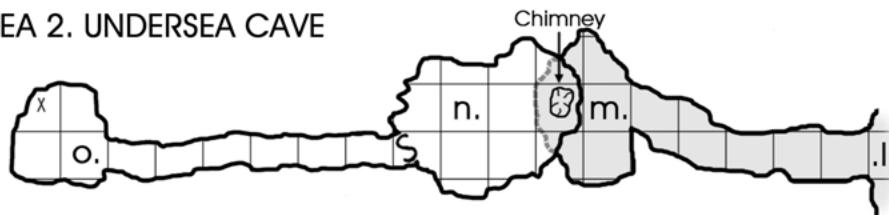
Chimney

X

o.

n.

m.

l.

HAMLET OF HAR'S POINT

Cliffs

9

Cemetary

Cliffs

10

11

12

13

7

8

6

3

4

14

2

5

1

22

23

15

21

25

24

20

26

18

19

27

16

17

28

1 Square = 20 feet

To Beach
(Area 2)
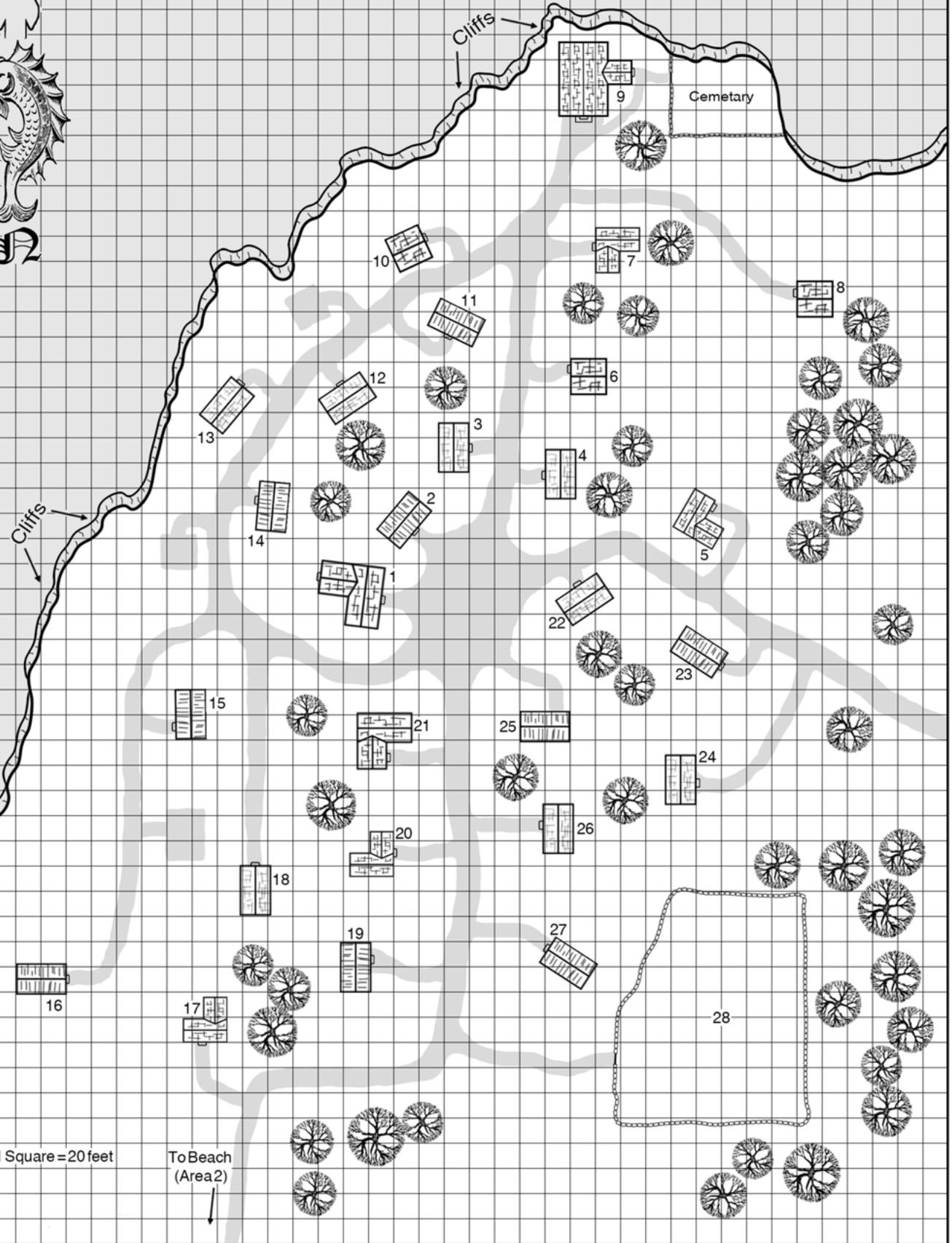
Har's Point Map Key

Stone Wall

Path/Road

Cliffs

Building

Tree

Building Foundation

Sea
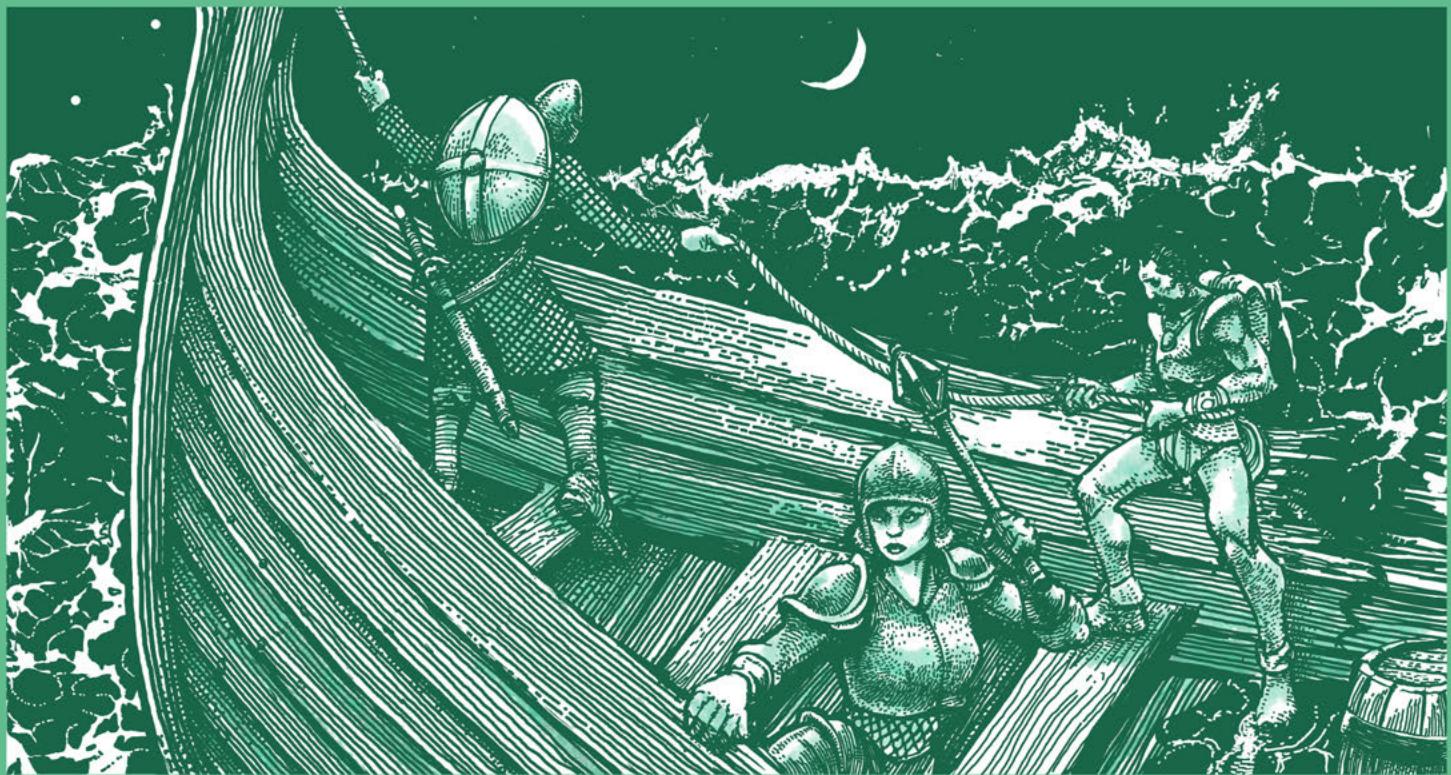
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