

SHIPWRECK AT HAR'S POINT

An Advanced Dungeons & Dragons Adventure for characters level 2-4.

by R. N. Bailey

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"Shipwreck at Har's Point" is a 1st edition **Advanced Dungeons & Dragons** adventure designed for 4-6 player characters of levels 2-4 (about 12-16 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 could prove useful. The plot of this adventure is non-linear in nature and how it unfolds largely depends on the actions of the player characters with the simultaneous actions of the major non-player characters. With so much of the action dependent on timing, the Dungeon Master will have to be familiar with the module before play starts.

Since ships and boats feature in this adventure, the Dungeon Master should reread and familiarize himself with the WATERBORNE and UNDERWATER ADVENTURES section of the *Dungeon Masters Guide* (pp. 53-57) before starting play.

The hamlet of Har's Point can be placed in any campaign setting that features a temperate, northern coastal community (similar climate to New England or northern Europe).

❖ **Lower-Level Parties:** DMs that wish to send lower-level parties 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 life and limb unless it is absolutely necessary. Alternately, the party could meet and recruit adventurer type NPCs on the way to the hamlet, or possibly meet them in the Cod's Mouth Inn. The DM should refrain from decreasing the number of sahuagin band; with assistance

from the hamlet's fishermen they should not prove too powerful to overcome.

❖ **Higher-Level Parties:** DMs that wish to send higher-level or more powerful parties through this adventure should strengthen the number monsters. An additional sahuagin priestess (3rd level cleric) and a 50% to 100% increase the numbers of sahuagin warriors will provide a greater challenge. The DM could increase the number companion sharks that accompany the sahuagin priestess. Alternately, the DM could have the fisherfolk of Har's Point provide less assistance in the final confrontation (see **Event 5**).

Adventure Background

Recently, a bit of commotion has occurred in the seaside hamlet of Har's Point. Two weeks ago during a winter storm, a longship from a nearby foreign land wrecked on a cluster of rock formations called 'The Giant's Throne.' It seems that there were no survivors on the ship. A few bodies washed up on shore, but it seems that most of the unfortunate sailors probably drowned, their bodies sucked out to sea by the relentless ocean currents in this region.

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 fisherman has dared get near it. The ship lies lodged on the north side of the Giant's Throne. The veteran fishermen from Har's Point believe that it's only a matter of days—maybe even a week or two—before the waves break the ship apart and most of it disappears below the waves.

But that's not all of the rumors circulating in Har's Point. Another story some of the fisherfolk have begun to tell is that of the spirits of drowned sailors from the wreck that come upon the beach

at night to bury treasure. This, however, has not stopped some of the villagers from combing the nearby beaches hunting for this supposed buried treasure.

For the DUNGEON MASTER

Unknown to the citizens of Har's Point the figures they mistook for the spirits of the dead sailors are really a band of sahuagin searching for a missing religious artifact. The wreck of the ship proved only coincidental with another event that took place in the ocean depths just off the coast of Har's Point. A week before the storm that wrecked the longship, a band of sahuagin traveled a few miles off the coast of Har's Point and 250' below the sea. 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 from the north-northwest of Har's Point. With the band was a small contingent of priestesses who carried with them a sacred sahuagin relic, an object they call the *Crown of the Briny Deep*. At some point the sack holding this relic broke away from the harness of the priestess charged with carrying it. It sank to rest on the bottom of the straits in a kelp bed.

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 shiny glint amongst the kelp. Curiosity piqued, she swam over to the glinting object and picked it up. It was a beautiful crown made from mottled red and white coral. She immediately put it in her mouth and sped away to her undersea cave. There she secreted the prize away with her other shiny bits of treasure.

Not until the sahuagin returned to their town did they notice the relic 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 high priestess, Hasshoolap, beseeched their deity, Sekolah, for information on the relic's whereabouts. Days later, after many communions, Hasshoolap discovered where it was lost and who took it. Immediately, a warband led by a favored lesser priestess was assembled and sent to recover the item. A few days later the warband discovered the selkie lair but failed to find the relic even though they tore the cave apart in their search.

As it happened Yelola returned to her lair only to find two large sharks swimming about the

entrance. She waited nearby and out of sight, as it was most peculiar to find sharks swimming about her home. She knows sharks might pass by, but they would never linger around the cave entrance. She watched the group of sahuagin emerge an hour later and swim off. However, they left the two sharks to guard the cave. Sure that the sea devils were after her, Yelola fled to an abandoned hut located just off the beach a few miles from Har's Point. Here she could wait for the sahuagin to leave the area, before heading back to her home.

Currently the sahuagin are relentlessly searching for the selkie and their stolen relic. They cannot go back to their town in the depths without it. And should they fail in their task their brethren shall surely feast on their flesh as punishment.

Getting the Party There

Having the characters catch word 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. Most adventuring groups will jump at any rumor of possible treasure. Alternately, the characters could simply be passing through the town en route to another adventure and hear of the rumors at the hamlet.

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 southwest). One hundred persons—nearly all humans—reside here. Not much happens in this lonely hamlet. Consisting of twenty-six stone and wood buildings, the bulk of Har's Point's residents engage in fishing and/or sea-related occupations.

Har's Point citizens, 0-level humans: AC 10 (none); MV 12; hp 6 each (men) or 3 each (women, children, and elderly); THAC0 20; #AT 1; Dmg by weapon type; SZ M; AL N.

The hamlet boasts a general supply store (Building #12). 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, *Player's Handbook*, pp. 35-36). Item's valued 1 gp or less have an 80% chance to be found here; items valued 2 to 5 gp a 60% chance; 6 to 8 gp a 40%

chance; 9 to 15 gp a 20% chance; 16 gp+ a 5% chance.

Other businesses include a boatwright (run by Feck and his two sons, Lom and Dorve) and a net weaver (run by a couple named Wath and Aylin).

The hex marked “B” on the **Har’s Point & Vicinity** map indicates the area where the villagers ground their fishing boats overnight. A dozen small boats are kept here (see area 1. **The Shipwreck** for details on the local watercraft).

Har’s Point’s social activity centers on the Cod’s Mouth Tavern (Building #1). A small one-story building of gray timbers and shale roofing, most of the villagers frequent the tavern three, four, or more times per week. The tavern keeper, a 40-year-old woman named Gessie (0-level human), has run the tavern since her husband’s death some four years ago. During the day 2-7 patrons will be found in the tavern; at night 4-16. The food—mostly seafood—is good and inexpensive. Patrons drink the dark house ale—the only beverage sold in the tavern. Travelers can sleep in the communal common room for 5 cp per night (food and drink not included).

Other social activities in Har’s Point center on its small church dedicated to St. Ogarrish (or any other sea-related deity the DM wishes to use). The largest and sturdiest building in town, this stone building holds about forty parishioners. An elderly 3rd-level priest named Holson has run the church by himself for nearly forty years.

Holson, male half-elf, 3rd level cleric: AC 10; MV 12”; hp 10; #AT Nil; SA spells; SD as half-elf; AL NG; SZ M; S 6, D 7; C 8; I 10; W 14; CH 12. 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 will use his spells to assist the PCs if need be. His spells memorized are:

First Level: cure light wounds, detect evil, sanctuary

Second Level: augury

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. Seven days out of the week he works on his boat, the *Mellysa*, with two other fishing hands. The last day of the week Kilmean spends in church, then conducts village business at the Cod’s Mouth Tavern in the evening. 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 (or 3/2 w/long sword); Dmg 1-8+2 long sword or 1-4 dagger; SA long sword specialization (+1 ‘to hit’/+2 to damage); AL N; SZ M; S 15; D 13; C 14; I 10; W 13; CH 11. Kilmean is 34 years old, 6’ tall, and 180 lbs. with black hair. He has a suit of ring mail and a long sword tucked away in a chest in his home. He never brings these out unless the town expects trouble. Otherwise, he simply carries only a dagger for protection.

Dwelling Occupancy Roster

#	Building Type	Occupants
1	Tavern (Cod’s Mouth)	1 M, 3 F
2	Home	2 M, 2 F
3	Home	1 M, 3 Ch
4	Business, boatwright	1 M, 1 F
5	Home	1 M, 2 F, 6 Ch
6	Home	2 F, 1 Ch
7	Home, vacant	–
8	Home	1 M, 1 F, 4 Ch
9	Church	1 M
10	Home	3 M
11	Home	2 M, 3 F
12	Business, general store	2 M, 1 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, 2 F, 3 Ch
17	Home	1 F, 4 Ch
18	Home	1 M, 1 F, 5 Ch
19	Home, vacant	–
20	Business, net weaver	2 M, 2 F
21	Home	1 M, 1 F, 4 Ch
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

M=male, F=female, Ch=child



Events

No linear occurring encounters exist in this adventure. Instead, it is up to the players to determine which actions they will take. This determines what order the events and action occurs. However, the DM is given a number of events that must happen. These events help draw the players into the story and ensure that the action does not stagnate. No time frame is given for these events to occur other than a general order they should happen in.

HAR'S POINT EVENTS LIST

Event 1: Rory and Gibble stay out looking for treasure past sundown. The sahuagin band captures one of the two (50/50 chance of either). The other has a 4 in 6 (66%) chance to escape the encounter. The sea devils take the captured one to their temporary lair just off the coast and, after a

lengthy interrogation, eat him. This event should occur within 24 hours after the party arrives in Har's Point. See area **2. The Beach** for details on these two.

Event 2: A fisherman, Micauld (lives in Building #26), does not return from 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, but Micauld is missing. PCs that inspect the boat closely discover a number of coin-sized green scales (sahuagin scales). Unknown to the PCs, or anyone else in Har's Point, the sahuagin took him from his boat after he stayed out just past sundown. This event should occur a day or two after event one.

Event 3: An unfamiliar woman arrives at the Cod's Mouth Tavern. Anyone passing a Wisdom check

can sense that she seems uncomfortable and frightened. This is the Selkie, Yelola (see **The Abandoned Hut** for details). If the party does not approach her, she will eventually approach 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 1-3 random villagers from Har's Point to question them about whereabouts of the selkie and the crown. They do this about midnight, snatching any persons walking outside (40% 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 **The Undersea Cave**) 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 assault Har's Point just after midnight. First, they swim to the beach and haul all the fishermen's boats out to sea where they sink them. 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 villagers are alerted (screams, dog's barking, sounds of fighting, etc.) for every turn of the attack. The men of fighting age (15 in all) grab up their weapons: harpoons, daggers, hand axes, clubs, and a few light crossbows and swords. This takes 2-5 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 counter attack (takes 1-3 rounds). The sahuagin will fight to the death. This event should happen after all other events occur, the finale of the adventure.

Information & 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 PCs can gather, but simply do not give it out for free. The player must work to befriend the villagers before they will tell them any information. After all, they are armed

outsiders and the villagers might think that they are in town simply to cause trouble.

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 appears to be no survivors. Source: whole town. Chance to know: 100%.
2. The ship is a Northman longship. It lies hung up on the rocks out in the Giant's Throne. The waves will probably destroy it soon, in 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 just outside of town in a sailor'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 jewelry of Northman make. Gessie at the tavern 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, or possibly, valuable spices. Source: whole town. Chance to know: 95%.
7. The dead spirits of the sailors walk on the beach at night. They are looking for places to bury their treasure. Source: whole town. Chance to know: 50%.
8. Those that 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 has seen them up close, they only say that they appeared as dark shadows moving through the night. (Unknown to the

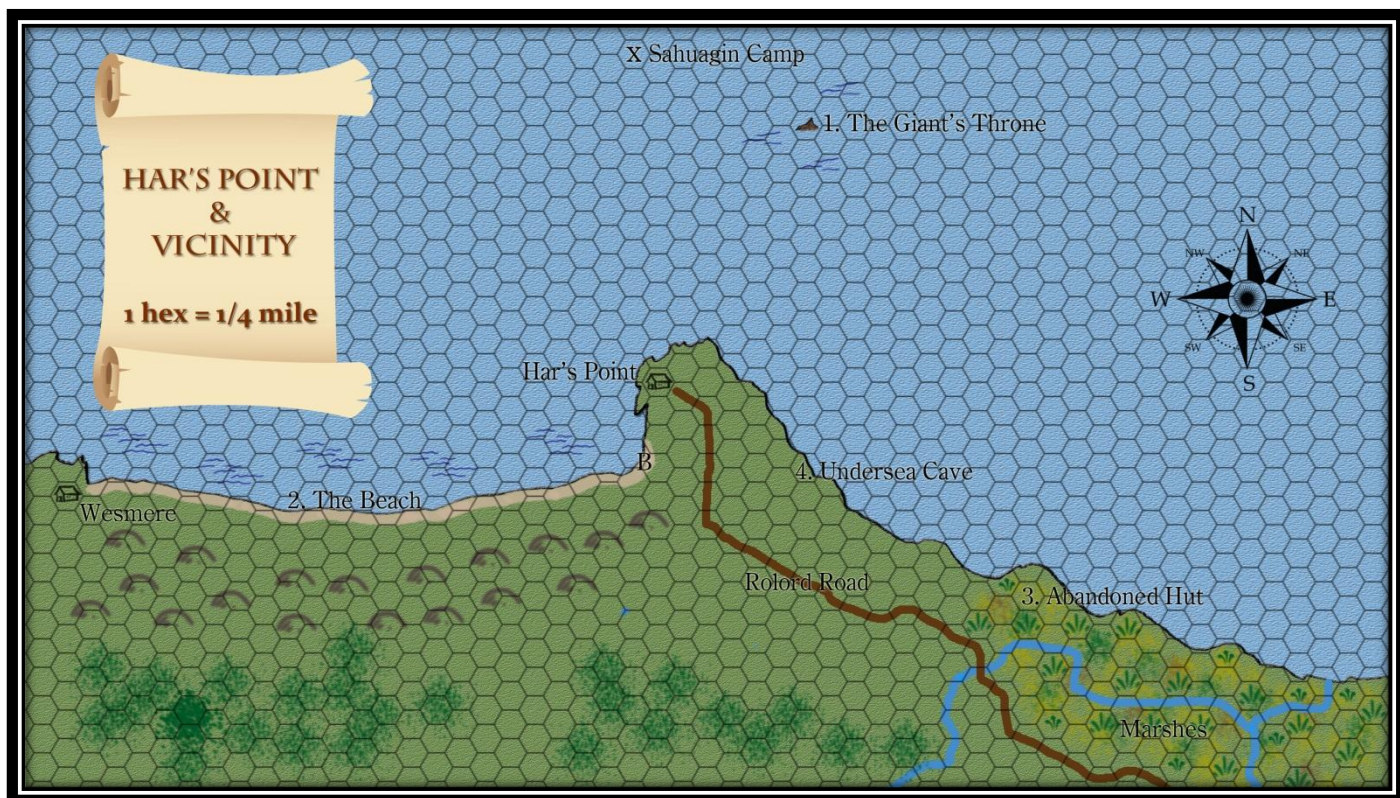
townspeople these are the sahuagin. The reference to their gait is in regards to the awkwardness of the sahuagin when moving on dry land.) Source: whole town. Chance to know: 30%.

9. Some villagers, including Rory and Gibble, are combing the beaches for buried treasure. Source: whole town. Chance to know: 40%.
10. An attractive young woman—naked and wet from the sea with kelp in her auburn hair—was seen walking on the beach toward Har's Point right before sunset a few nights ago. She was heading south. (This was the selkie after she learned the sahuagin were in here lair.) Source: whole town. Chance to know: 15%.
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: 10%.

12. A stranger, a woman with auburn hair, bought a pair of boots, a belt, and a short sword a few days ago. She paid with odd silver coins covered in verdigris. (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.

The DM should use his best judgment when determining when and how much information to give a party. Above all, the DM 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 find the selkie and recover the crown. Secondary goals include capturing the selkie to take back to their town for punishment and kill anything—especially any air breathers—that get in their way. However, the sahuagin will not knowingly reveal their presence to the local human populace. They prefer to

operate undercover by capturing those that they believe possess valuable information. Bodies of the slain will be taken into the sea and devoured by the group.

During daylight hours the sea devils lay low in a temporary undersea camp three miles due north 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 will require magics to breathe water and protect from the cold of the sea, so this it is unlikely that the party will discover its location in the course of the adventure.

At night the sahuagin scour the beaches, moving roughly 100 yards further inland each night after the party arrives in Har's Point. However the hills just beyond the beach prevent from traveling more than a quarter 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 2 miles east into the marshy coastal area.

The band has a 15% per night (non-cumulative) to discover the selkie's hut (see **The Abandoned Hut** for details if she will be present). However, the DM should pick the most advantageous point in the adventure (such as after the party has agreed to assist the selkie) for the sahuagin to capture the selkie, if at all.

The party has a 10% chance each night to encounter the 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's a 4 in 6 (66%) chance that they simply watch the party from a distance for 1 turn before fleeing into the sea.

Should the PCs attack the sahuagin while they search for the selkie, they flee into the sea after losing a quarter of their numbers, or if the priestess is slain.

Sahuagin, female, 4th level lesser cleric: AC 5 (4 w/ring of protection +1); MV 12"/24"; hp 29; #AT 1; Dmg 2-8 bite; #AT 3, 5, or 1; Dmg 1-2/1-2 claws, 1-4 bite, (rake with rear claws for 1-4/1-4, underwater only) or 2-8 trident; SA spell use, command undead; INT high (14); AL LE; SZ M (6' tall). The priestess has a Wisdom score of 14. She is armed with a trident and wears a gold necklace set with red coral (300 gp value) and a **ring of protection +1**. She speaks a little of the Common tongue. The two sharks that guard the selkie's lair are her companions. Her spells memorized are:

First Level: command (x2), cause fear, cause light wounds, darkness

Second Level: aid, hold person

Sahuagin males (12): AC 5; MV 12"/24"; HD 2 + 2; hp 16, 15 (x2), 14 (x3), 12, 11, 10 (x2), 9, 8; #AT 3, 5, or 1; Dmg 1-2/1-2 claws, 1-4 bite, (rake with rear claws for 1-4/1-4, underwater only) or by weapon type; INT high (13-14); AL LE; SZ M (6' tall). Six are armed with trident, net, and dagger; four have spear and dagger; two have heavy crossbow with a dozen bolts and dagger. The 16 hp male wields a **dagger +2**. Each male carries 1-6 platinum pieces and have a 10% chance to carry 1-4 pieces of polished coral (10 gp value each) that are used by the sahuagin for currency.

1. The Shipwreck

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 the waves destroy the ship. If this happens the force of the waves smash the ship to pieces, with the largest sinking 200' to the sea floor.

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 *curragh* is a single-mast type of fishing boats constructed of wood used in this region. They average 15' to 20' in length and can hold up to 8 persons with gear comfortably and a minimal crew of 2 (count as "large rowboat" except that it can hold up to 10 persons and 4000 gp weight; see the *Wilderness Survival Guide*, p. 44, for details on watercraft). The masts are small and they mainly rely on oar power. With a minimum crew the ship captain will insist the PCs help row. Should the party manage to convince a fisherman to sell their boat, they will not accept less than 400 gp. (This is their only means of making a living after all.)

Due to the rough seas, characters with their own vessel will not be able to even get within 200 yards of the Giant's Throne unless one or more PCs possess the *boating* non-weapon proficiency. To get near the wrecked ship the PC must make a successful *boating* roll. Rolls failed by 4 or more, or a roll of 19 or 20, means the boat hits a rock and begins to sink in 2-7 rounds.

To maneuver a boat near the wreck so that PCs can board it, the PC must make a successful *boating* check. Rolls failed by 4 or more, or a roll

of 19 or 20, means a powerful wave capsizes the boat flinging all aboard into the sea.

The DM should read the “Capsizing and Damage to Craft” and “The Boating Proficiency” sections of the *Wilderness Survival Guide* (p. 45) for details on holding watercraft, and the “Swimming” section of the *Dungeoneer’s Survival Guide* (pp. 12-14) for details on holding one’s breath and moving in water.

Hiring a fisherman is the most expedient method to get a party to the wreck. 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 the expenses for repair or replace it (these boats cost 60 gp each). If something happens to the fisherman the party agrees to pay their family (if any) the money and cover the costs of their funeral or medical care. (If the PCs ask someone in town for the name of a fisherman they might hire, the first one that comes up is ‘old Merwhig’. The villagers say he’s the best seaman in the area.) All village fishermen make their *boating* non-weapon proficiencies on a roll of 16 or less.

The spot where the ship wrecked is a notoriously dangerous section of the coast located four miles NNE of Har’s Point. Here the current is very strong and can easily smash a ship up against the rock formations. Even worse, some rock formations are not exposed above the waves and can easily rip the bottom out of a vessel, or strand it on top of the formation, or both. Smaller vessels 20’ long or under in size can navigate the Giant’s Throne only with a captain that is familiar with the area.

The Giant’s Throne is 60’ wide east to west, 30’ long north to south, and some 20’ feet at its highest point from the water’s surface. Large waves often crash into it and seemingly swallowing the whole formation. 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 Northman raiders (or similar type raiding 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 to be found. 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 seen torn into the ship’s planking.

The ship rocks with unsettling motion from the powerful waves that smash into it. Because of this, it’s impossible for PCs to walk on the tilted deck without any type of safety measure, be it ropes, holding on to the rails, or some sort magical method (e.g. *spider climb*). Those who to attempt walk the ship without aid will probably be swept into the sea by the waves. A person can attempt to climb into the exposed cargo hold from the Giant’s Throne. To do this the captain of the boat must make a successful *boating* roll, and the PC entering the ship must make a successful Dexterity check with a –1 penalty to Dex for each AC of armor worn less than 10. Thus, those in chain mail make their Dex check with a –5 penalty; any plusses from magic armor can add to the Dex 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 (1-3 damage), and 10% of the time he lands on the rocks (1-4 damage and must immediately make a successful Dex 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 Dex check).

The ship did not carry a trove of treasure; it carried mundane trade goods like urns of oil, textiles, lumber, and foodstuffs. Inside the hold the PC see pieces of broken planking and a few corpses floating about. One corpse has a bronze collar (10 gp value); another has a gold erring (100 gp value) and 6 gp in his pockets. Those that search around have a 25% to find a 10”-long box. Inside is a metal bottle with 4 applications of **oil of sharpness +3** (oily translucent silvery liquid with a burning smell and foul taste) and a felt pouch containing six moonstones (50 gp value each).

If the party visits the wreck during the day they have a 30% chance to encounter the selkie here. She comes to the wreck to search for treasure and has already made a couple trips out here. Unless surprised she flees, not sure of the PCs motives. If this happens, the party has a 10% chance to notice a seal come out from the gash in the ship and flee toward the shore. This goes up to 50% if anyone states that they are watching that section of the ship. Those that spot the fleeing selkie have only a 20% chance to notice her human-like features (arm and leg-like flippers).

If surprised, Yelola will be 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. PCs inside the cargo hold that pass an Intelligence check will see her human-like arms. If she is surprised, however, PCs do not have to make this check.

Yelola will not come to the wreck at night. PCs that visit the wreck at night have a 20% chance to encounter the sahuagin band if they have not already been encountered on the shore.

Characters that enter the sea around or near the ship (within 50' and/or to the seafloor below it) have a 1-in-4 (25%) chance (or if the DM feels the need for some action) per turn of a giant eel attacking them. This eel visits the wreck to feed on corpses, but will settle for a fresh meal.

Eel, giant: AC 6; MV //9"; HD 5; hp 29; #AT 1; Dmg 3-18 bite; INT non- (0); AL N; SZ M (20' long).

2. The Beach

A pair of the villagers, Rory and Gibble, has 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. 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 the PCs befriend the pair they freely tell them 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 between 8 and 15 figures. These tracks always come from the sea and disappear into the sea. The tracks not only head along the beach, but on the area beyond the beach, where tall grasses grow among the small sandy dunes and washed-up logs. Each day that passes the tracks are seen to head further inland (see **The Sahuagin Band** for details).

The pair will lead the party to a set of these tracks, if the PCs ask them to. They, however, give the party a stern warning to stay away from the tracks. Not because they believe that danger associated with them, but because they believe that by following the tracks they will find where the dead sailors bury their treasure.

Alternately, a party walking on the beach has a 20% chance (non-cumulative) per hour to run into the tracks. This assumes that the weather is not windy or rainy, and then the chance goes down to 10% per hour.

A party that follows these tracks and is actively searching has an 80% chance to find a broken sahuagin crossbow bolt. If they do not say they are 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 devoured it on the spot. The bolt is constructed from a dark, almost black wood, has thin, rigid, but flexible fins (made from a type of cuttlefish bone), and tipped with sharp coral. Unless they party has previously encountered sahuagin they will not be able to identify the bolt's origin.

Rory and Gibble, 0-level humans: AC 10 (none); MV 12"; hp 4, 3; #AT 1; Dmg 1-3 knife or 1-4 small club; AL N; SZ M; no special ability scores.

3. The Abandoned Hut

The selkie's temporary home—an abandoned hut—lies in a marshy section of coastline four miles southeast of Har's Point. Located ¼ mile from the sea and ½ mile northeast from the Rolord Road, the hut proves difficult to find as small copses of trees block it from sight to all further than 100 yards away.

Constructed from reeds and mud and barely 8' in diameter, there is a 40% chance that the Yelola will be present in the hut during daylight hours. The other 60% of the time she is out fishing for food or exploring the wrecked ship. At night there is a 90% chance that the selkie is here.

The inside 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 and covered with a few boards and some dirt are a set of human-sized clothes (leggings, blouse, cloak, boots, and a belt), a short sword, and a pouch with 40 sp (ancient style coinage) and an agate (10 gp value). If Yelola is traveling in human form she will have all these items on her person. If the sahuagin locate this hut, they have only a 20% chance to discover the hidden cache. She will try to flee if the PCs discover her hut, and will not fight them unless attacked first.

If Yelola learns that the sahuagin have discovered her hut, the DM 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 tavern's common room. She believes that he will be safe in the humans' village.

It is imperative that, after her initial skittishness, the selkie befriends the PCs. Until then she remains tightlipped about what she knows, as she is not sure 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 will give the party a portion of her treasure from her secret trove (see **The Undersea Cave**).

Yelola tells the party about the sahuagin raiding her cave, the sharks guarding her cave lair, and that the sahuagin combing the beach west of town every night. She believes there to be at least a half-dozen of these creatures, but there might be more hiding in the sea. She also thinks that they have explored the wrecked ship. Of sahuagin (she calls them 'sea devils'), all she knows is that they are extremely ruthless and will not come on the surface during daylight hours.

Given a few hours Yelola can retrieve 2 four-dose **potions of water breathing** that she has stashed in a second underwater cave a ¼ mile east of her undersea cave if the party has need of such magics. (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 4 hit points of damage per turn unless a successful Constitution check is made. Those successful suffer only half damage. Those exerting themselves and not protected suffer ½ of damage (2 hp if the Con check fails, and 1 hp if it does not). Note that damage occurs at the end of the full turn. No mundane means of protection from the cold of the sea exist. Magical protections such as *endure cold*, *ring of warmth*, or similar type spells and items, reduce all damages to 0.

Yelola, female selkie: AC 5 (10 in human form); MV 12"/36"; HD 3 + 3; hp 20; #AT 1; Dmg 1-6 bite (in seal form) or by weapon type (in human form); SA change into human; INT very (11); AL N(G); SZ M (5' tall).

4. The Undersea Cave

The selkie's lair is located a mile-and-a-half down the east coast from Har's Point, 60' down the high bluffs that ring the town. An unencumbered person (*i.e.* not in armor greater than studded leather; encumbered characters must use a rope to descend) can carefully climb down to the sea. There is no beach at this point; the bluffs simply disappear into the water. Forty feet under the water a 6' wide cave forms the entrance to the selkie's lair.

The sahuagin have placed two bull sharks to guard the entrance. They are instructed to attack anything bigger than a tuna (3' or so) that gets near the cave. The stupid sharks have a 75% chance to chase anything that fits that description until it catches it. Crafty characters could lure the sharks away to sneak into the lair. The sharks will not enter the cave entrance.

Sharks (2): AC 6; MV //24"; HD 5; hp 24, 22; #AT 1; Dmg 2-8 bite; ; INT non- (0); AL N SZ L (9' long).

The tunnel beyond the cave entrance travels 45' to open into the bottom a water-filled cave 10' long and 15' wide with an 8' high ceiling. At the back half of the cave a 3' wide tunnel in the ceiling leads straight up 40' to a dry cave. This cave is 20' long and 15' wide with an 8' high ceiling. The floor is relatively smooth. The cave is lit by harmless phosphorescent mold that grows in 2' patches and gives off a soft blue light. The selkie had many furnishings, but the sahuagin trashed the cave breaking, smashing, and ripping 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 on the cave floor shredded. Yelola also had a small, velvet-lined box that kept a small amount of treasure (for quick use and to throw off intruders) that now lies with the rest of the junk. The sahuagin took all valuables.

The 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 search for secret doors on the floor to discover the pot. 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**.

The Crown of the Briny Deep

This crown of sahuagin make is a 10"-diameter ring of red coral mottled with white. This is affixed to a cap made of pure gold. Weighing 8 lbs. it has a 5,000 gp value if sold. Once per day, for sahuagin priestesses only, the wearer of the crown can *bless* a group of up to 100. This spell has a duration of two hours.

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

The selkie does not realize the root problem with the sea devils harassing her is the crown. 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

When the sahuagin band is defeated the adventure is considered completed. 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 be 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 be in the possession of the PCs the sahuagin relentlessly hunt them, attempting to strike if they on or are near any coastal lands 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 DM should award points for how well the party preforms. A party can collect none or all of the following:

- 300 xp for keeping the sahuagin band from destroying Har's Point.
- 200 xp for defeating the sahuagin band.
- 200 xp if Yelola survives the adventure.
- 200 xp for determining that the *Crown of the Briny Deep* is what the sahuagin are searching for.

END.