

DUNGEON DELVE SIDE QUEST #1
SHIPWRECK AT HAR'S POINT
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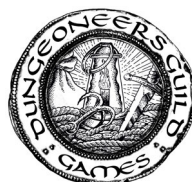
A FIRST EDITION ADVENTURE FOR 6-8 CHARACTERS LEVELS 1-3



Nothing much usually happens in the sleepy fishing hamlet of Har's Point. Recently, however, a ship has crashed on the rocks outside of town. Now rumors concerning treasure it supposedly carried are running rife amongst the fisherfolk. Some of these rumors hint that dead sailors from the ship are walking the nearby beaches at night. Even more disconcerting, a mysterious stranger has been spotted around town. A few inquisitive adventurers might be able to discover exactly what is going on in Har's point.

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.

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DUNGEON DELVE SIDE QUEST #1

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 **WATERBORNE** 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; **THACO** = 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; THACO 20.

The hex marked "B" on the **Har's Point & Vicinity Map** (located on p. 11) 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**; see **Har's Point Town Map**, p. 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, **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, Lorn 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 located on p. 11). 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 p. 11) 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: **core 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.