

DUNGEON DELVE SIDE QUEST #1

SHIPWRECK AT HAR'S POINT

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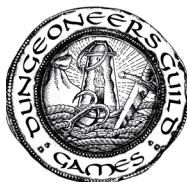
A FIRST EDITION ADVENTURE FOR 6-8 CHARACTERS LEVELS 1-3



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 the 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 SPECIAL adventures by Dungeoneers Guild Games are 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 B/X and BECM! ("Basic") games, and most old-school renaissance (OSR) role-playing systems.

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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 fare better in this adventure than other alignments, since the PCs' involvement largely depends on natural curiosity and a willingness to help others rather than on monetary rewards. This adventure favors no particular classes or races, but a ranger or a character with tracking skills will prove useful. The plot's progression largely depends on the PCs' actions 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 begins.

Because the adventure features the sea and watercraft, the Game Master should read and become familiar with the **WATERBORNE** and **UNDERWATER ADVENTURES** section of the **DMG** (pp. 53–57) before starting play. The hamlet of Har's Point fits any campaign setting with a coastal community in a temperate climate similar to New England or northern Europe.

Lower-Level Parties: GMs who wish to send parties with fewer than the recommended total character levels through this adventure should bolster the party with NPC support. Some of the fisherfolk from Har's Point could prove useful, but for the most part, they are unwilling to risk lives unless it is absolutely necessary. Alternatively, the party could meet and recruit adventurer-type NPCs on the way to the hamlet or at the **Cod's Mouth Inn (Building #1)**. The GM should refrain from reducing 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 running this module with higher-level parties should increase the number of monsters encountered. Adding a sahuagin priestess (3rd-level cleric) with an *animate dead* scroll (to turn slain villagers into zombies) and a 50–100% increase in 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 seen a bit of commotion. During a particularly fierce storm a week ago, a longship from a nearby foreign land wrecked on a cluster of rock formations called the **Giant's Throne**. The next day, the villagers found no survivors among the few bodies washed up on shore. Most likely, the unfortunate sailors drowned, their bodies sucked out to sea by the powerful and relentless ocean currents in the area.

Since then, rumors have run rampant that the wrecked ship carried a cargo of riches, most likely silver and gold. However, with the rough seas pounding the wreck, no one has dared approach it. The veteran fishermen from Har's Point believe 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 that the spirits of drowned sailors from the wreck 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 were actually a band of sahuagin searching for a missing religious artifact. The shipwreck coincided with another event 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 on the ocean 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 the relic broke away from the priestess's harness and sank to rest among the kelp beds on the bottom of the straits.

A few hours after the sahuagin passed, a selkie named Yelola sought tasty oysters in the kelp bed. However, her hunger was swiftly forgotten when her sharp eyes spotted a patch of color among the drab kelp. Curiosity piqued, she swam over to the bright object and picked it up. It was a beautiful crown of gold, 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.

Only after the sahuagin returned to their town did they realize the relic was missing. The priestess responsible for its safe transport was interrogated, but she provided little useful information. As punishment, her fellow priestesses devoured her on the spot. The tribe's high priestess, Hasshoolap, beseeched their deity for information about the relic's whereabouts. Days later, after many divinations and communions, Hasshoolap discovered its location and the thief. 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 find the crown.

While this was happening, Yelola returned to her lair to find two large sharks swimming near the entrance. She waited nearby, out of sight, not daring to reveal herself to the sharks. An hour later, she watched the group of sahuagin emerge from her cave 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 southeast of Har's Point. There she waits for the sahuagin to give up their search and leave the area before heading back to her home.

Currently, the sahuagin are relentlessly searching for the selkie and the stolen relic. If they return 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; **MC** = Maneuverability Class; **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; **PsA** = Psionic ability; **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; **ep** = electrum piece; **gp** = gold piece; **pp** = platinum piece

Getting the Party There

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

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

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 10 miles southeast off the map). About one hundred people—nearly all humans—live here. Not much of interest happens in this lonely hamlet. The village consists of a handful of stone and wood buildings with slate-tile roofs. Most of Har's Point's residents work in fishing or other sea-related occupations.

Har's Point citizen, 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; Size M; AL N; THACO 20.

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

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

Other businesses include a boatwright (**Building #19**, operated by Feck and his two sons, Lorn and Dorve) and a net weaver (**Building #11**, operated by a couple named Wath and Alyx).

Inn: Har's Point's social center is the **Cod's Mouth Inn (Building #1**; map on the 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 are found in the inn; at night, 4d4 patrons are there. The food (mostly fish) is good and inexpensive. Patrons drink the dark house ale—the only beverage sold at 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 the inside cover) is another center of social activity in the village. The largest and sturdiest building in town, this stone church can seat up to fifty parishioners. An elderly 3rd-level priest named Holson has run the church alone 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; Size M; S 6; I 10; W 14; D 7; C 8; CH 12; AL NG; THACO 20. Holson is 184 years old, 5' tall, and 130 lbs., with gray hair and pale blue eyes. He no longer fights in melee because he is too old for that. He uses his spells to assist the PCs if the need arises. His memorized spells are:

First Level: **bless**, **cure light wounds**, **detect evil**, **sanctuary**

Second Level: **augury**

Mayor: A retired 3rd-level fighter-turned-fisherman named Kilmean has served as 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 from his boat—named the Mellysa—with two other fishing hands. On the last day of the week, Kilmean conducts village business in the common room of the **Cod's Mouth Inn**. All village business is deliberated with much fervor and 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; Size M; S 15; I 10; W 13; D 13; C 14; CH 11; AL N; THACO 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 at home. He brings them out only when he expects trouble in the town. Otherwise, he carries only a dagger for protection.



EVENTS IN HAR'S POINT

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

EVENT 1: Local beachcombers Rory and Gobble stay out past sundown searching for treasure on the beach. The sahuagin band captures one of the two (50% chance for either). The other has a 4 in 6 chance to escape the encounter and flee 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's arrival in Har's Point. See AREA 2. BEACH for details on these two.

EVENT 2: A fisherman named Micauld (who lives in **Building #16**) does not return after the day's fishing. The next morning, some fishermen find his boat washed up on the rocks a couple hundred yards east of Har's Point. His nets and a load of fish are in the boat, but Micauld is missing. PCs who closely inspect the boat find several 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 who passes a Wisdom check senses that she seems uncomfortable and frightened. This is the selkie, Yelola (see the AREA 3. ABANDONED HUT section 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 1d4 random villagers from Har's Point to question them about the selkie's whereabouts or the crown. They do this around midnight, snatching anyone they find outside (30% chance of success). They try this tactic two nights in a row. If this fails, 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 higher on d%, 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. First, they swim to the beach, haul all the fishermen's boats out to sea, and sink them ("**B**" on the **Har's Point & Vicinity Map**). They place an additional 5 HD shark guard (hp 22) near the beach to attack any humans entering the water. The sahuagin then creep into the village and attack its inhabitants, two or three houses at a time. There is a 25% chance, plus 5% for each building entered after the first (to a maximum of 100%), that the village alarm is raised by the attackers' noise (e.g., screams, dogs barking, sounds of fighting). All men of fighting age (15 0-level humans) grab 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. If the sahuagin warband is still active, this event should occur after all other events and serves as the adventure's finale.

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 the information the PCs can gather by asking about the village. In many instances, players must befriend a specific villager who knows a particular rumor before that villager divulges any information.

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

TOWN RUMOR LIST

- 1) A shipwreck occurred on the **Giant's Throne** in a storm a week ago. There were apparently no survivors. **Source:** the whole town. **Chance to know:** 100%.
- 2) The ship is a longship of foreign make. It lies stranded on the rocks out on the **Giant's Throne**. The waves will probably destroy it within a few days. **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:** the whole town or the cleric. **Chance to know:** 70% for townspeople or 100% for the cleric.
- 4) The drowned sailors' bodies wore some foreign-designed jewelry. Gessie at the inn has a ring and an armband recovered from one of the corpses. **Source:** the whole town. **Chance to know:** 40% for townspeople or 100% for Gessie.
- 5) Some fishermen tried to reach 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 large amount of treasure, most likely