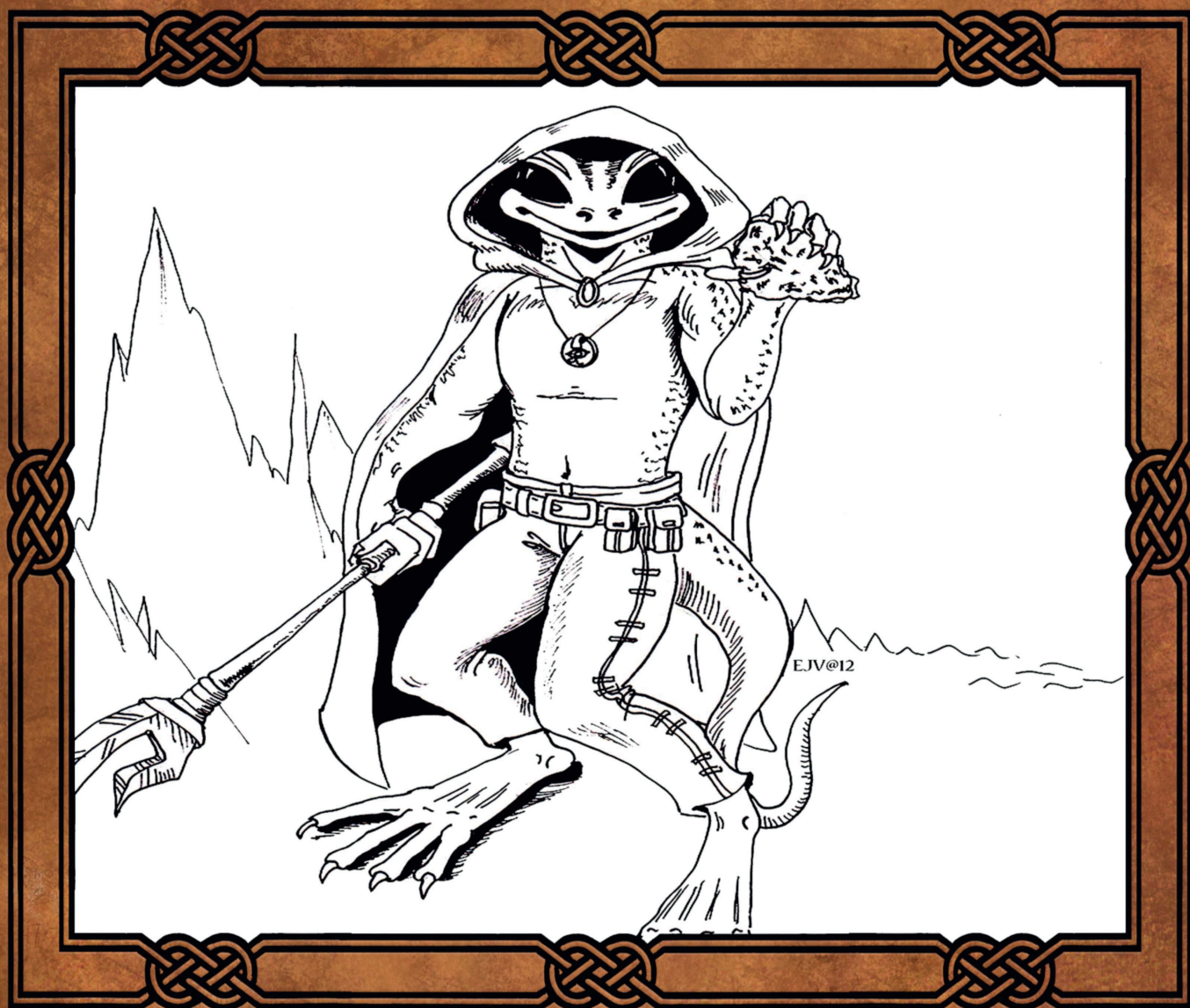


Return to Wavestone Keep

A Flooded Realms Adventure for characters 1-3



ShockTohp

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

Credits

AUTHOR Kevin Conyers

EDITOR Kevin Conyers

Cover Art, *Lizardman 1* by Emily Vitori Designs and Stardust Productions used with permission

Cover Template, *Cover template - Light Brown Leather (landscape image)* © 2015 Dean Spencer, used with permission

Interior art in order of appearance:

Lizardman Warrior - *Lizardman Headhunter* artwork copyright Richard Sampson (NerdGore), used with permission

Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license

Copyright © 2022 by Kevin Conyers

All rights reserved. This book or any portion thereof may not be reproduced or used in any manner whatsoever without the express written permission of the publisher except for the use of brief quotations in a book review.

Printed in COUNTRY

First Printing, YEAR

Flooded Realms Adventure Press

<https://floodedrealms.com/>

HISTORY

In the past, an eccentric noble decided to build a summer keep unlike any that had been built prior. So he spent a fortune commissioning stonemasons to carve a keep out of the largest known piece of wavestone. He also commissioned a wizard to create a magical object capable of stabilizing and moving the structure. The project was never completed however, as the noble was killed in a duel. With payment unlikely, the stonemasons quit having only completed the upper most keep section and began the cave that was to be a boat harbor. The wizard succeeded in creating a stabilizing crystal array that was theoretically capable of teleporting the structure a few miles. The crystal array's capabilities were never tested. Ultimately, the structure was left to drift in the ocean, where a tribe of lizardmen eventually happened upon it, and claimed it for themselves. After claiming it, the lizards rechristened themselves the Saltscale Tribe. The lizardmen have little if any control over the bearing of their home, a situation made worse by a defect in the crystal array causing the structure to teleport to the nearest oceanic ley line every new moon. The lizard's make the best of it though, and use their small fleet of long boats to conduct shore raids when in sight of a suitable settlement. They have extended the carvings on the interior of the structure, added locations specific to their lifestyle, and connecting the port to the main keep structure.

HOOKS

- **Captured!** - *the party has been captured during a night raid by the Saltscale tribe. They awaken in 7 tied with old rope to the walls and stripped of any adventuring equipment and weapons they might have had.*
- **Search and Rescue** - *A nobleman's daughter, Norma Tillman, has been captured while on a pleasure cruise. Lord Tillman is offering **500 gold per party member** for her safe return.*
- **Foul Sorcery** - *a Wizard has deduced the existence of the portal array in 3, and tasked the party with retrieving it. He will pay **1000 GP** for any crystals brought back and provides a scroll of Knock.*

TIDAL DRIFT

As Wavestone Keep is a floating mass in the ocean, it is subject to tidal drift. The entire structure drifts in the direction of the prevailing current at a rate of 8 miles per day. On the new moon of each lunar cycle it teleports to the nearest oceanic ley line, which encircle the planet similarly to longitude lines.

EXTERIOR

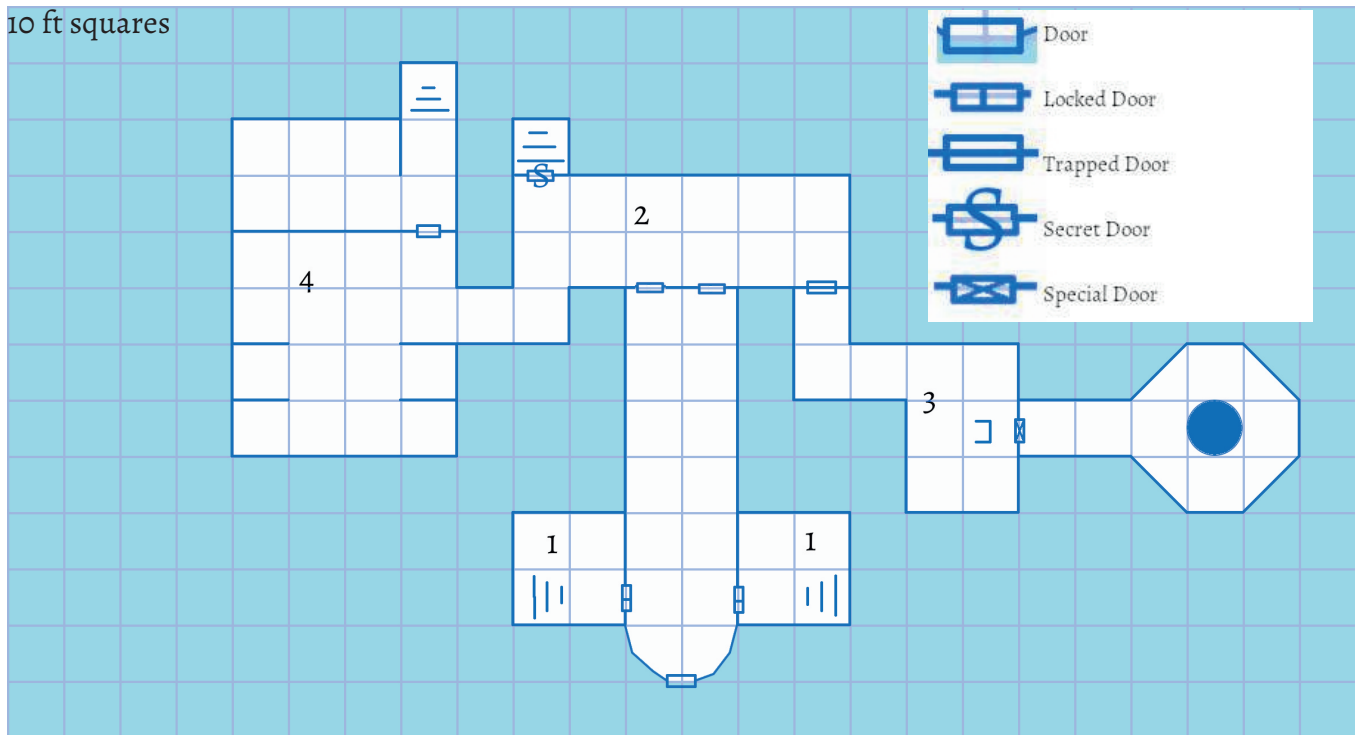
Wavestone Keep is a small squat structure carved into a massive chunk of wavestone. The chunk of wavestone is roughly shaped like a tear, with the tail under the water. It is 130' across at its widest point and 160' tall from tail to its highest point. A 10' wide flat trail has been carved 100' up from the trail (roughly 30' from the surface of the water). This trail extends halfway around the circumference of the stone. From this trail a myriad of fishing line, nets, and anchor ropes, stream into the ocean below. In the center of the trail is carved the exterior structure of the keep itself. This structure is a large iron banded keep door flanked by two stone towers. Carved into the side of the stone is a large hole at the water line, extending up into the rock face. This is a small port, only capable of supporting a few longships or small sailing sloops.

WANDERING MONSTER TABLE (OPTIONAL)

Wavestone Keep is already very combat heavy and very small, so a wandering monster table may not be advisable. Should a referee wish to use it, check every 2 turns and an encounter appears on a **1 in 6**.

Wandering Monsters	
1	1d4 Giant rats, looking for food scraps
2	1d6 Stirges
3	Snapjaw, a Large Crocodile the lizardmen keep as a pet. He is asleep on a 3 in 4 and will only be awakened by a loud noise or offensive smell. Once rolled, do not repeat
4	1d4 regular crabs (harmless)
5	Kobold, taking food to the dining hall or taking 10 stolen silver pieces back to Stiz
6	A single lizard man, wandering to or from the dining hall.

LEVEL ONE



1 GUARD TOWERS AND ENTRY

The twin towers which flank the entry door. The are each 20' tall and manned by two lizardmen guards. The guards stand on the roof of the tower. They are each armed with a throwing spear and a club. They have a **1 in 10** chance to identify approaching ships as not belonging to their tribe, and a **4 in 6** chance to spot intruders approaching along the trail. Each tower has an alarm bell which they will ring, *alerting their companions in room 4*. After ringing the bell, they will attack intruders on the trail with their throwing spears before running down the stairs for melee. The entry hall is made of finely carved wavestone, and engraved with idyllic depictions of the sea, fishing vessels and sailors.

2 DINING HALL

This room is finely carved wavestone, and engraved with scenes of great navel battles between ships and sea monsters. There are four tables, covered in dried blood and viscera from the lizardmen's dietary habits. **The door to 3 is trapped with a gas trap** (save vs poison or die, dissipates after 1 turn) the gas is very diffuse and only affect the square in front and behind the door. The body of a single kobold lies dead in front of it with its hands clasping at his throat. It was left there as a warning to the other kobold slaves. The secret door to the north was a servant entrance. It is hidden behind a slide out panel depicting a siren. The

kobolds are aware of it, but the lizardmen are not.

3 LORDLING'S THRONE ROOM

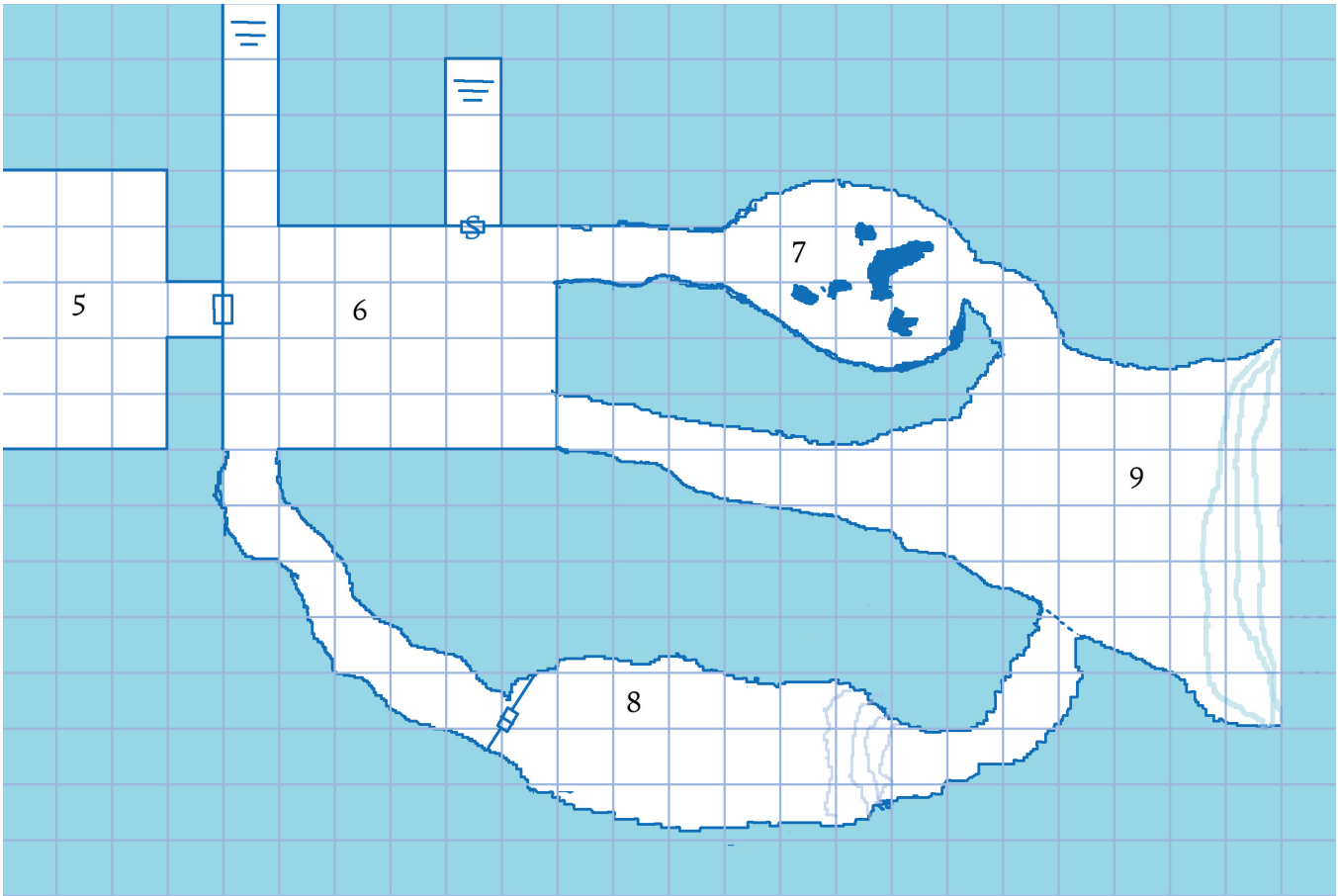
This was the room the noble had designated for his throne room. It is smoothly carved, and there are a few torn oil portraits on the walls. Now, the chief of the Saltscale Tribe, Kelp Tail, uses it to store his personal "shinies". This room contains **100 gold coins, a diamond worth 800 GP and an emerald worth 250 GP, and a Treasure Map, encased in a burnished bronze scroll tube**. The door to the Crystal Array is *Wizard Locked*, Kelp Tail is aware of the door, but too proud to admit he doesn't know what is back there. If a character is in the room at moonrise of each new moon, they will see a bright blue light emanating from around the seams of the door as the teleportation happens. The four crystals of the array are quite valuable magical components, and may be sold for **500 GP** each. They are large and unwieldy; Removing one takes a full hour and anyone who carries one is considered fully encumbered and must spend a round putting it down to engage in combat. Removing a crystal causes the entire structure to shake violently, and removing them all causes it to start sinking at a rate of 10' a turn.

4 BARRACKS

Originally a barracks for the noble's personal guard, now used by the lizardmen as a sleeping area. It is a roughly hewn room, containing a 9 sleeping mats. Kelp Tail sleeps in the section to the north, where the guard captain was supposed to sleep. At any time, there are three normal lizardmen here asleep. Kelp tail only sleeps here at night, else he is in 9. The door separating Kelp Tail's area is made of a giant oyster shell. When sleeping, he keeps his *Staff of Striking* under his cot.



LEVEL TWO



5 NESTING ROOM

This room was roughly carved out, it's original intention long lost. The Lizardmen use it to hatch their young. There are 4 nests, each containing a clutch of 3 eggs. This room is defended by 3 *Lizard Matrons*, who will fight to the death. The door is trapped with a spiked ball trap (1d6 damage) to discourage lizardmen warriors from entering and eating the young and bears a crude drawing of three eggs. The room is maintained at a high temperature with the use of oil heaters that were captured in a raid. These heaters must be refilled with lamp oil every 3 days, making it an especially prized spoil when raiding.

6 DRY GOODS STORAGE

This room is more natural cavern carved rectangular than engineered space. The passages to 7, 8 and 9 were all crudely carved by the lizardmen and their kobold slaves. The kobolds are aware of the secret door to 2, the lizards are not. The room is dimly lit by stores of glowing plankton that the lizards use as iron rations. The

lizardmen use it to store the few dry goods they eat, captured lamp oil, and other oddments; as well as any armor and weapons they happen to retrieve but don't want to use. Carefully search the storage crates takes 30 minutes and yields:

- 2 long swords
- 3 daggers
- 1 suit of chainmail
- 50' of rope
- 1 damaged lantern (still lights, but can not be shuttered), is half full of oil.
- Any gear a party of captured adventurers might have had on them if

7 KOBOLD CAVE

This cave is where the kobold tribe that the lizardmen have enslaved are forced to stay. It smells of rot and fetid meat. Crude sleeping areas are scattered around the loose formation of obstructions. There are 8 kobolds here, along with their chieftain, Stiz and his bodyguard, Vert. Stiz hates the lizardmen and will gladly betray them, Vert however thinks that the lizardmen are reasonable masters and will attempt to alert them of any plans made to betray them. The kobolds have managed to get a sizable horde of **1 silver and jade diadem worth 100 GP, two signet rings worth 75 GP each and a copper and pearl armlet worth 50 GP** which Stiz *keeps hidden in a false stalagmite (found with a secret doors check)*. He will offer this as payment for deposing the lizardmen.

8 LARDER AND LIVE WELL

This room was dug out by the lizardmen to use as a live storage pen for their food. The passage down from 6 has a gentle slope, and the door is a padlocked metal grill across iron bars in the wall, to prevent escapees. The room itself has a slope down from the grill, to the pool at the west end. This pool reaches a max depth of 8 feet and is filled with saltwater and contains numerous mundane fish and crustaceans. Above this pool is the *Fish Chute, a very steep and slippery passage that is capped with a portcullis*. This passage is a sheer surface and opening the portcullis from this side requires a successful stuck doors check. Along the walls are ropes for holding humanoid prisoners. If the "Captured!" hook is being used, there are 4 level 0 normal humans tied up as well, if it is the "Search and Rescue" hook, this is where Norma Tillman is being held (for an added challenge, the referee may wish to have a time limit on finding Norma, if this is the case Lizardmen consume 1 humanoid prisoner per day, if there are any available. Lizardman dietary habits allow choice prisoners to be reserved for the chief, who in this tribe takes his meals in the evening. This could mean if Norma is the only humanoid prisoner, the party would have as little as **12 hours** to find and rescue her, if they recieved the quest the morning after her disappearance).

9 CARVED PORT

This is where the lizards store their three longboats and five cannoes in between raids. It is lit by natural light streaming in from outside during the day. The boats are all pulled completely out of the water and rest on wooden launching platforms, to prevent them being destroyed in rough seas. Detritus from such a destruction litters the area. From here, the portcullis to the fish chute may be opened without a strength check. The lizardmen dump fish and water down this chute for storage. Humanoid prisoners are usually taken to **6** first, stripped of gear, and then locked in **8**. If it is day, Kelp Tail will be here with two other *lizardmen*, inspecting boats, directing two kobolds to dump water down the chute, or other mundane tasks. If violence breaks out, *the kobolds will cry for help from their comrades in 7*. If the party has made a deal with Stiz, then the kobolds will attack the lizardmen instead. Kelp Tail wears a golden necklace affixed with pears worth **1400 GP** and carries a *Staff of Striking*.

QUICK REFERENCES

TOTAL TREASURE

100 GP Silver and Jade circlet- Room 7
2x 75 GP Signet Rings - Room 7
50 GP Copper and pearl armband - Room 7
100 GP - Room 3
800 GP Diamond - Room 3
1400 Pearl and gold necklaces - 9, worn by Kelp Tail
Staff of Striking - 9, worn by Kelp Tail
4 Teleport Crystals 500 GP Each - 3, teleporter room

Total possible GP: **4600 GP**

NEW MONSTERS

Lizard Matron: Lizard Matrons are warriors tasked with protecting young. They fight ferociously, as such, they roll double the normal number of damage dice for any attack. Otherwise, they are normal Lizard Men.

NOTES

SYSTEM AND SETTING

This adventure module is written for Old School Essentials, all monsters and magic items not listed here may be found in the **Old School Essentials Classic Fantasy** rule set. It is designed for adventurers of level 1-3.

The base setting is the Flooded Realms, my own. It consists of archipelagos of micro-continents seated in a vast, magical ocean. Some setting assumptions may not exist in other settings, such as the existence of the material Wavestone. Wavestone is a naturally occurring substance in the Flooded Realm setting. It has a composition similar to basalt, and is a burnt red color. It is capable of staying buoyant for centuries, even in large masses. Should such a material not work for a given setting, and the game master doesn't wish to rely on the old "a wizard did it" simply replace it with an iceberg, and the lizardmen with seal men of equivalent stats.

OGL INFORMATION

DESIGNATION OF PRODUCT IDENTITY

All artwork, logos, and presentation are product identity. The name "Flooded Realms Adventure Press" is product identity. All text not declared as Open Game Content is product identity.

DESIGNATION OF OPEN GAME CONTENT

Lizard Matron Description (page 5)

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format,

modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use

any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

295

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Return to Wavestone Keep © 2022 Kevin Conyers. Author Kevin Conyers.

END OF LICENSE