

THE KEEP OF THE DRAGON TURTLE GRETH

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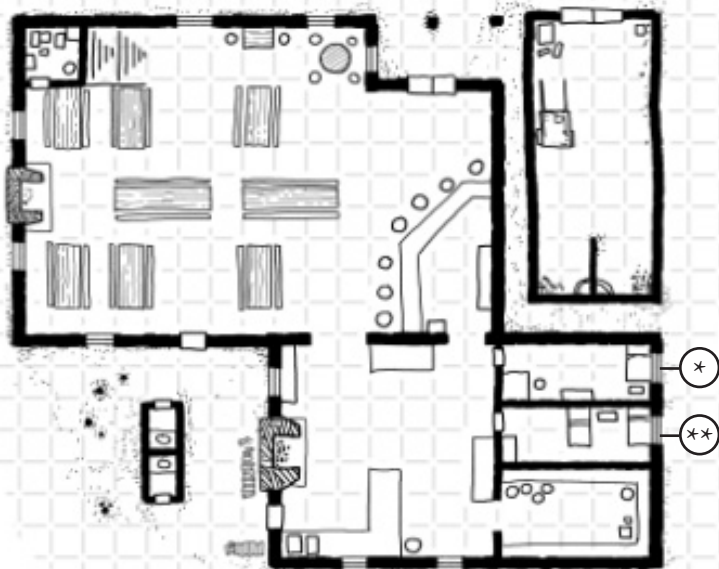
**OLD-SCHOOL
ESSENTIALS**

The Laughing Gull Tavern

Upstairs



Ground Floor



(*) Beamish & Candy's Room

(**) Amos & Mara's Room

FEAR THE WAVES, THE TIDES, THE SEA! FOR A FEARSOME KEEP OF STONE ROAMS THE OCEANS, DELIVERING ITS DEADLY CARGO OF IGUANAMEN WHEREVER IT LANDS!

THE SCENARIO

In the dark of night, the mighty dragon turtle, Greth, surfaces and swims towards the unsuspecting shores of the small fishing village of Stonewave. On its broad-shelled back is a keep of stone where the cunning Iguanamen queen, Iss'thi'qua, sits enthroned, guiding Greth with her Crown of Dragon Turtle Control. When Greth reaches the shore, a score of Iguanamen will disgorge and raid the village for fresh human flesh.

The party is staying at the Laughing Gull Tavern in Stonewave. Can they fight off the Iguanamen raiders who break in to the inn? Are they willing to pursue the other raiders back to the beach? And upon seeing Greth, are they willing to risk their lives to reach him in time to rescue the many captives before he dives back into the deep?

THE ADVENTURE

The Keep of the Dragon Turtle Greth requires Old-School Essentials Classic or Advanced and was designed for Character Levels 3-4.

The adventure was designed to be dropped into what would otherwise be a peaceful night of rest in a boring seaside village.

If the party chooses to accept the challenge, it is a high risk race and raid with the potential for high rewards if they can slay Iss'thi'qua and gain control over Greth and the random riches kept in the keep.

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WRITING

Writing & layout by J. Blaso-Gieseke for 21st Century Games.
The name Greth was borrowed from Dyson's map because it sounded dragon turtlish.

MAPS

Maps by Dyson Logos
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<https://dysonlogos.blog/2018/11/11/greths-island-keep/>
<https://dysonlogos.blog/2019/08/05/turnip/>

GRETH, the DRAGON TURTLE

Greth is an ancient dragon turtle with a castle keep attached to its carapace like a giant black barnacle. Some sailors who have seen him say that the keep is part of Greth's shell, others say it grew there over time, while others yet say it was placed there by a powerful wizard, but no one should believe anything a sailor says.

Dragon Turtle

AC -2 [21], HD 30* (135hp), Att 2 × claw (1d8), 1 × bite (1d6 × 10) or breath, THAC0 5 [+14], MV 30' (10') / 90' (30') swimming, SV D4 W5 P6 B5 S8 (15), ML 10, AL Chaotic, XP 9,000

Breath weapon: 90' long, 30' wide cloud of steam. Can be used up to three times per day. All caught in the area suffer damage equal to the dragon turtle's current hit points (save versus breath for half).

Mistaken for island: When floating, can be mistaken for a small island.

Attack ships: Sometimes try to destroy ships and eat the crew by surfacing below.

Treasure: From sunken ships.

THE IGUANAMEN

The Iguanamen stand five and a half feet tall hunched. They have dead eyes of smooth black beach glass set into the sides of a blunt-nosed face. Their high nostrils are rimed with salt and their mouth is lined with sharp teeth. Beneath their jaw hangs a sagging wattle. They are covered in matte black scales mottled with green and red algae. A crest of dorsal spines spikes up at the base of their broad skull, growing longer as it descends towards their shoulders, swelling like an ocean wave, before shrinking back and disappearing at the tip of the tail. They have long fingered hands and feet with razor sharp claws that grips easily to flesh and rock.

The brutish males lack the cruel consciousness of the females. The Iguanamen are lead by their cunning queen, Iss'thi'qua, who uses her Crown of Dragon Turtle Control to guide Greth to defenseless seaside villages that can be raided to stack their larders with fresh human flesh.

There are 26 Iguanamen total on Greth including Iss'thi'qua. The 22 raiders raid houses in pairs.

Iguanaman

AC 5 [14], HD 2+1 (10hp), Att 2 × claws (1d4+1) or 1 × bite (1d6), THAC0 17 [+2], MV 60' (20') / 120' (40') in water, SV D12 W13 P14 B15 S16 (2), ML 12, AL Neutral, XP 25

Bite: If both claw attacks are successful, gains 1 bite attack.

Cling: Sharp claws allow them to cling to walls, especially of the keep.

Surprise: Because of **Cling** can surprise opponents on a 1-4.

Man-eaters: Kidnap (demi)humans, whose flesh they regard as a delicacy.

THE LAUGHING GULL TAVERN

The party has traveled to the small seaside village of Stonewave and are staying at the Laughing Gull Tavern owned by Beamish and Candy Crabb. Beamish is middle-aged, broad-shouldered, and cheerful, with a shock of red hair and the perpetual blush of drink on his cheeks. Candy is as sweet as her name and dotes on her children, Amos and Mara, and customers alike. See map of the Tavern on the inside front cover.

TOWNSFOLK & IGUANAMEN

If they aren't stopped, the 22 Iguanamen raiders will have carried 22 captives back to their keep. They are mostly children and elderly folk, with some smaller, weaker adults among them. For each person rescued, roll a d20 or select a name or pair of names from the Living Captives table. on page 10.

IGUANAMEN RAIDERS BREAK IN

During the night, the party wakes to the sound of breaking glass, a crashing door, and the wet flapping of heavy feet upon the floor. What do they do?

Downstairs, 2 Iguanamen find the nearest bedroom. Two children (Amos and Mara) scream in horror. A man (Beamish) bellows in rage. A woman (Candy) screams. There's a sound of scuffling (Beamish and the Iguanamen). A shout of pain (Beamish). The screams of the woman are cut short. There's a dull thud on the floor. The children scream, "Mommy! Daddy!" as they're carried to the door.

HERE THE PARTY MUST DECIDE IF THEY FIGHT THE IGUANAMEN.

FIGHTING THE IGUANAMEN RAIDERS

If the party fights the Iguanamen, the Iguanamen will drop the children and defend themselves — they aren't smart enough to hold them as hostages.

If the party kills the Iguanamen, X out two boxes under Iguanamen Raiders on page 10 and remove Amos and Mara Crabb from the Living Captives table.

THE AFTERMATH INSIDE

After the fight, Amos and Mara are found crying over the corpses of their parents.

Frightened guests furtively peer over the rail above.

Outside, the party hears running and shouting and cries for help echoing through the streets of the village.

OUT IN THE STREETS

If the party investigates, they find a neighbor, **Johann Sparr**, a simple, but powerfully built fisherman in his late 40s, standing barefoot on the cobbled street in a soiled night dress and cap wrestling with his conscience to go after the raiders.

If asked what he saw, he'll point toward the beach and say, "Some sort of lizardmen. I seen them carrying off the Potts's kids."

If asked where he thinks they're going, he'll tell them to the beach.

If asked to lead them, he'll steel his nerves and readily agree.

Johann has a small skiff large enough to hold the party and will dutifully row them out to Greth if asked.

HERE THE PARTY MUST DECIDE IF THEY CHASE THE IGUANAMEN.

THE AFTERMATH OUTSIDE

If the party decides to chase the Iguanamen, they run down night blackened streets towards the beach.

The screams of captives can be heard in the distance, along with shouts of other pursuers and flashes of light from torches and lanterns carried in their swift race down distant streets to the sea.

TIME

If the party decides to chase the Iguanamen, the countdown begins. The party won't know a clock is running because they are unaware of Greth.

For the purposes of tracking time, time is measured in **Time Units (TU)**.

There are **60 Time Units total** until Greth dives into the deep.

Use the Time Unit Tracker on page 10 to keep track of them.

From this point forward, every action, decision, or indecision the party makes will cost them a certain number of Time Units. Each Time Unit lost in town increases the number of Time Units it takes to reach Greth, reducing the amount of time they'll have on Greth for the search and rescue.

Any time the party hesitates or takes excessive time: **Add 1 TU to reach the beach.**

TAVERN → BEACH

VARIOUS TU

The village is a blur of darkness and shadow. Without someone from town to help them navigate, it will take the party more time to reach the beach.

NAVIGATION

If the party has Johann or another villager leading them to the beach: **8 TU**

If the party asks for directions to the beach or recruits another villager: **10 TU**

If the party is attempting to reach the beach themselves: **12 TU**

FIGHTING ALONG THE WAY

The party has a 5-in-6 chance of encountering a pair of Iguanamen raiders in the street. Each Iguanaman will be carrying a captive and will attempt to flee the party. If the party catches them and attacks them, the Iguanamen will drop their captives and fight. **Each Iguanaman fought adds 1 TU to reach the beach. 2 TU encounter.**

After the first encounter, there is a 1-in-6 chance of a second. **2 TU encounter.**

If the party wins the combat, X out two boxes under Iguanamen Raiders on page 10 and remove a pair of Living Captives from the townsfolk table.

VILLAGER MORALE

If Johann or another villager is with the party during a fight, the PC with the highest Charisma must make a morale check to keep them from fleeing. If they do flee: **Add 2 extra TU to reach the beach.**

THE BEACH

As the party approaches the beach, they will hear shouts of "Dragon Turtle!" from the fishermen and women who chased the fleeing Iguanamen to the shore.

Smoke from lanterns and torches mix with the briny tang of the sea.

Sounds of lamentations ebb and flow to the gentle lapping of waves on stones.

When the party reaches the beach, a weeping mother points desperately into the distance. As the great girth of Greth turns wide with the tide and heads out to sea, she'll say in an empty whisper, "They took my babies."

Out on the ocean, lights from lanterns mounted on skiffs bob up and down on the waves as desperate fisherman paddle after Greth.

HERE THE PARTY MUST DECIDE IF THEY GO AFTER GRETH.

A BEACH → GRETH

VARIOUS TU

If the party decides to go after Greth, use the following calculations to work out how long it takes them to reach the receding dragon turtle.

If the party reaches the beach on or before 10 TU, they reach Greth as he's turning toward the sea. Greth's tail is still near land and can be reached at **B1** by quickly boarding a skiff and rowing there in **2 TU**. The party can also swim and board at **B1** in **4 TU**. Go directly to section B.

If the party reaches the beach at 11 TU or higher, Greth is already out to sea.

TRANSPORTATION

If the party has Johann or another villager leading them, they will know to grab oars and take the party to the fastest skiff overturned on the beach.

Skiff [TU Rate: 1-to-2]

For every 1 TU Greth is ahead of the party, it will take the party 2 TU to row the skiff to reach the tip of Greth's tail at **B1**.

Example: If Greth is 4 TU ahead of the party, it will take 8 TU for the party to reach the tip of Greth's tail.

However, if the party is attempting to reach Greth unaided, they have the following choices for transportation:

Skiff [TU Rate: 1-to-4]

For every 1 TU Greth is ahead of the party, it will take the party 4 TU to row the skiff to reach the tip of his tail at **B1**.

Example: If Greth is 6 TU ahead of the party and they are familiar with boatcraft, it will take 24 TU for the party to reach the tip of Greth's tail.

Swim [TU Rate: 1-to-6]

For every 1 TU Greth is ahead of the party, it will take the party 6 TU to swim to reach the tip of Greth's tail at **B1**.

Example: If Greth is 6 TU ahead of the party and they decide to swim, it will take 36 TU for the party to reach the tip of Greth's tail.

DROWNING

The referee should consult the rules on Drowning found under the Hazards and Challenges section.

FISHERFOLK IN BOATS

They will follow after Greth until he dives into the deep.

B BOARDING THE BEAST

VARIOUS TU

As the party paddles near the black bulk of Greth, they can see the great keep on his back and a wooden dock running down the length of his tail.

HERE THE PARTY MUST DECIDE IF THEY BOARD GRETH.

If the party decides to board Greth, they have four places to do so: **B1** through **B4**.

B1 to B2 = 1 TU B1 to B3 = 2 TU B1 to B4 = 3 TU

Because the water around Greth's tail is turbulent with the paddling of his rear flippers, each area above **B1** that the party attempts to board, takes the same TU Rate it took to reach the tip of Greth's tail.

Example 1: A party in a skiff piloted by Johann rowing to and boarding at **B4** will take 3 TU at a 1-to-2 TU Rate, totaling 6 TU.

Example 2: A party swimming to and boarding at **B4** will take 3 TU at a 1-to-6 TU Rate, totaling 18 TU.

C RACE TO THE KEEP

VARIOUS TU

The party must now race to the keep across the slippery terrain of Greth. To reach the keep from the following locations it takes:

C1: 3 TU C2: 2 TU C3: 1 TU C4: 1 TU

C1 - C3: The party clambers up Greth's tail and climbs onto the slimy, kelp-draped dock.

C4: The party scrambles up Greth's slick, spiked shell.

D DEFENSE OF THE KEEP

3 TU

From the shadows of an arched passageway in the black, barnacle-smooth outer walls of the keep **3 Iguanamen** race out and attack the party. **3 TU encounter.**

1 OUTER BAILEY

6 TU

The dark passageway leads into the bailey beyond. On the sea slick floor of the dragon turtle's shell, **2 Iguanamen** are hastily devouring a **pair of corpses.**

As the party exits the passageway, another **4 Iguanamen** surprise the party by leaping from the walls above the passageway where they cling. There is a **4-in-6 chance** that the 2 feasting Iguanamen will engage in the fight. Roll each round. **6 TU encounter.**

2 INNER BAILEY

6 + VARIOUS TU

Before the stone steps, **6 Iguanamen** are finishing gagging and hogtying 6 captives with iron kelp. Another 6 captives are already gagged and tied around them. They will attack the party once they see them approach. **6 TU encounter.**

The remaining **Iguanamen** raiders guard the remaining captives. After the first Iguanaman of the above group dies, the remaining Iguanamen will join the fight.

FREEING CAPTIVES

It takes 1 TU per party member to cut 1 captive free of the iron kelp. If more than 1 party member works to free captives at the same time, they free the same number of captives as there are party members working per 1 TU.

DOOR

Swollen door in the northern wall requires a Strength roll of 20 to open. **1 TU per try.**

MOVEMENT

Moving to and from or between any of the rooms 3 through 9 takes **1TU to force open doors and explore.**

3 DARK FOYER

1 TU

Double doors open onto **darkness** at the end of the foyer is a ruined portrait of a blue bearded wizard on the far wall. **1 TU.**

4 ISS'THI'QUA'S HALL

2 TU + 3 TU

A long, worm-riddled table commands the center of the room, seated at the head, is **an Iguanaman (Iss'thi'qua)** with its eyes closed and a blue diadem glowing in the center of its crown (of dragon turtle control). On both sides of the seated figure are **2 Iguanamen** who leap to attack, knocking over benches and stools in their haste. **2 TU encounter.**

ISS'THI'QUA

If the party defeats the two guards, Iss'thi'qua will command Greth to dive into the deep. The diadem will glow an intense marine blue. As it fades, Iss'thi'qua will rise from her stool and attack the party. **1 TU encounter.**

DIVING

The Time Unit Tracker moves to 60 and Greth begins to dive.

THE CROWN OF DRAGON TURTLE CONTROL

Any party member putting on the crown will contact the alien consciousness of Greth. Greth must immediately **save versus spells with a -2 penalty** to resist. Once controlled, Greth will do whatever is commanded by the wearer for as long as the crown is worn.

5 SODDEN CORPSE STORAGE

1 TU

Plain stone room. Low-tide stench. 1 bloated corpse bound with iron kelp.

6 NARROW HALLWAY

1 TU

Far northeastern door is guarded by **1 Iguanaman** crouched in the darkness before it. Anyone not an Iguanaman entering the hallway will be attacked. **1 TU encounter.**

7 COLD KITCHEN

1 TU

Bloated, blue, half-gnawed halving corpse on floor next to a cold stone hearth, broken crockery and dishes. Hidden silk purse: 90 gp. **1 TU to search.**

8 TREASURE CLOSET

1 TU OR MORE

Filled with rags, bones, and treasure. Roll 1d20 on the chart below. **1 TU per search.**

1	silver gilded conch, summons ghost ship when blown at sea	11	amber pendant with trapped pixie (2,000 gp)
2	stiff leather pouch w/ 17 cowrie shells	12	gold tetradent (1,750 gp)
3	verdigris periscope, unusable, but silver mirrors are salvagable (100 gp)	13	carved chalcedony mountain lion figurine, magical
4	small chest of gold ingot (5,000 gp)	14	ivory flute of <i>sleep</i>
5	platinum bangle, sea serpent biting tail, magical, poison immunity	15	five fist-sized fire rubies (2,500 gp)
6	necklace of polished azurite (1,250 gp)	16	silver-chased +1 dagger
7	rust-resistant iron hauberk, magic	17	giant black pearl (1,000 gp)
8	braided bronze torque (50 gp)	18	ring of underwater breathing
9	mother-of-pearl shell gorget (500 gp)	19	ebony wand of <i>darkness</i>
10	hammered gold death mask, cursed, wearer becomes possessed by ghost	20	shark tooth studded war oar of the deep ones

9 EGG CHAMBER

1 TU OR MORE

Pentagonal room filled waist high with moist, brown seaweed. Lifting up the seaweed nearest the door reveals a foot-long, soft, leathery white **egg**.

There are **19 eggs** in the room. **1 TU** of searching per party member to find one egg. If more than 1 party member searches for eggs at the same time, they find the same number of eggs as there are party members searching per 1 TU.

TIME UNIT TRACKER

For the purposes of time tracking, time is measured in **Time Units (TU)**. There are **60 Time Units total** until Greth dives into the deep, use the Time Unit Tracker on the next page to **keep track of them**.

1	2	3	4	5	6	7	8	9	10	Greth heads out to sea	
11	12	13	14	15	16	17	18	19	20	keep	63
21	22	23	24	25	26	27	28	29	30		
31	32	33	34	35	36	37	38	39	40	bailey	62
41	42	43	44	45	46	47	48	49	50		
51	52	53	54	55	56	57	58	59	60	bailey	61
										half floods	
										Greth dives into the deep	

TOWNSFOLK & IGUANAMEN

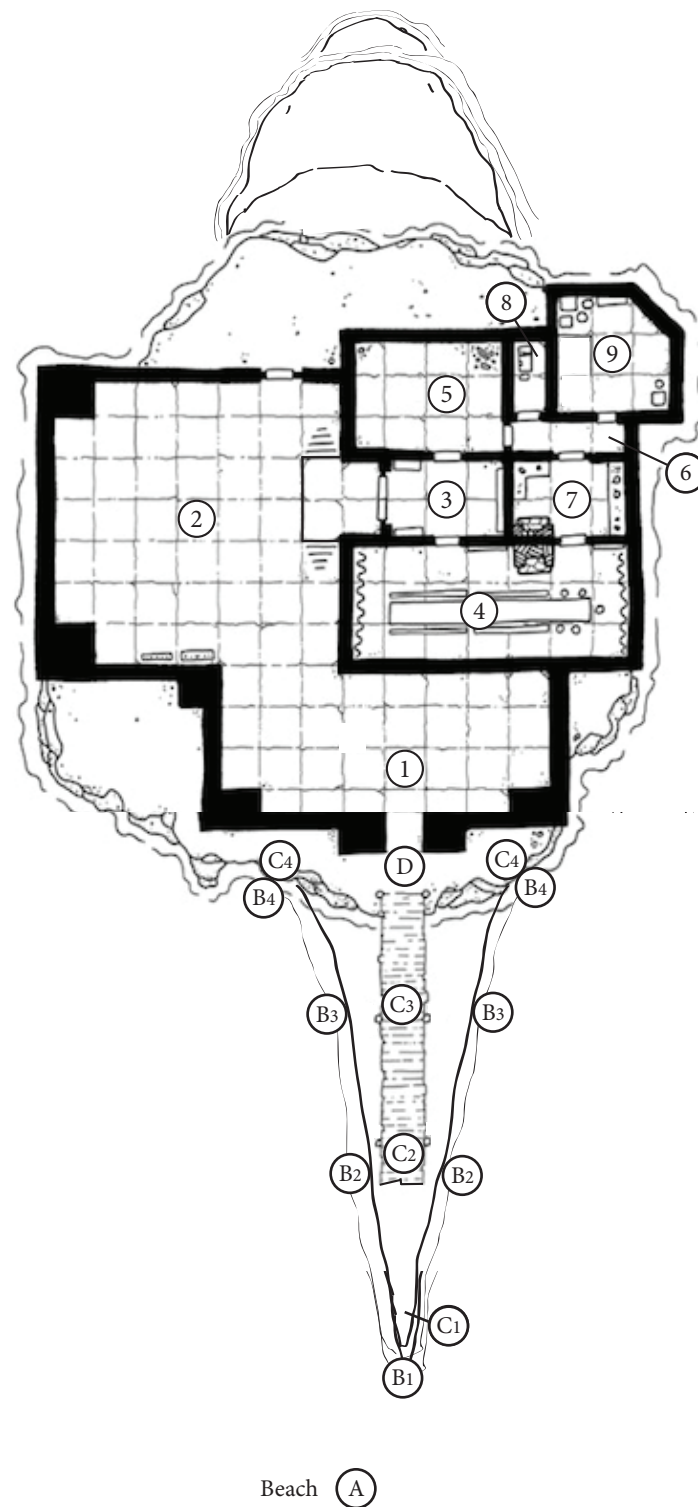
If they aren't stopped, the 22 Iguanamen raiders will have carried 22 captives back to their keep. They are mostly children and elderly folk, with some smaller, weaker adults among them. The first two from the house nearest the shore are already being devoured by 2 Iguanamen. For each person rescued, roll a d20 or select from the table.

Living Captives			
1	Amos Crabb	11	Charlie Orr
2	Mara Crabb	12	Nilla Orr
3	Justan Dock	13	Calder Potts
4	Markum Dock	14	Juna Potts
5	Daver Green	15	Menk Stowe
6	Jules Green	16	Priss Stowe
7	Sarha Jibb	17	Ilma Van Nett
8	Simi Jibb	18	Walt Van Nett
9	Villa Marr	19	Connie Yann
10	Vitor Marr	20	Connor Yann
Deceased Victims			
X	Abbie Stern	X	Conrad Stern

Iguanamen Raiders				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22			

Iguanamen on Greth			
23	24	25	I

Greth, the Dragon Turtle



Beach (A)

THE KEEP OF THE DRAGON TURTLE GRETH

FEAR THE WAVES, THE TIDES, THE SEA! FOR A FEARSOME KEEP OF STONE ROAMS
THE OCEANS, DELIVERING ITS DEADLY CARGO OF IGUANAMEN WHEREVER IT LANDS!

FIGHT IGUANAMEN



CHASE IGUANAMEN



REACH the BEACH



GET to GRETH



BOARD GRETH



RACE to the KEEP



FIGHT IGUANAMEN



ENTER the KEEP



FIGHT IGUANAMEN



FREE CAPTIVES



EXPLORE the KEEP

