

Wavestone Keep



ShockTohp

Wavestone Keep



Written By Kevin Conyers

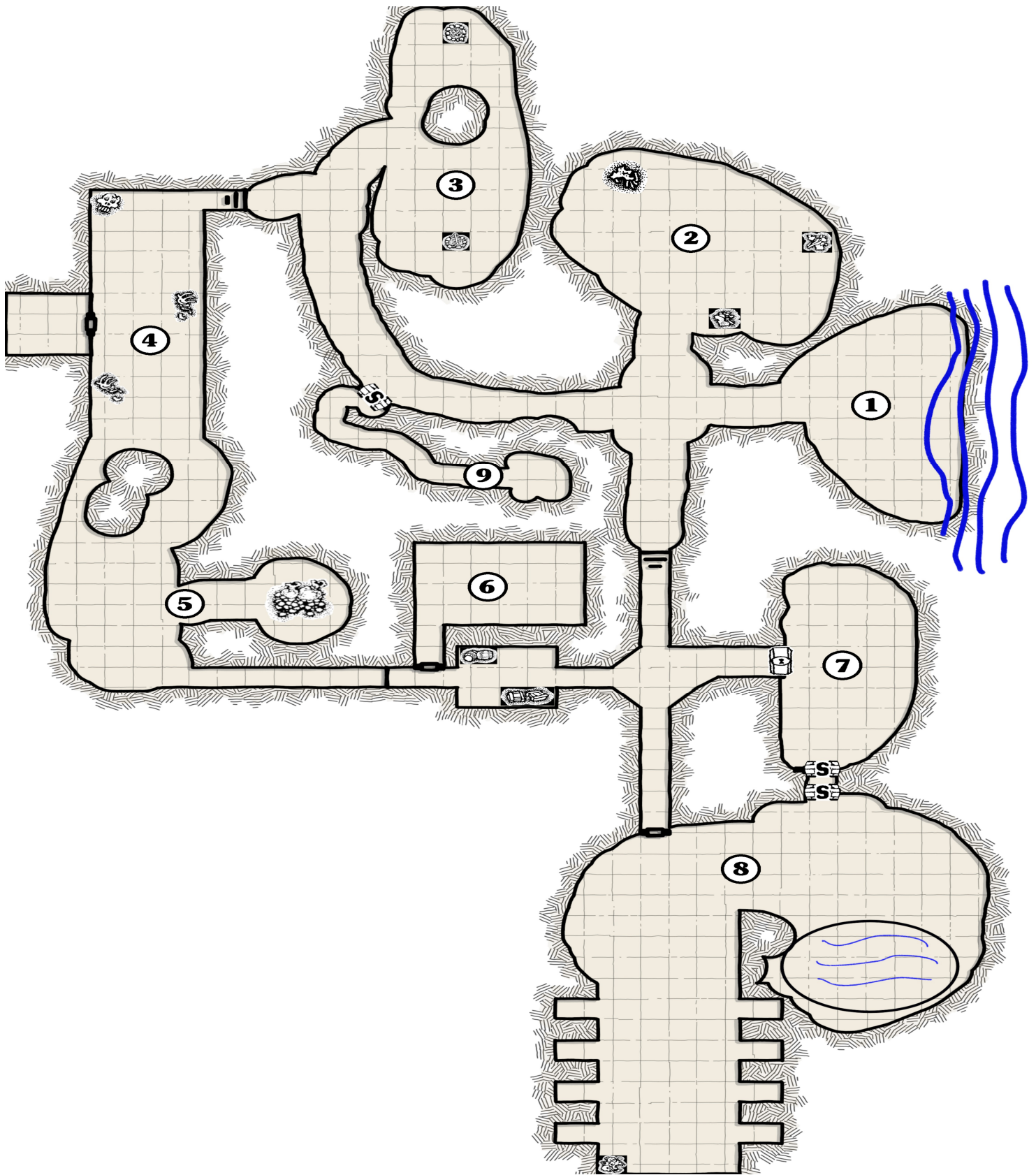
Dungeon map drawn by Kevin Conyers, utilizing Dungeon Scrawl

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Introduction

Wavestone keep is an adventure module for Old-School Essentials or other old-school RPGs. It is a moderate to difficult challenge for parties up to 3rd level. It is a homage to Walter Moers' **Rumo and His Miraculous adventures**.

Provided is a small map, with filled in rooms, along with adventure hooks.

Bolded monsters can be found in the **Old School Essentials Classic Fantasy**™ rule book, under the Monster Descriptions Section.

Rooms can be assumed to be slate gray, dimly lit granite caves, unless otherwise specified. A map square is 10 feet.

Location Information

Wavestone Keep is a mass of granite, floating listlessly in the ocean. Made a long time prior by an ancient wizard as a display of power for a forgotten king, this hulking mass of stone has been commandeered by a viscous, sea-faring lizard man tribe. They use this rocky fortress as a staging point to raid any ships or coastal settlements that come into their sights. Disturbingly, the reported locations of the Keep itself do not match known tidal patterns, or possible sailing routes. It appears to move about the ocean at random, appearing and disappearing like sea mist. However, such place does not exist without acquiring much gold, leading to other groups raiding it as often as it raids the mainland.

Adventure Hooks

The Keep itself is a clear and present danger in any setting, but works best in campaigns already set in or around coastal areas. However, hardened adventuring groups usually need more than charity to motivate them into action. Here are a few ways to pique their interest.

- **Gold and Glory:** the keep has been inhabited for decades, and in that time the Lizards have amassed quite a bit of wealth
- **Ambushed!:** The party awakens, stripped of gear, trapped in the bowels of the Keep itself. (if using this one, especially at level 1, the referee may want to tone down some of the encounters.)
- **Foul Sorcery:** A wizard has deduced that the Keep has a portal array of some kind, and asks the party to Retrieve it.

Wandering Monsters

For each new room, and every three turns there is a 2 in 6 chance of an encounter from this table happening.

Who Lurks There? (1d6)	
1	1d4 Giant Rats , seeking meal bits
2	1d6 Bats
3	Snapjaw, a Large Crocodile , sleeping 3 in 4
4	1d4 regular crabs (harmless)
5	Kobold (See area 2)
6	Lizard Man, a wandering guard

1 Carved Port

Slick, rocky floor, crudely carved walls.

Guarded: 2d4 Lizard Man

Built to contain the tribes boats (ranging from simple canoes to a single large sloop capable of carrying a raiding party). This room is a favorite attacking point of other seafaring races, such as merman and human pirates, as such there is a 2 in 6 chance that 1d10 lizard guards are currently engaged in combat with some group from the following table:

Sea Raiders!	
1	1d4 Giant Fish
2	1d6 Buccaneers
3	1d6 Merman
4	1 Giant Squid

2 Kobold Cave

Crumbly natural cave, stone floor littered with detritus

Inhabited: 3d10 Kobold

These Kobolds were enslaved by the tribe, and resent their masters. They may be persuaded to help any adventurers if it means disposing their masters.

3 Fire Pits

Large natural cave walls covered in smoke stains, smells of

soot. Holes in the cave roof serve as chimneys.

Inhabited: 1d10 Lizard Man, huddled around the fires.

4 Dining Hall

Large carved room, bones lay scattered from meals

The small adjoining room is the Chief's room. The Chief is the biggest lizard man on the island, and wields a **Staff of Striking** (Rods, Staves, Wands in Old School Essentials as a symbol of their position. The chief may be sleeping, taking a meal, or out prowling the island.

5 Treasure Hoard

Natural cave, carefully cleaned floors. Covered in gold, jewels, and discard armor.

Guarded: 1d4 – 2 Lizard Man

Treasure Hoard: contains at least 4000 GP worth of treasure, as well as mundane weapons and armor of all varieties.

6 Lizard Barracks and Storage

Crudely carved room, stone protrusions serve as beds.

Inhabited: 2d10 Lizard Man

Small adjoining room serves as a dry good storage area, contains a few barrels of spoiled wine.



7 Nesting Room

Large natural cavern, covered in straw and other nesting materials. Strange, glowing stones in walls provide constant heat.

*Guarded: 2d4 **Lizard Matron**, 1d6 **Lizard Man***

This room is where the tribe rears it's young. A few prestigious warriors, known as **Lizard Matrons**, watch over the egg clutches along with a few chosen guards. This job is considered so important that those inside will not leave except to obtain food, and then only one at a time. The room contains a secret passage to the larder for this purpose.

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**.

8 Larder and Live Well

Mix of crude carved walls and natural cave. The carved side has numerous cages and manacles secured to the walls and floor, the cavern contains a large, deep pool full of fish.

*Inhabited: 2d6 **Normal Humans** caged or manacled. 1d8 **Giant Fish**, 1 Nixie contained in the pool.*

This large cavern and room combo is stores the tribe's live food. The Nixie in

the pool is quite crafty, and can unlock the main larder door as needed. She has been unable to locate the sea so far, but knows a good deal about rooms 5-7. She is willing to share this information with adventurers for a promise of being returned to the ocean. The pool contains a number of humanoid skeletons, if asked about them the Nixie grows morose and refuses to speak further.

9 Portal Stone

Small cramped tunnel behind a secret door. Contains a glowing set of crystals that radiate magic.

This crystal array is a malfunctioning portal generator, it is responsible for the Keep's erratic movements throughout the world. Destroying it would likely make the seas much safer. Shards of the crystals may be treated as magical treasure, worth 2d6 * 100 GP.



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Lizard Matron abilities on page 7

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