THE KEEP OF THE DRAGON TURTLE GRETH

writing & layout
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maps
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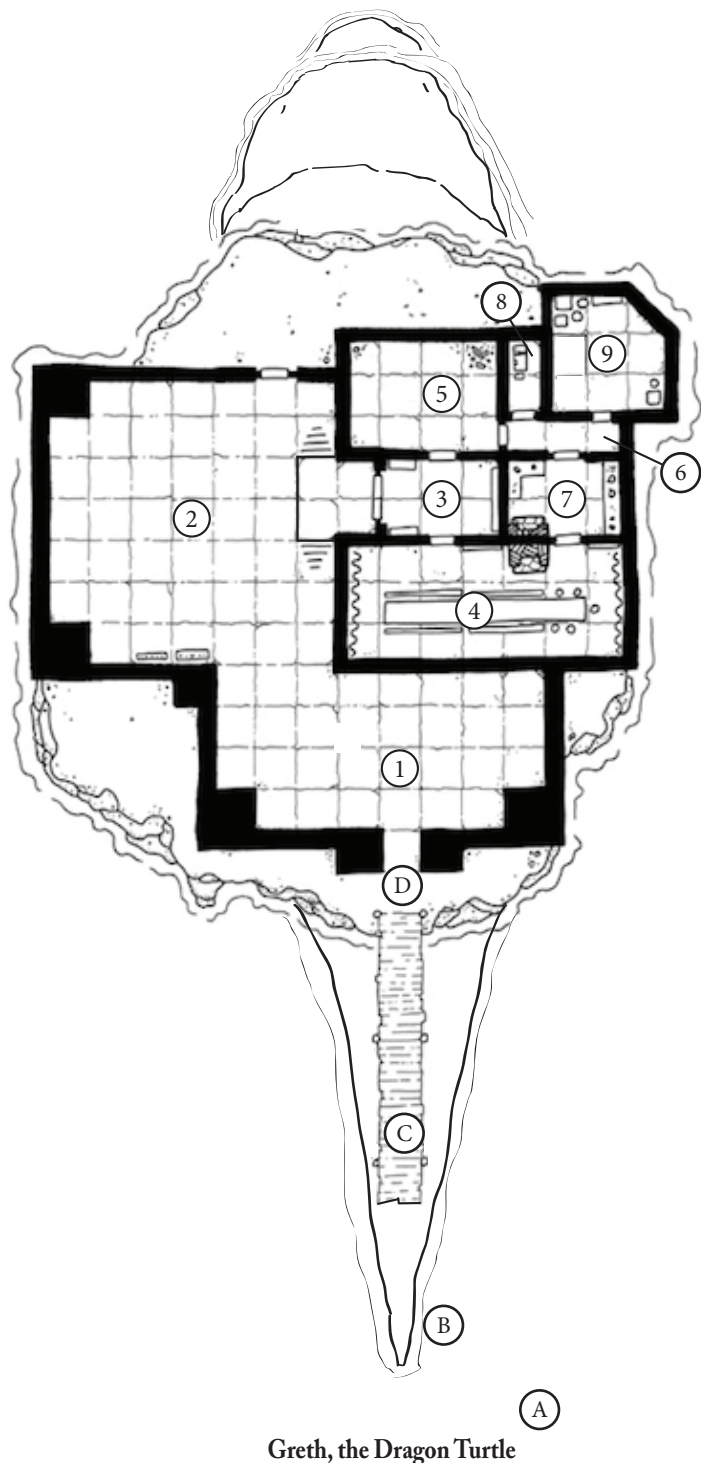
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Greth, the Dragon Turtle

INTRODUCTION

Fear the tides! For upon the ocean's black abyss rides a keep of stone on the broad shelled back of the mighty dragon turtle Greth.

Fear the tides! For unbeknownst to the fisher families of Stonewave the tides have turned against them.

Fear the tides! For this night, the vast body of Greth will beach itself upon the shore and a score of Iguanamen will be disgorged to raid the town for fresh human flesh.

Can the party fight off the Iguanamen raid in the night?

Can the party reach Greth in time to rescue the captives before he dives 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 run with a timer. The players must race against the clock to reach the beach and get to Greth to rescue the captives before he sinks beneath the waves. **It's recommended that the referee have a sand, egg, or digital timer on hand during play.**

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WRITING

Writing & layout by J. Blasso-Gieseke for 21st Centaury Games.
The name Greth was borrowed from Dyson's map 'cause 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/2019/02/11/rose-point-manor/
https://dysonlogos.blog/2019/08/05/turnip/

GRETH, the DRAGON TURTLE

Greth is a gargantuan ancient dragon turtle with a castle keep attached to its carapace like a giant black barnacle upon its back. Some sailors 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 with razor sharp claws that grips easily to flesh and rock.

The Iguanamen hunger for human flesh and ride their god Greth to endless bounty. The Iguanamen are semi-intelligent and keep no records. They never remember a time when they weren't riding Greth's back.

Like their god, they can hold their breath for long periods of time, and rise and sink with him like fate.

There are 26 Iguanamen total on Greth. 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.

SET UP & SCENARIOS

The party has traveled to the small seaside town of Stonewave because:

1. One or more of the party members is from there. See Family Manor map page 9.

   a. The party is staying with the family at their manor in town and must fight the Iguanamen during their night raid to stop them from kidnapping:

      i. a family member.
      ii. a party member.

2. The party is passing through. See Laughing Gull Tavern map on inside back cover.

   a. The party is staying at the Laughing Gull Tavern. They must fight the Iguanamen to stop them from kidnapping:

      i. the tavernkeeper or one of their family members.
      ii. a guest staying at the tavern.
      iii. a party member.

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 females. 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	saved by party?
10	Vitor Marr	20	saved by party?
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	26

IGUANAMEN RAIDERS BREAK IN

Just before dawn, the party wakes to the sound of braking glass, a crashing door, and the wet flapping of heavy feet upon the floor. What do they do?

Downstairs, 2 Iguanamen are searching for the nearest bedroom.

If the party fights and kills the Iguanamen, X out two boxes under Iguanamen Raiders on page 3 and remove a pair of Living Captives from the townsfolk table.

OUT IN THE STREETS

Whatever the party chooses to do, they will hear screams and cries for help echoing through the streets.

If they go to investigate, a neighbor, **Johann Sparr**, a simple, but powerfully built fisherman in his late-40s, will be 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 ocean and say, "Some sort of lizardmen. I seen them carrying off the Potts's kids."

If asked to help, he'll steel his nerves and readily agree to lead them down to the beach or docks where he saw the "lizardmen" running with their captives.

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

TIME

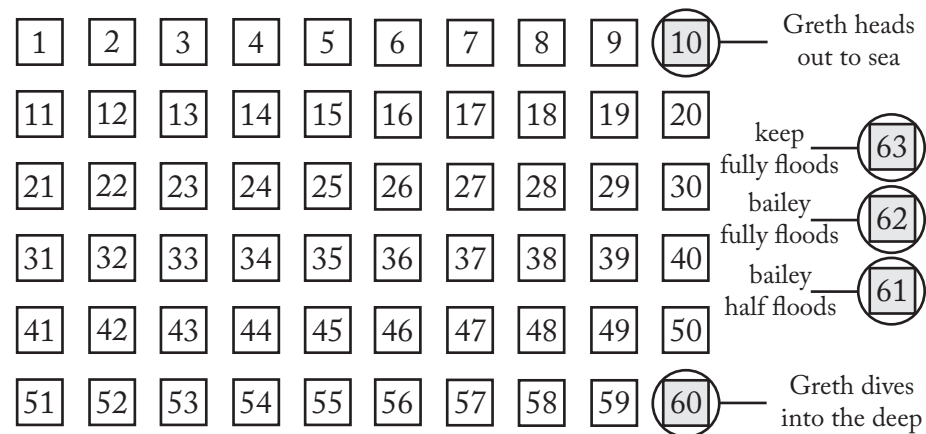As soon as the party makes a decision about what to do, the countdown begins.
But, if there is any hesitation, start the timer and let them know the clock is ticking.
The timer doesn't track time. It's there for tension. For the purposes of time tracking, time will be measured in **Time Units (TU).**

From this point forward, every decision the party makes will affect how much time it takes them to get to Greth and how much time they will have aboard Greth to rescue the captives before he dives into the deep.

There are **60 Time Units total** until Greth dives into the deep. **Keep track of them.**

Every decision 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 rescue.

TIME UNIT TRACKER

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	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	(60)	Greth dives into the deep

keep fully floods — (63)
bailey fully floods — (62)
bailey half floods — (61)

TOWN ⟶ BEACH/DOCK

HESITATION
Any time the party hesitates or takes excessive time to do anything: **Add 1 extra TU to reach the beach/docks.**

NAVIGATION
If one or more of the party members is from Stonewave or if they have Johann or another townsperson leading them, it will take them: **8 TU to reach the beach/docks.**

If none of the party members are from Stonewave and they're attempting to get to the beach/docks themselves, it will take them: **12 TU to reach the beach/docks.** But, if the party ask for directions or recruits another townsperson: **Subtract 2 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, the Iguanamen will drop their captives and defend fight. **Each Iguanaman fought adds 1 TU to reach the beach/docks. 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 3 and remove a pair of Living Captives from the townsfolk table.

NOTE ON MORALE: If Johann or another townsperson 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/docks.**

At the beach/dock, a weeping mother points desperately into the distance as the great girth of Greth turns wide with the tide and heads out to sea.

THE MATH
Add up the number of TU the party used to get to the beach/dock and subtract the sum by 10. This is the number of TU that Greth is ahead of the party in the ocean.

If the number is -2 to 0, the party reaches Greth as he's turning toward the sea. Greth's tail is still in the shallows and can be reached at point at B_1 by quickly wading to it and boarding in **2 TU**. Go directly to section C to race to the keep.

If the number is 1 or higher, Greth is already on his way out to sea. Add this number to whatever transportation choice the party makes below.

TRANSPORTATION
If one or more of the party members is from Stonewave or if they have Johann or another townsperson leading them, they will know to grab oars and take the party to the fastest skiff overturned on the beach or moored to the dock.

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 B_1.

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 none of the party members are from Stonewave and they're attempting to reach Greth unaided, they have the following choices for transportation:

Skiff [TU Rate: 1-to-3 or 1-to-4]
For every 1 TU Greth is ahead of the party, it will take the party 3 TU to row the skiff to reach the tip of his tail at B_1. +1 TU for parties unfamiliar with boatcraft.

Rowboat [TU Rate: 1-to-4 or 1-to-5]
For every 1 TU Greth is ahead of the party, it will take the party 4 TU to row the rowboat to reach the tip of his tail at B_1.+1 TU for parties unfamiliar with boatcraft.

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 B_1.

NOTE ON DROWNING: The referee should consult the rules on Drowning found under the Swimming subsection under the Hazards and Challenges section of Old-School Essentials Classic and Advanced Rules Tome for full rules.
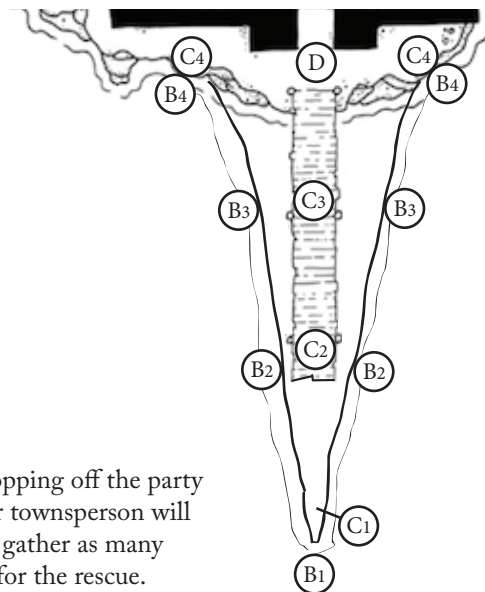
NOTE: After dropping off the party Johann or another townsperson will return to shore to gather as many boats as they can for the rescue.

Beach (A)   (A) Dock

The party has four places to board Greth: B_1 through B_4.

$$B_1 \text{ to } B_2 = 1 \text{ TU}. \quad B_1 \text{ to } B_3 = 2 \text{ TU}. \quad B_1 \text{ to } B_4 = 3 \text{ TU}$$

Because the water around Greth's slick, spiky tail is turbulent due to its side-to-side motion and the paddling of his rear flippers, each area above B_1 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 B_4 will take 3 TU at a 1-to-2 TU Rate, totaling 6 TU.

Example 2: A party swimming to and boarding at B_4 will take 3 TU at a 1-to-6 TU Rate, totaling 18 TU.

The party must now race to the keep across the moving and slippery terrain of Greth.

If the party travels from C_1: **It takes 3 TU to reach the keep.** From C_2: **It takes 2 TU to reach the keep.** From C_3 or C_4: **It takes 1 TU to reach the keep.**

D DEFENSE OF THE KEEP

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

1 OUTER BAILEY

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 3-in-6 chance that the 2 feasting Iguanamen will engage in the fight. Roll each round. **6 TU encounter.**

2 INNER BAILEY

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.**

Another **5 Iguanamen** (**or** 3 **or** 1 if the party fought Iguanamen in town*) guard 6 captives (**or** 4 **or** 2 if *). They will attack after gagging and hogtying the remaining captives in 4 combat rounds. **5-3-1 TU encounter.**

It takes 1 TU per party member to cut 1 captive free of the iron kelp. If they work together the number of captives freed doubles per party member involved per 1 TU.

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

3 DARK FOYER

Double doors open onto **darkness** and a ruined portrait on the far wall. **1 TU to reach.**

4 SLEEPING-MATING HALL

Collapsed, worm-riddled table, benches, and chairs. Torn tapestries soaked with the sea. **2 Iguanamen** mating. Disengage and attack. **2 TU encounter.**

5 SODDEN CORPSE STORAGE

1 bloated corpse bound with iron kelp. **1 Iguanaman** glutting itself. **1 TU encounter.**

NOTE: Movement between any room (3) through (9) is **1 TU** to force open doors and explore.
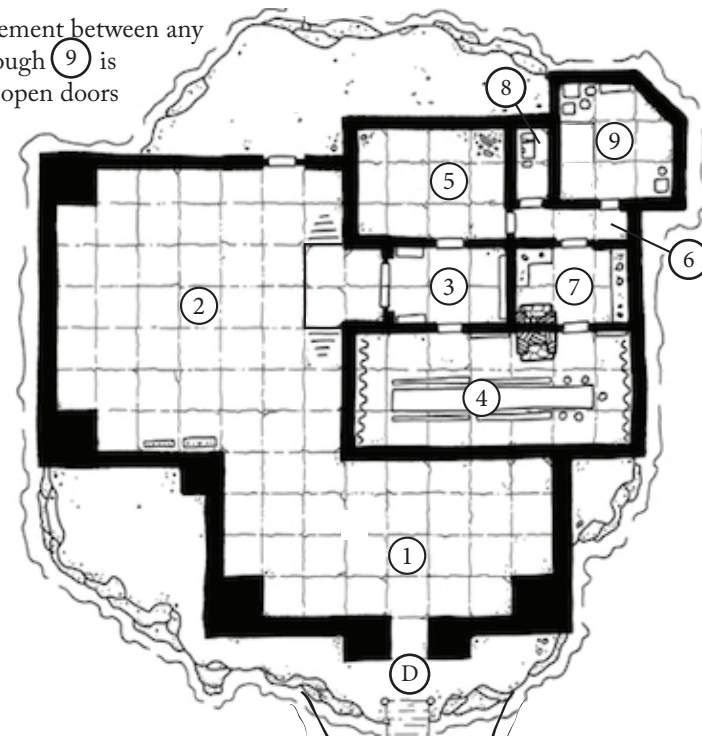
6 NARROW HALLWAY

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

Cold hearth. Waterlogged wooden shelves. Broken dishes and crockery. Bloated, blue, half-gnawed halfling corpse on floor. Hidden silk purse: 90 gp. **1 TU to search.**

8 TREASURE CLOSET

Filled with rags, bones, and treasure. See Treasure Chart on back cover. **1 TU per search.**

9 EGG CHAMBER

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. One round of searching per party member to find one egg. **1 TU per egg.**

Upstairs

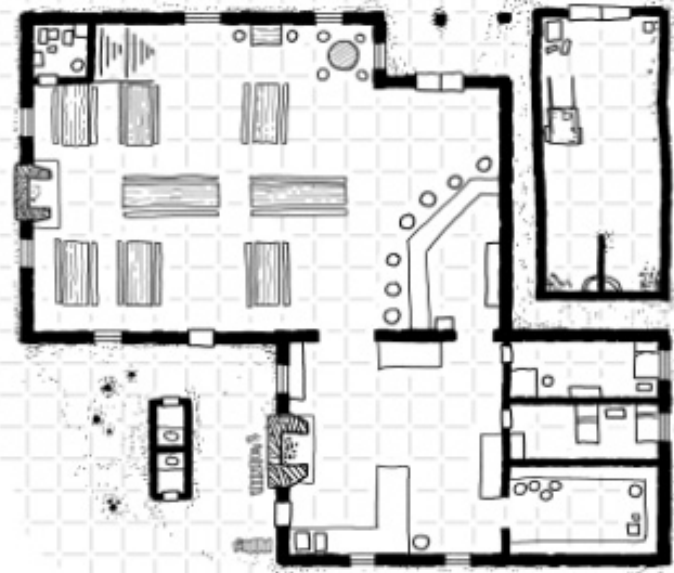**Upstairs**

Ground Floor
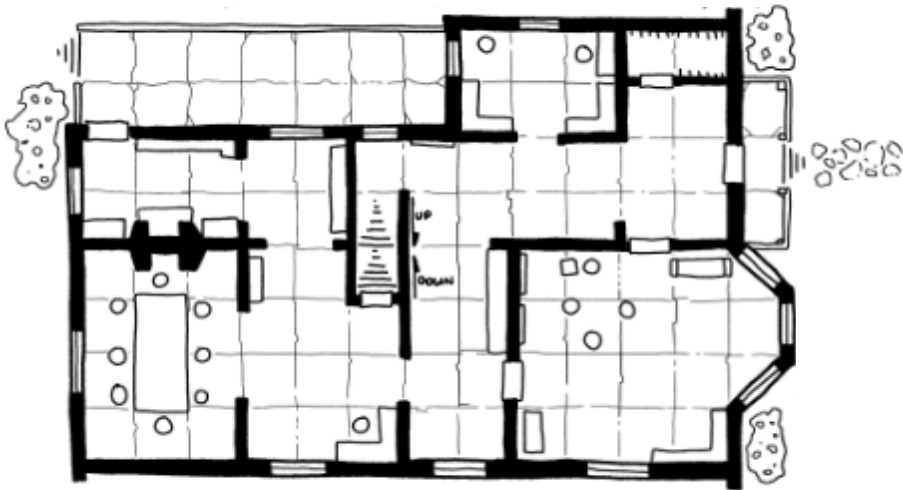
Ground Floor

The Family Manor

The Laughing Gull Tavern

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TREASURE

All treasure is found in Room 6, the closet. These are sharp and shiny things that the Iguanamen dimly understand have some value because all the creatures they eat carry them and protect them. Roll 1d20 on the chart below for every 1 TU turn searched by a party member. If the same result is rolled, select the next highest numbered item:

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, magical
4	small chest of gold ingot (5,000 gp)	14	ivory flute of *sleep*
5	platinum bangle, sea serpent biting tail, magical, poison immunity	15	five fist-sized fire rubies (12,500 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	kraken tooth
9	mother-of-pearl shell gorget (500 gp)	19	ebony wand of *darkness*
10	hammered gold death mask, cursed, wearer becomes possessed by ghost	20	shark tooth studded war oar of the deep ones