

Julius Wavestone Keeps Killing!

A S&W adventure for 4-6 adventurers levels 1-3, by Nicolas Roman

Highborn serial slayer Julius Wavestone has fled civilization and taken refuge in a hidden sea cove! Hunt him down and claim the bounty, if you can defeat his supernatural allies. Else your lifeless bodies shall feed the waves, the ides, and the seal itself!

Intro

Marquis Wavestone has promised a boon to any group which discreetly retrieves his wayward son, alive or dead. This boon is equivalent in value to a noble vassal title or fief over a village.

The party is assisted by the demonic seal **Grundlesquelch**, bound by a demonic seal to serve the noble families of Gravelmass. It cannot harm a human unless first attacked, but it is free to make deals. Along the way to the cove, it will offer the party a bargain; answer a riddle, and receive a magical item from its gullet; answer incorrectly, and be eaten. It has three riddles and three items, each more puissant than the last.

Riddles

1. I came from the sea
And its voice speaks through me
Wherever I may be
What am I?
A: A seashell
Reward: *Enchanted conch*

2. I am surrounded by friends
And my laughter resounds
In air and water
What am I?
A: A dolphin
Reward: *Bezoar amulet*

3. All fear me, feed on me
Carry me within them
None may evade me
What am I?
A: Death
Reward: *Whalebone club+2*

The Cove

1. Piranha Swarm. A churning swarm of flesh-eating fish surrounds the cove, ravenous enough to chew through wooden oars and hulls.

- 10 rations are sufficient to distract them and pass through each way . Grundlesquelch offers to eat a path through on the same terms as his other bargains.

2. Tideworn Cavern. Millennia of shifting tides have painted striated bands of color on the cavern walls. The splintered remains of a rowboat lie at the cave mouth. Two exits beckon to the left and right.

- Gentle varicolored light drifts from the right exit, and an off-key sea shanty drifts on the wind.

3. Pit of Rainbow Crabs. A narrow walkway winds around a circular pit filled with hundreds of mutant rainbow crabs battling and cannibalizing one another, their **opalescent carapaces** reflecting and intensifying light. Those who do not avert their eyes must Save each round or be blinded for 1d4 turns.

- Traversing the **walkway** offends the Giant Rainbow Crabs, who attempt to drag in anyone who approaches the pit.
- At the bottom of the pit lies an *elven plutonium revolver*, complete with a full cylinder of 6 *antimagic rounds*.

Giant Rainbow Crabs (15): HD A; AC 7 [12]; Atk pinch 1d3; Sav 18; Spec dazzling carapaces; ML 7; AL N; 5xp.

Hp 1 3 4 2 1 3 2 3 1 3 1
1 3 2 2

4. Stalagmite Path. A cavern of stalagmites admits only a cramped, difficult path. Scraps of purple velvet cloth hang from the rock formations.

- A trail of *dust of sneezing and choking* is spread thin along the ground. If anyone attempts to cross in a hurry, the dust kicked up requires they Save or cough uncontrollably for 1d4 turns.

5. Last Rest of the Satrap. The lost pirate vessel **S.S. Supreme Satrap** floats upside-down in the air. Below, the remains of its **skeletal crew** croak outdated shanties and scheme their return to greatness.

- The **Satrap** is suspended 30' off the ground, surrounded by smooth walls.
- The **crew** call themselves the Ides, led by Captain 'No-Ides' Bonnie.
- Julius secured passage with a gamble and purchased the services of several crew members in exchange for the fleshy bits of his future victims. They are open to further deals.

Ides (10): HD 1; AC 8 [11]; Atk weapon 1d6; Sav 17; Spec immune to charm and sleep; ML 12; AL C; 15xp.
Hp 8 8 3 4 4 2 4 7 7 8

6. Hold of the Inverted Satrap. Scattered amid the wreckage and detritus of the upside-down ship, the party may find a bottle of fortified wine (*potion of healing*) in the captain's quarters, a briefcase of noblewoman's frippery (300gp) and an active *immovable rod* at the top of the hold.

7. The Indolent Giant. A towering, naked giant sits cross-legged and motionless, breathing like a bellows. **Shimmering crystals** and crushed bone fragments glint in bramble-thick hair that pools around him.

- Each of the **20 crystals** is worth 30gp, but they are progressively tougher to dig out, 5 in one turn, 5 in the next two turns, 5 in the next three, and the last five in another four. Each turn that passes, the giant has a **1:6** chance to stir and crush the annoyance.

Giant: HD 10+1d4; AC 4 [15]; Atk crush 3d6; Sav 8; Spec indolent, affected by *sleep* as if 4HD; ML 10; AL C; 1400xp.
Hp 41

8. Slug Tunnel. Slimy black cave slugs lap at **milky-silver liquid** trickling down the tunnel. A constant, low chant drifts from the cavern ahead.

- The **liquid** is condensed moonlight. Its flavor is subtle and gently cool, but also highly addictive.

9. Moonlight Pool Chamber. Julius Wavestone feverishly fills vials with condensed moonlight and chants wicked charms whilst his skeletal allies stand guard. He is desperate to escape pursuit, and no qualms with adding to his body count.

- Grundlesquelch rises in the pool and offers Julius a *lesser wand of magic missile* (8 charges) in exchange for the PCs' carcasses.

Julius Wavestone: MU 3; AC 8 [11]; Atk 1d4 dagger; Sav 12; ML 10; AL C; wavestone seal(400gp), *ring of protection*, bag of gems (500gp); 120xp.

Spells: 2/1; 1: protection from good, shield; 2: phantasmal force.

Hp 11

Ides (7): HD 1; AC 8 [11]; Atk weapon 1d6; Sav 17; Spec immune to charm; ML 12; AL C; 15xp.

Hp 4 7 6 8 7 4 6

Grundlesquelch: HD 8; AC 0 [19]; Atk bite 1d6 + 2*claw 1d8; Sav 8; Spec immune to cold, magic resistance 50%, swim 18; ML 12; AL C; *magic conch*, *bezoar amulet*, *whalebone club*+2; 1700xp.

Hp 27

Notable Items

Enchanted Conch: A spiraling pink conch shell, the interior painted with swirling runes. Casts *clairaudience* 3x per day by bringing it up to one's ear.

Bezoar amulet: A hard-packed mass of bone and other indigestibles on a leather thong. Grants +1 to all saves.

Whalebone club+2: A fin-bone reinforced and finished with steel, rocks back and forth when left unattended.

Elven Plutonium Revolver +3: Unexpectedly heavy, cased in silver and engraved with windy mountain motifs. Damage 3d6 +3, range 6"/12"/18", Save vs Death with each use or lose a point of Constitution.

Antimagic Rounds: Ignore magical defenses and act as *bullets of slaying* against elementals and golems.

1.

1 sq = 10'



2.

4.

3.

崇

5.

6.

7.

8.

9.

3

