Wavebreaker Keep

The pillar of stone can be seen peeking up from the turbulent waves like the fin of a shark. According to the legends, this pillar should be none other than Wavebreaker Keep – a swimming tower made of stone crushing the hulls of every vessel unfortunate enough to crash upon it.

Unless otherwise noted, each room is damp and dark. The stone walls are made of force and stone, enchanted to be indestructible by forces unknown.

This module attempts to be system agnostic – the lizardmen should be weak enemies and the generic statblock for one should be fine in most systems. If your system lacks lizardmen, use the stats for an orc or another like-creature. Captain Skales himself should be slightly more powerful than the rest and serve as a fair challenge for the players.

1. The Tower’s Top

The top of the ancient stone tower rocks beneath you as the turbulent waters crash against it. Upon the crenulated tower top, you see a closed trap door made of wood caked in seaweed and soaked with water.

In contrast with the rest of the tower, the trapdoor is a poorly constructed barrier created by the lizardmen below. It opens outward towards the sky but is locked with a wooden bar wedged between the door’s inner handles. It can be forced open through brute strength or opened with finesse by the skilled hands of a thief. If brute force is applied, the wrenching of the door alerts the lizardmen in the lookout to your presence. If handled through finesse, they fail to hear your approach through the sounds of the crashing waves.

1. The Lookout

*Below the trap door is a ladder made of stone hoops leading further down into the tower. You lower yourselves into a damp room covered in musty hay and lined with wooden hatches. There is another trapdoor in the room leading further downward.*

Stationed here are three lizardmen meant to be keeping watch, however, unless they heard the players breach the tower, it’s unlikely that they’re paying any attention and even less likely that they notice the players before one party member reaches the bottom of the ladder. The lizardmen are equipped with long spears and are prepared to fight around the ladder’s landing. The hay lining the chamber is difficult terrain and is surprisingly difficult to gain footing on. If the battle looks like it is hopeless for the lizardmen, they attempt to either retreat, or to open one of the hatches. If they open a hatch, the room quickly fills with water and if they successfully retreat, they alert their comrades immediately. The hatches can be closed with a difficult strength check.

If the hatches are left open and the players are not able to close them, the remainder of the tower quickly fills with water inconveniencing the lizardmen and making it all but impossible to continue further without the use of magic. However, the tower itself has a natural draining system which disposes of most of the water back into the sea an hour after any open hatches are closed. The lizardmen will seek to close the hatches by swimming upward through the tower after they are certain that the intruders have fled.

1. Battle Stations

*The stairs lead down into a cramped room filled with benches and racks. The racks contain a large arsenal of weaponry and equipment ranging from tridents to rope to swords to crossbows. Dried blood lingers on the weaponry and the equipment seems poorly maintained. The wooden benches are covered in scratch marks and appear to be of poor make.*

The room is only a ten by fifteen-foot room with two additional doors leading elsewhere into the keep. The inner-doors are constructed of stone and are nearly air-tight and the leftmost door leading into room 5 is covered in faintly glowing runes. Going forward, all the doors are unlocked unless otherwise mentioned.

1. Mess-Hall

*The door opens into a compact dining hall with a chipped wooden table covered with a fetid feast. Human arms and legs presented like turkey legs sit on a silver platter on the table’s center with a side of stuffed human intestines.*

The lizardmen often indulge here in feast and revelry, enjoying the fruits of their raids and bragging about their dastardly deeds to one another. If the lizardmen are not on high alert, there are currently 6 lizardmen here enjoying wine and human flesh. Each lizardman is slightly drunk, and their bravado at a high. They drunkenly battle the players to the death, unwilling to retreat and seek out help.

If the lizardmen from room 2 escaped and sought out help, the lizardmen forces make their stand here in the narrow mess-hall. Including the lizardmen downstairs, there are ten lizardmen and Captain Skales waiting here readying themselves for the invaders (plus any lizardmen who retreated from room 2). The captain yells fourth at the players with phrases like: “And lookie here, fresh morsels coming right to our table here. Dig in boysss!”, “Ssslit their throatsss! Don’t let any of them get away!”, and “Fight harder! Cowardsss get the butcher!”

In the far corner of the room there is a stairway leading downwards towards room 6.

1. Sealed Vault

*This stone door’s face is covered with an array of ancient runes. The runes pulse with faint blue light. The door itself doesn’t budge when you put force against it.*

This ancient vault was long ago locked through magical warding and cannot be opened through conventional means. The magic wards waver in strength and can be dispelled by any spellcaster who can solve its purpose. For a spellcaster to open the vault, they must succeed at an appropriate knowledge or aptitude test (low).

*The door opens into a small vault. Shelves line the walls at both your waist and shoulders and are packed with items and curios. The air here is stale and dry and the vault itself is devoid of dust.*

This vault has preserved many of the treasures that the tower’s original owners had left in storage. The treasures are listed below:

Potions – Healing x6, Greater Healing x4, Restoration x2, Cure Disease x2, Neutralize Poison x2, Reduce Person x1, Mist Form x1, Water Breathing x5

Scrolls – Resurrection x1, Sending x2, Regeneration x1, Heroism x1, Heal x1

Spyglass of Farsight – This spyglass is made of carefully carved dark wood that is meticulously detailed to mimic the stars in the night sky. If one peers through its lenses, it allows them to see up to one thousand times further than their native sight. It works magically and seamlessly adjusting its distance to meet the desires and intentions of its user.

Magic Carpet – This rolled up carpet can be unwinded to reveal a beautifully patterned gold and beige carpet covered in smooth and curvy patterns. If someone steps upon the carpet and yells “Up” in any language, the carpet immediately takes to the air moving with the intention of the person who activated it. The carpet moves at 20 miles per hour but can only hold up to 300 pounds.

Orb of Freedom – Wrapped up in silks is a glass orb that shines in a prismatic rainbow when light shines upon it. This orb is a minor magical artifact allowing the one who holds it to grant freedom to those who are trapped or impeded. This allows the wearer to simply look at the distorted image of their target through the orb and focus their desires to set that person free. This works for a large variety of impediments including paralysis, petrification, bounded, grappled, stunned, slowed, trapped within a wall of force or stone, entangled, mazed, or in any other way hobbled.

1. Crew’s Quarters

*A terrible stench assails your nostrils as you see human bodies hung on hooks from the ceiling and small puddles of blood covering the floors. Ten sheetless bunk beds line the walls and a staircase sits in the opposite corner of the room leading downward.*

This room is the primary living quarters for the lizardmen crew. They hang up captured humanoids on meat hooks preferring slightly rotten meat to fresh meat. They enjoy the stench of death, and the fourteen total crewmates enjoy a large living space in-between raids.

If they aren’t on alert, the remaining four lizardmen are lounging around lazily enjoying their time off. Upon spotting the PCs they draw their weapons and attempt to ward them off. One lizardman will always be assigned to running and getting the captain, who arrives three rounds later if alerted.

Suffice to say, their captives are all long dead.

1. Captains Quarters

*The stairs lead down into what must have once been a luxurious bedroom. The tile floors are permanently stained in blood, the bed is unmade and in shambles, and the remains of wooden furniture lies on its sides scattered throughout the room. At the far end of the room is a stairway leading even further downwards.*

If the players can get to the captain’s quarters without alerting the captain himself, he is lazily laying on the remains of the bed unarmed. He yelps and jumps to his feet brandishing his claws and fangs at the intruders.

He engages in expletives, but never pleads for mercy. Captain Skales has a very firm predator vs prey mentality and is too egotistical to ever believe himself to be prey. He lunges at the party fighting to the bitter end.

Amongst the wreckage in this room, you find a rolled-up map inside of a turned-over cupboard. It details the nearby shoreline and makes note of its settlements and the defenses of said settlements. Inside of turned over chests are the brunt of his ill-gotten gains as listed below:

Coinage – 5380 copper pieces, 2975 silver pieces, 1632 gold pieces, 1000 platinum pieces

Gems – Fiery Red Opal (5000 gp), Well-Cut Black Onyx (2250 gp), Blue-Green Turquoise (500 gp), Small Red Garnet x4 (500 gp each), Large Pink Diamond (2500 gp)

Msc – Unopened Cask of Fine Whiskey (600 gp), Rare Vintage (1000 gp), Mediocre Vintage x10 (5 silver each), Pile of Silks (200 gp)

1. Unholy Shrine

*The stairs lead down into a small chamber with a black curtain covering its southern end. A shrine and an altar sit upright here featuring a beast carved from obsidian – a mass of tentacles forming the shape of a shark. The altar is stained with dried blood.*

This shrine to the God of the Deep Depths was once an integral part of the tower’s operations. The lizardmen never knew what to make of it, but Captain Skales was superstitious enough to make kills upon it to sate whatever this dark god is or was. Inadvertently, his killings managed to maintain some of the towers most important functions like its walls of force and its mechanism for moving.

If any players attempt to deface or destroy the shrine, the God of the Depths angrily backlashes upon them conjuring the tower’s old inhabitants as shades to slay the players resulting in a deadly battle against six shades. It takes a moment for them to wink into existence, granting the players the first move. They chase the players so long as they remain inside of the tower.

1. Torture Chamber

*Through the curtains you enter a damp chamber reeking of blood and decay. You see a grated circular platform hovering above a large fleshy floor in the center the room. The flesh is gravely wounded, and infected, and wicked twelve-foot-long needles stick out from it forming a ritualistic circle branded upon the flesh.*

The secret of Wavebreaker Keep lies in this very room. The original creators of the keep have bound a great leviathan to move the keep through the sea and control it via ritual and the magics of the God of the Deep Depths. The ritual had acknowledged Captain Skales as its benefactor and had granted him the ability to mobilize the fortress through concentration and intention.

The leviathan below suffers in agony just as it has for the last 1200 years. The fortress has been built into the back of this leviathan, and it has brunt its weight and torment over the years. If the players free it from its agony, it would bring them to shore before leaving perhaps granting them some boon or promise to be used in future adventures.

If the tower floods, there are drains surrounding the flesh opening allowing the water to escape back into the ocean.

