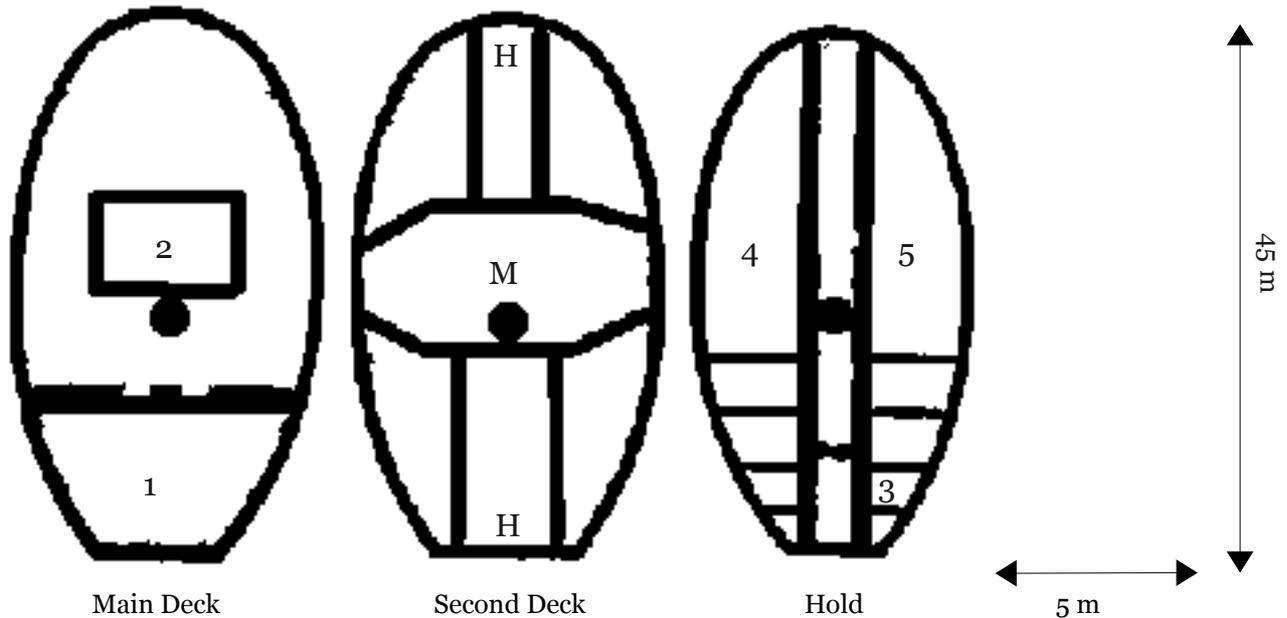


The Sunken Pegasus

Once, Dasyklos, king of Panaetolika, a favourite of Ares, took the city of Pylos and stole the Statue of Pegasus that was dedicated to Poseidon. Dasyklos, arrogant from his many triumphs, sent the statue home by ship. But challenging the gods is never wise for mortals: Poseidon, in his wrath, caused a maelstrom that sunk the ship with its precious freight. Till today, it rests at the bottom of the sea...

The player characters might be involved in several ways: Zeus might have decreed that mortal champions are to settle the dispute between Ares and Poseidon, they might simply have heard of the treasure and got its location from an oracle, or some underwater creatures told them about the wreck as reward or to get rid of them or the wreck's current inhabitants.



1 – The wrecked remains of the aft-castle. There is nothing here but some rusted weapons, rotten tools and a few coins (2d4 electrum).

2 – The mid-castle was damaged as well, but not as horribly. Today, it serves as a Giant Crab's lair. While it objects to visitors, it can easily be tricked or lured away. One can reach the second deck through a trap door in here, otherwise, the mid-castle is completely empty.

Second deck – When the ship sank, the hoplite guard (18 warriors, 2 priests) tried to get downstairs and to throw the pegasus statue overboard, hoping to thus escape Poseidon's wrath. They never made it to the Hold though and drowned here. Ares' ire turned them into sea zombies (drowned ones), forever protecting their cargo. They won't leave the ship, but will fight the characters as long as they are aboard. Each of the warriors is equipped with short spear, short sword, shield and helmet. The (unanimated) 100 oarsmen corpses cover the sea zombies, which thus gain automatic surprise against the attackers. With oars, chains, tools, catapult ammunition and similar things lying around, it is rather tricky to keep one's balance, but the cramped space also grants cover against the third and each further attacker. If the party defeats the sea zombies, they will find 2752 silver coins on the oarsmen; 700 gold pieces, 2 potions of healing, 1 potion of heroism, a spear +1 and a shield +1/+2 against spell users (Shield 1/day) on the hoplites; 300 gold pieces, 2 clerical magic scrolls (purify food and water, remove fear), 2 silver holy symbols on the priests.

M – Trapdoor leading from / to Mid-castle

H – Trapdoor leading from / to Hold

3 – Here the ship's hull is breached and allows a direct entrance to the Hold. The breach is quite small and it will take some time to wriggle through. Inside, one can see seaweed (actually: strangleweed) growing throughout the room. The room's door is closed and stuck, thus there is no easy way in and out of the room.

4 – In here, the crew's food and drink were stored. All of it has been spoiled by salt water and rotten away.

5 – This room contains a live-size statue of a winged horse made of platinum, a mane of gold and eyes from sapphire. It also contains the rotten and broken remains of loot: broken vine amphores, rotten garments and the like. The statue is protected by a Water Weird, which will turn into its serpent form as soon as somebody enters the room and will attack whoever touches the statue. It was ordered to guard the statue by Poseidon and might be tricked or bargained to give the statue away, if the player characters can convince it that they act with Poseidon's permission. (It is rather suspicious though)