

1 square = 10 feet

Using a harpoon

A large spear with a 50-foot rope attached, a harpoon can be thrown as a weapon or to connect with other ships. (When used as a weapon, a successful hit gives the attacker the opportunity to pull the target off its feet.) Only Ship 4 is unanchored, so the other ships can't be pulled, but the rope can be used to walk on or to zip or shimmy across.

Start

Shipwreck Channel: A one-page "dungeon" for four 1st-level characters

The PCs need to cross the channel at the ruined city of Belcamp. Nearly two decades ago, when the city was threatened by the goblinoid forces of the mad wizard Sutar, pirates and sailors attempted to block the channel from invasion by sea. The enemy ships never came. Instead, a pair of white dragons bolted out of the sky and froze the channel. Land forces then rushed in, chasing off the ships' crews. Many wrecked ships now litter the now unfrozen channel, but a few still float and remain anchored here.

1. Cutter ship. PCs can walk on the broken mast (moderate Dexterity check). One of the two crates on the port side is empty, and the other holds a harpoon (see sidebar).

1a. Crew's quarters. A unlocked door leads to the home of six giant rats. Buried in their nest are 2 gold bracelets (25 GP each).

1b. Captain's quarters. This captain's room is locked and contains a rotting desk and bed. Under the bed is a small chest with a poison needle trap (a hard Intelligence check to detect and a moderate Dexterity check to disarm). The chest has 75 GP.

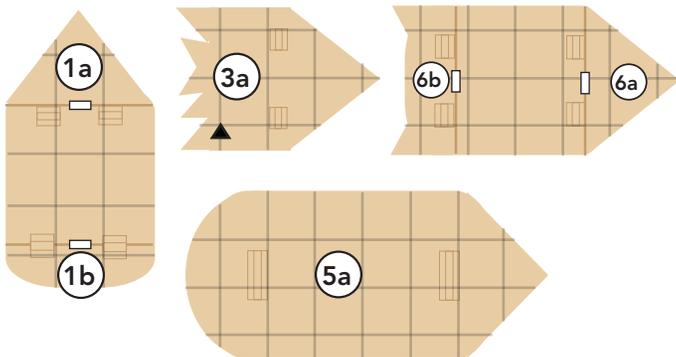
2. Brigantine. Two harpoon-wielding sahaugin emerge from the lower hold and attack as soon as the PCs attempt to board. The lower deck contains nothing but broken doors and furniture.

3. Wrecked ship. This ship can support no more than 2 PCs (a successful moderate Intelligence check reveals this without testing).

3a. Lower deck. Almost entirely flooded, the fore contains a small chest (a *potion of healing* and a 25 GP bloodstone). Two reef sharks attack when PCs enter the water to get the chest (black triangle).

4. Capsized longship. This overturned ship starts to sink if three or more PCs climb on top of it. The PCs have 10 turns to abandon ship before it goes completely under. See #5 below for what happens when the PCs board this ship.

Lower decks of the ships



5. Brigantine. After more than one PC climbs aboard #4, four goblin archers appear from behind cover and begin firing. When only one goblin is left, it scrambles downstairs to warn the goblins in 5a.

5a. Lower deck. A goblin boss and two additional goblins (and the fourth goblin archer, if it made it) await the PCs. Inside an empty barrel is a small sack (a *potion of healing*, a *scroll of thunderwave*, and five 10 GP obsidian gems).

6. Cutter ship. The deck is eerily silent. A hidden false-floor trap (noticed with a moderate Wisdom check) is near the two fore stairs and drops to 6a. PCs must make an easy Dexterity check to avoid falling and taking damage.

6a. Storage room. This converted crew quarters is empty except for many destroyed boxes and barrels.

6b. Captain's quarters. Unless they boarded very quietly, a bugbear and two goblin archers are ready for the PCs here. The two archers stand back and fire away, while the bugbear charges. A moderate Wisdom check reveals loose floor boards, under which are a *potion of giant strength*, a *scroll of fireball*, and a 250 GP ivory statuette.