

# THE OUTSIDER'S SON: One Page One Shot

-Dark rumors abound! In each of the last three great storms, a ship has sunk and been lost with all hands; but this last ship washed ashore showing a ragged bite right next to its keel. Flickering lights are seen in the coastal hills near the ancient warding stones. Dark shapes are spoken of, too, but no locals dare venture near those cursed haunts to see what is near, not now in the long night of winter. An elf Wanderer asked about the mystery, but seemed just coldly curious, not very prone to help matters. The mayor's son said he would investigate, but he never returned...

Upon the players' arrival to location A:

A cold wind blows here near the bluffs, carrying a salt smell and the sound of surf. The Coldlights are bright in the winter sky, casting eerie shadows on the cold winter ground. You reach the old ward stones, carved with strange glyphs. They are toppled over and defaced. A dark crack lies beneath the largest of the stones, leading straight down into darkness.

**Encounter 1: Guards' Ambush**  
Two guards await in the tunnel fork, they are well-armed and alert.

**Encounter 3: Crew's Camp**  
Two crewmen and the Son's lieutenant sit on cots around a fire.

**Encounter 2: Lost Nautilus**  
A hungry monster of the deep lurks within this deep pool.

**Encounter 4: Son of the Outsider**  
The Son of the Outsider is enraged by the intrusion into his self-made shrine. He fights to the death, and if he looks ready to die, he will pull a load-bearing support in the rear of the skull-shrine and lets the sea gush in.

### Random encounters entering a room (d8):

- 1-2, two cowardly crewmen (will try to run)
- 3, bloodstains (from capturing the mayor's son)
- 4, elf Wanderer (hiding, talks but won't help fight)
- 5, waterlogged sketches (submersible design)
- 6, lost sailor's dog (master slain in shipwreck)
- 7, sacrificial goat (to be fed to the nautilus)
- 8, nothing

**Hook:** The players are investigating the result of activities by an eccentric dwarf tinker and inventor and his crew. The dwarf worships the Outsider, forbidden stranger god of the sea, and sinks vessels with his primitive submersible as an act of propitiation...while his crew zestfully profits off the salvage of the wrecks' valuables. The players start near the ward stones of rumor.

### Key:

#### A. Ward-stones and well

-The area around the crack in the earth is trampled down, but there doesn't seem to be any obvious ladder. A mud-covered pulley system can be seen with care and the slick ropes can be used to climb down the 40ft to the platform; alternately, the abandoned hut (H) has a rickety rope ladder. The platform is a few inches below level with the storeroom (B) at first but can be lowered all the way to the underground lake (C).

#### B. Storeroom and tunnel

-The storeroom (10ft ceiling, 20x40) has earthen walls with foxfire fungus growing on them, dimly lighting up if struck/loud sounds reverberate. It has a few scattered crates of wreckage scavenged from the downed ships. The tunnel narrows to 10ft wide and curls downward, getting increasingly rocky (difficult terrain). At the point where the tunnel splits two guards wait in ambush (I).

#### C. Underground lake

-The tunnel opens up wide to a steep slope with raw timbered steps. At the bottom of the steps is a muddy, rocky shore with a boat pulled up on it. A little further is the lower landing for the pulley platform (A). The rest of the cavern is taken up by a large lake with a hungry lost nautilus (2) lurking within. A wooden platform on the far side of the lake holds the pedal-powered submersible the Outsider's Son has been using to sneak up on ships and hole them. An underwater channel leads from the underground lake to the other major cavern (D).

#### D. Cavern of the crew

-This large, complex cabin is accessed either from the underwater tunnel (C), the dry tunnel (B), or rare cases from the stairs leading to the secret egress point (E). The two crewmen and their lieutenant boss (3) are encamped around a fire, sitting on cots near the door to the second storeroom (F). To the south is a spiral staircase leading down to the Outsider's Son in his shrine (G).

#### E. Secret egress

-This simple, straight tunnel leads to a secret vine-covered opening in the cliff face just above the high tide line. There are wooden rails on either side of the tunnel and the stair leading up to it designed to help transport the submersible.

#### F. Storeroom

-The mayor's youngest son shivers here among more salvage crates, sick and starving. He panics at the sight of the players and runs headlong out the room in the greater cavern (D). He doesn't stop until he comes to the water's edge, shocking him to his senses. If still alive, the nautilus (2) notices the splashing and investigates...

#### G. Whale Skull Shrine

-A hollowed-out cave of tumbled rocks ends in the vast skull of a long-head whale. Within the damp skull are numerous candles lit, and the Outsider's Son (4) prays in the center of his makeshift shrine. The dripping, leaky area seems a little unsafe, and when the Son kicks out the support beam (see encounter) the seas quickly rush in, leading to a need for frantic escape.

#### H. Beachcomber's hut (abandoned).

-This shack is the former home of a lonely old beachcomber. It is largely fallen to mold and decay, but on a high shelf is a questionable-looking rope ladder long enough to either lead down the well (A) or down the cliff side to the pebbly beach (E). A thorough search will find an old *potion of water breathing* hidden in the brick hearth.

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