

The Wreck of the Diligent Star

To further his research of undersea leylines, the sorcerer Verhalbin made his home a ship rather than a tower, and named it the Diligent Star. Unfortunately for him, his ship capsized and sank on a tide flat, perhaps a result of his research drawing unwelcome attention.

The Tide Flat

At high tide, all that can be seen of the Diligent Star is its **broken mast** bobbing on the surface, old slime-covered lines still holding it to the submerged deck. At low tide, the mast appears to be a barnacle-encrusted log, lying in the sand next to the wreck or perhaps leaning against it, maybe providing a way to climb up to the keel. Doing so is dangerous, as even the magically-treated wood has begun to rot, leaving it slimy and weak, and the **barnacles** on its surface are sharp enough to cut the unwary even through leather gloves or boots.

1 The Main Deck

The main deck is not quite flush with the sand below, giving enough room to crawl underneath. The hulk provides shelter for a number of tide pools, inhabited by all sorts of creatures. Notably, the sting of the **anemones** found here can have unpredictable effects, as they digest runoff of potions and reagents that have seeped into the wood above and now wash out. Some might be **mutagenic**, while others might apply the results of a **Potion**, perhaps **Delusion** or **shrinking**. It is not impossible for an anemone to benefit from potion effects such as invisibility. Aside from anemones, other tide pool creatures such as crabs may also inhabit this area, though motile animals will have more dilute exposure to the potion effects

2 The Hole

Near the keel on the port side there is a hole into the ship, where the desperate trapped crew broke out of the sunken leaking wreck with hatchets, Adventurers hoping to come aboard would be well-served by this means of ingress, if they can make the ascent. **Netting** on the side of the ship is frayed, worn, and thick with sea-slime, but parts of it are still climbable. Thick vine-like pieces of **seaweed** also lie across the ship, but are

prone to breaking if substantial weight is put on them. The **barnacles** encrusting the sides (especially the parts that used to be below the waterline) are thick and sharp, like those on the mast; any climb up will be perilous

3 The Hold

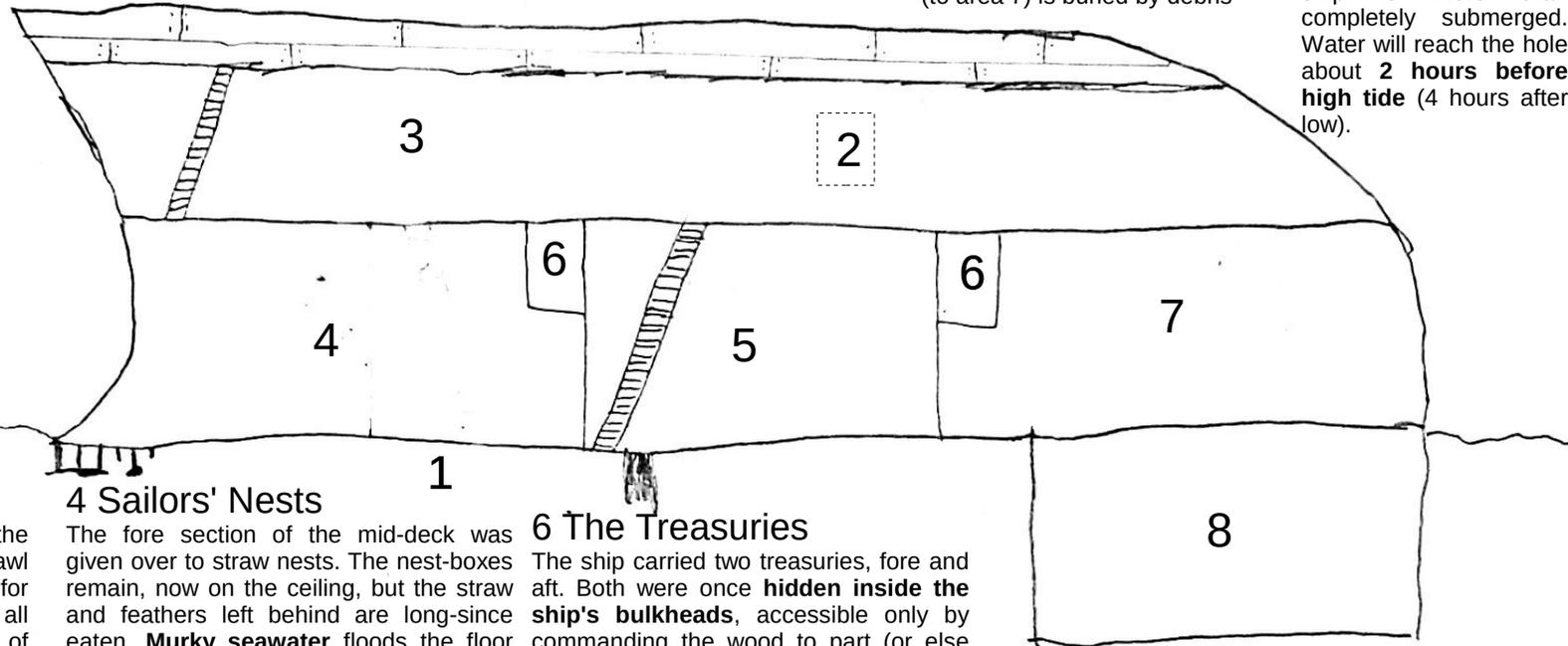
The hole opens into the ship's hold, which is in complete disarray. The tidal flooding and draining of the ship has left broken crates and battels strewn

about in a fairly even layer of wooden debris, atop a mess of crates heavy enough to not have shifted much since the ship was capsized. Dead and dying seaweed covers everything. A **magic diving apparatus** peeks out from under a pile of wooden debris; it needs only be dug out and retrieved to be used again. The ladders, being upside down, are nearly useless. An aft ladder (to area 7) is buried by debris



The Moon

At **low tide** (moonrise & moonset), the tide has receded from the entire flat; adventurers can simply walk up to the side of the ship and climb aboard. At **high tide** (when the moon is at its apex or nadir), the ship is more than completely submerged. Water will reach the hole about **2 hours before high tide** (4 hours after low).



4 Sailors' Nests

The fore section of the mid-deck was given over to straw nests. The nest-boxes remain, now on the ceiling, but the straw and feathers left behind are long-since eaten. **Murky seawater** floods the floor up to the former tops of the doors (about knee-deep for a human; chest-deep for a gnome). Some **trinkets**, like rings and lockets of **precious metal**, were left here by the sailors and can be fished out or taken from whatever lives in these dark tide-pools.

5 The Galley

Just aft of the nests on the starboard side is the galley; portside has a debris-choked ladderway from main deck to hold. A **brick hearth** once allowed cooking; now its chimney & a cracked hatch provide drainage. **Sealed jars** yet contain oils (lamp & cooking) and herbs.

6 The Treasuries

The ship carried two treasuries, fore and aft. Both were once **hidden inside the ship's bulkheads**, accessible only by commanding the wood to part (or else breaking it open). The fore treasury has rotted through since, with **gold and jewels** spilling out for the taking (and some have already been taken, eaten by fish attracted to the glint, or by clever birds as tribute for their gods), while the aft treasury remains untouched. It also contains Verhalbin's reserve **spellbooks**.

7 The Laboratory

Verhalbin did not allow his putting to sea to stop him from conducting alchemical studies, and took this voyage as an opportunity to dissect sea creatures of all kinds. The aft section of the mid-deck is given over to his laboratory. Where the

bottles remain unbroken, **reagents and potions** can be retrieved for use or sale.

8 The Sterncastle

A hatch in the laboratory connects to the sterncastle, which once held the private quarters of the sorcerer Verhalbin and his officers. **Magical wards** keep this area dry even at high tide; **charts** noting (but not explaining) locations of significance on the seafloor can be salvaged here, as can the ship's logs and the private journals and spellbooks of the sorcerer. A **miniature** (falcon/leopard) **griffin** is ensorcelled to guard this place. It is starving, and can allow the winner of a **riddle contest** past, which it will exploit for food. Its death will break the wards and flood the sterncastle