

Shipwreck Scramble

The way through the cove of ruined sea vessels is not a quiet task, with each creak calling out to monsters that may lurk about. The party's destination, the Dragon Rose, is across this field of shipwrecks. Does the party travel stealthily and quickly? Or do they risk looking for sunken treasure on their journey?

This minigame of informed gambling makes the rudimentary act of sneaking dramatic—it allows the players to have a fun break from dense rules. But this activity is far from inconsequential! Because if the exhibition goes poorly, the party may draw the cruel attention of whatever beasts lay in wait.

This document provides: the structure of how to run the minigame, a printable template, a list of twenty shipwrecks and what magical items they carry, and a simple instructional handout you can give to your players.

Setting Up

When the party arrives at Shipwreck Cove, you should announce to the group that they'll be playing a quick minigame, representing their journey through the other ruins before arriving at the Dragon Rose.

- ✦ Pick the Shipwreck Scramble template appropriate for the number of players in your session and print two copies.
- ✦ Place a blank Shipwreck Scramble template on the table so it is visible to the players.
- ✦ Behind the Game Master's Screen, keep a separate template hidden from the players and populate the blank squares with numbers 1-20, with no repeated numbers. This sheet should be filled out before the session and the information should be hidden from the players.



Threat Dice and the Harpy

Aboard the Dragon Rose, sitting all by her lonesome, is a harpy who hums an eerily cheery tune—the melody of the Singing Maw. Noisy adventurers that disturb her performance will face her voracious fury and song of discord.

The Threat Dice represents the harpy. At the end of the Shipwreck Scramble minigame, while the party is exploring the Dragon Rose, the Threat Dice is rolled at the start of every combat round, and if it ever lands on a 1, the harpy arrives and joins combat.

The Threat Dice starts as a d20, but gets smaller each time a player fails during the Shipwreck Scramble minigame. The fewer faces on the Threat Dice, the more likely it will land on a 1.



D20 Threat Dice at ZERO failures



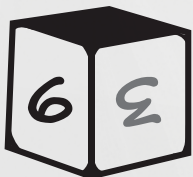
D12 Threat Dice at ONE failures



D10 Threat Dice at TWO failures



D8 Threat Dice at THREE failures



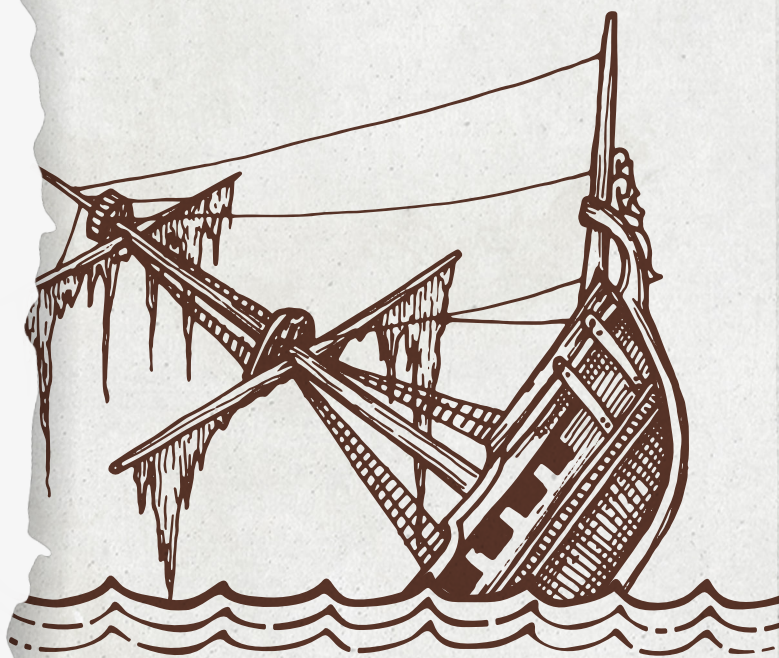
D6 Threat Dice at FOUR failures



D4 Threat Dice at FIVE failures

Order of Play

- ✦ In a clockwise manner, each player gets one turn to decide which shipwreck the group moves to in the next row.
- ✦ The player decides how the party traverses the shipwreck: **high** on the top deck, **low** near the hull, or through the **middle** to also scavenge for treasure. High means the player will roll higher than shipwreck's number. Low means the player will roll lower than the shipwreck's number. Middle means the player will roll the same as the shipwreck's number, but also get some loot.
- ✦ After the player locks in their guess and rolls their D20, you should write the actual ship's number on the player-facing Shipwreck Scramble template.
- ✦ If the player **succeeds** in their guess, they traverse through the shipwreck to the next row without incident.
- ✦ If the player **fails** in their guess, they cause some kind of ruckus while traveling, which causes the Threat Dice to degrade. However, they still traverse through the shipwreck to the next row.
- ✦ If the party goes through the middle and succeeds and rolls the name number as the shipwreck number; congratulations! They also gain the treasure associated with the shipwreck number.
- ✦ Once all players have taken a turn, they arrive at the Dragon Rose.



Shipwreck Secrets

The gamemaster will describe the shipwreck and its details as the group travels between cards. If the party successfully finds the treasure, it is found here. Each listing provides the name of the ship, its apparent reason for wrecking, and what magic item it holds.

1. EVERPRESENT

*The Everpresent set sail one day;
Its destiny was to decay;
Mold ate through the hull;
And the captain's skull;
The crew, at the bottom, now lay.*

Looting the ship: an emerald mushroom that gives poison and disease immunity for 1 hour when eaten [single-use].

2. GRIT-UNTO-GLORY

*When the Grit was sailing the seas;
Its anchor brought it to its knees;
Half-way it went down;
With only its crown;
A headstone to the Grit's miseries.*

Looting the ship: an obsidian clam whose screams magnetically attract gold.

3. MOONWAKER

*The Moonwaker sailed o'er the waves;
But the hull was destined to cave;
A coral reef it did hit;
And in twain it did split;
Now the crew sleep in watery graves.*

Looting the ship: an amulet that grants the wielder beast-like strength and speed during the night [single-use].

4. FORGET-ME-NOT

*The Forget-me-not sailed one day;
But sadly capsized in the bay;
The crew did their best;
But failed the sea's test;
Their story will soon fade away.*

Looting the ship: a glass feather that grants the ability to fly for 1 minute when broken [single-use].

5. IRONSWORN

*The Ironsworn ended most bright;
'twas blasted in a cannon fight;
No more it did float;
It went up in smoke;
The crew met their end that dark night.*

Looting the ship: a draft of viscous liqueur that lets you speak all languages for 1 day when drunk [single-use].

6. KOBOLD CRUSADER

*The Kobold Crusader had heart;
But the hull of the ship fell apart;
Held together by glue;
And an unruly crew;
Who weren't altogether that smart.*

Looting the ship: a sweet-smelling candle that emits an aura of invisibility when lit. It can burn for 1 hour [single-use].

7. PERILOUS

*Perilous sailed through the frost;
It did so at a dire cost;
Their dreams went to freeze;
Shook the crew at thier knees;
And now she's a popsicle lost.*

Looting the ship: an iron bell that can either create fire, water, or food when rung [single-use].

8. KITSONBIKE

*When caught in its own tangled chain;
The Kitsonbike went down the drain;
It sank like a stone;
And who could have known;
That sinking could be such a pain.*

Looting the ship: an iron oil cask that can animate a medium object for 1 hour when dipped into it [single-use].

9. HMS BORG

*The Borg had agreed to a race;
The Morkling just couldn't keep pace;
But there was a great crash
Sat them both on their ass;
And none of them ever did place.*

Looting the ship: a book of indescribable text that allows the wielder to recall a target's name once per dawn.

10. SEADANCER

*The Seadancer sailed with such flair;
But sadly without any care;
Impaled and incised;
They met their demise;
Mastless and halved for a dare.*

Looting the ship: a bluestone dowsing rod that can be linked to one willing individual.

11. LONELY KNAVE

*Alone on the sea floats the Knave;
Crewless, with no path to pave;
No rudderman found;
Perhaps she had drowned?
Just a ghost ship lost on the waves.*

Looting the ship: a shale snail shell that can transform into a large snail mount.

12. WARHAMMER

*The Warhammar couldn't be saved;
The seabed now acts as its grave;
'xactly why is unknown;
All thats left is its bones;
Who knows what battle it braved?*

Looting the ship: a silent whistle that summons a swarm of charmed rats.

13. GRIMBLADE

*When the Grimblade attempted to weave;
The rocks would not let it leave;
It tore right in half;
And killed all the staff;
The owners were all very peeved.*

Looting the ship: a platinum scale whetstone that can magically sharpen a weapon for a day.

14. VENGEFUL SKIPPER

*One day when it was out fishin';
The crew all started a'kissen';
A candle was dropped;
The flame couldn't be stopped;
Now the boat is out of commission.*

Looting the ship: a crate of glowing peppers that cause you to breathe fire when eaten [single-use].

15. WEIRD WIZARD

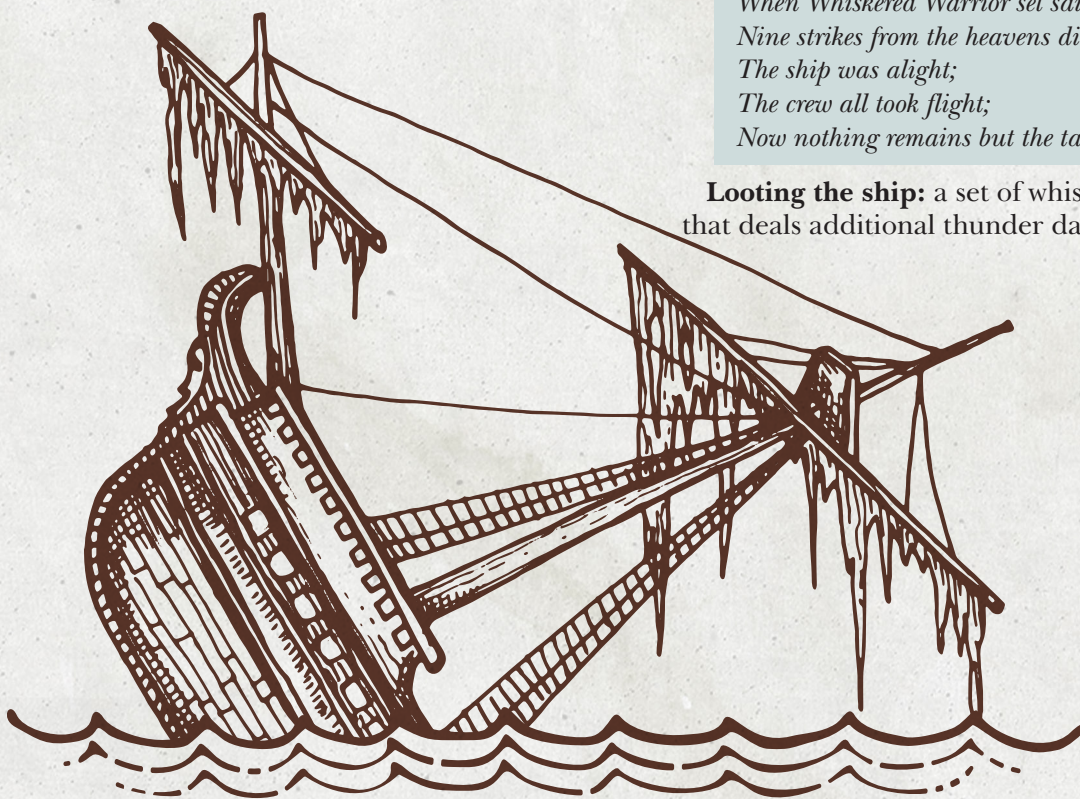
*Now here's a peculiar boat;
The Wizard might well have been smote;
It transformed the crew;
Into something new;
And now it is helmed by a goat.*

Looting the ship: a glittering veil that can warp the identity of the wearer.

16. WHISKERED WARRIOR

*When Whiskered Warrior set sail;
Nine strikes from the heavens did hail;
The ship was alight;
The crew all took flight;
Now nothing remains but the tale.*

Looting the ship: a set of whistling ammunition that deals additional thunder damage.



17. GREY PEARL

*Here is the sad tale of the Pearl;
A distillery's boon to the world;
There was a revolt;
'twas the captain's fault;
Gave rum enough to make men hurl.*

Looting the ship: an eyepatch that grants 30ft of darkvision.

18. DARK BLADE

*The Dark Blade ran foul of a spook;
Selected an ill-advised route;
They called for a mystic;
Went fucking ballistic;
And scuttled themselves with a nuke.*

Looting the ship: a 50ft coil of almost invisible ghostly rope.

19. UNMAKER

*The Unmaker couldn't be sunk;
But storms put her crew in a funk;
No ports to be found;
She soon ran aground;
Now she's naught but a pile of junk.*

Looting the ship: an indigo wand that creates excessive heat [once per day].

20. PATHFINDER

*Pathfinder set sail in the morn;
For quarry of ivory horn;
"Please call me Ishmael—
On no! I'm impaled!"
The hunted and hunter were gone.*

Looting the ship: a crimson tentacle whip that grapples targets extremely well.

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