

The Seagrass Isle

by Harrison Swift

<https://creativecommons.org/licenses/by-sa/3.0/>

A fragment of a flying pleasure-palace built by salamanders.

The **salamandroids**, robots in their makers' likeness, still roam the halls, maintaining the palace as best they can.

The **wobbegong-men** hunt and forage, using indestructible crystal effigies of the salamanders as currency.

The **upside-down hermit**, a human castaway exposed to antigravity particles, believes human flesh is the only way to restore him to normalcy.

Doors — hinged circles of glass with waterproof rubber gaskets. 1 in 6 chance of being locked.

Translucent Walls — Light and movement can be discerned in adjacent rooms, but no fine detail.

Breaking the Glass — Walls, floors and ceilings are alchemically strengthened but will fall to concerted effort. When one breaks, roll 1d6 for every adjacent glass surface. On a 5 or 6, that surface will also shatter. This is recursive.

Electricity — carried in wires embedded in the glass. Damaged areas usually trip circuit-breakers, but these can be reset.

Salamandroids — 4 metre long brass and glass constructs. Have heating implements in hands, constrict with tail, can interface with wall ports to control lighting, doors, and communicate with each other. Brain is a valuable, but radioactive, platinum alloy.

Wobbegong-Men — 3 ft. high, good camouflage, latch on after biting. Have shaggy beardlike dermal lobes, so most outsiders call them "men" regardless of gender.

— indicates open corridors and "stairs".

Corridors **only** connect their endpoints.

Stairs are spiral and switchback ramps built for salamanders' serpentine bodies. They pass through **all** intersecting rooms.

Seagrass Rock Gongs — enchanted by wobbegong-men. Playing them temporarily swaps mind with that of nearest seagull

Antigrav Crystal — burnt out during crash. Leaks antigravity radiation, dust and glass shards float in room

Forge — master blacksmith encased in molten glass during crash. Knows many secrets even in death

Looted Room — human scats on ceiling

Kitchens — hidden poison stockpile, palace was destroyed before use

Recreation Room — maze built into floor, salamanders made underlings run maze for sport.

Armory — glass-tipped spears, seaweed nets, three crystal effigies

Shaman's Chambers — pet baby hydra, coral armor (commands sea creatures), bismuth hopper crystals, altar arrayed with scavenged screwdrivers.

Circuit Breaker Room — hermit sleeps here

Dining Room — at least one salamandroid always here during low-tide, cleaning and rearranging cutlery.

Slave Pens — most crushed, underling skeletons, scratch marks on doors

Boiler — seawater in surrounding rooms noticeably warmer

Roll two d6 for encounter & motivation.

Add +4 to encounter roll for underwater areas

Bedroom — four-poster sand-bed with buried **unerring throwing knife**

Repair Bay — racks of tools and salamandroid parts for self-maintenance (no spare brains)

Bathhouse — 15 ft. wide baths of molten bismuth, cadmium, tin, zinc. One **crystal effigy**

Eroded balcony

Rock Pools — territorial seals

High tide

Low tide

Coral reef

Nudibranch Farm

Sleeping Chambers

Nursery

| ENCOUNTER | BEHAVIOUR / MOTIVATION | | | | | |
|--|------------------------|------------|-----------------|---------------------|-------------------------------|-------------------------|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 1. Seagull, possessed by the rock gongs too many times, intelligent and telepathic | hungry | | thieving | looking for aid | | |
| 2. Other looters / Hapless archaeologist | suspicious | | looking for aid | | | fleeing for their lives |
| 3. Upside-down hermit | murderous | | | suspicious | flighty | |
| 4. Salamandroid | chasing intruder | recharging | patrolling | mopping & polishing | welding cracks | rearranging objects |
| 5. Tidal pressure pops door, room floods/drains | — | | | | | |
| 6. Wobbegong-man scout | threatening | flighty | | curious | distracted | |
| 7. Wobbegong-man hunting party | threatening | | | curious | carrying kills/crystal effigy | |
| 8. Fish, look like human faces from above, local human superstition against eating | gomless | | | | | |
| 9. Ghost of a tormented underling | rage | | terror | | grief | |
| 10. Giant hermit crab, shell is a rune-covered brass cauldron | scrounging for baubles | | hungry | flighty | | |