

Adventure For 3-6 Characters at Skill Levels 4 to 7

712

Suitable
for use with
ADVANCED
DUNGEONS & DRAGONS

SHIPWRECKER

BY S.STONE

Gold & Glory
by the sea's
jagged edge



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Written by Sue Stone



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SHIPWRECKER

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Cover Illustration: "Shipwrecker" ©1982 by Janny Wurts

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ISBN: 0-912771-11-9

Manufactured in the United States
Published simultaneously in Canada

Mayfair Games Inc.

Chicago, IL

INTRODUCTION

To be read to the players

"This is the opportunity of a lifetime." That's what you keep telling yourself as you look at this pitiful excuse for a town. It certainly seemed that way three weeks ago when you booked passage on the *Seawitch* to come to Wrighters Town. Of course, that was before the storm that nearly washed you overboard (though at the time you were so seasick that drowning seemed like the promise of a welcome relief). The Captain's Mate was not one to inspire confidence (even when he's just pulling into port). He seemed to be trying at every opportunity to send the ship and all aboard to the Shipwrecker's halls to join the Captain (who wasn't as lucky as you were in that last storm). Through luck and with thanks to your deity (aren't you glad you made that offering before you left!), you've arrived at the jumping off point for your journey.

It had all started when you heard the announcement in the Capitol Square placing, by order of His Majesty, King Nathan the Young, a bounty of 500 g.p. on the head of anyone found to have taken part in acts of piracy in the region known as Hell's Mouth, near the port town of Wrighters. A further reward of 5,000 g.p. would be paid for the return of the Chalice of Storms, taken by the pirates not four weeks earlier. The King himself had commissioned the Chalice as a gift for the Patriarch of the Storm King, to be given at his High Festival not three months hence. That doesn't leave much time (with travel time and all), but if the Chalice is returned by then the King might be even more generous. After all, you'd be saving him the trouble of finding another suitable offering on such short notice. To make matters even better, there was no mention of returning any other treasure to the crown, so, whatever else you found was for you and your companions to enjoy.

The pirates themselves have been quiet for the last few years, ever since the Royal militia cleaned out their settlement in the hidden harbor and sank their galley. From all reports of that fight, there couldn't be too many of them left and at 500 g.p./head, even if you do run into pirates, it's worth the risk.

So, after three weeks sea travel, you're finally standing on the Long Wharf in Wrighters Harbor. After the trip you've just finished, you feel almost ready to take on the pirate ship's mascot and all you want is solid ground under your feet and a chance to rest.

Finding a guide to the Pirate Caverns can wait until tomorrow.

The Chalice of Storms

This Golden Chalice is inlaid with goldstones and emeralds. It's been conservatively valued at 5,000 g.p., and that was before the enchantment. In the hands of a Patriarch of the Storm King, any liquid poured into it will act as a spell of Weather Control 1/day; will create Holy Water 1/day; will act as a scrying device (i.e. crystal ball) 1/week; Calm Waves 100' radius 1/day.

For any priest of the Storm King, it will Cure Light Wounds 3/day; Cure Disease 1/day; Bless Bearer 1/day.

For any cleric, it will Purify Water 3/day and water placed in it will Cure or Prevent Sickness 6/day.

Background for the gamesmaster

Humankind has only known the valley for 30 years. Before that time, the goblins had dwelt there undisturbed, controlling all the land that lay between the mountains and the sea. As the humans of the East March began to bring more and more land under cultivation, and began to approach the mountains that had, for so long, made land travel to the southeast more trouble than it was considered worth, they threatened the security of the goblin's domain. In response to this threat, the goblins moved west to push the invaders back. The battle was bitterly fought, and the price of victory was high. Slowly the humans forced the goblins to retreat back into their mountain stronghold. The human troops sent to eliminate the goblin threat had orders to pursue them even into these depths, but those plans were postponed. On reaching the far side of the mountains, the humans saw the richness of the land beyond.

Great stands of trees covered the mountains' eastern slopes and most of the valley beyond. Wide, fast flowing rivers reached out to the sea and joined with it to form a



broad natural harbor. As the East March is part of an island kingdom, known primarily for its fogs and fishermen, such lumber and ocean wealth could not go unexploited for long.

Within a matter of weeks, the lumber rights were deeded to Deetur and the town of Wrighters was established as a base for the lumberworkers and shipwrights who flocked to the area. The only remaining difficulty (except for the recurrent goblin menace) was in finding crews and captains willing to risk the passage through Hell's Mouth to bring the new ships to busier harbors. The seas in this region were known to be part of the Shipwrecker's domain (a chaotic evil sea deity). Vicious reefs and whirlpools were the most common hazards. The reefs, known as Hell's Mouth, stretch for miles along the coast and even the wide harbor of Wrighter's town has a hazardous approach. It takes a skilled captain or a very foolish one to brave these treacherous waters, but there is no other way to ship the lumber or to easily obtain supplies.

Needless to say, there were some ships lost between leaving port and arriving at their destination. Indeed, with such reefs, it would have been more surprising if there were not. A lighthouse was established on the northern coast to mark the harbor entrance and guide the captains to the relative safety of the harbor. Wrighters prospered and grew, and the lumbering operations expanded. First, the sawmill on the river added a second and larger blade, this one driven by the power of the sea. Second, the lumberjacks began harvesting trees from the mountainsides as well as from the valley. It was in the course of the latter that Wrighters found its second form of wealth. In following a branch of the river into the hills to see if trees could be floated down after being cut (and thus save building a log flume), a scout for the mill discovered gold nuggets in the riverbed. In spite of his efforts, this fact did not long remain secret. Soon prospectors and goldsmiths joined the population of the town and some of the amenities began drifting in. An inn was built to house those who came only to visit and trade with the prospectors and smiths. Merchants came to sell their wares to the newly rich among the prospectors and sell equipment to those who came to try their luck. The goblins, who had begun to feel a bit more secure once the troops restricted their movements to protecting the lumber camps, were once again under attack, this time from greedy prospectors who assumed (quite rightly) that the goblins, having lived in the area for years, must have gathered a great treasure before humans ever came to the area.

Wrighters became a wealthy port town, with shipping and its own precious gold for export and trade. Needless to say, such a situation could not long escape the notice and attention of thieves. Bushwackers flocked to the hills until the local militia was expanded to protect prospectors (at least until they could get into town. And when more and more ships disappeared in Hell's Mouth, people assumed that just poor seamanship and rough seas were the causes—until there was a survivor.

Pirates had set up business along the coast. Their stronghold was hidden somewhere in the coastal caves, an area still used by the goblins as an access to the sea. For years their ships had raided, taking the treasures meant for the King's Court and foreign ports. For years, bounty hunters searched the coast and a little by little the story came out. The pirate

leader, Dred, was a powerful illusionist. His ships and harbor were protected by his magic, but illusion couldn't protect him from treachery.

The goblins had been pilfering his treasure, and when he began executing captured thieves and posting guards and booby trapping the approaches to his treasury, he made more than a few enemies among the goblins. Four years ago, a small band of them joined forces with the militia and led them to the concealed harbor. The pirates' ship was sunk and their town destroyed, but not their underground hideout. Its entrance wasn't found then or since. The pirate leader and treasure haven't been found either.

The non-player characters

Several non-player characters are provided in the town portion of this adventure. They can be taken on either as hirelings by the party to aid them on their mission, or they could be used to make up a party by themselves for the players to use. Stats are given as follows: Strength, Intellect, Insight, Stamina, Dexterity, Appeal. HTK is a abbreviation for Hits to Kill.

Etion

Skill 7 Neutral Good Human Illusionist

HTK: 24 (7D4), Stats: 10, 17, 14, 16, 17, 10

Height: 5'11", Weight: 155

Magic Items: +1 Dagger, +1 Ring of Protection

Etion studied with the pirate leader, Dred. Dred was always better than he was and cruel about the Etion's failures. When their old master discovered the use to which Dred was putting the skills he had taught them, he sent Etion and his best friend to stop Dred and bring him back to the school. Instead, the friend was killed while searching for the entrance to the pirate stronghold, and Etion is looking for allies to aid him in his mission. Having heard of the damage the pirates have done, Etion has resolved to kill Dred if he cannot capture him. He is renting a small room at the Fouled Anchor Tavern (building 12).

Bruno

Skill 6 Neutral Human Fighter

HTK: 37 (6D10) Stats: 18/31, 8, 9, 16, 11, 9

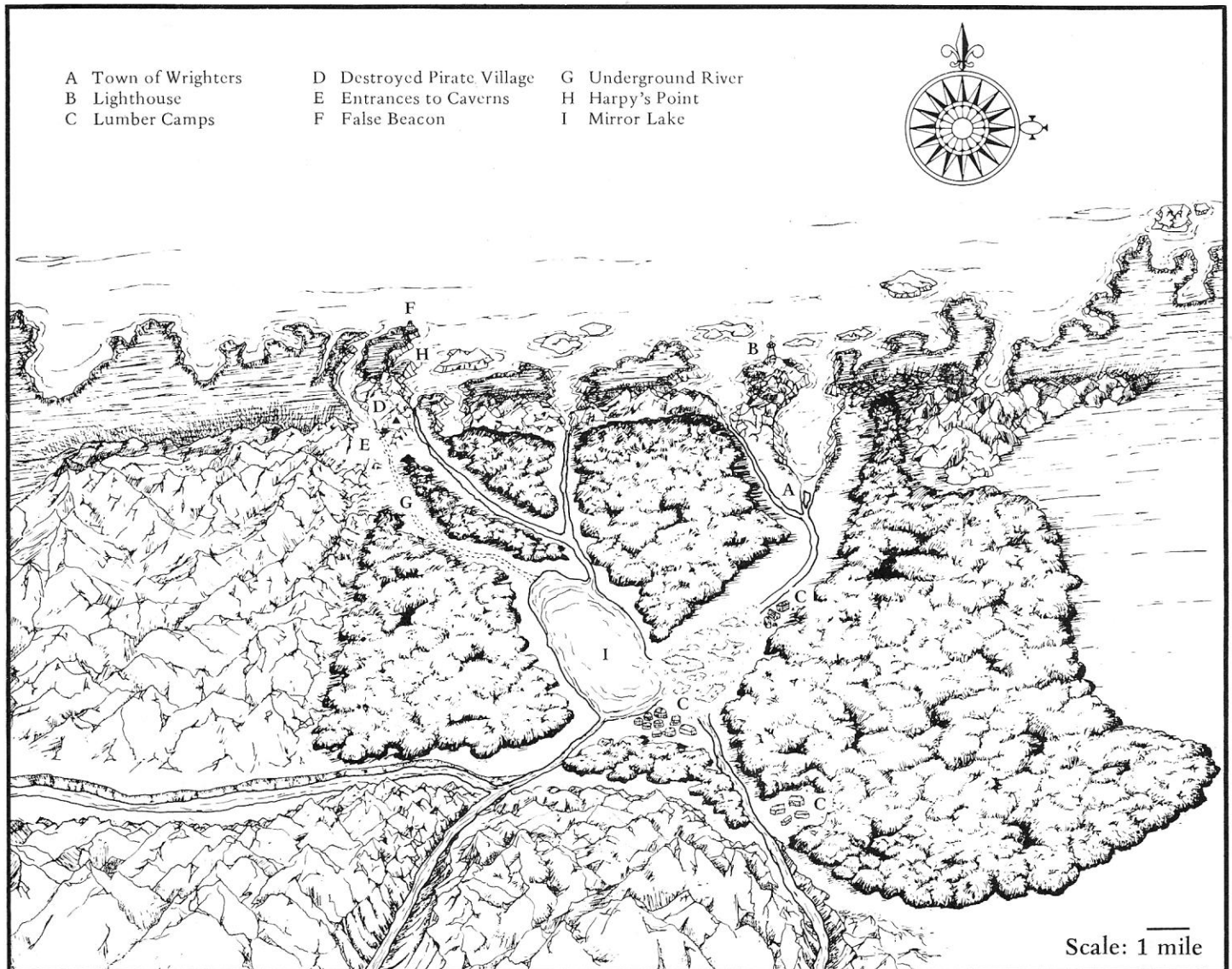
Height: 6'1", Weight: 195

Magic Items: +1 longsword, +1 shield, +1 dagger

Bruno's brother was a leader of the pirates during their peak years. Due to this connection, Bruno became one of the few people trusted to act as a go between with the pirate base. He often was used to carry loot to the Grey Cat Tavern (building 13—where he is now a bouncer) where he fenced it. As his brother did not entirely trust him and felt the large man to be slow witted, he kept him from joining the pirate crew. His brother died in the battle four years earlier, and Bruno has been unwelcome in the pirate base ever since.

By keeping a low profile, the pirates are unaware of this breach in their secrecy and have not attempted to slay the bouncer. Bruno suspects the lessened numbers and is sure there must be a large amount of still unfenced loot in the pirate base. He now feels it has been long enough he can lead a party to the base without implicating himself in the earlier piracy.

THE VALLEY



- | | | |
|---------------------|----------------------------|---------------------|
| A Town of Wrighters | D Destroyed Pirate Village | G Underground River |
| B Lighthouse | E Entrances to Caverns | H Harpy's Point |
| C Lumber Camps | F False Beacon | I Mirror Lake |

Bruno will offer his services as a guide in exchange for a full share of all treasure, but prefers coins to jewelry or magic items. (It's harder to trace and pirate loot is stolen goods.) Except for magical weapons, he has no use and a little fear of other magic items. If the players will not agree to this, he will offer to draw them a map of the entrance for a fee. Any fee under 50 g.p. will result in a map leading to the goblin caves instead. If hired, he will suggest they seek out Etion as another member, if he is not already among them.

Lenira

Skill 5 Chaotic Good Human Female Cleric (Storm King)
 HTK: 31 (5D8) Stats: 10, 13, 17, 9, 11, 15
 Height: 5'2", Weight: 108
 Magic Items: +1 mace, +1 chain, Staff of Python

Being considered for an important post in the capital, Lenira feels the theft is a personal disgrace. In an attempt to regain her pride and further her own reputation, she is attempting to recapture the Chalice independently from the local church leaders. She will have no desire for any unclerical treasure if all the party members swear to tithe their shares to the church. She will insist the party continue until

the Chalice is recovered, regardless of whatever loot is gained. She is staying at the Storm King's Temple (building 15), where she is resting from her duties—she is an itinerate cleric among the lumber and prospector camps.

Arlenda

Skill 4 Neutral Human Female Fighter
 HTK: 28 (4D10) Stats: 13, 14, 10, 10, 16, 16
 Height: 5'7", Weight: 130
 Magic Items: +2 shortsword, 3 +1 daggers, +3 leather

Arlenda is the daughter of the lighthouse keeper. She was trained to be temple guard, but washed out a year ago due to a "lack of devotion." She returned to find her father disgraced by the rash of shipwrecks. Later, when the cause of the shipwrecks was determined to be a false beacon, she swore revenge. Also the year of near solitude at the lighthouse has given her an appetite for adventure. Arlenda is a skilled sailor, and can handle almost any ship. She also swims exceptionally well, being raised in a lighthouse. She has some familiarity with the shoreline and surrounding countryside. In combat, she prefers to throw her special daggers.

Arlenda will oppose any search of the coastline by boat. In view of the recent appearances of the Shipwrecker, she feels that any extensive use of boats will lead to disaster. She will, however, be willing to go by sea to the site of the destroyed pirate village, if the voyage is made quickly by day.

Arlenda is visiting her brother at the Shipwrecker's Shrine (building 16).

Jemial

Skill 5 Neutral Good Half-Elf Thief

HTK: 25 (5D6) Stats: 12, 14, 9, 11, 16, 14

Height: 5'8", Weight: 115

Magic Items: Elven boots, +2 dagger, Ring of Featherfall

Jemial has taken advantage of a good singing voice to earn extra gold (and gain thieving opportunities) by singing in taverns. His ambition is to someday become a bard. As a good thief, he hates to think of all that treasure just wasting away and will do his part to put it back into circulation. His singing has made him one of the few people who is accepted in all parts of town. He is presently singing at both the Purse of the Gold Inn (building 23) and the Siren Song Tavern (building O).

Jemial was raised in an isolated cabin miles from Wrighters. His father died fighting the goblins, and he will always favor attacking a goblin over dealing with them. His mother was a human who was drowned in a shipwreck earlier this year.

Bryce

Skill 4 Lawful/Good Elf Magic User

HTK: 14 (4D4) Stats: 13, 18, 9, 15, 17, 16

Height: 5'6", Weight: 120

Magic Items: +2 Ring of Protection, Bracers of AC 4, Wand of Magic Missiles (10 charges)

Bryce was a friend of Jemial's father and has watched over the thief since his father's death. He will join the expedition out of concern for the half-elf and the need for treasure to retire on. He needs to spend several years in solitude to continue his magical studies. His share of the loot will finance this. As such he will be cautious and has little concern with actually recovering the Chalice. Bryce is presently acting as a scribe in Market Square (4).

Events in Wrighters

A list of major events while the party is in town.

Day 1: (AM) Hanging of a suspected pirate in the public square.

(PM) A storm that night causes a shipwreck, no survivors.

Day 2: (AM) Brawl in a tavern between company workers and prospectors during lunch.

(PM) Shipwrecker worshipers meet in secret.

Day 3: (AM) Goblins raid a lumber party making a new camp near the coast.

(PM) False beacon seen late that night; fishing ship nearly lost.

Day 4: (AM) Payday (half day off) in company town.

(PM) Patriarch of the Storm King holds torchlight service.

Day 5: (AM) Ship lands with fresh goods and more miners.

(PM) Miner celebrates a big find, several fights and knifings.

Rumors

Roll 2/day.

- 1 A powerful illusionist is trying to gather a party to go after the pirate leader.
- 2 Bruno, the bouncer at the Grey Cat, used to work as a mountain guide for the militia. He's looking around for an adventuring party to join.
- 3 The city guard is hiring.
- 4 A cleric of the Storm King is looking for people to seek the Chalice of Storms.
- 5 The company is hiring.
- 6 The Lighthouse keeper's daughter, a fighter, knows the coastal waters and the surrounding countryside well. She can sail or row and knows where to find boats.
- 7 There have been several sightings of the Shipwrecker lately (this is always a sign of disaster).
- 8 The pirate complex used to be part of the goblin caverns.
- 9 The smith's son in company town is a good guide.
- 10 There was new gold strike up river.

City encounters

Roll every hour during daylight and every 2 turns at night.

- 1 1 Human cutpurse, armed with dagger (AC: 7, HTK: 3D6)
- 2 1 Drunken company employee, unarmed (AC: 10, HTK: 3)
- 3 1-4 Mercenaries or adventurers
- 4 1-4 Wererats (AC: 6, 3D8+1 HTK)
- 5 1-6 City Guard patrol with 1 officer (AC: 5; guardsmen: 1D10 HTK each, officer: 3D10 HTK)
- 6 1-12 Militiamen with 1 officer on way to guard warehouse or serve as honor guard; 50/50 chance of either. They are armed with swords and daggers (AC: 5; troopers: 1D10 HTK, officer: 4D10 HTK)
- 7 1 Peddler with cart (AC: 10, HTK 3)
- 8 1 Sweetmeat and candy seller (AC: 10, 3 HTK)
- 9 2 Low skill mages, arguing (AC: 7, 2D4 HTK, 3D4 HTK)
- 10 4 Skill 1 fighters in a press gang for a galley (AC: 5, 1D10 HTK) armed with clubs.

Encounters on Land:

Roll 2/day, 3/night

- 1 Goblin hunting party - 3-12 Goblin fighters (AC: 5, 1D8 HTK), 1 Clan Elder (AC: 3, 3D8-3 HTK)
- 2 Militia Patrol - 3-12 Human fighters skill 1 (AC: 7, 1D10 HTK)
- 3 Elf hunting party - 3-12 Elvish huntsmen armed with bows (AC: 5, 1D10 HTK)
- 4 Prospectors - 1-3 (AC: 10, 3 HTK)
- 5 Wolf Pack - 1-6 Wolves (AC: 7, 2D8+2 HTK)
- 6 Herd of Deer - 2-20 (AC: 5, 1D8+1 HTK)
- 7 Itinerant Cleric - skill 3, of lawful good deity (AC: 3, HTK 3D8)
- 8 Harpies - 1-4 (AC: 7, 3D8 HTK)

WRIGHTERS

To be read to the players

The town of Wrighters is very plain, at least to the eye. Much of it was built quickly to serve the needs of a rapidly growing population who were more concerned with what was already there than with what could be added. After the discovery of gold (and the resulting presence of merchants), a few frills were added. The town is still, however, primarily and noticeably divided between the shipwrights (for whom it was named), the lumber company and the prospectors. Like any respectable East March town, the fishermen have their place as well and they know enough to stay in it. Strangers are not made welcome in the company town (as the East side of town is called). It is devoted entirely to serving the needs (both on and off duty) of the lumbermen and shipwrights. The west side of town does offer a bit more in the way of entertainment to the sea-weary traveller. Several inns and taverns, a bustling market square, and a variety of shops should offer anything you desire in the way of amusement or adventure until you're ready to try your luck at the pirates.

Several things about Wrighters may strike a visitor here as a bit strange. For one thing, horses are practically nonexistent. The lumbermill and lumber camps tend to use mules or the river. Some horses are available, but rental is costly. The cost of bringing horses here by sea (as well as the extremely high casualty rate among them enroute) has made them scarce. As a rule, the streets are narrow and unpaved. This makes for wonderful mudpuddles in the rainy season and a great deal of dust during the summer. Bridges span the river in several places, making travel across the river fairly easy. A toll of 1 c.p. is charged for passage in each direction. This money goes (supposedly) to the upkeep for the bridges. Like the rest of the town, these structures are made of wood and are simple in design.

Needless to say, the news of the reward has attracted quite a few travellers (like you), and should you wish to join forces with some of them or with some local who knows the ropes, your chances for survival may well be improved. It would probably be worth your while to stay in town for at least a few days if only to find out more about what you're up against.

Crime in Wrighters is uncommon. There are the usual tavern brawls, cutpurses, and household disputes, but little else to keep the city guard occupied. There have been some disputes over prospectors' claims, but as those take place outside the city, they are the militia's problem. There has been an increase in crime since the reward notice was posted. (The notice attracted thieves and ruffians from all over the kingdom—as well as more honorable adventurers.) A group of wererats has been roaming the city (especially near the docks). Rumor has it that the city guard has posted a reward of 20 g.p./wererat. If you are interested, the reward notice is said to be posted on the door of the City guard barracks along with any other wanted notices that may be active now. (DM: The rumor is indeed true, as the party will find out if they go look). The reward is being put up by the merchants who are concerned by the presence of such scum in their fair town.

Company town was the brainchild of Deetur, an enterprising lumber merchant who wangled all the lumber rights to the area from the King (the present King's father). His organization is very paternal and geared for the comfort and maximum efficiency of his workers. He tries to keep town and company separate (even by providing separate entertainment for company workers and giving them separate shopping centers). Over the years, his rules have been reinforced by local custom, and the local town residents tend to keep clear of company workers and property. The company workers themselves are very clannish, especially when outside of their part of town. As a stranger in both parts of town, you may wish to find and hire a guide during your wanderings here in the city.

Company Town

A THE LUMBERMILL straddles the eastern branch of the Snake River. (Commonly called the Millstream.) Both of the great saw blades work 24 hours/day in season. During winter, they are taken out and stored carefully away from the damp. Replacement blades would be hard to find and costly to produce. Lumber is sent downstream from the camps and made into rafts upriver of the town. These rafts are, in turn, brought through the town and to the mill entrance where it is decided whether to cut them immediately or store them against future need. 5D10 workers can be found in and about this building at any given time (skill 1 fighters). Pay-day is every tenth day, and pay is in silver and gold.

B THE SMITH'S SHOP is just across the road from the Mill. He and his two apprentices are primarily employed by the shipwrights and lumberworkers. Their shop specializes in boat fittings and carpenters tools, axes and saws for wood cutting, and specialty items on commission. They will serve non-company people, but company projects always take priority.

The smith, Saul, keeps a close watch on his apprentices. In spite of this, the older one, his 15 year old son Ned, has an active interest in things outside the shop. For 1D6 c.p. (depending on how good the characters are at bargaining), Ned can be hired to guide the party in this part of town. He is always up to date on the gossip and will, for a few coppers, willingly tell them anything he knows. He knows where everything is in this part of town, but has never been out of the city in his life, so his notions of distance are very unreliable. He knows where most of the main attractions in the other part of the city are, but other than the market and the stores, has very little idea of what they are like. Everyone in company town and market square knows him well and he's one of the few company towners who the fisherfolk will willingly put up with. He has no weapons training, so while he may daydream about adventures, he will not consider trying to go with the party.

Travelling with Ned in the city will assure the party of getting cheated by the locals only as much as they cheat each other (rather than like the foreigners they are). It also will get company folk to acknowledge their existence rather than ignoring them, as they often do with strangers.

C THESE SHEDS are used for curing and storing wood. There is rarely anyone working here, though the area is patrolled by a guard (skill 2 human fighter armed with a quarterstaff). The guard comes by at irregular intervals but no less than twice an hour. He or she will challenge anyone loitering in the area, demanding that they identify themselves and their business. If they cannot do so to the guard's satisfaction, the guard will escort them to the nearest bridge out of Company town. There are similar patrols in areas G and I.

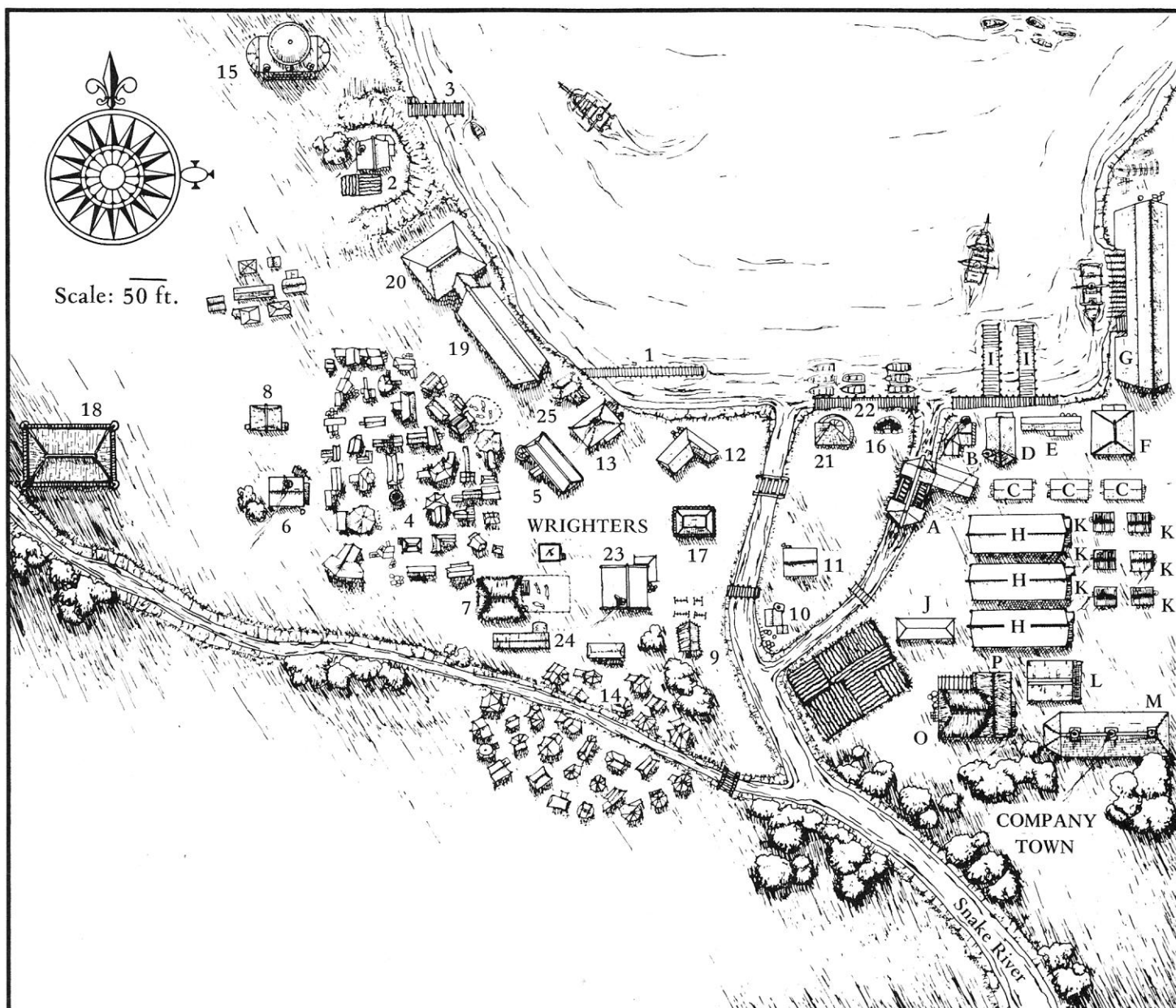
D MANDY'S is the most convenient place to get a meal in this part of the city. The cookshop is open 24 hours a day and serves simple, inexpensive food. The menu has little variety but portions are generous and cheap. During break periods at the mill or the shipyard, Mandy's is invariably crowded. Almost everyone who works in this part of town will pass through here at least once a day. Mandy herself is a heavyset woman with 2 sons and 3 daughters, all of whom work for

her in the shop. She is good-tempered and, as long as things aren't too busy, likes to gossip. She hears a lot, but won't tell a stranger anything until she hears their whole story first.

Liquor is not served at Mandy's, but customers are welcome to provide their own refreshment. Company workers on duty are not permitted to drink alcoholic beverages, therefore offering one of them a drink to try to get information, will likely (75% chance) result in a fight. They are firmly convinced that anyone doing something like that must be trying to get them fired (after all, everyone goes to Mandy's, so the boss is sure to find out) in order to take their job themselves. The furniture at Mandy's consists of long, rough tables and benches, none of which could be hurt much by a fight.

E TWYNE'S makes some of the finest ropes and nets in the East March. Like most of the craftsmen in company town, Twyne and his four assistants devote most of their time and energy to filling orders for the Deetur's businesses.

WRIGHTERS



Most of their work goes into cargo nets for the ships and rope for the lumberyard's rafts, but they occasionally also do fishnets, climbing ropes, and rigging for the few sailing ships in the area. Lengths of rope can be bought fairly easily (if expensively), but anything more complicated than that will require a delay of at least 2 weeks.

F THE SHIPS STORE outfits all of the ships built in Wrighters. Everything required to supply a ship for a voyage is either kept on the premises or must be ordered through here. Journey supplies, spare parts, salve for the oarsmen's hands, spare chains (in the event of a slave galley), kitchen equipment, lanterns, lamp oil, buoys for fishnets, navigational charts, and a variety of odds and ends make this an interesting shop to prow around in. Very little in the way of standard adventuring equipment is stocked here however.

It is always a good idea to let a sailor do your bargaining here should you choose to buy anything. Landlubbers are charged 25% more for the simple reason that they are not expected to know any better than to pay it and have no right to be here anyway. The shopkeeper is a shrewd merchant and if pressed will fall back on the excuse that his goods are expensive because of their fine quality and the expense of bringing them here. He will never admit that greed is his motive or show in any obvious way that he feels any lack of respect for non-seamen. If Ned, the smith's son (see building B), is guiding the party, he will offer to do the bargaining here for a small fee (1D6 c.p.). If the party takes advantage of this, he will get what they want at the seamen's price.

Shopkeeper, Orlou, a skill 0 human fighter, keeps a belaying pin (treat as a mace) under the counter. There are 17 g.p. and 163 s.p. in a bag in the back room.

G THE SHIPWRIGHTS MAIN WORKSHOP is in this building. This is where the preliminary construction of a new ship's hull is done. In addition, there are workrooms for the master shipwrights. If the party should manage to gain entrance (bribe the doorwarden for a tour), they will find it difficult to see what is going on (due to the quantities of sawdust floating about) and that it's more difficult to understand. The process of putting together a ship is something that could only be of interest to another shipwright or perhaps a sailor. The doorwarden will insist on giving them their money's worth, so by the end of the tour, they will probably have been told more about the shipwright's craft than they ever wanted to know existed. The air inside here and near any of the windows smells strongly of a mixture of sawdust, tar, paint, and varnish.

H THESE TOWNHOUSES were built for the mill workers 30 years ago and are still only available to company employees. There are three sets of houses (each holding 16 families) two stories tall. A wooden stairway goes up the outside of the building and joins an outside porch/entranceway to the upstairs apartments.

I THESE PIERS are used exclusively by ships undergoing outfitting by the shipwrights or ships in for refit. Strangers quickly get in the workers' way and are most unwelcome.

J THIS HOSPITAL was established for the lumbermen and mill workers, but since the town's expansion, has opened its services to include the other residents of the town as well. It is one of the tallest structures in town, standing four floors above ground level. The original building had two floors built of stone (a rarity in this area), but during the

goblin wars, more room was needed, and the original building was expanded to include the two wooden upper stories. A clinic takes up the first floor and an herb garden stretches out behind the hospital nearly to the banks of the Snake River. During the war, most of these herbs were used locally, but now some of the excess is exported in exchange for those not available locally. Two physicians and 1D4 assistants/-apprentices are on duty during the day. Only one physician is on call at night. During the day, one of the physicians is kept available (except during emergencies) for company personnel. Physicians are not clerics, but are skilled with bandages and herbs. Treat them as sages for matters relating to the body.

K THESE HOUSES are used by the master shipwrights and artisans employed by the company. They are identical from the outside and were built shortly after the rowhouses (H). Each is two stories tall and built of local wood. Despite the fact that they are personal residences of master craftsmen, they are owned and maintained by the company.

L DEETUR, the company's director/owner makes his home here. It is a combination of stone and wood and its front door is brass-plated. The director has his office on the ground floor of this three story building. An appointment is necessary if to have anything done by company personnel. Deetur is a merchant first and foremost. His aggressive business tactics have won him quite a few enemies as well as great profits. As the sole owner of both the shipbuilding and lumbering operations in the city, he tends to get what he wants. He is attended by a personal secretary (Half-elf scribe) and a bodyguard (skill 4 fighter with sword and daggers) during public appearances. His most notable skill is with languages. He can bargain in any of the racial tongues that can be learned by a human. He is true Neutral in alignment.

M THIS BARRACKS provides housing for the journeymen, apprentice artisans, and craftsmen associated with the company. It is two stories tall and made completely of wood. Off-duty company workers can often be seen lounging near this building, griping about pay and/or working conditions.

O THE SIREN SONG TAVERN provides the only entertainment in the company town. There is a well-stocked bar on the ground floor, gambling on Saturday until midnight, and a dance every payday. Every other night, the tavern closes an hour after sunset. It's open from sunrise till noon and then closes until midafternoon (this allows the night shift workers to grab a nightcap before turning in). Company workers found here during or within an hour before their work shift will be dismissed (see building D). The tavern has a small second floor with rooms that are rented to the barmaids. Jemial (a NPC) sings here in the afternoon and leaves for the Purse of the Gold Inn just after sunset.

P THE COMPANY STORE provides all the necessities of life (and some of the luxuries as well). It is open to company employees only (the smith's son, Ned, can show the party around and buy things for them if they like, and are willing to bribe or bully him into it). Each employee (and/or their family) has an account at the store. Purchases are either recorded and their value docked from the employee's pay or can be made with cash. Shoplifters will be prosecuted, fined, and will work off their fine in the mill.

Wrighters Town

1 THE LONG WHARF is the main arrival point for supply ships, and merchant vessels. Both import and export are handled here. A hidden passage under the dock leads into the back room at the Grey Cat (building 13). The exit point at; the inn is guarded at all times by a skill 2 thief. All sea travelling visitors not arriving on either fishing vessels or with one of the King's fleet will arrive at this wharf. Ships rarely stay tied up at the wharf for much longer than it takes them to unload. They prefer to anchor in the harbor to avoid paying the hourly dock fees.

2 THE HARBORMASTER, Harald, uses this building as both office and home. Appointed by the King, he is a retired admiral in the King's navy and has absolute power over who is allowed to dock in Wrighters and with what cargo. Just because he has the right does not mean he always exercises it. There is a 20% chance that he will thoroughly search any ship. The rest of the time he tends to sleep in his garden overlooking the bay (inside in a chair in bad weather) and content himself with taxing the declared cargo on the ships. Unless he has reason to believe there is smuggling going on, he will not search passengers or their luggage. The fare paid for the passage will cover the landing fees.

3 THE KING'S WHARF is used only by ships of the fleet or those travelling on the King's errands. A military honor guard consisting of 1 militia captain and 1D6 fighters will turn out to greet any ship landing here. (If there is a VIP on board, the honor guard will be expanded accordingly).

4 MARKET SQUARE is the social center of the town; street performers and street walkers abound. Stalls are open year round selling food (cooked and uncooked), weapons, and equipment (used and new). There is a 75% chance of any common item being available somewhere in this market. Mining and prospecting equipment is especially common. Needless to say, the market square is a valuable information source. Gossip and rumors abound. Bryce (a NPC) offers his services as a scribe here. Through his service, he will know all the rumors.

The southeast corner of the square is the town whipping post and stocks. Twice a week, prisoners are brought from the City Guard Headquarters (17) for public punishments. The occasional hangings are also performed here when given official sanction (lynchings, however, tend to take place in less populated areas).

5 THE ANYTHING SHOP is primarily a department store for magical weapons and equipment. Standard equipment is also available. It is run by a family of Magic Users (three brothers, a sister, and their spouses). Between them, they can usually enchant an item to suit the customer (using either their own spells or scrolls they have in stock), recharge an existing one, or add a few new scrolls to the party's supplies. If a party member has a spell scroll (or just a spell), potion, or item that they don't have (10% chance for any spell over skill three) and is willing to trade, they will willingly trade it for anything in the shop that is not equally unique. They will give up to two times its usual value just to expand their collection.

If they realize that the party is going after the pirates, there is a 50% chance that one of them will approach a member of the party for private conversation and will make him or her a

gift of an amulet which is sensitive to illusion. They made these by the dozen at the height of the pirate hunt four years ago and have been trying to get rid of them ever since. They hope their generosity will encourage purchases. All they will ask in return is the first chance to buy any magical item your party finds and doesn't plan to keep themselves. These amulets are normally priced at 50 g.p. and will function up to two hours continuously. They will automatically deactivate after that for a minimum of 1/2 hour and can be restarted three times a day. They will not have any effect on illusions but get warm and glow slightly in its presence. As such they are no direct protection but will serve as an effective warning device. The giver will teach you the activating word or phrase.

There is a 75% chance they have any spell skill 3 or below and a 25% chance of having more than one item or scroll with spells above skill 3 available for purchase. Their prices are reasonable for any spell they can do themselves, but items and spells from scrolls that they cannot make for themselves will cost double the usual price (you should have thought of it before you left home).

Shelain (Mirob's wife)

Skill 6 Half Elf Female Mage

Specializes in Air and Fire magic

HTK: 18, Stats: 9, 16, 11, 13, 15, 14

Linbar

Skill 9 Human Male Mage

Specializes in enchanted items and defensive magic

HTK: 25, Stats: 11, 17, 10, 14, 13, 9

Jepala (Linbar's wife)

Skill 5 Human Female Mage

Specializes in mind magic

HTK: 18, Stats: 10, 16, 14, 10, 13, 11

Mirob

Skill 8 Human Male Mage

Specializes in combat-related magic

HTK: 24, Stats: 14, 16, 8, 14, 11, 10

Rikord

Skill 6 Human Male Mage

Specializes in Earth and Water magic

HTK: 19, Stats: 15, 16, 10, 11, 10, 14

(Popular with the prospectors)

Shanna (The sister — Rikord's wife)

Skill 8 Human Female Mage

Specializes in scrolls

HTK: 24, Stats: 9, 17, 9, 11, 14, 15

Mellin (Helbar's wife)

Skill 6 Elf Female Mage

Specializes in potions

HTK: 16, Stats: 10, 16, 12, 12, 16, 13

Helbar

Skill 7 Human Male Mage

Specializes in illusions and travel magic

HTK: 20, Stats: 14, 17, 9, 13, 10, 12

6 THIS BLACKSMITH SHOP specializes in weapons and armor manufacture and repair. As this is the only shop of its kind in this half of town (except for the occasional stall in the market), the smith's services are usually booked at least several (1D4) days in advance, even for simple repairs.

His services (like many things in town) cost nearly twice the usual fee for any given task. The law of supply and demand seems to be the main rule in Wrighters, and with transportation so difficult, supply is always short. He will charge double for any work given to him by company employees.

7 THE LIVERY STABLE has 12 stalls (5 of them rented on a permanent basis to locals) each large enough for a heavy warhorse (or 2 smaller horses) and a large paddock outside. It is the only stable in town. The farrier who runs the stable keeps 6 pack mules (1D6 are available at any given time) which he rents to prospectors and adventurers for 4 g.p./week each. If the party is going adventuring and plans to leave the animals unattended by the entrance to wherever they are going, the farrier will send his apprentice along free to take care of his investment. They will wait about a mile from your destination.

8 THIS GOLDSMITH'S SHOP is owned by a skilled goldsmith named Marnia. It's the perfect place to pick up a gift for that someone special you left behind (or brought with you). This master artisan made the original Chalice of Storms and at the King's request brought in a team of clerics to enchant it. She can and will describe it in detail. She has also added her own reward to that offering by the King. One piece of jewelry will be made to the specifications of each member of the rescuing party (up to 6 pieces in all), the total value of each piece not to exceed 1,000 g.p. This will be paid only if the Chalice is returned to the King before the High Festival. A notice of this additional reward is posted on the shop door.

9 MARC'S BUTCHER SHOP is home of a huntsman called Marc. He is half elvish and uses a bow like a skill 5 fighter. He has no other weapon skills. Both fresh and cured meat are available here. His wife runs the shop on the first floor when he is out hunting (which is as often as he can get away with it without flooding the meat market). His wife has a very loud voice and is a shrewd bargainer. She is, however, honest and the meat bought at Marc's will be exactly as good or bad, fresh or rotten, tender or tough, as she claims. When Marc is not out hunting he is usually either out back butchering or preparing meat for curing or can be found in Market Square selling his wares. The hides and furs that are an inescapable by-product of his profession are available from his brother-in-law, the tanner, whose shop (#10) is just across the bridge in the fisherman's quarter.

10 & 11 THE TANNER'S house (11) and workshop (10) is (excluding company town) one of the few instances in this town of more than one building being owned by one person. If anyone in the party is familiar with the process of curing hides, this will be no mystery. If not, it will become obvious as they approach building 10. The stench of curing leather goods is enough to make a visitor think again about just how much he really needs the leather he planned to acquire. Naga, the tanner, is no dummy. His curing sheds are set as far away from his house as he could put it.

For the comfort of his customers, Naga has set up his shop of finished goods, including some uncut leathers and pelts, on the first floor of his two story house. It is not necessary for a customer to get any closer to the curing sheds than this, unless he or she wishes to select the specific piece of leather or the particular pelts which will be used to make the item desired. A small, but varied, selection of leather armor, knife

& sword sheaths, waterskins, backpacks, and packsaddles, as well as a variety of ornamental items, are available here. The work is of good to excellent quality (with a few really poor pieces for people who are just begging to be cheated). Naga is a fast worker, and if he has sufficient supplies for a job, he can usually complete it within a week. (There is a 5% chance that he will have a previous commission which will make this impossible.) He charges 20% extra for rush jobs.

12 THE FOULED ANCHOR is a sailor's hangout. Sailors recommend its rooms to travellers. It has 15 sleeping rooms available for rent. Customers can also rent bench or floor space after closing for 2 c.p. a night (morning). It's not much, but at least it's out of the rain or snow. Anyone who comes in will be made welcome (most of the sailors are only visitors here too). The local populace tends to avoid it because of its reputation (entirely deserved) for brawls. (There is a 75% chance on any given night that 1D4 of fights will break out.) The bartender/owner and his four barmaids also live upstairs. The barmaids and travellers have the second floor rooms and the owner the third floor which is only 1/2 the size of the rest. Bread and cheese are available as well as drinks and there is usually someone willing to make a run to Mandy's (Company Town building D) for additional munchies. A bowl of sour citrus fruit and another of salt are on each table free of charge. They are said to go well with a fermented plant juice beverage which is an imported specialty of the house. It is supplied by one of its travelling customers in gratitude for the many memorable fights he's had here. Etion, skill 7 illusionist (See NPC list) is staying here.

13 THE GREY CAT If you ask around for somewhat quieter fun you may hear about the Grey Cat. Admittedly, it's in a somewhat nastier part of town down by the docks and was less enthusiastically recommended by the sailors the party met on their way here, but it does have a reputation for being quiet and for keeping an extremely well stocked bar. As they'll notice after the party arrives, even the activities in the upstairs rooms is subdued, though there does seem to be a steady demand for it.

The inn itself opens at sunset and closes its doors at the first light of day. After that time, patrons with business to conduct must wait until the following evening unless they happen to know where to find the back door. A secret passage leads from a trap door in the backroom, both north, emerging under the Long Wharf and south, emerging in the basement of the Anything Shop (building 5) and further on in the back room of the livery stable (building 7). The mages in the Anything Shop are aware of the passage and have it warded so that none can enter without alerting them. The farrier is unaware of the passage. His father had it built as a favor to a friend and never informed his son of its existence. There is a bar on the tunnel side of the stables' trap door, but no locking mechanism on the stable side. The floorboards of the trap door in the stable are perfectly matched to the boards around them.

As I said before, the Grey Cat seems to be a quiet little inn, and in general it lives up to its reputation. But, don't be mislead. Like most cats, its character changes completely when it is wet. For then, all the pickpockets, muggers, sneak-thieves, and footpads in town come in to get out of the rain. They exchange tall tales (as long as there are no strangers present) for drinks and settle down to some serious dicking

with the proprietor about honest exchange for the prizes of their collections which they hadn't wanted to fence in bulk upstairs. Yes, the Grey Cat is a quiet little bar and probably the safest one in town once you're inside. Unfortunately, the neighborhood does leave a bit to be desired, unless you're with someone who's known to its regular patrons. There is still some honor among the thieves here.

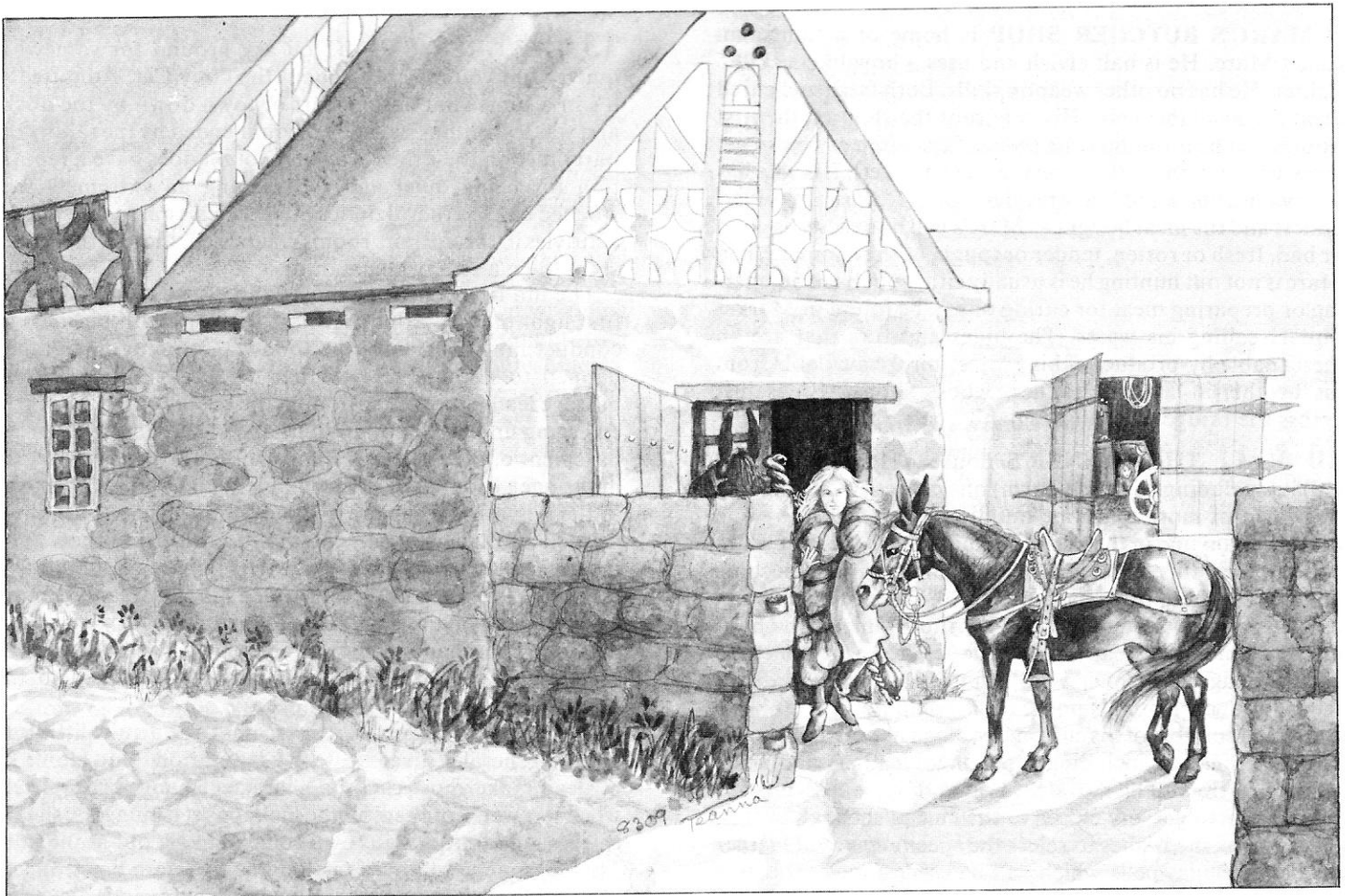
Bruno (a NPC) is one of the bouncers here.

14 TENT CITY On both sides of the Jubilee River in the southernmost section of town, is the tent city which serves as temporary housing for the prospectors who've come in search of wealth that can be found in the area's rivers. Gold is what brought them here and they're determined not to give up until they find it. Cheap housing is available here (1 g.p./week for a tent in advance and you find your own place to pitch it). The high turnover of residents of this area (few people stay for more than one week) has kept the chance of disease to a minimum.

15 TEMPLE OF THE STORM KING This is the temple of the most widely worshipped of the local dieties, the Storm King. He is a Neutral Good sea god, and protector of those who dwell in the islands and especially those who depend on the sea for their livelihood. For those of a less optimistic nature, the Shipwrecker is the local, evil counterpart. Many

of the local seamen (even those of good alignment) make an offering to the Shipwrecker before voyages as an attempt to prevent disasters, but as the Shipwrecker is a chaotic evil deity and cannot be depended on to stay bought, the Storm King can be called upon for aid. The Storm King is the official state religion, so the temple is fairly large. At present, the Cleric who was in charge of enchanting the Chalice of Storms is still visiting the temple along with the Patriarch and his 4 acolytes. Lenira (a NPC) is also staying here.

A large courtyard occupies most of the temple. It is open to the sky. There is a fountain along the north wall of the courtyard. Offerings can be left on the green marble shelf which extends from the edge of the fountain catchbasin. The water from the fountain has healing properites. Drinking its water once/day for a month will regain 1 point of Stamina lost due to either illness, injury, or resurrection. It is also effective as a cure for seasickness as well. If blessed by a priest of the Storm King one small (4 oz) flask will act as a Cure Light Wounds Potion for 24 hours. If an offering is especially pleasing to the God (2% chance), he will speak through the priest and offer to answer any one question for the giver. His answers (like those of most oracles) are notoriously cryptic and may well be of no use to the questioner. The temple building and its grounds are very simple.



Derwom, Patriarch of the Storm King

Skill 9 Human Cleric

HTK: 46, Stats: 14, 11, 17, 10, 9, 14

Despite his bulk of over 250 lbs. he is an effective cleric and administrator.

Piet of Brom, Enchanter of the Chalice

Skill 12 Human Cleric

HTK: 54, Stats: 10, 15, 18, 11, 10, 16

Piet is very interested in the return of the Chalice, but will take no active role. He has served as an advisor to the King and so has great temporal power also. He is careful not to abuse his powers or dominate the local officials. Carries a Python Staff of Serpent.

Davilee

Skill 4 Human Cleric

HTK: 20, Stats: 12, 10, 15, 14, 15, 10

Distantly related to Derwom and trusted with most of the confidential missions. He is also a talented artist and enjoys praise of the numerous murals he has painted on the temple walls.

Lewsawm

Skill 3 Human Cleric

HTK: 18, Stats: 10, 12, 15, 10, 11, 12

The most practical of the acolytes and handles financial matters and tradesmen.

Klaberson

Skill 3 Human Cleric

HTK: 19, Stats: 14, 12, 14, 16, 12, 8

Overly imaginative and tends to panic. He is very resourceful when calm.

Jeromal

Skill 4 Human Cleric

HTK: 21, Stats: 12, 9, 14, 11, 13, 10

Actually assisted in constructing the Chalice. He would aid in its return, but has been forbidden to go adventuring.

16 SHIPWRECKER SHRINE This small building by the fishing docks is used as a shrine to the Shipwrecker. The building looks ordinary from the outside. There is nothing outside to reveal it for what it is. The Shipwrecker has an especially strong reputation in this area, therefore many of the local sailors and fishermen (even those not of chaotic evil or any other evil alignment) will make offerings here at the shrine in an attempt (usually futile) to appease the goddess. No visible signal is ever given in response to offerings made here. It is expected that the deity's pleasure or displeasure will become evident as the voyage progresses.

One priest tends this shrine. The position is hereditary through the family of the lighthouse keeper. In this particular case, his son serves as priest. His powers are available by direct petition to the deity only and as such are somewhat undependable. This is one of the disadvantages of worshipping a chaotic evil deity. His major duties include accepting offerings and "blessing" ships and seamen. Sailors lost at sea are commonly considered to be dwelling in the Shipwrecker's hall unless action is taken to secure their place in whatever eternal resting place they've been promised. There are those among the Shipwrecker's opponents who claim that there is no such deity; that it was all local legend as a result of the vicious reefs which took the lives of so many seamen. This is not the case. There have long been those who use the Shipwrecker to cover their own evil activities (most notably the pirates), but the deity exists and none of the local sailors dare to doubt it.

Arlenda (a NPC) is here visiting her brother.

Pelisset

Skill 7 Human Cleric

HTK: 40, Stats: 9, 11, 15, 10, 14, 13

Small of stature, Pelisset plays his role for all its worth. He tends to be pushy and short-tempered, but can be persuasive when he makes the effort. There is a 50% chance Pelisset will be able to use only Skill 1 spells on any single day.

17 THE HEADQUARTERS OF THE CITY GUARD is a two story building with a basement. The basement is used as a jail, the top floor as barracks for the guardsmen, and the first floor has the messhall and ready room for on duty guardsmen. The total guard contingent is 15 guardsmen, 2 guard sergeants and a guard captain. The guards are hiring now. Three guardsmen positions are available to fighters between skills 1 and 3. The pay is 2 g.p./week plus room and board.

18 MILITIA HEADQUARTERS is near the outskirts of town. It commands a good view of the northern and western approaches to the city (the directions from which the goblins have traditionally come). There are 40 permanent members of the militia. They have no jurisdiction within the town limits except on military matters. They routinely patrol the valley approaches to the goblin areas and visit the outlying prospectors' camps on the shores of the Mirror Lake and the lumber camps. Their presence has been credited for preventing any bandits from getting established in the area. Local opinion claims that on land the pirates would never have had a chance to become a threat. This is not entirely true. The seas in this area make patrols of the local waters dangerous, and the many small harbors and coastal caves make methodical search impossible. However, most of the militiamen are local people, and most of the fleet are posted from elsewhere and just pass through occasionally, so it's not surprising that local pride gets in the way of logic in such matters.

Headquarters is a three story building with an armory in the basement. The top two floors serve as barracks and the first floor is a ready room and administrative offices. There is a large weapons practice area outside and several smaller practice rooms on the first floor of this building.

Militiamen

Skill 3 Fighters

HTK: 21, Equipment: Chain, sword, short bow

Parties greater than six will be accompanied by a skill 3 ranger.

19 THIS LARGE WAREHOUSE is used by local merchants for storing both materials that are due for export and for storing newly arrived imports. Space here can be rented from the Harbormaster.

20 THE ANNEX to the warehouse is guarded by the militia and is devoted to goods for the use of the King's fleet or for the King's own requests of materials (commands). Two militiamen are posted here at all times (even when the warehouse is empty), and additional militiamen are posted at the Harbormaster's request to provide additional security whenever he feels it is necessary. The Chalice was stored here until it was sent off by ship.

21 THE PALACE is one of the oldest buildings in town. It was originally the home of the town's founder, Deetur. He had it built down by the original docks (22) which are now the home port of the fishing fleet, so that he could keep an

eye on his workers. To further aid this effort, he had large clear windows put in which gave him a view in all directions. These were the first such windows in town and were considered (at least by the workers) an unnecessary extravagance, not to mention a nuisance. Since Deetur moved to his new house (only 10 years ago), the building has been put to a different use.

It is now a house of prostitution. Its location, being neither in company town nor the main (respectable) part of the town keeps its existence quiet. Going to the Palace to either see the view or hold court is a common explanation given to friends and family to excuse long absences that are better left unexplained. 1D6 courtesans are available between sunset and 1 a.m. The price charged varies depending on the services requested, the level of the courtesan, and the social status of the customer. The place is much visited by sailors and company employees, but rarely by the fishermen who daily pass by it on the way to their boats.

22 THE OLD DOCKS These were the first docks built in the town. The new docks in the shipyards (I) were built nearly 3 years later as the company grew. There are 10 fishing vessels that have permanent berths along this dock. There is room here for up to 5 additional vessels of this type or general size. Each ship has a crew of 3D4. Any of them would be willing (if the price is right) to sail the party up the coast to make a sea approach the old pirate harbor. The fishermen live between the rivers here, on the site of the original settlement. Fresh fish are bought here each evening when the boats come in.

23 THE PURSE OF THE GOLD INN serves the best food in town (certainly the most expensive). Rooms are usually available as there are few travellers who have enough money to spend on rooms here. The cost is 15 g.p. for the large rooms, and the smaller ones are 6-10 g.p./night. It is primarily used by merchants trying to impress their customers and visiting nobility. The restaurant is somewhat more reasonably priced. It is still expensive (at least double the usual cost of a good meal), but the food is truly excellent. They are especially well known for their cream filled pastries and the exotic foods they serve. If you're trying to impress someone or someone is trying to impress you, the

place to do it is the Purse of Gold. They keep a fine wine cellar and musicians are employed to entertain during meals. An hour after sunset, Jemial, (a NPC) will arrive here to sing. He will stay until midnight.

24 PICK AND PANS carries a variety of other mining and travelling equipment in addition to the prospector's tools in its name. It is reasonably priced (at least in comparison to most of the rest of the shops in town). Anything a hopeful prospector could want is available here, including amulets purported to detect gold. These are fakes. They couldn't lead you to the gold piece in your own purse, but they are good fakes. They are rigged to respond to one gold nugget that was specially prepared for the owner. The rest of the equipment sold here is of fair to good quality and can equip one for a new career as a prospector, panning for gold in your very own stretch of stream. All prospectors' claims are registered here at Pick and Pans, and it serves as the weigh station to determine the actual value of the take. There is no cost to register a claim, but 10% of the take is owed to the crown. The owners of the store collect this payment (they keep 10% of this for themselves).

25 GRYPE'S HOUSE Grype is a fairly powerful mage who specializes in identify spells and repairing of malfunctioning magical items. He does most of this work in the well shielded basement of his home. He has lived in town since the time of the blockade and defeat of the pirates four years ago. He settled here expecting to get much work from people with bits of the pirate's treasure, but between the fleet's failure to actually find the treasure and the established reputation and animosity of the Anything Shop proprietors for anything concerning magic, it has been a lean 4 years.

Grype may (50% chance) try to recruit the party to "recover" a "stolen" magic item from the Anything Shop. He will offer his services free in exchange. He can be very persuasive. He will ask for one of the items which the owners of the Anything Shop cannot replace easily or cheaply. This is his personal revenge against the shop for limiting his trade. He feels perfectly justified, but realizes that he has a better chance of recruiting people if they don't realize that they're stealing as well as breaking and entering. Grype is a skill 6 magic user of chaotic neutral alignment.



SEARCH FOR THE CAVERNS

The militia captain

DM: As the party is preparing to leave Wrighters, whether it be by land or sea, the captain of the local militia will appear with a company of his men before them. The captain, Stefan, has seen many groups go in search of the pirates. Some of them have returned empty-handed and unharmed. Many of the parties have been found by his men dead, having been ambushed by the goblins. Hating to see good manpower being wasted on pursuing a useless quest for treasure—no one has ever found the now legendary pirate caverns—Stefan is trying to persuade every group to attack the goblins. The fact that the group would then be doing his job has not escaped him. The captain addresses the group (read to the players):

“Before setting out from Wrighters, your party should consider visiting the goblin caverns. Such a visit offers an excellent opportunity for you to learn to work together as a team, if you haven’t already. There’s also a slight chance that some of the goblin’s slaves may be captured pirates who would be willing to help and possibly even guide you to the pirate stronghold in exchange for their lives. There is even a chance that some of the goblins might be willing to help you themselves.

“This last is slightly less unlikely than it sounds. While it is true that the goblins have good reason to hate us, they hate the pirates even more. We’ve been told that the pirates massacred almost a quarter of the goblin tribe five years ago, as a result of a slight misunderstanding concerning a goblin attempt to make off with some of the pirates’ treasure. After that, a group of goblins formed a special division to aid us, the militia, in wiping out the pirates. This division was disbanded after the victory four years ago which we thought had eliminated the pirate threat once and for all. Maybe there are a few goblins left with enough of a grudge that they’d be willing to help. The trick, of course, will be getting them to listen to you before you get killed.

“If none of these reasons are enough to attract your party, there’s still that great convincer: money. The goblins have been here longer than anyone else, right? That means they’ve had longer than anyone else to collect treasure. Even if they won’t talk to you, and you can’t free any pirate slaves, maybe you can make a profit on the deal. It can’t hurt to try. After all, after thirty years of persecution, there aren’t that many goblins left anyway...”

As he is about to continue, a messenger arrives out of breath. After listening to the messenger’s brief message, he suddenly turns and strides away. His men follow. There wasn’t any time for questions.

Getting to the caverns

The party has two ways to get to the area of both the pirate stronghold and the goblin caverns: by sea or by the land route through the valley.

The sea approach

The pirate caverns have two seaward entrances into their complex: one from their destroyed village and one seaway

into a underground harbor. Both are extremely well hidden and the party is highly unlikely to find them. Parties traveling by sea will have the normal sea encounters.

During their search, the party will find a concealed, but well-used path climbing up the side of the cliffs surrounding the pirate village. Should the party take the path, they will find the path curving clockwise through a crevice where it reaches its apex in a pass between two large, heavily wooded hills. Continuing along the path, this time in a counter-clockwise spiral downwards, will lead the adventurers to the base of the path leading up to the caverns’ entrance (see the land approach).

THE PATH FROM THE PIRATE VILLAGE: Approximately 5 miles down the coast, through some of the most treacherous waters of Hells Mouth lies the entrance to the pirates’ hidden harbor. The entrance to the harbor is very narrow. Upon entering however, the first thing one will see is the burned and ruined remains of the old pirate port. The dock is badly charred but intact. The buildings however are a total write off.

The party knows there must be an underground complex because the pirates’ treasure was never found and by the continued presence of pirates in the area. *Concerted* searching will give the party a 2% chance (per day) of finding the concealed entrance into the mountain. This chance can be increased by 5% if someone uses a *Dispel Illusion* spell each day. As the entrance to the caverns hasn’t been used for four years, there isn’t a path from the pirate village to be found, just a door. Discovering it will reveal a cleverly hidden stone door which has been fashioned to appear as part of the hillside. The *Illusion* spell merely strengthened this appearance.

This entrance is barred from the inside. It will take a combined strength of 30 (or a pick or magical attack) to open it. A corridor 10’ wide leads directly into the second level of the pirate stronghold. This corridor has been trapped as the pirates no longer use it. There are 15’ deep pit traps spaced irregularly down its length until it joins the main area. (8 in all). Two stone bats such as those described in corridor M, level 1 (Pirate Caverns), are on guard here. One is stationed 5’ from the entrance to the tunnel and the other 10’ from its junction with the main section. In addition an *Illusionary Gargoyle* has been set here to guard the approach. It is a programmed illusion and is triggered by any magic use within 20’ of the door which cuts this corridor off from the main area. The door is untrapped but it is locked and barred from the other side. This door is made of wood.

THE CAVE APPROACH: No one except the pirates know of this third approach to their stronghold. In a cave on the outdropping of land known as Harpy’s Point (due to the Harpy who has been sighted here), there is an underground ocean inlet which leads to a small dock on the third floor of the pirate complex. Only a small craft (such as a fishing boat) could get into this cave safely, and its captain would have to be lucky to avoid the reefs. The local seamen would consider this cave an impossible access route because a vessel the size

of the one the pirates are said to use could not possibly make this approach. As the pirates are in fact using a small boat, (their large one was sunk in the harbor) disguised by illusion to look more impressive. The passage's size serves as its best protection from the curious.

To augment that, the pirate leader occasionally used to use a programmed illusion of a Harpy to discourage the brave (and the foolish) from exploring this area. In recent months however, a real Harpy has taken up residence here and the pirates have had to restrict their comings and goings to the times when the Harpy is either asleep or out hunting. Not far from the cave entrance is the place where the pirates used to set their false beacon during storms. They used this method to lure unwary captains into thinking that it was the lighthouse that marked the port entrance. The pirates still scavenge from the wrecks that resulted from the ships unexpected encounters with the reefs.

It is not possible to find this entrance from land. A boat must be used for a successful search. A searching party has a 15% chance per week of finding the inlet. They have a 10% chance during the same period of having the boat smashed against rocks. Anyone wearing armor of any sort will drown then. They should, however, have several close calls before their boat is destroyed. If they discover the cave entrance, they have to fight the Harpy (from the boat) before they can enter.

Harpy

AC: 7, HTK: 20 (3D8), M: 6/15"

Alignment: Chaotic Evil, Intelligence: Low

Att: 3, Dm: 1-3, 1-3, 1-6, Special: Anyone hearing its singing must save vs. magic or be compelled to approach the monster. A touch of a Harpy Charms a victim (if a save vs. magic is not made).

The land approach

THE VALLEY APPROACH: To gain entrance to either the Pirate or the Goblin Caverns the party should travel south, along the Snake River. They will pass through the town and the prospectors' camp and by the outlying farms which are scattered in the fertile river valley. About two miles outside of town, they will be able to see a logging camp on the far bank of the river. Another mile and a half will see them to the shores of Mirror Lake. By following the shore of the lake, they will come to the shore of another river. It is shallow enough at the lake shore to wade safely. The water depth here is only between 6" and 18". Having crossed to the far side they should follow this river approximately 4 miles through increasingly rough terrain. Where the river enters the mountains they should turn west.

THE PATH TO THE CAVERNS: As they approach the cavern entrance from the east, there is a steep upslope (approximately 45 degrees). The path is fairly straight and the stones and path around the entrance are blackened and cracked; the only sign in the peaceful valley of the fierce battles that have been fought here over the years. Aside from the burn marks on the ground, the vegetation has come back quickly.

It is especially thick by the concealed entrance to the pirate and goblin dwellings. Maps that will get the party to the entrances are not difficult to obtain. Directions once the characters are inside are effectively non-existent unless your

party has managed to bribe or hire Bruno (a NPC at the Grey Cat). If they haven't, then the party is operating with no information, and unless they search carefully, will find no entrance save that to the Goblin Caverns. It is popularly thought that the Pirate Caverns were originally expanded from part of a goblin settlement. Therefore, the party can assume some passage between the two areas is possible. (DM: If the party hasn't found the way to the Pirate Caverns by the time they get to room K of the 2nd level of the Goblin Caverns, let them find a pirate prisoner there who is willing to tell them where the entrance to the Pirate Caverns lies—but who will reveal nothing else about the complex.)

The passage to the Goblin Caverns shows signs of considerable traffic, more blackened stone, and evidence that several attempts have been made to block the tunnel off with rockfalls. Pieces of rock of varying size are scattered freely in this section making silent approach difficult if not impossible. There is a 75% chance that the Goblin sentries in Room I will be aware of their approach. They will not come out to investigate unless the sounds persist or they hear voices. Forty feet into the tunnel, the passage width narrows to approximately 4' (the remainder of the 7'-8' width is blocked with fallen stone). Seventy feet beyond, a small light outlines an entrance to a wider portion of the tunnel (into the Goblin Caverns).

Encounters in the Goblin Caverns

Chance of encounters: 1 on a D6/turn, 1 or 2 on a D6/turn if Goblins have been alerted.

- 1 1-4 Goblins armed with 1D4 darts and dagger each. They will run away and give an alarm.
- 2 2-8 Goblins armed with dagger and 1D4 darts each. 50% chance they will run away to report. Stats: *AC: 6, HTK: (1D8-1), M: 6", Att: 1, Dm: 1-6 or by weapon*
- 3 2-12 Goblins armed with flails and 1D4 darts each. Will attack. *AC: 6, HTK: (1D8-1), M: 6", Att: 1, Dm: 1-6 or by weapon*
- 4 3 Goblin children, unarmed. They will run away.
- 5 2 Goblins walking a Dire Wolf, armed with daggers. They will order the Dire Wolf to attack and run back to report. *Dire Wolf: AC: 6, HTK: 17 (3D8), M: 18", Att: 1, Dm: 2-8*
- 6 1-4 Unarmed female Goblins with sacks of mushrooms. They will run away.
- 7 A Shambling Mound: *AC: 0, HTK: 40 (8D8), M: 6", Att: 2, Dm: 2-16, 2-16*
- 8 Dire Wolf cub, will growl viciously then run away.
- 9 1-4 Giant Centipedes: *AC: 9, HTK: 2, 1, 2, 2 (1/4D8), M: 15", Att: 1, Dm: Poison*
- 10 A Giant Slug: *AC: 8, HTK: 70 (12D8), M: 6", Att: 1, Dm: 1-12, Special: Spits poison and is unaffected by blunt weapons*

THE GOBLIN CAVERNS

Goblin Caverns, level 1

1 One Goblin guard and one Dire Wolf are posted at the entrance both day and night. Three additional Goblin guards and one Dire Wolf are on duty here. The cavern has one, somewhat rickety, wooden table with a set of clay dice and 1-20 c.p. on it. If attacked, the Goblin on duty at the entrance will blow the horn he is holding, alerting the on duty forces in room 2. If questioned, he will send one of the others into room 2 to alert the Clan Elders there of the party's presence.

Each guard is armed with a dagger and two of them have 1D4 darts. The darts are treated with a poison which causes muscle spasms and paralysis within 1D4 rounds. It is not fatal, but if untreated, it will last 20 days minus 1 day per point of stamina. Each Goblin with darts will carry enough of the antidote to counteract 1 dose of the poison. If the antidote is administered, the effects will only last for 20 hours, minus 1 hour per point of Stamina. A Neutralize Poison spell or potion is effective against this poison.

4 Gobblins:

AC: 5, HTK: 6, 3, 4, 5 (1D8), M: 6"

Alignment: Lawful Evil, Intelligence: Low

Att: 1, Dm: 1-6 or by weapon, Special: Poison darts—see above

2 Dire Wolves:

AC: 6, HTK: 15, 17 (3D8), M: 18"

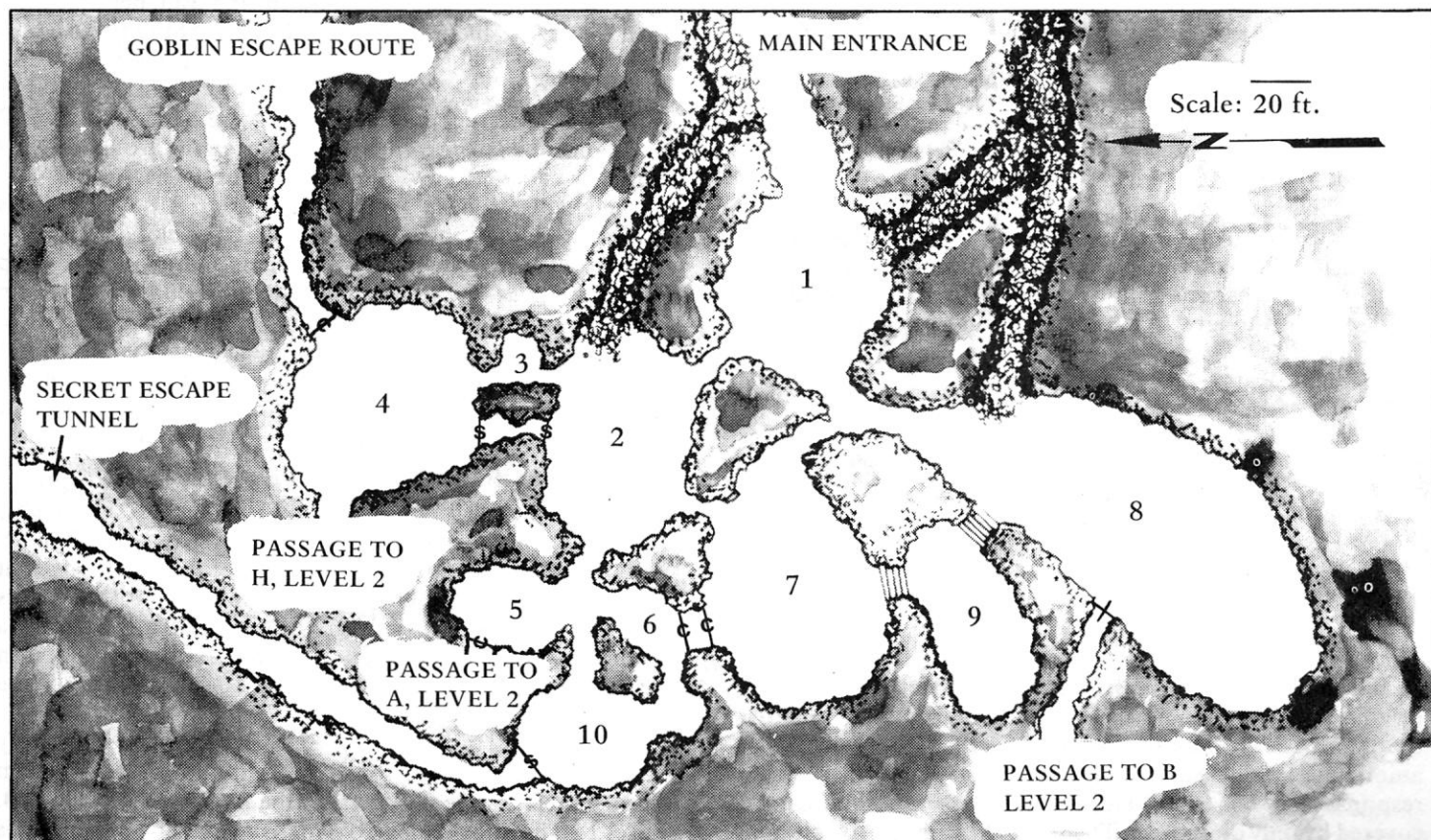
Alignment: Neutral, Intelligence: Semi

Att: 1, Dm: 2-8

2 Room 2 is a barracks for the remainder of the Gobblins assigned to guard the entrance area of the cavern. Nine additional guards and two Clan Elders are assigned to this duty along with three additional Dire Wolves. The room is equipped with 15 pallets and numerous small boxes of equipment, armor polish, food, and the like. There is one large wooden barrel near the passage to room 7 which contains water, and four leather wine skins are hung on a hook next to the barrel (each holds approximately 1 liter of sour wine).

Despite the clutter which is inescapable in any goblin dwelling, there seems to be fewer Gobblins than would normally be expected from such a large area (the same will be true throughout this settlement). The caverns have obviously been used to support a larger population than they do at present. Each guard will have 1D10 c.p.; the Clan Elders each have 2D6 s.p.

GOBLIN CAVERNS LEVEL 1



DOOR

SECRET DOOR

STAIRS

CONCEALED DOOR

9 Goblins

AC: 5, HTK: 7, 4, 5, 5, 3, 6, 2 (1D8), M: 6"

Att: 1, Dm: 1-6 or by weapon

2 Clan Elders

AC: 4, HTK: 10, 12 (2D8-2), M: 6"

Att: , Dm: 2-8 or by weapon

3 Dire Wolves

AC: 6, HTK: 18, 16, 20 (3D8), M: 18"

Att: 1, Dm: 2-8

3 This is an armory for the fighters and foragers in rooms 2 and 4. It contains five coils of rope (each 15' long), seven flails, twenty spears, twelve small shields, ten daggers, forty darts (un-poisoned), twelve poisoned darts (contact poison causing 1D4 of damage per round for up to six rounds until it is neutralized). Stacked in a corner are 35 small casks of the same contact poison, suitable for throwing (each could also be used to treat 4 darts or 1 spearhead or dagger). Unless otherwise specified, this is the poison which is used on any poisoned goblin weapon in this complex or the valley. A potion bottle with 1D10 uses of a goblin Neutralize Poison potion is kept here. It is usable by humans, dwarves, halflings, elves, etc., but tastes absolutely awful. It is half as effective if applied directly to the wound rather than drunk and smells almost as bad as it tastes.

4 This room is used as barracks and staging area for the Goblins assigned to foraging and guard sweeps outside. This room will always be empty at night. By day however, there is a 25% chance that 1-12 Goblins and 1-6 Dire Wolves, and a Clan Elder will be present. By day, those present will be either sleeping, gambling, or eating unless alerted by commotion from one of the outer rooms.

There is an escape tunnel (untrapped but with a concealed door at both ends) at the eastern end of the room which serves as the foragers' main entrance and exit. The inner door is concealed by a hanging piece of leather which covers most of that section of wall and seems to have been used for dart practice. The outside door is hidden among bushes about 40 yards from the main entrance. There is also a passage in this corridor that joins up with the entrance corridor to the Pirate Caverns. There is also a secret passage into room 2, in addition to the non-concealed one which passes by the weapons storage room (3), and an concealed corridor down to level 2. (This comes out near room H.)

12 Goblins

AC: 5, HTK: 7 each (1D8), M: 6"

Att: 1, Dm: 1-6 or by weapon

Clan Elder

AC: 3, HTK: 18 (3D8-3), M: 6"

Att: 1, Dm: 2-8 or by weapon

6 Dire Wolves

AC: 6, HTK: 17, 20, 16, 19, 14, 18 (3D8), M: 18"

Att: 1, Dm: 2-8

5 This room is for the use of the Clan Elder on duty. It was originally intended to house several more elders but due to the high casualty rate during the last 30 years (especially among the Goblin leaders) many jobs that were formerly the responsibility of several elders or leaders are now being covered by only one or two. There is a +1 dagger on a table by the exit. A concealed door on the west wall leads to a passage to level 2 (see room A, level 2).

Clan Elder

AC: 3, HTK: 15 (3D8), M: 6"

Att: 1, Dm: 2-8 or by weapon

6 This room is for the use of the Shaman and his 2 assistants who tend the shrine to the Venomed One on this level (room 10). This room is often unoccupied, as the Shaman and his assistants spend most of their time in and about the shrine itself. Very little other than food and clothing is stored in this room, as the shrine attendants live on the lower level and only stay here during the time they are on duty. A concealed door on the south side of the room leads to room 7. Another on the west wall leads to room 11. This shrine is more richly appointed than most. It was probably used as the main temple at an earlier point and has not been stripped to avoid offending the god.

Skill 4 Shaman

AC: 9, HTK: 22 (3D8+1), M: 6"

Att: 1, Dm: 1-6, by weapon, or spell, *Special*: Cast clerical spells (3/2)

2 Goblins

AC: 6, HTK: 6, 7 (1D8), M: 6"

Att: 1, Dm: 1-6 or by weapon

7 Food and herbs gathered by the foraging teams are stored here until they are ready to be taken downstairs. Several large animal carcasses are likely to be hanging from hooks set into the ceiling on the south side of the room. Large baskets and tables are scattered about the room with produce, jars, platters, and boxes in and on them. 2D10 of ordinary Goblins are likely to be found here at night, sorting and storing things.

These Goblins are unarmed (except possibly for small knives suitable for chopping and cutting. Butchering equipment is on a table near the meathooks. At the first sign of trouble, the Goblins here will leave by whichever exit seems furthest from the trouble and attempt to escape either through the surface exit in room 4 or the passages to level 2 in rooms 4 or 8. They will nearly always exit through room 9 to reach room 8 to avoid the pit trap at the east entrance.

This pit is 15' deep and has sheer sides. A powdery moss grows at the bottom which sends up great clouds of spores whenever something lands on it. These spores act as a Sleep Potion. The sleep that results lasts approximately half an hour. Just long enough for the unwary adventurer to wake up in one of the cages in room 8. There is a narrow passage (1 1/2' wide) on the east side of the trap. The spores never disperse more than 20'. Anyone within 5' of the pit when it has been triggered should save vs. poison or also fall asleep.

8 These are slave quarters, primarily for recent captives. There are enough cages here to house 100 slaves comfortably (by goblin standards) but only 25 slaves are actually here. Rats, spiders, and other vermin have made themselves at home in some of the unoccupied space. Most of the slaves are local farm folk, prospectors, or lumbermen. One is a rather elderly looking mage whose hands are bound in iron manacles to prevent him from casting spells. None of the slaves have any possessions.

There are a few baskets containing food (none of it very appetizing) and a water barrel by the door that leads to room 9. Another door leads down to the 2nd level (see room B, level 2). The door is made of wood covered in leather and is fairly soundproof. If the slaves are freed, none of them will be willing to assist the party (except in fighting their way out)

except for the mage who has been here for a little more than 5 years and is more than a little batty. Several branding irons are on the floor and a whip and several strips of leather suitable for tying prisoners hang on the wall.

A small fire burns in a brazier near the northeast exit. A small jar filled with a thin, dark liquid is simmering over it. If tasted, it will be found to contain very bitter coffee. The beans were stolen from one of the captives, ground, and left here for the Goblin guards' coffee break, hidden from their companions in room 2.

9 This cavern serves as a storage area for equipment and weapons taken from the captives in room 8 (and their predecessors). This room is very cluttered. Piles of leather armor (six halfling sized, twenty in a variety of human sizes, and most in poor condition due to lack of upkeep), packs, cooking utensils, human clothing, eight unstrung bows, and a variety of longswords, large shields, morningstars, and other weapons not suited to goblin use cover most of the floor space, making walking hazardous. There is a 20% chance of finding any given type of weapon not suitable for goblin use. Very few daggers, darts, etc. are to be found here. None of the equipment here is magical. Nor is there any metal armor here. It has all either been sold back to the townsmen or given to the goblin smith for reworking.

A Gargoyle has been set to guard this room, primarily to prevent escaping slaves from regaining their equipment and weapons undetected. It will not attack any Goblin, but will give warning if any non-goblin enters and attack if any of the piles of equipment are disturbed. The Gargoyle has a small pile of treasure on a ledge 10' up on the east wall. Total value 80 g.p. in gems and jewelry.

Four human skeletons are also among the piles. These are not skeletons in the sense of the monster, merely previous victims of the Gargoyle which have been left here as a warning to anyone who is thinking of making a similar attempt.

Gargoyle

AC: 5, HTK: 22 (4D8+4), M: 9/15"

Att: 4, Dm: 1-3, 1-3, 1-6, 1-4, Special: +1 weapon needed to hit

10 This is a shrine sacred to The Venomed One. A large altar with a carving of a coiled serpent is against the western wall. A secret door is hidden behind some altar hangings to the right of the altar. It leads to an escape tunnel which is untrapped and kept clear of monsters. Only the Shamans and the War Chief know of it. The altar has an offering bowl and four flasks made of gold on it. Each flask is worth 10 g.p. The flasks contain pure venoms for use in rituals. There is a small incense burner, also made of gold, on the right side of the altar. Two small gold dishes (each worth 10 g.p.) containing incense are in front of it. None of the altar furnishings are set with jewels except the serpent carving. This has two emeralds set as eyes (excellent quality, 500 g.p. each). Any attempt to remove the emeralds from their setting will release 1D10 of darts from a recessed panel in the altar. These darts are treated with the same poison as the guards' darts in room 1. It will also trigger an alarm in the Chief Shaman's quarters (room C, level 2). The other altar pieces are untrapped. A secret door on the south side of the room leads to room 11.

11 This room is a dressing room for Shamans preparing for rites in the shrine. It contains ceremonial garb in baskets

and on racks. There are also three (sealed) clay pots containing incense, and 4 tightly woven baskets containing poisonous snakes (1D4 HTK each). Their bites will make a person (of any race) feel sick, but will do no permanent damage unless more than 6 bites (4 for halflings or dwarves) are taken. A flask with a picture of a snake on it and containing 1D10 doses of antidote is hanging from a hook on the wall beside the cages. A pair of heavy leather gloves is on top of one of the basket/cages. The snakes cannot bite through armor of any kind. There are nine small gold flasks and dishes (same type as in room 10). Each is valued at approximately 10 g.p. These gold items are in a leather box near the entrance to room 10. A door on the eastern wall leads from here into room 6.

Goblin Caverns, level 2

This level is primarily living quarters for the tribe. In several cases there are signs of tunnel entrances which are completely blocked with stone. These were blocked in the course of past battles to prevent this settlement from being wiped out. While there are fewer Goblins in these areas than they were designed for, very few rooms on this level are likely to be totally unoccupied. Only rooms E, G, J, K, and L are likely to be unoccupied for any length of time. Wandering monsters are seldom encountered in the occupied sections of this area and are most often found in rooms K and L. The Goblins are careful to keep tabs on the more stationary monsters and feed them to take advantage of their abilities whenever possible.

A This room is quarters for off-duty Clan Elders. There are usually two of them sleeping or working here at any given time. The area is cluttered with boxes for their belongings, mostly clothes and tools. There is a total of 5D20 gold coins here as well as three pieces of gold jewelry valued at 2D20 g.p. each. These will be hidden at the bottom of trunks or cupboards. In addition there is a small hollow in the cave wall 5' up at the east end, hidden behind a small shield on the wall. In this hollow is a small leather bag with four jewels (value 2D100 g.p. each).

2 Clan Elders

AC: 3, HTK: 16 (3D8-3), M: 6"

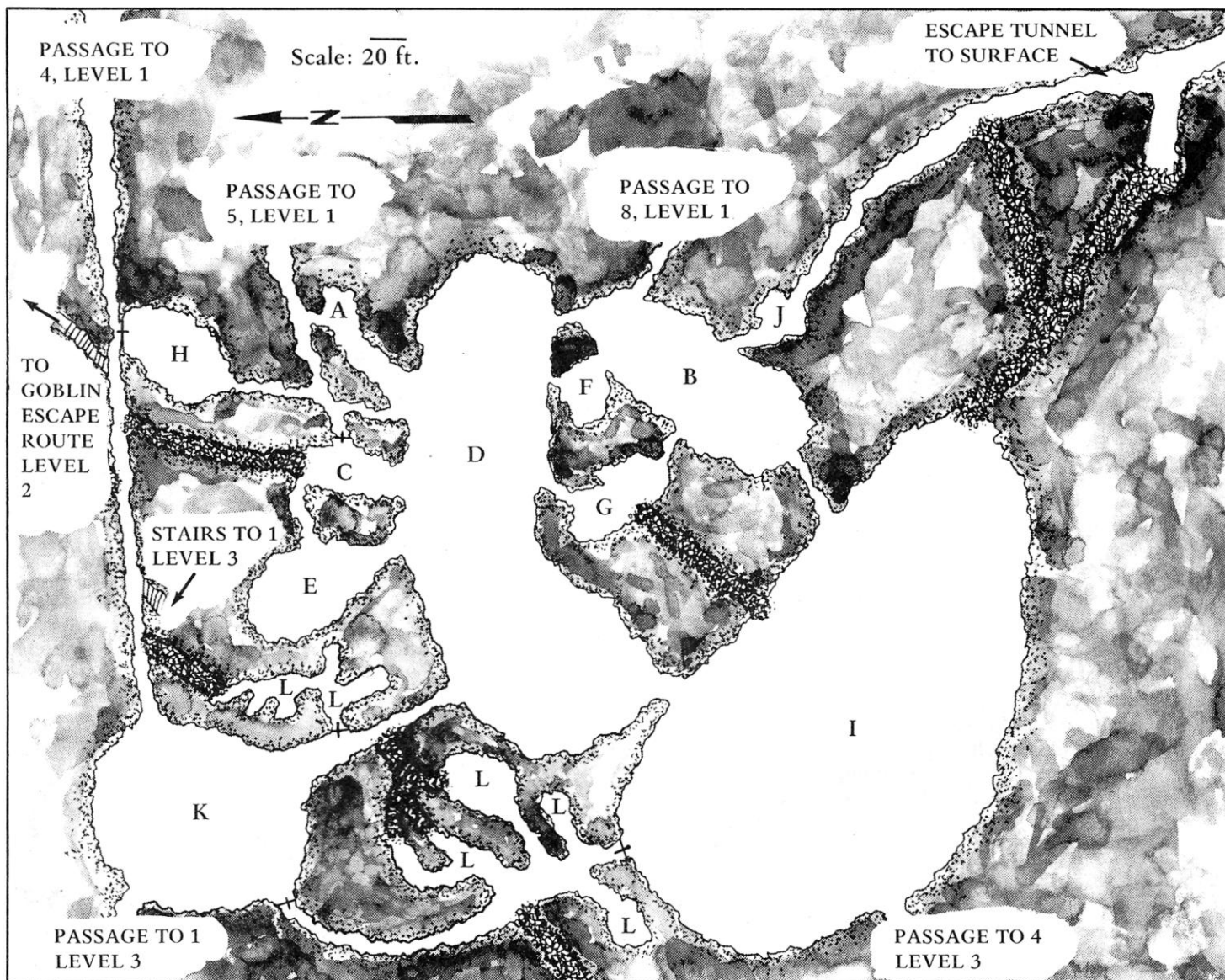
Att: 1, Dm: 2-8 or by weapon

B This is the main barracks for the on-duty fighting force. It houses 80 Goblin fighters in varying stages of preparation. If there has been warning, they will be prepared to defend this area. They will go to the aid of the troops upstairs only if they are ordered. Otherwise, they will stand ready to defend the entrance here to provide escape time for the remainder of the tribe. There are 5 Clan Elders and 2 Witchdoctors on duty here at all times to command them in battle. 2 Dire Wolves are also housed here.

There are passages here which lead into rooms J, I, G, F, and D. There is a large pile of wooden boxes piled near the entrance to room D. Upon retreating from this room, the Goblins will pull this stack over, setting it alight with torches stored at the other end of the passage. The entrance to room I has a similar defense. A large wooden lever sticks out of the wall near the entrance to room J. When pulled, this lever releases 10D20 iron caltrops on the floor of the passage.

A large variety of goblin armor, in various stages of polish and repair, lie scattered about this room. A large wooden table is set up along the northern wall, near the entrance to

GOBLIN CAVERNS LEVEL 2



room I. It has a selection of meats, cheeses and bread. Eleven wineskins are scattered about the room. Two large water casks are set up by the table. Cups and knives are all over the room. A dagger throwing contest seems to run nonstop along the southeast wall. At least that's what the scarred target seems to indicate. A large clay bowl containing 2D20 c.p. lies at the base of the target.

If there is any sign of a fight, the on duty Clan Elder in room F will join the battle. Sentries are posted at the entrance to the passage to level 1, room D and room I. They each have a horn to sound the alarm, but are unarmed. The fighters are armed with a dagger and shortsword. The leaders also have 1D4 of poisoned darts. In any battle situation, the Witchdoctors will take up guard positions by the entrance to room G and defend it with their lives. They are armed with small casks of poison (as in room 3 of level 1) as well as their magical abilities.

80 Goblins

AC: 5, HTK: 5 each (1D8), M: 6"
Att: 1, Dm: 1-6 or by weapon

5 Clan Elders

AC: 4, HTK: 10, 12, 9, 11, 10 (2D8-2), M: 6"
Att: 1, Dm: 2-8 or by weapon

2 Witchdoctors (skill 2)

AC: 8, HTK: 8, 7 (1D8+1), M: 6"
Att: 1, Dm: 1-6, by weapon, or spell *Special*: Casts magic user spells (2/1)

2 Dire Wolves

AC: 6, HTK: 15, 16 (3D8), M: 18"
Att: 1, Dm: 2-8

C The Chief Shaman and two skill 4 assistant Shamans live here with seven attendants (apprentices). This richly appointed chamber includes a carved wooden table on the Northern wall with three plates, and cups made of gold along with a selection of fruit, fresh meat and a large gold flagon of wine. Several more ordinary wooden and clay cup and plates are stacked to one side. The western wall is devoted entirely to the storage of a variety of ceremonial garb and equipment. The golden altar ornaments (fifteen gold flasks containing venom and nine small gold dishes, each worth 10 g.p.) are stored in leather boxes along the same wall.

There is a large wooden cabinet beside them which contains jars and flasks of ritual oils, venoms and incense. One leather bound book is also kept here. It contains pages and pages of lists written in an ancient goblin dialect. (If any party member can read it, these are lists of the ritual requirements for all of the major goblin festivals).

A large desk with finely made writing equipment and paper is on the northeast wall. There is a bottle of ink such as is used on enchanted scrolls. 10 scrolls are in a concealed drawer behind this desk. (Scrolls 1-5 have 3 Neutralize Poison spells, Scroll 6 has a Speak With Monsters spell, Scrolls 7-9 will cause rockfalls, and Scroll 10 is a cursed scroll.) All of these are written in goblin and are usable only by priests of either evil or neutral alignment.

Several rich tapestries of dyed leather hang on the walls (value 50 g.p. each) and 160 g.p. is put away in various trunks and boxes. In a secret bottom of one trunk there is a cache of 32 jewels each valued at 1D100 g.p.

Chief Shaman (skill 6)

AC: 9, HTK: (4D8-1), M: 6"

Att: 1, Dm: 1-6, by weapon, or spell, Special: Casts clerical spells (3/3/2)

2 Skill 4 Shamans

AC: 9, HTK: 19, 22 (3D8+1), M: 6"

Att: 1, Dm: 1-6, by weapon, or spell, Special: Casts clerical spells (3/2)

7 Attendants

AC: 7, HTK: 4, 3, 4, 6, 5, 7, 5 (1D8), M: 6"

Att: 1, Dm: 1-6 or by weapon

D This is the main off duty living area. It is used for all major gatherings and non-religious ceremonial events. Several cooking fires are lit all day and night, preparing meals for the 150 Goblin males, 200 females, 300 children, 5 Clan Elders and 4 Witchdoctors who make use of this area as well as those assigned to other areas. Along the east wall are several racks for stretching cured hides and several large stone vats containing hides still being cured. Most of the food preparation takes place at the west end of the room. Several large wooden casks line the north wall. These are filled with wine still in the process of fermenting.

Craftsmen are scattered about practicing their trades. Children either tag along with their mothers, sit about with work to do, or practice the fighting skills their elders are teaching them. This room is very smoky, despite the high ceiling. During the day, approximately 60% of the goblin population will be sleeping in room I rather than working in this room. Most of the females and children will congregate here only at mealtimes and ceremonial occasions and will otherwise be found in cavern I.

In case of attack, the females and children will escape through cavern K or I, proceeding if necessary to the surface through the escape tunnels in cavern J or the stairway near room H to the escape tunnel in room 4 level 1. They will prefer to retreat to the western end of the room and tend to congregate there anyway.

E This is the main temple for the tribe. A large altar area covers the west side of the room. It is set up like the shrine in room 10 level 1, except that it is nearly 4 times the size. Several of the items on the altar are set with emeralds and rubies. Their approximate total value is 15,000 g.p.

A large stone set of shelves lines the northern wall. It contains a large variety of offerings that have been made by

members of the tribe at various times. It is covered by a leather curtain except during ceremonies or preparation for them. These items include statues of the various gods and demigods, finely crafted items of jewelry and occasionally some food or an animal in a cage awaiting the appropriate ritual or season to complete the offering. The total value of this as a group is 10D100 g.p.

Attempting to remove anything from either the altar or the offering display case without disarming the traps will result in a trap door opening in the roof of the chamber releasing spores from the moss which makes people sleep (See room 7 level 1). It may also arouse the anger of the god and will definitely ruin any chance for making a deal with the Goblins. There is also an alarm which will notify the Shamans in Room C.

F The Clan Elder responsible for the on duty fighters in Room B works in this room. There is a pile of bedding, a table with schedules on it, two chairs beside it, and a tray with the remnants of a meal on the floor by the door. A +1 flail is on a shelf by the door if it is not hanging from the Elder's belt. It is not the personal property of any Elder, but rather the mark of the officer of the day. This room is quite bare compared to the others and other Goblins in general do not come in without an invitation. The Elder comes out when he is needed or when he has orders to issue. This room is meant to give him the privacy he needs to plan schedules or devise new punishments for slackers.

Clan Elder

AC: 3, HTK: 19 (3D8-3), M: 6"

Att: 1, Dm: 2-8 or by weapon

G This is the work room for the Witchdoctors. All the ingredients for goblin poisons and medicines are stored here, along with the equipment needed to make these compounds. The western side of the room is devoted entirely to drying racks and storage racks for herbs. These are stored as powders, pastes and liquids. The eastern wall has a long table with preparation equipment and several basket/cages such as those found in room 11 level 1. These hold a variety of venomous snakes.

Most of the room is cluttered with equipment or ingredients and the little floor space not actually required for walking is taken up by casks and jars of the Witchdoctors' finished products. These include the two kinds of contact poison described earlier, the incense used in religious rituals (still unblessed at this stage), and a variety of medicinal drugs including potions and ointments to neutralize the poisons manufactured here. No one but a Witchdoctor or an expert in such matters will be able to make any sense out of the clutter, as none of the ingredient containers are marked. This is one of the ways the Witchdoctors protect their exalted status. Needless to say, this also results in occasional accidents as well. Two Scorpions are concealed in jars on the preparation table. If disturbed, they will sting doing 1 pt. damage (save vs. poison or lose consciousness in 2-4 rounds.)

2 Scorpions

AC: 10, HTK: 3, 4 (1D4), M: 6"

Att: 1, Dm: 1 plus poison

H These are the War Chief's quarters. This Hobgoblin shares his quarters with his special guards (4D4 at any given time), and his favorites of the moment among females. Three of the guards are Hobgoblins as well. These are the only

surviving Hobgoblins in the complex. There are some half Hobgoblin offspring in the caverns.

The appointments of this room rival those in the Chief Shaman's quarters. The gold here however is purely ornamental rather than ritual in nature. Finely carved wood inlaid with shell and gold makes up all of the furniture. The hammocks and cushions are fur and soft and padded. Gold dishes and statues are scattered liberally about. (Total value 15D100 g.p.)

The Chief's personal treasure is concealed in a false bottom in a carved wood bench on the east side of the room. The padded leather seat lifts up. Unless a gold crown inlaid in the front of the box is covered when the box is opened, 2D10 poisoned darts will be launched from the front of the box (from concealed openings covered by parts of the gold inlay). These darts are coated with a nerve poison which paralyzes within 2-3 rounds and results in death 12-24 hours later, unless countered with a Neutralize Poison or its own specific antidote. This treasure includes 1,000 g.p. in gold 65 pieces of jewelry each valued at 5D100 g.p. and 5 pieces of jewelry valued at 30D100 g.p.

The War Chief wears +1 armor and carries a +2 sword and a +1 shield. His guards are armed with sword and each has a 25% chance of having a +1 weapon. They each also carry 1D4 of unpoisoned darts—they don't dare risk accidentally poisoning their War Chief. As in the Shaman's quarters, rich food is set on the table on the west side of the chamber.

A door to the south leads to a corridor to chambers C, D, A and the passage up to room 5 on level 1. The north door leads to a seldom used corridor and the passage to 4 level 1. There stairs in this passage which lead to the escape tunnel in room 4 and further west some stairs leading to room 1 level 3. Two Shriekers are in this corridor. The Goblins feed them to take advantage of their warnings. Their noise is likely to attract wandering monsters, especially the Shambling Mounds known to frequent the L rooms on this level and the less used areas on both this level and level 3.

Hobgoblin War Chief

AC: 2, HTK: 36 (5D8+5), M: 9"

Att: 1, Dm: 3-10 or by weapon

3 Hobgoblin Guards

AC: 4, HTK: 29, 27, 27, 25 (4D8+4), M: 9"

Att: 1, Dm: 3-10 or by weapon

Goblin Guards

AC: 5, HTK: 16 each (3D8-3), M: 6"

Att: 1, Dm: 2-8 or by weapon

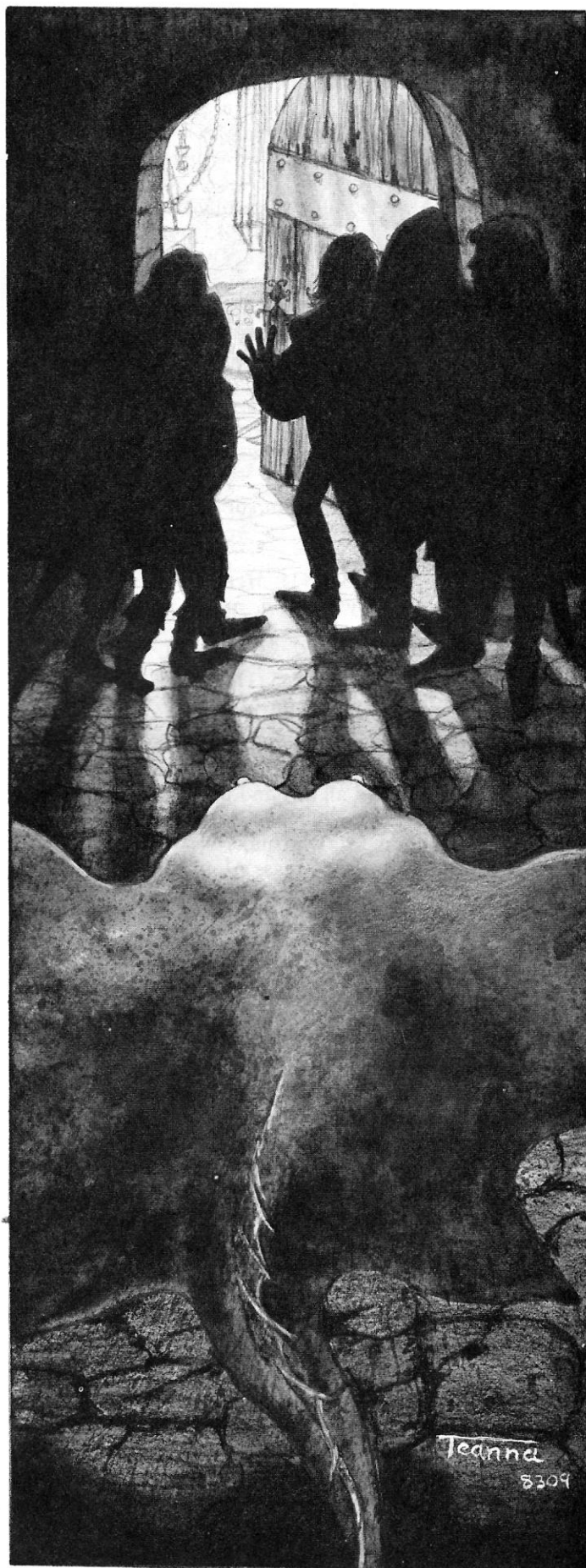
2 Shriekers

AC: 7, HTK: 12, 18 (3D8), M: 1"

Att: 0, Special: Light within 3" or movement within 1" causes it to emit a piercing shriek.

I This is sleeping quarters for the bulk of the goblin population. Bedding and personal belongings are scattered everywhere. Except at mealtimes, the bulk of the female and juvenile population described in room D is to be found either playing, working, or sleeping here. 4D100 s.p. and 20D100 c.p. are to be found among the boxes and bags of personal equipment which fills this room.

J This is the smithy for the complex. The forge and anvil are kept here. The tables and floors are spread with weapons and armor in varying states of construction and repair (four suits of goblin armor is in usable condition, ten daggers,



five shields, and 1D4 of any other piece of goblin equipment is here for someone to come claim). A path to the surface leads off to the southeast. A Shrieker lives in that passage and is kept fed by the Goblins. If the Shrieker shrieks it will alert the troops in room B. A complete set of smith's tools is to be found in this room.

Shrieker

AC: 7, HTK: 17 (3D8), M: 1"

Att: 0, Special: If disturbed, it emits piercing shriek

K This used to be another ready room for on duty fighters. It's now used as another slaveholding area. This particular room is set up with punishment and torture equipment for slaves and Goblins whose work is not satisfactory. There is a 25% chance that 1D4 slaves or Goblins will be secured in this area for punishment. If there is a slave here, he or she is probably (75% chance) a pirate undergoing torture. Not more than 4 days have elapsed since capture. Twenty cages are set up on the north wall.

A passage leads down to level 3 from the west side of the chamber. A door to the southwest leads into the rooms and from there to room I. The south passage leads to Room D. Another Shrieker is posted in the eastern corridor. If it should give warning, the Goblins in room D and possibly attracting monsters from the L areas and the lower level. The east entrance and south entrance are both trapped so that a cave-in can be triggered causing blockage of the tunnel for an area 10' long. This is triggered by dislodging a spear set at the end position of a rack by each door. Each of these two racks contains 1D5 spears. Only the one closest to the door will trigger the trap. A Lurker Above frequents the corridor between Room I and Room K.

Shrieker

AC: 7, HTK: 15 (3D8), M: 1"

Att: 0, Special: If disturbed, it emits a piercing shriek

Lurker Above

AC: 6, HTK: 42 (10D8), M: 1/9"

Att: 1, Dm: 1-6, Special: Once struck, victim will be smothered in 2-5 rounds

L All of the rooms with this designation are part of the goblin food growing area. These are primarily mushroom farms. Some mosses and grubs are also cultivated. Wandering monsters are more common here than anywhere else on this level (10% chance per room). A Trapper has been seen in this area at times and Shambling Mounds have been seen to come from this area in response to a Shrieker's cry. Several (1D6) Shriekers are established in these areas. The Goblins are careful to avoid them to prevent being attacked by the other monsters in the area. The Trapper has 82 g.p.

Trapper

AC: 3, HTK: 75 (12D8), M: 3"

Att: Special, Dm: 4 plus armor class of victim, Special: Attacks by crushing, resistant to fire and cold attacks, and victim will be smothered in 6 rounds.

Shriekers

AC: 7, HTK: (3D8), M: 1"

Att: 0, Special: If disturbed, it emits a piercing shriek

Shambling Mounds

AC: 0, HTK: (8D8), M: 6"

Att: 2, Dm: 2-16, 2-16, Special: Unaffected by fire and cold attacks, lightning attacks heal 1-8 HTK, weapons score half damage, victims struck by both attacks become entangled and will suffocate in 2-6 rounds

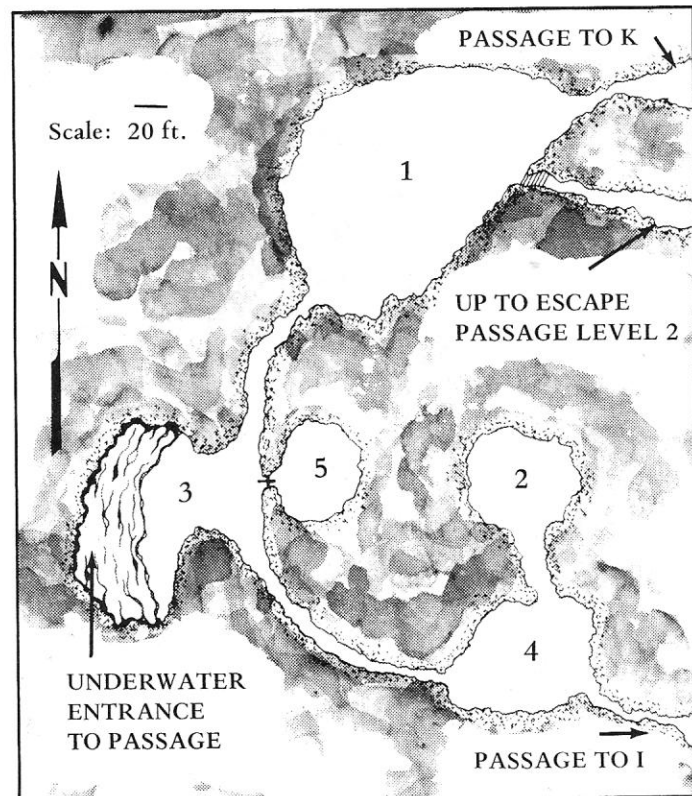
Goblin Caverns, level 3

Level 3 includes two important areas. First it has the tribal treasure cave and second the access to an ocean fed pool which serves as a fish farm for the tribe. Most of the other rooms that were once used on this level were closed off to reduce the number of monsters drifting into the inhabited areas. This area has the highest incidence of monster sightings (15%).

1 This room was once a living area for fighters (as evidenced by the old rotted bedding and other clutter lying about). It was stripped of valuables long ago. Spiders and other vermin are common here, and wandering monsters are more likely to be found here than anywhere else in the complex. A stairway on the south wall leads up to the escape passage on level two.

2 Ten Skeletons have been set here to guard the tribal treasure. They will attack any non-goblins who try to enter the room. They will under no circumstances leave the treasure room. There are 4 wooden chests, each containing 400 g.p. A shabby looking bag is lying in the eastern corner of the room (this is actually a disguised Bag of Holding containing 20,000 g.p. worth of gems and 25,000 g.p. worth of jewelry. There is a trap set in the floor which will be triggered by anyone walking within 2 feet of the chests. A pit will open up dropping the chests and anyone within the affected area 20 feet onto jagged rocks. There is no trap on the Bag of Holding itself, but it is lying in a dark corner and does not look remarkable in any way. A party member would have to pass within the pit traps' area of effect in order to get to the bag.

GOBLIN CAVERN LEVEL 3





10 Skeletons

AC: 7, HTK: 6 each (1D8), M: 12"

Att: 1, Dm: 1-6, Special: Sleep, Charm, Hold, and Cold based spells have no effect

3 The Goblins use this salt water pool as a fish farm. Several fish traps are piled along the southeast wall and in the entranceway. A small boat with two oars is beached by the northeast side of the pool. Two Sea Crocodiles make their home in the pool, and two Floating Eyes provide them with easy prey. At any given time, three Goblins are likely to be present (75% chance), either fishing or repairing fish traps. The entrance to an underwater passage is 10 feet under the surface at the west end of the pool. It leads to an underground waterfall and stream which in turn comes out in the old pirate harbor. A small rowboat (capable of holding 4 humans is tied up at the base of the waterfall. A flask containing 1D10 doses of a Potion of Waterbreathing is set under the rowers bench on the rowboat.

2 Sea Crocodiles

AC: 4, HTK: 50, 28 (7D8), M: 6/12"

Att: 2, Dm: 3-18, 2-20

2 Floating Eyes

AC: 9, HTK: 2, 3 (1D4), M: 30"

Att: 0, Special: Save vs. paralysis or become hypnotized

3 Goblins

AC: 6, HTK: 5, 6, 4 (1D8-1), M: 6"

Att: 1, Dm: 1-6 or by weapon

4 This is the only constantly staffed room on this level. It is used as a guardroom for the treasure chamber (room 2). Two Goblin guards and a Dire Wolf are on duty here night and day. The guards each carry 1D4 of poisoned darts. A fire is kept lit here at all times, partly to combat the damp and chill on this level and partly to discourage wandering monsters. There is a pit trap with sleep inducing moss (see room 9 level 1) at the entrance to the treasure chamber. It extends the whole width of the corridor and stretches 10' into the entrance. A 15' plank (2 feet wide) is up against the eastern wall resting on two trestles. It serves as a table for the guards here. There is a 50% chance that it will be set with a meal. The rest of the time, it is usually used for gambling. A passage in the southeast corner leads up to room K level 2.

2 Goblins

AC: 6, HTK: (1D8-1), M: 6"

Att: 1, Dm: 1-6 or by weapon

Dire Wolf

AC: 6, HTK: 19 (3D8), M: 18"

Att: 1, Dm: 2-8

5 This is an additional food storage area. It is filled with drying racks for fish. Several large stone vats line the western walls containing saltwater and live fish. The southern wall has a variety of spare parts for the fish traps and a wooden cask of tar for patching the seams in the rowboats.

THE PIRATE CAVERNS

Pirate Caverns, level 1

This is the level where the pirates did all of their entertaining (except for of unwilling guests who stayed on level 2). This is where they met with the folk who brought them supplies and information in exchange for treasure. Very few people came through here. Wandering about without a guide was not encouraged. (Bruno will warn against it. His brother told him about some of the traps. He has never been below this level, however.)

Upon entering through the concealed entrance to the right of the main goblin entrance, a corridor leads straight ahead for 20'. There it forks. The left hand fork leads to the Goblin Caverns (room 6, level 1). The right leads to the entrance to the Pirate Caverns.

The door to the pirates' portion of this underworld is clearly marked. A massive door which appears to be made of the rarest type of gold glistens in the light of the torches. Many strange markings decorate the stone around it but the door itself is unmarked. An iron bar is attached to the stone door frame. A single Goblin thief (AC: 7, 1D8 HTK) is wielding a mallet and driving a third spike into the doorway to secure the bar. He will run away at the party's approach, if they let him. If questioned, he will say that his partner went in there 2 days ago and never came back. He has been unable to open the door to go after him. As the door opens outward, the party will have to remove the bar from the door before they try to open it.

DM: The door is illusionary; there is no door here at all. If the party realizes this, they can duck under the iron bar, which is quite real, and enter. If Bruno or the illusionist, Etion, is with the party, he will take one look at the pretentious golden door then slowly and carefully say, "I don't believe this for a minute." As soon as these words are uttered, the door will fade from view, revealing the passage beyond.

As the pirates are not using this level at this time (no one is supposed to know they're still here), there is usually no one anywhere on this level. There is a 95% chance that any given room on this level will be unoccupied unless some sort of alarm has been set off which alerts someone on the second level. The pirates have trapped this level fairly thoroughly since their defeat 4 years ago. Most of these traps are designed more to cause noise and alert the pirates rather than to kill. Bruno will be aware of the pit traps in corridor M and the spinning properties of room E, but is unaware that the rooms which exit off of it have been trapped. Those traps were placed since his last visit here 4 years ago.

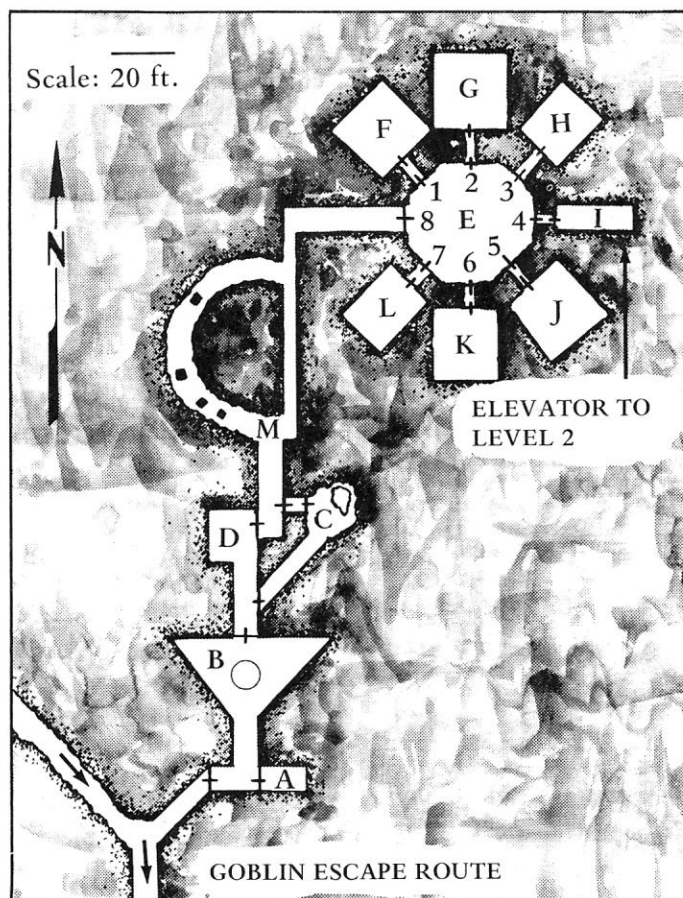
A A stone door matching the surrounding stone walls conceals the entrance to this room. A small peephole set in it allows anyone in the room to keep an eye on the doorway. Inside is a wooden chair and a small table. A small gong will sound in this chamber (A) whenever someone enters the complex through the doorway. A wooden bracelet set with a piece of amber is under the table in this room. (It will Dispel Illusion 2 times/day.) Any illusionist will be able to identify its use by reading the carvings on it. It is activated by a spoken word, in this case "Kazoot."

B In the center of this triangular room is a circular hole with a wooden cover. This is a fresh water well. A wooden bucket with a 30' rope attached to its handle is next to this covered hole.

A large piece of amber (60 g.p.) hangs suspended 10' in the air above the well. Anything said aloud in this room is audible in the pirate leader's room. There is a 20% chance that someone will be in the pirate leader's room (room 18 level 2). If someone is there and hears voices, they will send someone up to investigate (most likely a skill 4 human fighter, 4D10 HTK, with 1D4 skill 2 human fighters, 2D10 HTK each). Any noise in this room activates the crystal until the noise stops for one minute. When activated, the crystal gives off a soft light. Any attempt to move the crystal will set off an alarm in the pirate leader's quarters. Bruno is aware of the properties of this amber and if he is with the party will warn them not to speak in this room.

C A small magical pool is in this room. A wooden goblet is on a small pedestal by the side of the pool. Another door (on the left as the room is entered) is locked from this side. The key is hanging from a hook beside the door. If the water of the pool is drunk from any utensil but the goblet, it will act as a Sleep spell. The sleeper will have very vivid dreams (they

PIRATE CAVERN LEVEL 1



DOORSH

can be either pleasant or unpleasant). If drunk outside of the room, there will be no effect. Touching the water has no effect. Drinking the water from the goblet in the room makes it act as a Cure Light Wounds Potion. This effect also only applies if the water is drunk in the room (once per day).

D This chamber once served as a cloakroom for the pirates' guests. Several pieces of clothing (2 cloaks, 1D4 hats, 1D4 small pouches) have been left here, either forgotten or simply never reclaimed by their owners who no longer need them. A careful search will reveal 1 non-magical sword, wrapped in a length of cloth and a scroll of Dispel Illusion in a cloak pocket.

Upon leaving room D, the corridor divides. A broad curved passage (see M) leads to the left, a straight, narrow one continues more directly. If he is with the party, Bruno will caution them about traps in corridor M. If he is not with them, the players must make their own decision.

E Room E is octagonal with a door centered in each wall. The doors to this room will close again as soon as they are released. If a door is wedged in any way, none of the other doors will open. A pile of 6D20 large cushions are scattered in the center of the room. The room appears to have been unused for quite a while. The cushions are dusty; as soon as the door closes behind you, the room will begin to spin quickly. It will stop after 1 minute. The door which you entered will by now give access to a random room, the same or any one of the other seven. The door to room I will not open unless the elevator is on this level (20% chance) or it is forced open. A rope and pulley system is in evidence if this door is forced (much like the mechanism which operates a dumbwaiter).

The other six rooms which lead off of room E were originally used for private business transactions. They have each been trapped as they are not necessary, at present, for that purpose. The spinning effect can be triggered from within the elevator (room I) as well. The rooms themselves do not rotate (other than room E). A narrow (2' wide) section of floor bridges the gap between the door in room E and and rooms F-L. There is the sound of rushing water and machinery below. The doors will always stop even with one of the bridges. No door can be opened while the room is in motion and only one door can be opened at a time. Each of these rooms contains 1D4 wooden and leather chairs, a table and an oil lamp. Details may vary from room to room.

F Entering this room sends up clouds of dust-like spores, the product of a local moss, which act as a Sleep spell (see description, Goblin Caverns level 1, room 10). Nothing of value has been left in this room. However, there is a hidden compartment on the far wall. It's empty.

G This room show signs of a Fireball's passage. The trap was triggered two days ago and has not been reset. The charred corpse of a Goblin lies sprawled across a table in the center of the room. Clutched in his hand is a wooden box (now also scorched). Inside the box is a white jade ring. A Detect Magic will show it to be enchanted, but unless its mate has been found and is being worn, putting it on will have no effect (its mate is in corridor M, level 1). If both rings are being worn, or an Identify spell is used, the party can determine that the rings can be used to initiate telepathic



communication between the wearers on demand. Nothing else of value survived the Fireball which killed the Goblin except for his dagger and 1D4 darts.

H This room's trap is Illusionary Fire. As soon as the door closes behind the party, the walls and door begin to glow and seem to become very hot (too hot to touch). The wooden furniture appear to burst into flame. Save vs. illusion or burn.

I This is either an elevator shaft or an elevator which is set up like an oversized dumbwaiter. Counterweights allow it to be moved easily between levels 1 and 2 by using a rope and pulley arrangement. The doors will not open if the elevator is not there, but can be forced with a combined strength of 25. A metal lever locks the elevator into position on a floor. It rests at the bottom of the length of its rope, flush with the 2nd level floor.

A thin leather strip leading down is attached near the door (just inside room E). Pulling this will ring a bell in room 14 level 2, alerting the guard down there. It was used to signal to the guard that the pirates were coming back after a bargaining session and all was well. Today it serves as a trap for the unwary or overly curious. Pulling it will alert the guard, ruining any chance for surprise on level 2.

J All of the surfaces in this room except for the floor have been coated with a clear adhesive material. A strength of 20 will be necessary to pull free anyone who is stuck. A figure dressed in rags sits with its back to the door. Upon examination, it is the skeleton of a Magic User. He has been dead for several years. The pirates put the skeleton here fully clothed in the hopes that unwary trespassers would enter the room to investigate and be caught in their trap. The skeleton is also coated with the adhesive, as is a scroll case on a table behind him. It contains nothing.

K This room seems more richly furnished than the others. A large bearskin rug covers most of the center of the room. This is actually a large crippled Trapper which was damaged by Goblins and took refuge here. The pirates feed it occasionally to keep it here.

Attempting to reopen the door to return to room E triggers a programmed illusion of the doorhandle grabbing your hand. High pitched laughter erupts from the walls and all of the furniture in the room seems to come alive and attempt to attack. This is another illusion. The "bearskin" moves slowly, but attacks as a full strength Trapper.

Crippled Trapper

AC: 3, HTK: 39 (12D8), M: 1"

Att: 1, Dm: 4 plus armor class of victim, Special: When struck, victim will be smothered in 6 rounds; resistant to fire and cold based attacks

L There is a small wooden box (6"x4"x6") on a table on the far side of the room; opening the box triggers the programmed illusion for this room. It has the appearance of a Rust Metal spell being activated. Those who fail to make their save will see their armor falling apart with rust. Those who make their save will see nothing but their friends making fools of themselves. The box holds a kit for removing rust from plate armor.

M This 10' wide, curved corridor has 4 pit traps spaced at irregular intervals. These pits are 15' deep and lined with

sharpened stakes. The pit closest to room D holds the skeleton of a man. His clothes have mostly rotted away. A small leather pouch with 10 g.p., 2 small gems (10 g.p. each) and a wooden box lies underneath him. He has a bent sword and a dagger. The box contains a white jade ring which is the mate to the ring in room G.

At the other end of this hall (10' from where it rejoins the main corridor), a small beam of light shines out of a crevice 8" above the floor. This light is reflected back to itself by a shiny piece of metal set in the opposite wall of the corridor. If the party breaks this beam of light, a small creature will fly out of the crevice (10'/round) and attack with small lightning bolts which do 1D4 of damage each. It will pursue for 1D10 of rounds before returning to its crevice.

This is a stone bat. Stone bats have developed an electric discharge instead of the sonar their more mundane cousins have. The stone bat is neutral and means no harm. This is merely his way of "looking" at intruders. The pirates have found it convenient, as most people find the stone bat's shocking glance uncomfortable and surprising enough to comment upon, thus alerting anyone in earshot.

Stone Bat

AC: 8, HTK: 3 (1D4), M: 3/15"

Alignment: Neutral, Intelligence: Animal

Att: 1, Dm: 1-4, Special: Unaffected by lightning based attacks

Pirate Caverns, level 2

This area is now the main living quarters for the few remaining pirates. Originally, most of the pirates lived in the settlement by the secret harbor and these quarters were used mainly by the part timers, the captains, and the pirate leader, Dred. A large kitchen and eating area were provided and bunk space was made available for large gatherings of the pirates. Most of them lived full time either in town or out in the countryside and only got together when they were expecting or had been contacted for a raid. Since their destruction four years ago, none of the outside buildings have been usable. The remaining pirates made no attempt to rebuild for fear of revealing their existence.

The theft of the Chalice of Storms was the first major piracy they tried in the last four years. They had been contenting themselves with scavenging natural wrecks and occasionally setting the false beacon to cause wrecks. Where they had once been able to staff a 40 man galley twice over, they now can put only 10 men to the oars. Their fine galley was sunk anyway, so this was less crucial than it might have been. Their present vessel is crowded if they take more than 8 oarsmen. They now depend upon the illusions of their leader to make their appearance as threatening as before. The leader hopes that in exchange for ransoming the Chalice of Storms, he will be able to gain enough reputation and wealth to settle somewhere new and rebuild his ship and organization. He's waiting for the King to get a bit more desperate before naming the ransom he'll demand, and until then, he's depending on the protection of this stronghold to keep both his people and their treasure safe.

1 This room was a barracks used for the guards in charge of patrolling the complex. 12 double decker bunks line the far wall. A weapon rack stands to the left of the door. It holds 20 cutlasses and 20 daggers, each sheathed and slung

from a weapons belt. These are all in good condition as the pirates use cleaning them as a punishment detail. The room itself has not been lived in for 4 years. It has been cleaned out however. No personal effects remain except for the weapons belts and cleaning equipment. An illusionary Shrieker is positioned directly under a trap door at the far left end of the room. The trap door leads to a machinery filled room directly under the spinning room upstairs (room E). The sound of a waterfall is very clear. The machine undoubtedly uses the falls for power. A real Shrieker lives in this room.

Shrieker

AC: 7, HTK: 20 (3D8), M: 1"

Att: 0, Special: If approached closely (within 1") or if a light is shown within 3", it emits a piercing shriek

2 Across the hall from room 1 and convenient to the elevator is the holding area for prisoners being held for ransom. At present it is unused and unguarded. A Lurker Above has taken up residence here. The pirates feed it and keep this door shut to keep it in.

Lurker Above

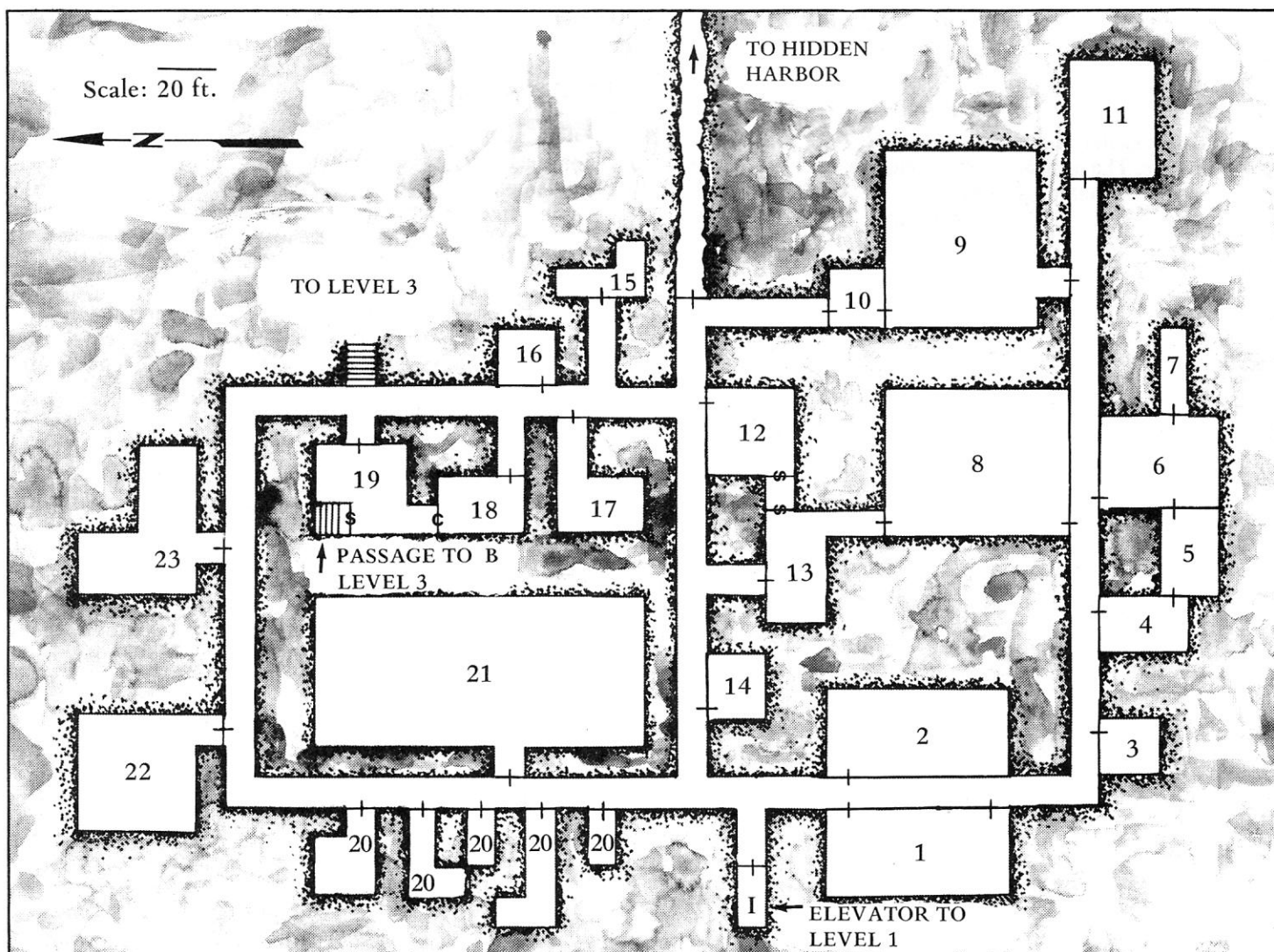
AC: 6, HTK: 53 (10D8), M: 1/9"

Att: 1, Dm: 1-6, Special: Flies; surprise on 1-4 on a D6; when struck, victims will be smothered in 2-5 rounds

3 This room is used to store fresh produce and equipment until it can be sorted and distributed. At present there is no equipment here except for some bundles of clothes that were probably taken from room 1 and are stored here for lack of any better place to put them. The stock of produce is fairly small as well. Several of the fruit barrels are nearly empty. Supplies have been hard to come by of late.

4 Two cooks live here. There is a bookshelf on the far wall which contains cookbooks. Bedding and personal possessions are scattered about. Careful search will reveal 200 g.p. stitched inside the mattress on one of the beds. Each of the cooks carries a set of keys which will unlock the pantry (room 5) and the wine storage room (room 7). There is also a small key which unlocks the cabinets in the captain's dining room. (room 13)

PIRATE CAVERN LEVEL 2



DOOR

SECRET DOOR

STAIRS

CONCEALED DOOR

Given the opportunity they will surrender. They're here to cook for the pirates, not get killed for them. They don't get paid enough to be willing to die for their employers. They will not guide the players as this would guarantee their deaths.

2 Cooks

Human, Skill 1 Fighters

AC: 10, HTK: 6, 8 (1D10), armed with knives

4 Two cooks live here. There is a bookshelf on the far wall which contains cookbooks. Bedding and personal possessions are scattered about. Careful search will reveal 200 g.p. stitched inside the mattress on one of the beds. Each of the cooks carries a set of keys which will unlock the pantry (room 5) and the wine storage room (room 7). There is also a small key which unlocks the cabinets in the captain's dining room. (room 13)

Given the opportunity they will surrender. They're here to cook for the pirates, not get killed for them. They don't get paid enough to be willing to die for their employers. They will not guide the players as this would guarantee their deaths.

2 Cooks Human, Skill 1 Fighters

AC: 10, HTK: 6, 8 (1D10), armed with knives

5 This is a locked pantry. Dry goods, preserves, dishes, and silverware are stored here. On the shelves, the party will find 80 place settings of wooden silverware (no knives—value 5 g.p.), steel serving utensils (value 40 g.p.), and 50 place settings of dishes and bowls (value 120 g.p.). Three large (2 quart) jars of an imported, preserved fruit are on the top shelf. These are worth 10 g.p. each. There is a 10% chance of a Giant Rat attacking a player each turn they are in the room. A large trap sits empty by the farthest wall.

Giant Rat

AC: 7, HTK: 4 (1D4), M: 12"

Att: 1, Dm: 1-4 plus disease

6 This is the kitchen. Vats of salted meat, dried fish, and fresh and preserved vegetables line the rear wall. A large cookstove dominates the room. Two long wooden tables are in the middle of the room with food in the process of being prepared on them. The front wall has shelves holding pots and pans and a variety of serving and food preparations equipment. A very nice carving set is on the table nearest the door (value 25 g.p.). If the cooks are not in this room they will probably be either in room 4 (their room), or rooms 3, 5, or 7 (the food storage areas). Except at mealtimes, when people help carry things into the dining room, no one but the cooks are allowed in the kitchen. It is kept very clean and well organized, in contrast to their own room's mess. A pipe leads from the back of the stove up to a crevice in the ceiling, this in turn leads to a natural air vent which lets smoke escape over a mile away.

7 This door is kept locked except when the room is actually in use. The room contains a large selection of wines (from very fine to poor quality) and 3 large barrels of beer. One of the beer barrels has been tapped. There are ninety bottles of wine in all. Value: 950 g.p.

8 This large room holds 5 long tables each capable of seating up to 30 people. Only one of these has been set for the meal to come. A door at the far end of the room leads into room 13. The door will close just as the party enters, but no one will be visible if it is opened.

9 This room serves as a laundry and bath chamber. A hand pump can be used to bring up cold fresh water. Hot water is brought in from the kitchen. A large stone sink holds the water pumps up. A drain in the bottom releases it into the sea water of the dock chamber below. The fresh water tank is under the sink and holds 50 gallons. A small pipe taps into the same fresh water source which serves the well on level 1. A small handle opens and closes this access. Twenty bath towels and twelve dishcloths are on shelves on the wall by the entrance. Four large metal tubs are lined up on the far wall. Clothes lines are strung from one end of the room to the other with a variety of clothes and bedding drying on them. Any noise here will alert anyone in room 10 of the party's presence. They will most likely not think of it as a threat, however. They will assume that it is just some other member of their own group.

10 This is the sewing room. There is a 30% chance that three men or women will be doing mending here of either sail, bedding or clothing. Large spools of thread in a selection of colors, and needles in a variety of sizes are to be found in cabinets here. There is one large table and smaller ones and 1D8 chairs. A corridor leads from this room back to the corridor near room 12. They will invariably be either unarmed or armed only with dagger.

3 Skill 1 Human Fighters

AC: 10, HTK: 10, 5, 6 (1D10)

11 This is the bedroom and workshop of a Skill 7 Magic User named Elsie. She specializes in identification and attack magic. She tends to be pretty lazy about checking her work. The Fireball trap on level 1 that hasn't been reset is a perfect example of this. She has 20 scrolls in a small trapped chest under her bed. She has 500 g.p. in gems in a secret drawer in her desk. The chest will only open if the ring she is wearing is touched to its lock. Forcing it open will trigger a spell which will explode the box, doing 3D20 points of damage to anyone within the room. If Elsie is captured and sees the party trying to open the box she will try to get someone to take her out of the room. If they won't, she will reveal the trap. She's no dummy and doesn't want to die yet. She wears bracers of armor class 4. They are made of gold and set with red jewels. She carries a dagger which matches the bracers. It is +2 (+3 vs. Goblins). The scrolls in the chest are as follows:

1-5 Fireball

6 Explosive Runes (this scroll is tied with a red cord.)

7 Wall of Fire

8-10 Lightning Bolt

11-14 Identify

15 Feign Death

16 Invisibility 10' radius

17 Polymorph Self

18-20 Hold Person

Elsie

Skill 7 Human Magic User

AC: 4, HTK: 22 (7D4) Magic Items (in addition to above): Wand of Fire, Ring of Spell Storing (Empty, MU), Helm of Comprehending Languages and Reading Magic

12 This is the briefing and tactics room. A large map of the nearby coastline (with the reefs marked) is on one wall. DM: It is very accurate and is easily worth 250 g.p. in Wrighters. Reading and arithmetic books are on the table on the left

hand wall. A table and ten chairs are in the center of the room. The room is used as a school room for the children when it is not needed for other purposes. There is a 5% chance that 1D10 pirates (see room 22) and the pirate leader, Dred, (room 18) will be here. There is a 20% chance during the day that 6 children under the age of 10 and 1D4 adults will be here.

13 One large carved wood table with ornate serving pieces is in the center of the room. Seating is arranged for four guests. Four golden flagons of wine are placed on the table (one beside each place setting). One holds a Potion of Invisibility. The other three are full of fine wine. More serving pieces are locked in a wooden chest on the western wall. This cabinet can be moved aside to reveal a secret passage to room 12. If this cabinet is opened without the proper key, it will ring an alarm bell in the pantry (room 5) which can be heard in both the kitchen and the cooks' room as well.

14 This is a guard room. Five fighters (four skill 1 and one skill 3) are stationed here at all times. There is a dice game in progress. If more than 2 people are involved (70% chance), there is a loud argument in progress as well. A pitcher of beer and 4 clay cups are on the table beside the dice. 1D20 c.p. are on the table and each fighter has an additional 1D20 c.p. on his person. They are each armed with cutlass and dagger.

Skill 3 Human Fighter

AC: 10, HTK: 25 (3D10)

4 Skill 1 Human Fighters

AC: 10, HTK: 8, 7, 9, 5 (1D10)

15 This is the workshop of a jeweler/goldsmith. He is in charge of evaluating and resetting the jewelry captured by the pirates. 1D6 pieces of jewelry (each valued at 200 g.p.) are on a table on the lefthand side of this room. Several of the minor gemstones in the setting of one of the pieces have been removed. These pieces were described as part of the same cargo as the Chalice of Storms.

The jeweler will surrender immediately if threatened. He has no fighting skills and knows little. He used to work for Marnia (the goldsmith in town), but she caught him stealing and fired him. A set of jeweler's tools are on the table beside the jewelry. The other end of the room (around the corner) is his bed and a leather chest which contains clothing and a small leather pouch containing 20 g.p., 10 s.p., 50 c.p. He is a very timid man and will not leave his room if he hears sounds of fighting outside. He will usually be found sleeping or reading a book on gemcutting techniques.

16 This room is shared by the widows of the pirate captain and his first mate who both went down with the galley four years ago. Dred, the pirate leader, has allowed them to stay here. In exchange, they help with caring for the children and do a lot of the general maintenance chores around the complex. They are not trained as fighters, but will fight fiercely against anyone attacking the pirates. They assume that the people who are after the pirates now are the same ones as were responsible for the deaths of their husbands. They are unarmed. If found in this room, they will either be embroidering, sewing, or sleeping. They are more often to be found in room 10 however. 50 g.p. in coin and 100 g.p. in jewelry is to be found here.

17 This room is a dormitory/playroom for the six children under the age of 10 who live here with pirate parents. There

hasn't been much for the pirates to do lately. Most of the pirates with families lived outside so their children were never in the complex. The parents of these children are now either dead in the battle four years ago or else pirates presently living in the complex. With so little actual piracy going on recently, there has been plenty of time for babies to be born. One adult (either one of the widows or one of the fighters from room 22) is with the children at all times. Seven beds, six chests of clothing and a large pile of toys complete the furnishings of this room. No treasure is to be found here.

18 This is the pirate leader's bedroom. There are clothing hung in a wooden wardrobe. Under a false bottom in this wardrobe is a box with 4 pieces of jewelry in it (total value 2,000 g.p.). The pirate leader, Dred, is a Skill 8 Illusionist. He wears Bracers of armor class 4. He is armed with a dagger, which will cast a fireball 3 times/day. He also carries 2 throwing knives. If he has warning he will use a change self on himself to make him appear as an old woman. He hopes that this disguise will give him time to get to his workshop in room 19 and from there if necessary to the secret stair down to his boat. He specializes in disguises for both people and objects rather than attacks. If hard pressed, he will create a Phantasmal Killer to protect his escape route. He hates fair fights and will retreat if he feels threatened. If cornered he will fight bravely (he is chaotic evil in alignment, so he will not fight fair). His favorite illusions are people coming to his aid and fire in any form. There is a door concealed behind a tapestry which leads to room 19.

Dred

Skill 8 Human Illusionist

AC: 4, HTK: 28 (8D4), *Magic Items:* as above

19 This is the illusionist's workshop. Like that of the magic user, it contains a variety of ingredients necessary for spells, mixing equipment, parchment and inks for scroll making. A Robe of Invisibility is on a hook under a tapestry which also conceals the door into room 18. There is a secret door which leads to stairs to level 3. They come out in room B level 3.

Eight spell scrolls are in an ornate wooden box on the table. The box lid seems to lift up, but actually the front drops forward. It is possible to open the top, but this triggers a trap. A dart with poison which causes 1D6 damage/round for 6 rounds will shoot out of the lid. The scrolls in the chest are:

Scroll 1-3: Programmed illusion of a pirate ship with full crew. It is designed to show the ship approaching, grappling and then the pirate crew boarding.

Scroll 4: An illusion of a Whirlpool

Scroll 5: Illusion of a King's warship

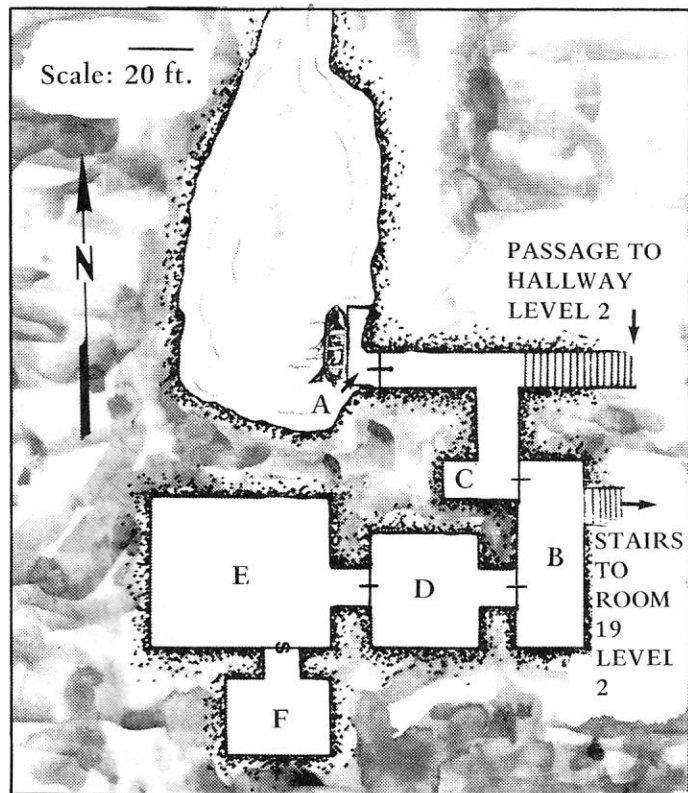
Scroll 6: Improved Invisibility

Scroll 7: Continual Darkness

Scroll 8: Wall of Fog

20 These small rooms were used as fighting practice areas and for private conversations and meetings between members of the opposite sex when there wasn't time to go town or outside. A Shambling Mound has taken up residence in this area so the doors at either end of this corridor are kept closed to keep it in. Four Shriekers are to be found in this area as well. These rooms are unfurnished.

PIRATE CAVERN LEVEL 3



DOOR SECRET DOOR STAIRS

Shambling Mound

AC: 0, HTK: 54 (8D8), M: 6"

Att: 2, Dm: 2-16, 2-16, Special: Unaffected by fire and cold based attacks; Lightning attacks heals 1-8 HTK; if struck twice in a round, victim will be smothered in 2-8 rounds; weapons score half damage

Shriekers

AC: 7, HTK: 15, 12, 20, 16 (3D8)

Att: 0, Special: If disturbed, it will emit a piercing shriek

21 This room was used for emergency housing when the crews were called up on short notice or had to stay longer than usual. 60 hammocks with bedding are rolled up and piled against the walls in this room. Opening the door will reveal 20 illusory Skeletons going about day to day tasks, making up beds, cleaning weapons, playing at dice. The Skeletons will ignore the party unless attacked, at which time they will grab their illusory sword and fight. If the party dispels the illusion, they will see only the room as it was first described. The weapons and dice and skeletons are not real. A real Trapper has disguised itself as a hammock on the floor and will attempt to entrap anyone coming near it. It has a treasure of 10 g.p. and 30 c.p. underneath it as well as a few old bones.

Trapper

AC: 3, HTK: 69 (12D8), M: 3"

Att: 1, Dm: 4 plus victim's armor class, Special: Once struck, victim will be smothered in 6 rounds; resistant to fire and cold based attacks

22 This is the barracks for 2 skill 4 fighters, 8 skill 2 fighters and 4 skill 1 fighters (all human). One of the skill 4 fighters and 1D4 of the 2nd levels are whispering in the far

corner of the room. The occasional louder phrase reveals that they are discussing mutiny and/or desertion. They think their chances of getting away with the Chalice or getting paid any ransom for it (beyond the reward the King has already offered) are pretty poor. They want to steal it and turn it in for the reward. They are tired of sitting around in this mountain all the time. If approached by the party, they will offer to lead them to the Chalice after the party kills the illusionist. Otherwise, they will sound the alarm and try to kill the party.

The alarm is a large gong near the door which can be heard anywhere in the complex. They are at the other end of the room and presumably the party is by the door, so they still have to get through the party to sound the alarm. Bedding and personal possessions are all around. A total of 20 s.p. and 20 c.p. is on each fighter, another 150 g.p. (in silver and copper mainly) is in various trunks and boxes. Each of the low level fighters is armed with cutlass and dagger. The skill 4 fighters have +1 weapons. None of them wear armor.

2 Skill 4 Human Fighters

AC: 10, HTK: 35, 28 (4D10)

8 Skill 2 Human Fighters

AC: 10, HTK: 18, 15, 14, 17, 14, 16, 14, 18 (2D10)

4 Skill 1 Human Fighters

AC: 10, HTK: 9, 7, 8, 9 (1D10)

23 This is the blacksmith's shop. He specializes in weapon repairs. These days, there is very little for him to do (no one's been using their weapons, much less damaging them). He's seriously considering leaving to look for something to do, but sitting around doing nothing and getting paid for it is still a bit too appealing. He does grumble a lot while repairing fish traps, however. In a fight he will join forces with whoever seems to be winning. He has a 2-handed broadsword. Hidden in a secret compartment under his anvil is his cache of 50 g.p.

Skill 2 Human Fighter

AC: 10, HTK: 26 (2D10), (Stamina: 18)

Pirate Caverns, level 3

This level holds the dock for small boats, the hidden exit to the outside and the treasure chambers. No one lives down here but there is always 1D4 guards on duty. Of these, one will always be posted at the dock. The remainder (if any) will be in the guard post (room C).

A This room is filled with water. A wooden dock has been built out over the sea passage and a small fishing boat (capable of holding not more than 8 people plus cargo) is tied up at the dock. It is small enough to exit through this underground inlet by the false beacon point. It will await a ship and then use its illusion to capture it. One fighter, skill 2, will be posted here at all times. (See stats from room 22, level 2). Several (1D4) fish traps are on the dock and 1D4 are in the water here, catching dinner. The guard is armed with cutlass and dagger. He or she is also wearing a small medalion which casts a permanent Dispel Illusion spell.

B This is a carpentry shop with materials for recaulking the ship and repairing the oars. There is a 10% chance that one fighter will have been sent down here to sand oars or polish the anchor for punishment. Replacement dishes and eating utensils are made here from scrap wood. The Pirate Leader's escape stairs exit in this room.

C This is the guard post for this level. There is a 50% chance that 1-3 fighters will be posted here (all either skill 1 or 2, see stats in room 22, level 2).

D This room is empty except for 3 illusionary Dire Wolves and two real ones which have been set to guard the treasure room beyond. They will allow passage only to the Pirate Leader, Dred, and anyone wearing the medallion worn by guard at the dock. They will attack anyone else and fight to the death unless called off by Dred.

2 Dire Wolves

AC: 6, HTK: 15, 16 (3D8), M: 18"

Att: 1, Dm: 2-8

E The door to this room is locked. Only the pirate leader has the key. If forced, it will trigger a trap which will make the ceiling of room D fall in. This trap can be bypassed if the lock is picked rather than forcing the door. There is a Gargoyle here which is instructed to guard the treasure. A Killer Mimic is disguised as a chest. Six other treasure chests are stored here.

Chest 1: This is trapped with a poison pin set in the latch. It can be disarmed by a switch hidden under a handle on the left side. It contains 8 sacks, each containing 100 g.p. and 6 sacks, each containing 200 s.p.

Chest 2: This is trapped with a crossbow bolt which fires out when the top is opened. It can be disarmed by pushing a panel on the back. It contains a sack of gold jewelry (total value 700 g.p.) and three boxes each 6" square which contain rings. Ring 1 - Featherfall, Ring 2 - Contrariness/flying, Ring 3 - Spell Turning 15%.

Chest 3: No trap. It contains large amounts of low value gems and junk jewelry (total value 250 g.p.).

Chest 4: No trap. Contains a +1 Longsword, +1 Plate Armor, +1 Shield, +1 Dagger. They are wrapped in velvet and marked with a Paladin's heraldry.

Chest 5: The room will fill with chlorine gas when this is opened (doing 1D6/turn), unless a wooden carved face on the back is turned 360 degrees before opening. It contains 1 bag of 18 pearls worth 2,000 g.p., 1 6"x2"x3" box with an emerald and gold necklace worth 1,700 g.p., 1 large silver symbol of the Shipwrecker wrapped in a brown cloak (value 100 g.p.), 2 bags each containing 100 g.p..

Chest 6: All within 10' are blinded for 1D6 hours if eyes are open when the lid is open due to a bright flash. It contains 5,000 s.p.

Chest 7: Killer Mimic

AC: 5, HTK: 68 (9D8), M: 3"

Att: 1, Dm: 3-12

Gargoyle

AC: 5, HTK: 32 (4D8+4), M: 9/15"

Att: 4, Dm: 1-3, 1-3, 1-6, 1-4, *Special:* Can be struck only by +1 or better weapons

F A secret door is the first defense of this room. This room is used to store special treasures. The door seals tightly so that none of the traps in other rooms could possibly damage the contents of this one. Opening this door sets off an alarm in the guardpost on the level (room C) and in the pirate leader's room on level 2. Two Dire Wolves are kept here to defend this treasure. At present, this room contains only one thing (aside from the Dire Wolves). A large, intricately carved wooden box sits on a pedestal in the center of the room. Within this untrapped box, wrapped carefully in velvet, is the Chalice of Storms.

2 Dire Wolves

AC: 6, HTK: 17, 16 (3D8), M: 18"

Att: 1, Dm: 2-8



Shipwreckers and Sailors

Tides and Treachery

Caverns and Cutthroats
but mostly . . .

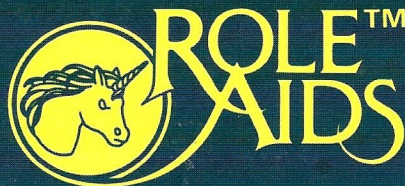
GOLD!

First it drew men over the mountains to the desolate coast. For a handful of nuggets, they crushed goblins. For a bag of coins, men were doomed to a watery grave. And now to find its source, brave men enter the endless caverns.

SHIPWRECKER

Gold and Glory, this was the promise when you were hired. Now as you gaze into the dank mouth of the tunnel does the gold glitter a little less? Does it matter that beyond this portal lie uncharted caverns, the remnants of the goblin hordes, mysterious monsters, and finally, a pirate stronghold?

SHIPWRECKER is a fantasy roleplaying module for three to six players from fourth to seventh level. Suitable for use with all popular roleplaying systems including Advanced Dungeons and Dragons*



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ISBN 0-912771-11-9