

BB1

CLASSIC STYLE FANTASY ADVENTURE



Dungeon Module BB1 The Pearl of Pirates' Cove by RC Pinnell

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Classic Fantasy Adventure

Special *Basic* Module BB1

THE PEARL OF PIRATES' COVE

by RC Pinnell

INTRODUCTION: This adventure is written specifically to be experienced by 1st level characters using the rules system of the *basic* Holmes or '81 Moldvay set. While use of the former is the recommended edition the use of the latter falls easily within the scope of this adventure and within the boundaries of the characters' abilities and limits.

Almost all material within this module can be found in the previously mentioned booklets. That which cannot and is specific to this adventure will be explained and described fully. Those that intend to participate as players using this module should stop reading now as to continue might ruin the thrill and enjoyment that can be experienced only by those unfamiliar with the contents.

NOTES FOR THE DUNGEON MASTER

For veteran referees of the game the information within should be easily digestible with portions of it seeming simplistic. You are encouraged to expand upon what is provided, enhance descriptions and modify any monster or treasure to suit your own style without straying too far from the theme of the adventure itself. Those that are beginners and have not moderated a game before do not panic, the information within is laid out in a way to allow you to run the adventure with very little preparation or need of outside assistance besides the rule books mentioned.

While characters as high as 3rd level could venture within this adventure the challenges presented in the tables that follow might not be suitable for the abilities and powers of such persons. If allowed then the DM should modify the tables by increasing the number of creatures given, give them maximum hit points or replace them with tougher types. This is true of the treasures stated, as higher level clerics and fighters and such will not benefit as much in XP gained from the low amounts given.

PREPARATION FOR USING THE MODULE

The first step is to completely read the module before going any further. Immediately upon doing so it will be evident that a dungeon (actually 2) exits and caverns and chambers are described but they are missing monsters and treasure. It is the DM'S job to stock the encounter areas with monsters and treasure choosing from the tables provided after the adventure. This is the technique called **KEYING** and it allows the DM to decide which caves and/or chambers will contain which monsters and treasure, or none at all. In fact the lists contain less entries than there are caves/chambers, as the DM is advised to leave some areas empty of monsters, treasure, or both.

After the DM has stocked the rooms of his choice with a monster, treasure, neither or both he must then assist the players in preparing by providing them with the background to the adventure. This reveals general knowledge regarding the area and specifically the *forbidden cove*, and a sheet that contains this myth is provided after the adventure that can be handed to the players.

Once the players feel familiar with this information they can prepare their characters for the adventure. As this module requires 1st level characters the players will have to roll them up using whatever dice rolling procedure the DM prefers. If the '81 edition rules are used they will be able to make more adjustments to their characters and thus have more choices as to what class they would like to play. All *Basic* classes are allowed in this adventure.

After all the ability scores have been generated, hit points determine, gold tallied and equipment purchased and noted on a character sheet of some type they party will be ready. If there is not time to do this or the DM prefers the alternative to randomly rolling all this can be avoided by using the pre-rolled characters provided on the tables following the adventure. If the number of players is small these can also be used as henchman or hirelings to strengthen the party. If such is the case players should be made aware that the DM *runs* non-player characters, not them. This must be maintained to ensure the players do not abuse the non-player personas.

USING THE ADVENTURE WITH *ADVANCED* RULES

Dungeon Masters and players familiar with the more *Advanced* systems of rules available need not abandon their favored edition to participate in this module. The same rule for allowing higher than 1st level *basic* characters need only be applied to those generated with and benefiting from the *advanced* game. Meaning that the DM should strengthen the encounters by doubling or trebling up the number of monsters, giving these maximum amounts of hit points and/or substituting them with monsters with more hit dice and abilities. But when doing so the DM should be careful to not stray too far from the theme of the adventure, less the entire background be discarded all together.

BACKGROUND

As the story is told, in the village inn or tavern on cold dark nights when the onshore wind pushes the sea against the shore and foamy waves slap at the pilings of the docks, it is always in hushed voices, as if a submerged fear percolates just beneath the breast of those speaking.

Long ago a local girl, not yet a woman, lost her leg to a shark when dangling it in the waters as she sat upon the pier. Though Sally Golightly survived physically she was scarred as badly inside as the sewed up stump that was a daily reminder of her horrible encounter. Already an orphan and local street urchin after her parents died of the dark pox years before, her means to survive were now more threatened than before. Where once she ran briskly filching apples and smoked fish from the back of merchants wagons she could only hobble about on a wooden peg she had carved herself. Where once she had been charmingly independent she became dark and somber and spiteful. Her stealing ways turned to merchants' stores and places that were difficult to enter and escape especially with but one good leg. She was caught often and punished, and spent more time in the constable's blockhouse than on the streets. She was both pitied and despised by the villagers and while many of the old matrons wished to assist her an equal amount wanted her to quietly disappear.

As luck would have it for those wanting her gone, three years after the "accident" a ship full of brigands and cut-throats discovered some caves in a nearby cove and turned them into a base of operations from which to conduct their smuggling activities and sea raids. During one such raid upon the village the captain of the gang

noticed Sally hobbling about and, feeling some kind of empathy, took a *shine* to her. So he stole the girl away with them back to the caves and there she lived, raised by murdering miscreants of the sea.

As the years passed Sally managed to overcome her handicap and became an able seaman, going out on the pirates' ship, *The Minnow Hunter*, on pillaging runs and raids. It was not long before she was flashing a cutlass along with her fellow sea scum and cutting down sailors for want of treasure and fame. When the old captain that had adopted her promoted her to his first lieutenant she took the name One-leg Sally as her title and became as ruthless a member of the gang as the others.

But the life of the pirate-outlaw was not easy. Ships bearing the Duke's navy arrived more frequently as the pirates' activities disrupted the flow of goods. Until one day Sally and her gang were caught unaware out at sea and out flanked. The ship was pounded by canon ball, and took water and sank quickly.

It is said that Sally had become so evil and her lust for revenge was so great that upon her drowning she cursed the navy men and all that had mistreated her in her youth, and begged the dark Demoness and patron of the sea, *LOVIATHA* to allow her to continue roaming the sea, doing the demon's bidding.

Though the *Minnow Hunter* lies on the sandy bottom not far off shore to this day, it is said by some that once each year on the nights of the full moon a shadowy ship of gray resembling the vessel appears to the east emerging out of a bank of fog and speeds toward the shore and the cove south of the village. On such occasions it is reported that strange howls echo up from the location as beams of greenish light as that of a lantern are seen beaming this way and that as if searching about. On such nights the fog is thick and clings to the cliffs with an eerie scent. If it is true no one has confirmed it. No one will go near the cove. No one has explored the caves in over 20 years, or at least have not returned to say they have. Animals do not venture near the cliffs, sea birds do not nest among them, seals and dolphins do not enter the cove's waters.

But it is said that treasure might be buried there still, since One-leg Sally and her crew did not carry it all on board with them. If any should be hidden there it is likely guarded by clever traps and devices to prevent removal;

Sally had always been a smart thing, and would not have left it behind without safe guards.

LEGEND TABLE

Before the party goes to explore the cove the Dungeon Master should use the following table to divulge more *background information* (from rumors and gossip) to the adventurers. The table lists bits and pieces of information regarding Sally, the cove, and those occasions when she and her crew supposedly return. These tidbits will be gathered from the local residents in guarded conversations, so the DM must *unobtrusively guide* the players into such behavior if they are not experienced in the gathering of information. Though the seaport village of Bottom-Jam need not be Keyed or detailed for this adventure, the players still need to have a feel for the little community, and having them interact with the citizenry and gather this background will give them a *sense* of the location.

To determine the number of rumors/legends the players will pick up the DM should have each roll a d4, then roll again consulting the table. Once the player has obtained his rumor he may continue trying to pick up more information, but will only hear repeated stories and different versions of the same basic legend/legends he has learned.

- 1 One legend/rumor will be learned
- 2 Two legends/rumors will be learned
- 3 Three legends/rumors will be learned
- 4 Four legends/rumors will be learned

Not all the legends will be the truth. Many, if not most, are just gossip, rumors at best. Those that are out-and-out false will be indicated as such, while those that are partially true will be so noted as well.

LEGEND TABLE (Roll a d10)

1. It is believed that Sally was the grand-daughter of the Duke, who exiled his son to the area after he married a local girl; beneath his station.
2. Shark-Nose Mac was the name of the pirate captain. They say Sally murdered him to take command of the pirate gang. (PT His name was Mac)
3. After robbing ships of their gold Sally fashioned a peg-leg made of the precious metal. (F)

4. The caves of Pirate's Cove are full of traps. (PT Some of them are)
5. Sally had a beau once and produced a child that she sacrificed to the sea Demoness. (F)
6. Sally's ghost and that of her crew haunt the caves to this day. (PT But they are not *ghosts*)
7. A giant pearl is supposedly hidden in the bottom of the cove, guarded by a ferocious monster (PT There is a monster there; the pearl is Sally! See #10)
8. The *Minnow Hunter* still cruises the waters off shore in the monsoon months attacking ships that dare to tread the sea lanes at such time.
9. Sally and her crew often come to the village in the night and murder the unsuspecting caught out of doors. (F)
10. Sally's body was actually removed from the wreckage and laid to rest in the pauper's section of the village cemetery (PT Her remains were taken to the cove and dumped there, where her bones lie buried in the sandy shallows of the water) A special XP bonus involves retrieving these and seeing they receive a decent burial. More on this appears at the conclusion of the adventure.

THE DUNGEON

The areas to be explored are designed for a party of 3 to 8 characters of 1st level; henchman and/or hirelings might round out the group if but 1 or 2 players are involved. All should be of the same alignment, Lawful, if the group intends to be cooperative and act for the larger interest of the party. In such cases Chaotic types should not be included, though a Neutral thief would be fine. If the group is all Chaotic very little will likely get accomplished if the players conform strictly to the premise of the alignment; this kind of group should be discouraged as a whole for it does not, in this author's opinion, reflect the spirit of the game.

The caves of Smuggler's Cove are carved from the rocky cliffs surrounding the little inlet. Most were formed naturally, while some have been altered and enlarged by the pirate gang that used them for a time. Access to

them will be difficult, requiring the use of rope and belaying from above or scaling the cliff faces from below. The area map indicates how high above the waters of the cove each entrance is. Only one cave is at sea level (XXXII) and can be reached via the sea and a longboat.

The air within the caves closest to the entrance will be fresh and salty, with that in the deeper caves and chambers being heavy and earthy. A sea breeze will actually circulate within the ones near the entry, while not so deeper within. The air, the cave walls, are all moist, creating a natural resistance to accidental spreading of fire. As such the burning of lamps and torches will create thick and black sooty smoke that obscures one's vision and makes breathing difficult; with oil lamps faring only slightly better of the two. High and low tide has little affect on the caves since they are all well above the water level. Except for cavern XXXII which is essentially sealed off by the high tide, making entry by boat impossible.

THE CAVES OF PIRATES' COVE

KEY TO THE UPPER LEVEL

The ceilings within the caves are 8' to 10' for the most part. Corridors will generally measure 10' at the most wide (being actually anywhere from 6' to 8'). Doors are made of wood and bound together by straps of leather nailed to each slat, hanging supported by iron L-hooks set into the wooden frame surrounding them. Each is roughly 6' high by 3' wide by 3" thick. Time and the sea air have swollen them all, and made them stuck. Though a successful Open Doors will force them to yield a character that fails may not attempt to try again at opening the same door. Should the entire party fail, then chopping or burning the doors is the only viable solution. Floors are hard-packed earth except in places where pits are made; these are described according to their location listing. Stairs are planks of wood laid atop the earth that has been chiseled away to form the actual risers. Molds and lichens grow wild across walls and ceilings, with tendrils of spider's webs and moss hanging down.

WANDERING MONSTERS

The DM should check every 3 turns spent by the players by rolling a d6 to see if they have been intercepted and surprised by a wandering critter; a roll of 1 indicating

such has happened. If a monster should appear a check to see if the party is actually surprised must be made (this is described in the appropriate manuals). The following table should then be consulted, rolling a d6 to determine what kind, and how many of the monsters appear.

1. Giant Centipedes (1-4) --HP: 2 each; #AT: 1; D: Nil; AC: 9/10; SA: Bite does no damage but the victim must make a Save vs. poison (at +4 on the d20) or die!
2. Giant Rats (2-8) -- HP: 4, 3x3, 2x2, 2x1; #AT: 1; D: 1-3; AC: 7/12; SA: Bite has 5% chance of causing disease to its victim (Save vs. poison allowed)
3. Spiders, Large (1-2) -- HP: 7, 5; #AT: 1; D:1; AC: 8/11; SA: Victims bit must make save vs. poison (at +2 bonus on a d20)
4. Giant Ant (1-3) -- HP: 9, 7, 5; #AT: 1; D: 1-6; AC: 3/16; SA: nil
5. Fire Beetle (1-2) -- HP: 10, 8; #AT: 1; D: 2-8; AC: 4/15; SA: nil
6. Stirges (1-4) -- HP: 7, 5, 4, 2; #AT: 1; D: 1-3; AC: 7/12; SA: attacks at +2 to hit and drains blood 1-4 points/round once attached.

In the case of the second # following the / this is to indicate the actual base number needed by a character to successfully strike the AC indicated; characters using the '81 rules may or may not have bonuses that will affect this base.

The Dungeon Master should have a basic understanding of the monsters listed throughout this text before running the adventure. Some pre-game time studying them and the mechanics of the manuals is strongly recommended.

ENCOUNTER AREAS

A. Two large iron rings are fastened to the base of the cliffs at the locations indicated to allow a long-boat to be secured between them. This allowed the pirates to hoist contraband from the vessel up to the cave entrance more easily.

Monster:

Treasure & Location:

B. An unusual amount of seaweed floats in the water at this location. When the tide is low (and only 8' within the cove) much of the aquatic vegetation floats upon the surface of the waters.

Monster:

Treasure & Location:

C. A large wooden chest can be seen here half buried in the sand beneath the waves when the tide is low. Its image distorted by the density of the water, chains appear to encircle it with large pad locks dangling at the front of it. It should not be easy to retrieve, requiring at least 1-3 hours of effort; this becoming not likely at all at high tide.

Monster:

Treasure & Location:

D. At low tide this area is still the deepest section of the cove at 18'. The natural sloping of the sea floor here collects debris that falls into the cove or is washed in with the current and cannot stay afloat. Among all the possible sundry objects that this would include is a thick leather bag containing the skeletal remains of SALLY GOLIGHTLY. Tied about the top of the sack with a thick rope using sailor's knots, the bones of poor Sally are a link to the on-going haunting of the caves. Retrieving these will be more difficult than the chest at the previous location, and dangerous, for a sea monster dwells among the refuse gathered here.

Monster:

Treasure & Location:

I. LARGE ENTRANCE CAVE. A ledge in the cliff 40' above the cove's water provides entry to this chamber. The walls are jagged and rough with cracks filled with communities of mold and other growth identical to that dangling from the cavern ceiling 9' above. It is quite easy to see throughout during the day as plenty of sunlight reaches the center of the chamber once the sun has passed its zenith; in the early morning hours the place is dark and shadowy. A tunnel exits through the west wall at about its midsection. Two doors approximately 20' apart are set into the southeast wall of the cave and appear to be closed.

This chamber was used in its heyday as the first to store off-loaded goods confiscated during the pirates' raiding forays. A pair of decrepit sawhorses stand along the north west wall draped with coils of rope as a pair hoists -- wooden block and tackle -- lay on the floor. Long wooden poles with grappling hooks stand leaning against the wall as well and appear to be in fair condition.

Lichen and cobweb filled and covered crates and barrels stand about the cave, some appearing intact and others broken and smashed. Most of them are empty but in some still is their original contents, though rotted or mummified to the point of being unrecognizable.

One particular barrel is in fair condition, and the top sealed tight. If opened a sour smelling liquid will be discovered and various parts of sea creatures will be floating suspended in it. If searched it is possible to find a silver earring still attached to the ear of a merman, or at least the head of one.

Monster:

Treasure & Location:

II. YEOMAN'S QUARTERS. This cave served as the abode of the four most senior pirates besides Sally in Captain Mac's gang. There are four bunks, four footlockers tucked beneath each, four chairs, a table, and several iron pegs inserted into the walls from which to hang things. The furniture, like all that to be found within the caves, is rotted through and through and of no use to the party. What was once pirate clothing in the footlockers is now filthy rags serving as rats nests for creatures that have gnawed holes into the containers to allow access. A slight breeze seems to circulate within the cave passing under the entry door to a small alcove in the north end of the chamber. Investigation here may yield a secret passage leading to a lookout ledge to the north.

Monster:

Treasure & Location:

III. CAPTAIN'S STUDY. Shark-nose Mac ran a tight ship in his day. But as he got older the harsh life of a brigand was difficult to maintain. During his last raid upon the village of Bottom-Jam he saw little Sally and his heart

was overwhelmed with pity for the poor lass. He took her in and raised her as if she was his own blood-daughter. And as she grew and became an able seaman in her own right he turned more and more of the command over to her. In his later years he quit going to sea all together and remained in his caves.

This chamber is filled with wooden bookshelves stacked against the walls full of dust covered and moldy tomes of ancient sea lore and ships' logs confiscated over the years. There are also scrolls of parchment rolled up and tied around with string in various states of decay. Bottles of ink and feather quills are abundant and scattered all about the place; the black liquid long evaporated from the containers. Several wooden tables stand in the open expanse away from the walls and these are covered with stacks of rolled out velum and sheepskin. Most are covered in strange scribbling of different languages and symbols; perhaps some even being magical runes describing some hidden treasure or incantation if only the party could decipher them.

Laying open on one of the tables among all the other objects is Captain Mac's own personal log. Pages are torn and missing and some smelly and stained with what might be urine and/or smeared dried feces. If this is examined the party will be able to piece together a typical account of the life of a pirate--until he laid eyes on Sally and adopted her as his own. From this point on the entries seem to become more personal, caring, and showing a change slowly coming over the author. At first he merely mentions her as *the runt*, or *woody*, but this slowly ceases as he refers to her as *Sally*, and *my girl*. Toward the end and up to the last dated entries he calls her simply, *my pearl*, or *Pearly-Mae*. Should the party spend more than 3 turns examining they will find a clue as to why Captain Mac took pity on the girl, for it reads--

The raid upon the village-folk proved of little worth. Those scum! have they nothing of value but fishing lines and malt beer?! But lo, amidst the pox-bearing sods that dwell within the village was but a shiny gem worth taking. A precious girl that I did not at first recognize, until I saw her wobbling about on a wooden peg. Then I remembered, I had taken her leg before during one of my many swims along the shore. I was not aware that it had belonged to such an innocent child. Oh! cursed am I! and damned forever unless my death might relieve me from this affliction. At least, as I grow older, the ability to resist the change grows stronger in me. At times I need only swim a few hours during full moons.

Thus it is that Captain Shark-nose Mac did not get his name without good cause. For he suffered from a rare curse inflicted only by the bite of a were-shark, the most rare of shape-changing creatures.



The last entry describes the caves being assaulted from the cove below by men in longboats, shouting and cursing him, and laughing at how his days are numbered, and his ship and all aboard it sunk by the Duke's navy. In that entry he writes--

They have come for me, they have. But they will not take me alive. Alas, my poor Pearly-Mae, I pray to Poseidon that she find peace and justice in the next world. But knowing her well, I doubt this be possible unless her spirit be freed from the burning vengeance she sought in this life. I pray it is, and her bones be found and laid to proper rest. But let them come. The traps we have laid, she and I, will not allow the landlubbers to own what we took!

Monster:

Treasure & Location:

IV. CAPTAIN'S QUARTERS. This area is the captain's personal sleeping chamber. A single bed with a net to

ward off insects in the night stands against the northern wall of the cave. The smashed remains of chairs lay scattered about, their cushions removed and slashed with moldy stuffing spread all about. A broken pile of lumber stands against the rounding southern wall, all that is left of what appears to have been a table. But what is most startling about the chamber is the dangling calcified body of Captain Mac hanging by a rope about his neck from an iron hook set in the center of the ceiling. His clothes are stiff and cracked and his boots stand on the sandy floor a yard below his swaying feet. What was once long black hair is almost white, now, and full of wiggling maggots in search of something still edible on the mummified man. His eyes once sparkling blue are now gray and sunken into his skull, as his skin has turned taut and yellow with time, pulling thin lips back to reveal the brown and yellow teeth beyond. He appears to be smiling, though why a man that hanged himself would be doing so is puzzling. There are no bonds upon his wrists or ankles, but whether that supports the fact that he did the deed himself is not conclusive; but the reference in his log might be enough for some. The cave actually bends, turning southerly where a set of bars span an opening along the eastern wall; it continues on into another chamber.

Monster:

Treasure & Location:

V. SALLY'S QUARTERS. This long cave is filled with scores of objects and furnishings one would associate with only the most feminine of women. The items all being confiscated by Sally during her many raids upon supply ships traveling the waters, she made sure to claim anything of female interest as her own. Dozens of small round tins with lids sit upon dressing tables, most being tightly sealed by time and swelling but some being open and exposed. The contents appear to be various types of makeup, rouge, powders, etc., used to make a woman appear her most appealing. There are wooden mannequins wearing tattered gowns and others only a wig and necklace of cheap beads. A four poster bed with a canopy occupies the eastern part of the cave, with its linens in disarray and soiled by foul smelling stains. Tall wooden wardrobes stand against the northeast wall, their doors flung open and sundered, barely hanging on rusted hinges, as the insides have been ransacked. Any clothing they might have held is of no use and been torn or cut to shreds.

It is possible that Sally's *ghost* is present when the party enters the chamber. The Dungeon Master should make this determination, and use the information regarding her in the monster list appearing after the adventure if such is the case.



Monster:

Treasure & Location:

VI. KENNEL OF THE CAPTAIN'S PET. An iron portcullis bars entry to this chamber. Hanging upon L-hooks set in to the northern wall it appears that the device will open inward if pushed upon its right (south) side but stopping it from doing so is a heavy chain looped through it and the metal frame on the southern wall; a large padlock binds the chain closed and will require picking by a thief to open and remove. The cavern itself appears empty save for large piles of soiled straw stacked about. It is difficult to determine exactly what kind of creature was kept here, but it must have served some purpose to do so. A narrow tunnel in the north wall continues in that direction.

Monster:

Treasure & Location:

VII. THE CAVE OF FAKE TREASURE. Piles of what appear to be gold coins stand in mounds scattered about the cave. Clearly the chamber before this was meant to suggest that whatever creature may have been there

was kept to guard this location. The coins are fake, of course, amounting to nothing of actual value. But only the highly trained skill of a moneylender will be able to determine this, and the party may end up hauling loads of the stuff out before realizing the folly of their quest. The total amount is likely beyond the ability of the party to transport it in full. The DM should therefore allow each character to take out of the cave only the amount that will not push him beyond his encumbrance limit.

Monster:

Treasure & Location:

VIII. THE PANTRY. This large cave is filled with barrels similar to those found in the entrance cave. Some are intact and stand upright at a good 4' tall with a maximum diameter of equal measure, while others are smashed and splintered, some totally and others with some of the kegs still recognizable. Of those intact some have their lids in place, sealed tight by the swelling to time and sea air, while others are loose and removable. The contents of these varies from salted meats of some source, to roots and vegetables long rotted to mush or calcified, and a few containing sour mash liquid spoiled beyond safe consumption. If all the barrels are searched the party will find one with a loose lid that has scratched writing atop it saying "*This here scum has met his poetic end. Let him stew for eternity in the bilge he fed his mates.*" If the lid is removed the party will find the pickled remains of the pirate cook, caught long ago by the Duke's naval forces and killed and stuffed into the barrel.

Monster:

Treasure & Location:

IX. THE GALLEY. The walls and ceiling of this cave are covered with a sooty layer from extensive assault by the smoke from the fires that were used within it. A large roasting pit in the western most alcove 6' across and 1' deep is lined with tiny stone pebbles across the bottom and ringed with larger ones averaging 1' long around the perimeter. About a half dozen or so iron rods encircle the pit, a good 2" thick and stuck deep into the ground. These rise to about 3' above the stone ring then bend out over the pit where pots and kettles still hang suspended. Black iron hooks are embedded in the ceiling indicating something hung from these once. The pots and kettles are still full of the remains of the last meal prepared by the pirates and left unconsumed. All of it is rotted or calcified or both, and still reeks of a

pungent scent combined with mold that has accumulated over the years.

Monster:

Treasure & Location:

X. THE FEAST & PARTY HALL. Four large wooden tables 8' long by 4' wide once stood in this cave; each having 3' long legs at one time. Benches and chairs enough to seat over 50 men easily are also scattered about the chamber, in the same broken and splintered condition as the tables. Many a gala celebration occurred within the cavern during the pirates' occupation of the caves, attended by scalawags from up and down the coast. Fiddlers and concertina players stood atop a makeshift stage at the southwest end of the chamber and provided rousing shanties and dirges for the motley party goers to join in on. Smashed kegs and mugs by the scores still lay scattered about from the last event held here.

Monster:

Treasure & Location:

XI. THE CAVE OF AMOROUS ACTIVITIY. Often during rousing galas held in the nearby chamber captain Mac and his men would escort lovely serving wenches into the dark and recessed area for, *different* enjoyment. Several sedans stand back against the walls and piles of satin sheets are scattered about. A faint but clear scent of perfume still hangs in the air here, and within the sheets and pillows. Crystal goblets and decanters can be seen about, some smashed while others are intact, but empty. Being one of the captain and his men's favorite chambers, it is possible that he and they might be present when the party explores the area. If this is the case the DM should use the information regarding them in the monster list appearing after the adventure if such is the case.

Monster:

Treasure & Location:

XII. CREW'S BARRACKS. This rectangular shaped cavern was the sleeping chambers of the crew of The Minnow Hunter. About 60 cots can be determined from the refuse, along with 20 double-bunks; an equal number of footlockers can be located as well, though most are broken and smashed. The air within is stale

and heavy as the wooden door has remained closed for years, swelling until nearly no air at all could slip through the cracks about the frame.

Monster:

Treasure & Location:

XIII. CAVE. This medium sized cavern was never used by captain Mac and his gang. Perhaps because it never connected to the other caves on this side of the cove, or the fact that it was much lower and closer to the surface of the water, it was left to whatever other creatures might want it. Though not a small cave its ceiling is but a mere 7' at its highest above the cave floor; most of it being an average of 5'. It must have served many sea birds over the years for dozens of long abandoned nests lay scattered about within. And at some time bats must have found the location desirable for a large amount of dried guano covers the cave floor.

Monster:

Treasure & Location:

XIV. WEST CAVE. This long and accommodating cavern seems more suitable for the offloading of goods confiscated by the pirates during their occupation. Being much lower than those to the east and closer to the surface of the cove's waters, one would think it would have been easier to hoist contraband up onto its ledge and into its vast holding area. In times when the bounty of their raids was particularly high in volume captain Mac did have the overflow of goods stored here. But high tide often managed to flood the cave when particularly strong onshore winds were buffeting the cove. In addition, the narrow winding secret tunnel that accesses the cave in the southeast wall was impossible to use to port the bulky goods from this chamber to the main holding cave deeper within. It has remained relatively unused for the most part, except for the occasional wandering creature that discovered it.

Monster:

Treasure & Location:

XV. MAIN STORAGE HOLD. This nearly square chamber appears to have been artificially enhanced from the shape it might have previously been. The ceiling is 8' above a level floor, with 5 10' x 20' bumped-out alcoves spread around the area; the one in the northwest having a solid oak door set into the wall there. Iron hooks are

set into the walls between the alcoves and 2 more about 8' apart in the east wall all at about 7' off the floor; lanterns likely hung from these at one time. About 50 hogshead barrels ranging from 63 to 140 gallons holding capacity stand about in clusters of 3 to 8 while the remains of another dozen are smashed and scattered about the floor, their contents long spilled out and calcified or molded into some unrecognizable goop. The ones undisturbed have lids sealed shut by the swelling of time and the elements. Opening these will require a standard Open Doors check, though busting through the planks with hammers or axes will do the job with little effort. The contents of these vary and the DM may use the following chart to determine what the players find upon opening them. (Note that most of the contents will be of no use, having spoiled beyond salvage dozens of years ago)

<u>Die Roll/d20</u>	<u>Contents</u>
1.	Wheat flour
2.	Salt pork
3.	Raisins
4.	Dill pickles
5.	Whole barley
6.	Fish in brine
7.	Rye flour
8.	Ale
9.	Whole peas
10.	Water
11.	Dried apples
12.	Soft soap
13.	Dried mushrooms
14.	Honey
15.	Wine
16.	Salt
17.	Hard tack
18.	Lard
19.	Pepper
20.	Peanuts

Also cluttering up the floor space are the following items.

- 6 coils of thick 100' rope
- 2 6'x2'x1' crates of iron spikes (100-200 each)
- 3 small boxes of iron nails (150 in each)
- a small box of wooden pegs (31)
- a 75' coil of heavy chain
- 16 mining picks
- 8 chisels
- 13 shovels

8 heavy mallets
 a 2-man crosscut saw

some cases duplication is possible if the die repeats itself.

Monster:

Treasure & Location:

XVI. CELL BLOCK. This cold dank chamber is reachable via a flight of stairs descending to the north. A closed and locked door normally held prisoners worthy of being ransomed. Unfortunately for the last occupants to be thrown in they were never found and set free by the Duke's naval forces and starved here decades ago. The lock mechanism is rusted and does not function, thus any thief attempting to pick the lock will simply dismantle it as it crumbles to iron dust within the lock box. Forcing the door is the only way to open it now and a Open Doors check at +1 penalty must be made to accomplish this. Multiple attempts are allowed, but time spent doing so might attract wandering creatures to investigate the source of the commotion. All that remains inside is 3 moldy or calcified skeletons wearing nothing but shreds of disintegrating garments.

Monster:

Treasure & Location:

XVII. ALCHEMICAL WORKROOM. During his later years when Captain Mac was semi-retired and left Sally to run the organization the old man spent much of his time in this chamber dabbling with the many compounds and elixirs the crew's pillaging would collect. Aware of the power of magic in the world, suffering from an effect of it himself, he realized that pirating was too hard a trade, and if he could only transmute lead to gold life would be easier for him and his Pearly-Mae. So he had the room built for such a purpose.

A long work table runs along the north, south and western walls forming an upside down U-shape when entering. The table is 2 1/2' wide with a cabinet 6" deep that runs its entire length going from the table top to the ceiling 6' above it. 9 shelves line the cabinet, ringing the room similar to the table, and these are filled with over 200 bottles, flasks, decanters, boxes and other small containers filled with strange substances. Some are still filled with their original contents, being stopped tight with corks or sealed with a ring of beeswax, while others have been left open, and the contents spoiled or ruined over time. If each one is examined the DM should roll on the table below to determine what the characters find; in

<u>Die Roll/d20+d10</u>	<u>Contents</u>
2.	Brown sand
3.	Water, pure
4.	Common salt
5.	Sulfur
6.	Wood chips, hickory
7.	Herbs, garlic
8.	Vinegar, red
9.	Tree sap, pine
10.	Carbon, graphite
11.	Crushed stone, quartz
12.	Metal filings, iron
13.	Blood, human
14.	Dung (hard) feline
15.	Wine, fruit
16.	Fungus powder
17.	Oil, mineral
18.	Dried insects, ants
19.	Bone powder, animal
20.	Spice, clove
21.	Empty
22.	White sand
23.	Holy water
24.	Salt, mineral
25.	Herbs, catnip
26.	Yellow vinegar
27.	Metal filings, brass
28.	Dragon dung
29.	Oil, petroleum
30.	Blood, dragon

The entire counter is covered with shards of glass, splinters of bone, calcified liquids and powders covered with mold and scrambling insects.

Monster:

Treasure & Location:

XVIII. THE EMPTY ROOM. Whatever the function this room served is beyond determining as it is totally empty save for an enormous colony of **Yellow Mold** growing on the walls, ceiling and floor. Characters entering and moving about within must declare their intention to be

Careful and not touch anything, or else the DM should make a secret check on a d6 with a result of 1 indicating that the character brushed up against the mold. If they are indeed careful they can exit the room suffering no ill effects. Exploring it and actively searching will require a check for each character involved with a result of 1-4 on a d6 indicating someone has disturbed the colony and it will react. The DM should not place another monster within this chamber from the lists following the adventure as the mold is deadly enough.

Monster: (See Above)

Treasure & Location:

XIX. THE END OF THE LINE. This area appears to be the last chamber worked by the pirate gang. The walls, floor and ceiling are rough and unfinished, and tools of all types stand leaning against the walls or lay upon the floor. A secret door in the southern section of the eastern wall allows access to the stairs leading to the level below. The DM should not allow the party to discover this before all caves and chambers on this level are fully explored. If they check this chamber before finishing the level one of the characters should be told aside that "he thought he heard something beyond the wall there, and shrugged it off. But now, perhaps..."

Monster:

Treasure & Location:

XX-XXXI. THE NORTH CLIFF CAVES. The majority of these caves are simply naturally created areas with or without occupants. The sizes, shapes and ceiling heights vary slightly but not enough to warrant describing. The DM can, of course, enhance the areas and add his own dramatic descriptions.

XX. CAVERN.

Monster:

Treasure & Location:

XXI. CAVERN

Monster:

Treasure & Location:

XXII. CAVERN

Monster:

Treasure & Location:

XXIII. THE GUANO CAVE. The entire floor of this chamber is inches deep in bat droppings. Characters walking through this will have their foot wear covered in the filth causing them to slip about as they move. The DM should make an ability check on a d20 for each character involved and for each turn until the material is removed from the sole of the boot or shoe. Any character that receives a roll higher than their dexterity ability score will fall down upon that check. Falling down too often in this cave will eventually result in the character covering himself entirely in the stuff. While this does very little harm in itself, each fall after the initial one has a 5% cumulative chance of inflicting 1 point of damage.

Monster:

Treasure & Location:

XXIV. CAVERN

Monster:

Treasure & Location:

XXV. CAVERN

Monster:

Treasure & Location:

XXVI. CAVERN

Monster:

Treasure & Location:

XXVII. WEBBED CAVERN. A giant, silk web stretches across the opening between this chamber and the two to the northeast. Trying to get past it will prove difficult and the DM should treat how it reacts to intrusion as the spell, **Web** found in the referee's manual.

Monster:

Treasure & Location:

XXVIII. CAVERN

Monster:

Treasure & Location:

XIX. CAVERN

Monster:

Treasure & Location:

XXX. CAVERN

Monster:

Treasure & Location:

XXXI. CAVERN

Monster:

Treasure & Location:

XXXII. THE SEA CAVE. This is the only cavern in the cove that is actually at sea level. Being so, it is often occupied by creatures naturally found living in the ocean waters. It cannot be entered at high tide, for the water level rises far above the top of the entrance. Should the party be in here when the tide comes in they will be trapped, but there is enough air to last them until it recedes. The water within the cave is normally only 7' deep at low tide, at which time the skeletal remains of a large whale can be seen laying across the bottom. If explored a *ring of water walking* will be located beneath one of the vertebrae after 6 full turns have been spent looking.

Monster:

Treasure & Location: (See above)

Once the party has completely explored the upper level of the caves they may be guided back to chamber XIX where they will discover the secret door leading down to the next level.

THE SECRET TREASURE OF PIRATES' COVE

Not long after Captain Shark-nose Mac adopted Sally he began construction of a lower level to his hideout. Here he planned to store the bulk of his treasures and, once he retired, for him and Sally to give up the pirate's life and live well off their ill-gotten booty. Years were spent by his men digging and carving the tunnels and caves out of the seacoast rock cliff surrounding the cove, until

at last he was finished with phase 1. Only he and Sally finished the job, designing and setting the traps intended to squash the attempts of the most intrepid and insistent of snoopily thieves of stealing the treasure.

Once the party discovers the area they will find the first part much easier to navigate and explore than the upper caves. The walls are worked smooth and flat, angular and sharp and the rooms likewise. The ceilings range from 15' in the tunnels and smaller chamber (XXXIV) to as high as 25' in the larger ones. Only secret or concealed doors will be found allowing egress to areas beyond, for only arches connect most of the chambers with the tunnels. The upper chambers (XXXIV & XXXIII) are at about sea level, while those beyond the carved steps descend further to a good 30' to 40' below the sea. The air is very heavy on this level, being below the sea as it is, and as such torches and oil for lamps burn much quicker, lasting only half their normal time. A side benefit of this is that wounded characters will actually regain an additional hit point (if below their maximum) for each day of rest while on this level.

All traps, once sprung, have a 20% chance of outright failing due to the passage of time and its effect on the components of the mechanisms. Once one is sprung it cannot be reset.

KEY TO THE LOWER LEVEL

There are no *wandering monsters* on this level. In fact, there are few present, with the worst being in the last area to be explored by the party. But the traps should be enough to keep the party on its toes!

ENCOUNTER AREAS

A. Two spike-filled pits lay in the floor of this tunnel 30' apart. Only 10' deep, anyone attempting to step around the traps and use the bumped-out alcoves to achieve this must make an ability check (roll their dexterity score or less on a d20). Those that fail have fallen in and will take 1d6 damage from the fall, and an additional 1-6 points from the stakes set at the bottom of each. This assumes someone in the party has suspected and/or detected the traps; if no one has, then the first two characters stepping onto the southern trap will certainly fall into it. Once this occurs, it is then likely the 2nd one to the north can be avoided. Characters holding on to one another will prevent them from falling into the north pit if the alcoves are used to bypass the trap.

B. Two *secret* doors, one in the east and one in the west wall at this location must be discovered to allow the party to continue in either of these directions. A standard check is involved. Due to the stony nature of the portals a dwarf is likely to detect something unusual about the walls here on a roll of 1-2 on a d6.

XXXIII. THE ROOM OF THE GOLDEN STATUE.

C. A dozen holes in the wall at each location will allow darts to fly out of the mechanisms behind them. These will shoot out sequentially once the idol at the next location is removed from the pedestal and the large boulder crashes through the north wall rolling south to squash the offender attempting to steal the statue. Once the boulder is through the darts shoot out of the north alcoves first, then the middle ones, then the southern ones, 2 seconds apart in firing order. It is 60' from the pedestal to the exit, about half what the character can move in a normal turn. As time has deteriorated the mechanisms, only 1-2 will actually emerge from each alcove. The DM should roll an actual To Hit die to see if these succeed, with a bonus to the character's AC or 2 better since he is likely running. If struck the darts will do 1 hit point of damage each. There is no other way to trigger the darts, and once sprung the mechanisms become innate.

D. A pedestal 3' high stands at this location. Atop it rests a small 9" statue of gold in the form of a strangely formed creature. This is an idol of LOVIATHA, taken by Captain Mac long ago during his pirating days. It is worth a pretty penny (about 500 g.p.) but came at a heavy cost; it was being guarded by a minion of the Demoness, a wereshark that had shape-changed into a man in order to retrieve the idol being kept at a rival temple on shore. During the captain's encounter with the man, who was aboard a ship headed for a distant sea (being unable to carry the item while in wereshark form) the man bit him, thus inflicting Mac with the dreaded disease. Once the item is lifted from the pedestal it triggers the trap located behind the north wall. There is no way to remove the item and not set the trap in motion!

E. High at the top of a dramatically sloping tunnel rests a 10' diameter stone ball. When the golden idol is removed from the pedestal (at D) the ball will be released, and sent crashing through the thin section of wall placed to obscure the sloping ramp. Once in motion the ball will roll south to the end of the chamber, crushing anyone caught in its path. Characters 30' and more away when it crashes through may simply stand aside to avoid being

struck. Those at or around the pedestal must make an ability check of their dexterity or less on a d20 or they will suffer slight damage of 1-6 hit points as they jump to avoid the stone sphere. Once the ball has rolled to the south end of the chamber it will crash into the archway entering there and wedge itself into the corridor, blocking anyone from leaving. The party must then find a means of prying the stone out. It is possible a hobbit can crawl over or under the ball where it does not fill the entire space of the corridor and return to the tool room to find items there to assist this effort. Otherwise the party must come up with its own plan.

Monster: (See above)

Treasure & Location: (See above)

XXXIV. THE ROOM OF THE BEAST. How he managed to obtain it is unknown; perhaps the captain made a deal with some powerful wizard somewhere, or happened to capture the creature long ago, but in any case before the party reaches the chamber they will smell a strong and foul odor as they turn south in the corridor leading to this location. Upon entering it they will discover a strange beast with the body of a bear and the head of a giant owl crumpled in the southeast corner, a long iron chain around its neck attaching it to the center of the south wall. Injured beyond belief (it has but 1 hit point left) the creature has sustained scores of bites and wounds from the vermin indigenous to the level; it is only from catching and eating these that has sustained it for all these years. Even if its wounds could be healed the beast is dying of old age. It is so feeble and weak it will not even make a move toward the party. Instead, it will look up at them with a begging expression, as if wanting them to release it from its agony. Should the party humanely euthanize the creature the DM should award them an extra 500 XP. If, however, anyone should taunt and mercilessly kill the thing that character will be visited by a minor curse in 1-3 weeks. The DM should determine the exact nature of this; it should not be a major calamity, but a minor annoyance (perhaps the character suddenly begins sprouting warts upon his face, or his breath becomes insufferably foul, or his toes fuse in between becoming froglike).

Monster: (See above)

Treasure & Location: (See above)

XXXV. THE ROOM OF GAMES. A giant chess board fills the floor of this chamber. The black king stands at

the south wall, 5' tall, blocking the concealed door there. The party must play a game of chess and successfully checkmate the black king and it will sink into the floor revealing the portal device. The black king cannot be removed by any other means, and the individual pieces cannot be lifted and set aside, but slid along the playing surface until they are removed by being taken naturally (by touching the opponents piece); the base of each piece and the board being magnetic. Metal items belonging to the party must be kept away from the board or they will become stuck, requiring an Open Doors check to pull them away. The DM can elaborate on and enhance this if desired. The pieces are made of colored glass, white or black, mounted upon metal bases. Pawns stand 1' in height, rooks, bishops and knights are 3' and the queen is 6'; knights can be lifted and moved according to their L-shape move as long as they stay within the configuration. Attempting to smash the pieces with any object will result in them exploding, causing damage as follows

<u>Type Piece</u>	<u>Damage inflicted</u>
PAWN	1-2 points from flying glass*
KNIGHT	Poisonous cloud, 10' radius
ROOK	1-8 points from flying glass**
BISHOP	Blinding light, 10' diameter
QUEEN	1-10 points from flying glass***
KING	Nil

A save vs. poison or spell is allowed against the effects of the gas cloud or blinding flash. * having a 10' radius, ** having a 15' radius, *** having a 20' radius.

Monster: (See above)

Treasure & Location: (None)

XXXVI. THE GREAT CHAMBER. This huge room is vacant of anything that would indicate its purpose. The ceiling is a good 25' above the floor throughout. A wide section of it angles off to the northwest then turns north where an archway leads to a corridor beyond. Three large black iron rings 1' in diameter hang on the north wall about 10' apart. Attached to chains inside the wall if pulled they will begin to click as the chains are stretched south. Each chain is connected to a dead-weight at location F, where giant stone rectangular blocks hang, their bottoms flush with the ceiling there. Once the chains are pulled to a length of 30' from the wall they will click one last time and stop, this triggers the mechanism that will drop the stone blocks. These monolithic objects

weigh 6 tons each, being 9'x4'x4' of hard granite. They will fall sequentially beginning with the one nearest the iron rings, and continue to the next one to the north of the starting block. The first will drop to the floor after one turn has elapsed, with the others following 1 round later per each. Anyone caught unaware by the first block will take 3-36 points of damage. Once the first has fallen avoiding the others should prove easy.

Monster: (See above)

Treasure & Location: (None)

XXXVII. CAVE OF THE FACE OF STONE. This cave appears to be naturally formed, unlike the chambers preceding it. The ceiling is roughly 25'-30' above the floor of the chamber and covered with stalactites. An unusually large one hangs over a pond of oily appearing water in the southwest corner of the cave. A steady drip falls from the end of this dangling tendril of stone into the pond. The water in the pond is foul and if consumed will cause 1 point of damage, however, should a character drink directly from the dripping stone they will be cured by 1 hit point per turn spent should they be down from their maximum. The DM should allow the characters a maximum of 3 hit points each, or 3 turns spent each, gained from drinking in this manner. Drinking beyond this limit is excessively abusive of the gift and should not be tolerated. A shaft rising up behind the pond ascends over 100' before reaching the surface of the ground above. A hobbit or small dwarf could possibly manage to climb up this, but doing so would be difficult and tricky, requiring an ability check each turn by rolling the characters dexterity or less on a d20; failure at any point resulting in the character slipping and falling. Should this occur the DM should determine the height the character attained before the fall and assign the appropriate number of d6 for damage suffered in the fall. This shaft is easily accessible by bats and rats and such creatures may very well be in the cave when the party enters.

The north wall of the chamber reveals a large face sculpted out of the stone. Appearing as a skull, the two eyes (H) are actually tunnels leading north (I). Following the tunnel will deliver the party to location (J) where a long wide log appears to span an underground river. The rush of water is loud and deafening, and the log wet and slippery. Crossing the log will require each character to make a dexterity or less roll on a d20 to avoid falling into the speeding torrent of water. Those that fail will be swept to the southeast, and die, their bodies not likely to

ever be found again. Tying ropes to one another will avoid a character disappearing thusly, but anyone that falls off the log will suffer 1 point of damage regardless. Once on the other side, the tunnel continues on in a northeasterly direction.

Monster: (See above)

Treasure & Location: (See above)

XXXVIII. THE CAVE OF THE PIPES. This nearly round cave appears naturally formed like the one before it. What is *not* natural is the device standing against the east wall of it. Eight brass tubes rest upon a kind of shelf, each of different length with the shortest being to the left and the longest, double the smallest one, on the right. The tops of this flange out to form cones, or bells similar to the top of a tuba, or trumpet, while the bottoms become smaller and eventually turn upright in a u-shape. In a box beneath this are what appear to be 8 mouth pieces similar to the instruments described, all of slightly different size, but each stenciled with a letter as follows, d, r, m, f, s, l, t, d. If each is placed into the appropriate opening at the bottom of the tubes and blown a melodious sound will resonate and when all have been blown in proper sequence the wall at (L) will lower allowing entry to the passage beyond. If the wrong mouth piece is inserted into a tube and blown an awful, nauseating tone will result and a section of the floor that corresponds to the letter of the mouth piece will fall away revealing a bottomless pit. If a character is standing on a section as it happens to collapse he must make a dexterity check on a d20 of his score or less to avoid falling to his death. Fortunately, the area in the front of the device (see map, the dotted lines) is solid and will not collapse, though a large group may be a bit crowded here. The party can attempt to try any combination it wants but only the proper order (d, r, m, f, s, l, t, d) will release the door-bridge to the south. Musically inclined players should recognize that the order represents a standard scale of tones (do re me fa so la ti do); even those not musically inclined should recognize the tones if the DM duplicates them in some manner. Once the door/bridge is lowered the party may continue on.

Monster: (None)

Treasure & Location: (None)

XXXIX. THE TREASURE OF MAC & SALLY. After descending a long and winding tunnel the party will

reach a ledge looking out over a water filled cave. Across the cold salty water to the northeast about 70' is a larger bank/ledge where sits 3 large wooden trunks. Reaching them will prove difficult, however, for lurking in the depths of the water are 2 *Giant Crabs* (AC2; HD3; D12; HP: 22, 18; #AT: 2; D: 2-12/2-12; SA: F2). These creatures will swim forth attacking anyone attempting to cross through the shallow water before reaching the treasure. Though the water is a mere 4' deep in the shallower section it is enough to cause characters severe penalties to their actions. Their AC will be 1 step worse than normal and they cannot effectively use their shield, slashing weapons (like swords and axes) or blunt ones (like maces and hammers) will do -2 damage to their rolls if the successfully strike; only daggers and piercing weapons may attack the creatures without hindrance. If a character manages to reach the far bank/ledge and a crab emerges to follow he will not suffer the penalties described to his AC.

The three chests are chained and padlocked requiring a thief to open them. However, the chains are not as strong as they were originally, and if struck by a hammer or mace (consider the chain as AC5 for this purpose) causing a total of 5 points in one hit the chain will fall to rubble allowing entry to the containers. Once opened the party will find a bevy of coins awaiting to be hauled away. The westernmost chest contains 4000 CP, the center one holds 3000 SP with the eastern chest filled with 2000 EP. Included among these are from 3-30 small gems in each chest, a silver tiara, a bracelet, a silver scepter, and 6 earrings. Also included is a magical *bag of holding*, 3 potions of healing, and a +1 axe.

Once the crabs are defeated and the treasure gained the party may go about porting it back to the village, with a few tall tales to tell in the bargain. If the party explores the cave further they will discover that the ledge on the north side of the cavern actually continues east, though it becomes very narrow. This eventually turns north and emerges at the surface (along with the channel of water that goes to the cave) at Bob's Bay, just south of the village itself.

Monster: (See above)

Treasure & Location: (See above)

**THIS ENDS THE MODULE
"THE PEARL OF PIRATES' COVE"**

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KEYING THE DUNGEON

Once the entire module has been read the Dungeon Master should go through the lists of Monsters and Treasures and assign either, or both, or none to the encounter area described. There being far less monsters and treasures than there are caves and chambers it is apparent that not all encounter areas should have either. It is totally up to the DM to decide what monster and/or treasure to go in which location, except for places that are specifically stated in the text as having something in them. These areas should be left as is.

Abbreviations for quick reference are often used in the text and follow the same order as what follows. D for dexterity is not given so the DM can roll up the number for each monster when used in the encounter. (This is omitted to avoid the confusion between D for damage) All monsters will make saving throws according to their Hit Dice up to the maximum of a fighter of the same level.

(1-6, etc) = the number of monsters appearing; HP = the number of hit points a monster will have; #AT = how many times the monster can attack in a round; D = the amount of damage a monster can do (1-4, 1-6, etc); AC = the armor class rating of the monster which is followed by the base number required by a 1st-3rd level character to score a hit; SA = a special attack ability some monsters might have, such as the poison of a spider, etc.; SD = a special defense the monster might have (such as magic or silver weapons required to hit it)

MONSTERS

1. Giant Centipede (1-4) -- HP: 2, 2, 1, 1; #AT: 1; D: special; AC: 9/10; SA: weak poison (+4 bonus to save)

2. Giant Tick (1) -- HP: 13; #AT:1; D: 1-4; AC: 4/15; SA: None.

3. Carrion Crawler (1) -- HP:14; #AT: 8; D: Nil; AC: 7/12; SA: Tentacles do no damage but require Save vs. paralyzation if struck by one.

4. Giant Rats (2-7) -- HP: 4, 3, 3, 2, 2, 1; #AT: 1; D: 1-3; AC: 7/12; SA: Bite has 5% chance of inflicting disease (save vs. poison allowed to avoid)

5.Huge Spider (1) -- HP: 7; #AT: 1; D: 1-6; AC: 7/12; SA: May leap up to 30', bite injects poison (save bonus of +1 to die)

6.Fire Beetles (1-2) -- HP: 5, 3; #AT: 1; D: 2-8; AC: 4/15; SA: None

7. Lizard Man (1-2) -- HP: 10, 8; #AT: 1; D: 1-8; AC: 5/14; SA: None

8. Ogre (1) -- HP: 18; #AT: 1; D: 1-10; AC: 6/13; SA: None

9. Stirges (2-5) -- HP: 4, 4, 3, 2, 2; #AT: 1; D: 1-3; AC: 7/12; SA: Bite drains 4 HP per round after first attack, and causes disease (save vs. poison allowed)

10. Bats, Giant/Normal (1-2/2-7) -- HP: 9, 7/ 1 each; #AT: 1 bite/confusion only; D: 1-4/Nil; AC: 6/13; SA: Bite causes Paralysis 1-10 rounds/confusion causes -2 to hit on characters attack (a save vs. R,S,W avoids this)

11. Giant Lizard, Gecko (1-2) -- HP: 14, 10; #AT: 1; D:1-8; AC: 5/14; SA: None

12. Giant Shrew (1-4) -- HP: 8, 7, 5, 4; #AT: 2; D: 1-6x2; AC: 4/15; SA: Always win first initiative, +1 to all others, and attacks on creatures less than 3 HD instill fear causing them to flee (save vs. Death will avoid)

13. Shriekers (1-4) -- HP: 14, 10, 10, 8; #AT: 0; D: Nil; AC: 7/12; SA: Light within 30'/movement within 10' will trigger shriek for 1-3 rounds/turns with 50% chance to attract a wandering monster

14. Spectre/Sally (1) -- HP: 27; #AT: 1; D: 1-8; AC: 6/13; SA: Her touch drains an energy level unless a save vs. Death magic is made; men killed by her touch become her slaves as weaker versions of herself; SD: only magic weapons will harm her (The DM should use Sally carefully at best, for she is a deadly foe. The secret to avoiding Sally altogether is for the party to find her

bones in the cove at location **D** and take them to the village cemetery, have the priest there--or one of the party clerics-- perform a proper burial ritual, and lay her remains to rest. This will release her spirit, end her lust for revenge and put her at peace. It will also gain the party and additional 1,000 XP)

15. Zombies/Pirate Crew (2-8) -- HP: 16, 14, 12, 10, 9, 8, 7, 6; #AT: 1; D: 1-8; AC: 8/11; SA: None; SD: Blunt weapons do half damage against them

16. Skeletons/Pirate Crew (3-12) -- HP: 8, 8, 7, 7, 6, 6, 5, 4, 3, 2, 1, 1; #AT: 1; D: 1-6; AC: 7/12 SA: None; SD: Piercing, stabbing weapons do half damage

17. Ochre Jelly (1) -- HP: 16; #AT: 1; D:2-12; AC: 8/11; SA: Destroys wood, leather or cloth. Affected only by fire or cold

18. Thouls(1-2) -- HP: 14, 11; #AT: 2; D: 1-3x2; AC: 6/13; SA: Touch causes Paralysis; SD: Regenerates 1 HP per round

19. Skeletons/Pirate Crew (2-8) -- HP: 7, 7, 6, 6, 5, 5, 4, 4; #AT: 1; D: 1-6; AC: 7/12; SA: None; SD: Piercing or stabbing weapons do only half damage

20. Wererat(1) -- HP: 13; #AT: 1; D: 1-6; AC:7/12; SA: None; SD: Can summon 10-100 bats or rats, magic or silver weapons needed to hit

TREASURES

- A) 15 GP
- B) Ring of protection +1
- C) +1 sword
- D) 100 GP gem (pearl)
- E) +1 mace
- F) Silver mirror of high quality, 120 GP value
- G) Leather bag with 50 gold doubloons
- H) Gold earring worth 50 GP
- I) +1 dagger
- J) 250 GP gem (peridot)
- K) Scroll of 2 clerical spells (Cure Light Wounds x2)
- L) +1 leather armor
- M) Silver bracelet worth 150 GP
- N) Small wooden box with 150 SP
- O) +1 shield

CHARACTER LISTS

The following is to be used by the DM to add more members to a small group by way of henchman and/or hirelings. These Non-player Characters (NPCS) may even be used to replace characters lost during the course of play, rather than spend the time re-rolling new ones. The DM should establish a general personality of each of the NPCS he intends to allow before the game begins, rolling up the character's hit points and equipping each according to his class.

CLERICS

1. Walto the Wanderer (Human)
S11, I10, W12, C9, D8, CH10
2. Media the Merciful (Human-female)
S12, I9, W6, C13, D8, CH8
3. Krohega of Kuntiki (Human)
S11, I7, W9, C9, D13, CH9
4. Solatha (Human)
S12, I8, W14, C8, D12, CH12
5. Dresel the Impatient (Human)
S8, I12, W14, C7, D10, CH7
6. Arkalypto the Floater (Human)
S4, I10, W17, C9, D17, CH13

NPC clerics will have a phial of Holy Water in their possession as well as a weapon and armor indicated below. Roll a d6 if random determination is desired.

	<u>Arms</u>	<u>Armor</u>
1.	Club	None
2.	Club	Leather armor
3.	Quarter staff	Leather armor
4.	Hammer	Leather and shield
5.	Flail	Chainmail
6.	Mace	Chainmail and shield

Non-player cleric henchman and/or hirelings are either 1st or 2nd level. The former will have 1d6 of hit points and the latter 2d6 worth. Only a 2nd level type will have a spell to aid the party and this is determined at the outset of the game and at the beginning of each day by the roll of a d8 and consulting the following table.

Cleric Spell Table

1. Cure Light Wounds
2. Detect Evil
3. Detect Magic

4. Light
5. Protection From Evil
6. Purify Food and Water
7. Remove Fear
8. Resist Cold

FIGHTING MEN

1. Royton of RonRon (Human)
S12, I8, W15, C13, D8, CH9
2. Capricious (Hobbit-female)
S5, I14, W14, C8, D11, CH9
3. Korth the Killer-D (Dwarf)
S10, I1, W11, C14, D13, CH8
4. Hogma the Half-boar (Human-female)
S8, I9, W8, C7, D9, CH12
5. Grissel (Human)
S8, I16, W8, C8, C10, CH12
6. Marko de Poyo (Hobbit)
S10, I15, W11, C8, D9, CH15
7. Crondal the Coward (Human)
S13, I14, W9, C13, D11, CH14
8. The Happy Hunter (Dwarf)
S11, I12, W8, C10, D5, CH6

Fighting Men will have a reasonable amount of normal equipment with which to go adventuring. The DM can assign specific items, such as weapons and armor, or use the table below to determine what the NPC might have.

<u>Arms</u>	<u>Armor</u>
1. Dagger & hand axe	Shield only
2. Dagger and sword	Leather armor
3. Hand axe	Leather and shield
4. Mace	Leather and shield
5. Sword	Leather and shield
6. Sword +1	Chainmail
7. Morning star	Chainmail and shield
8. Battle axe	Chainmail +1

Non-player Fighting Men will be 1st-3rd level having 1 d8 for hit points at level 1, 2 d8 for hit points at level 2 and 3 d8 for hit points at level 3.

MAGIC USERS

1. Que Inimod (Human)
S6, I8, W11, C10, D11, CH8
2. Shaleza (Human-female)
S13, I7, W9, C10, D6, CH14
3. Phartinkkle (Human)
S13, I13, W7, C8, D15, CH8
4. Lipsis the Drool (Human)
S14, I11, W11, C11, D10, CH10
5. Shetites (Human)
S6, I10, W11, C18, D13, CH8
6. Umatuma (Human)
S9, I9, W8, C8, D14, CH11

All non-player Magic Users will be 1st level, have a dagger and the minimum of equipment to cast spells. They will wear no armor. They will roll a d4 for beginning hit points and consult the following table to determine what spell the caster knows.

Magic User Spell Table

1. Charm Person
2. Dancing Lights
3. Detect Magic
4. Light
5. Magic Missile
6. Read Magic
7. Sleep
8. Tenser's Floating Disc

THIEVES

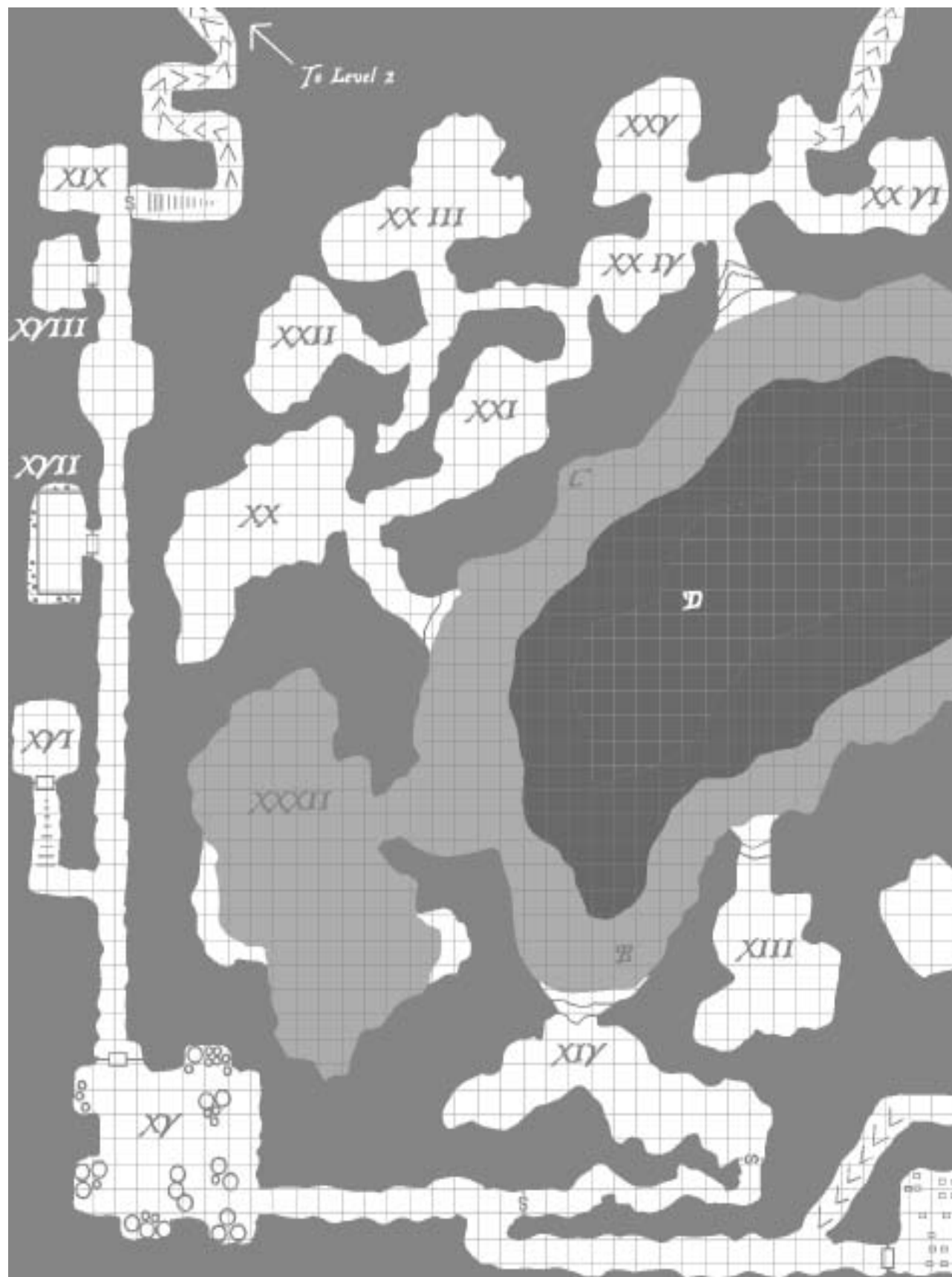
1. Nertt (Human)
S10, I14, W8, C9, D10, CH14
2. Peeye (Human)
S14, I8, W9, C9, D13, CH9
3. Mit Othy (Human)
S11, I10, W9, C8, D11, CH6
4. Darrej Son of Korth (Human)
S12, I15, W8, C14, D7, CH7
5. Mookie of Manluvey (Human)
S17, I8, W11, C11, D6, CH9

6. Furbitty Febotty (Human)

S8, I10, W14, C9, D13, CH10

All non-player thieves will be 1st or 2nd level, having 1 d4 for hit points at level 1 and 2 d4 for hit points at level 2. They will have the basic essential thief's lock-picking tools for small jobs and a minimum of gear. They will possess a dagger and/or leather.





Northeastern Reaches of the Known Realm



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