

AND THE SEA SHALL GIVE UP HER DEAD

An OSRIC Adventure for Characters Level 1 to 3

By Joseph A. Mohr



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AN OSRIC 1ST EDITION ADVENTURE

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OLD SCHOOL ROLE PLAYING

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BACKGROUND INFORMATION



After a very long journey the players arrive at the sleepy little coastal village of Sea Side. Sea side is just a small fishing village along the coast of Zanzia. It is getting late in the evening and the adventurers are hoping to find an inn that can take them for the night. Night time is falling and the stars are already over head. The sound of the waves hitting the shore can be heard over the footsteps of the horses.

Suddenly an eery sound can be heard in the night. The wind is kicking up and in the distance one can hear screams coming from the village ahead. A strange sight

appears in the water near the village. A dark ship floating in the ocean seems to be quite close to shore. Fires burn on the ship illumination the captain at the wheel. He appears to be an apparition out of some nightmare. He is a skeletal man wearing a cap on his head and with the steering wheel of the ship in his hands. His skull grins an evil looking smile as he guides the boat towards the village shore. Boats are in the



water already with skeleton and zombie crew members rowing towards Sea Side.

Each of the crew members wears bandanas or eye patches and each seems to wield a cutlass. The flag that the ship flies is the Jolly Roger.

GAME MASTER NOTES

Sea Side is a small village on the

coast of Zanzia. Zanzia is a country in my gaming world but you are free to place Sea Side in a suitable location in yours. The town has a secret history which will become apparent soon after the players begin investigating these undead pirates that are plaguing the town. The players will discover, in time, that Sea Side is not so innocent in this affair. The undead do not rest because of things that the townspeople have done.

The adventure begins the moment the players arrive at the village. A raid is in progress and the players can choose to aid the villagers or stand by and do nothing at all. In any event the pirates will soon find them and will demand their weapons and gold if they stay in town. In order to defend themselves they will need to kill off a few of these pirates and drive off the raiding party.

This adventure is designed to be played by four to seven characters of from first to third level of experience. The primary places where this adventure may take place are:

In the village itself
In the pirate caves
On the pirate ship (The Sea Dog)
And in the dungeon beneath the village

Ultimately the adventure can end many ways. The players could kill off every undead pirate. They could put the bones of Captain Zmarra to rest and restore his honor by exposing that he was wrongly accused by the towns people of crimes he did not commit. The players can choose to leave the village to it's own devices either immediately or after some work in cleaning up the problems of the town.

This is designed to be a low level adventure. If you have a party of first level characters beginning play for the first time you might tone down the initial encounter to prevent someone from dying right at the beginning of play. Otherwise if the party is stronger then let them fight off a bigger group of creatures. Unlike most undead these pirates will not all fight to the death. If things are going badly they will flee back to their boat. Or if the party is easily able to dispatch them all then let them do so.

Once the initial encounter is over the players are free to visit places in the town that are open for business. Right now that would only be the tavern and the inn. Remember it is night time. Other businesses will open in the morning.

RANDOM **ENCOUNTERS NEAR** **SEA SIDE**

DAYTIME ENCOUNTERS 1 IN 6
NIGHT TIME 1 IN 10

1. **Fishermen (1-3):** These will be locals or people who live near the village. They will all be 0 level npc with 3 hit points and an AC of 10.
2. **Orc straggler lost from a raiding party:** AC 1; MV 9"; HD 1; HP 6; # At 1; Dmg 1-8; AL LE.
3. **Elves hunting:** Elves hunt in the woods near the village and occasionally wander close to the village. Some of the elves have even

been known to fish along the coast. A typical hunting party will consist of 2-5 elves. Elves are: AC 5; MV 12"; HD 1+1; HP 5 each; # At 1; Dmg by weapon (long bows or long swords); SD 90% resistant to charm and sleep; AL CG.

4. **Centaur hunting or fishing:** centaurs roam the woods near the village. They hunt and fish around the village and are occasionally encountered doing either. A band typically will consist of 1-3 centaurs. Centaurs are: AC 5; MV 18"; HD 4; HP 17 each; # At 2; Dmg 1-6/1-6; AL CG.
5. **Goblin raiders (2-5):** AC 6; MV 6"; HD 1-7 hp; HP 4 each; # At 1; Dmg 1-6; AL LE.
6. **Sahuagin raiders (1-4):** AC 5; MV 12"; HD 2+2; HP 10 each; # At 1; Dmg 2-7 (tridents); AL LE.

THE OPENING ACT

As the players arrive in town a raid is in progress. A strange ship flying the jolly roger is along the shore line and boats are in the water with skeleton and zombie sailors rowing to the shore with cutlasses in their teeth. At the wheel of the ship is a skeletal pirate captain. A strange fire lights the ship which appears to be all black. Villagers are screaming. A hut is burning. And chaos is in progress. As the players arrive four of the pirates turn their attention immediately to them and begin to move towards them. One speaks in a strange voice demanding that the players drop their weapons and armor and

give up their gold and valuables. Any answer to the negative will result in them stating that "The captain shall not be pleased...." and then immediate attack.



Each of these creatures wears a bandana on their heads (or skulls) and some of them have eye patches or peg legs. Each carries a cutlass. And each wears clothing popular with sailors of the region.

Two Skeletons: AC 7; MV 12"; HD 1; HP 5 each; # At 1; DMG 1-6; SD blunt weapons do full damage but sharp edged weapons do only one half damage; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N

Two Zombies: AC 8; MV 6"; HD 2; HP 9 each; # At 1; Dmg 1-8; SA attack last in each round due to slow speed; SD immune

to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N.

Once these creatures have been destroyed or once three out of the four have been destroyed the remaining one will retreat back to the rowboat it arrived in. Other pirate raiders will do likewise. The party could give chase if they choose to back to their ship. But they might well find more than they bargain for at this point. The raiding party seems to consist of three boats of a total of six skeletons and six zombies. Other than the cutlasses these creatures do not seem to have any other treasure with them.

A few villagers will be about at this time and could be questioned should the players decide to inquire about this raid. They will be told only that these raids happen frequently. They occur about once every few days. No one knows why they have chosen to raid Sea Side or who they were in life. All they will tell the party is that these raiders have stolen just about everything of value already other than the villagers lives.

THE VILLAGE OF SEA SIDE

The village itself consists of ten structures which are right along the water front. The Sea of Misery comes right up to the shore line of the village. The sea is pure and clear during the daytime and is good fishing for those who are so inclined. The structures of the village are a mix of different styles of architecture and design. Some of the buildings are wood. A couple

are stone. And some are just grass huts. There seems to be little in the way of actual authority here. There is no mayor and there are no nobles here.

RANDOM ENCOUNTERS WITHIN THE VILLAGE

DAY TIME ENCOUNTERS 1 IN 6
NIGHT TIME ENCOUNTERS 1 IN 6

1. **Fishermen (1-3):** These will be locals or people who live near the village. They will all be 0 level npcs with 3 hit points and an AC of 10.
2. **Travelers (1-3):** These will be people traveling between cities and towns. They will be zero level npcs with 2 hit points and AC 10.
3. **Zanzian soldier (straggler or deserter):** This will be a F1: AC 4; HP 7; # At 1; Dmg 1-8; carrying a long sword, shield and wearing chain mail; AL NG.
4. **Bandits (2-5):** AC 7; HD 1-6 hp; HP 3 each; short swords and light crossbows; AL CE.
5. **Drunks (2-5):** These will be drunk and belligerent. They will be carrying clubs. They are zero level npcs with HP 5 and AC 10.
6. **Villagers (1-6):** These will either be running in fear away from the village during a pirate raid or they will be carrying on their normal duties and responsibilities at other times like fetching water, cleaning fish, etc. They will be zero level npcs

with 2 hit points and an AC of 10.



RUMORS IN THE VILLAGE

1. F Bandits leave this village alone because of the undead
2. T Beneath the village is a hoard of hidden pirate booty
3. F The Janors are spies
4. T The Volgranno family were once pirates
5. F Grobbo waters his ale to make a profit
6. T The town is cursed because of an act of treachery
7. T Captain Zmarra was betrayed by someone from the village
8. T Captain Zmarra once lived here in Sea Side
9. F The pirates raid the village from the south
10. T The pirates have a hidden cove east of the village

KEY TO THE VILLAGE

1. Home of Kinde Johanson

This structure is the home of a local fisherman by the name of Johanson. During the day time he will be out fishing in a small boat along the coast. At night he will be present here with his wife and three sons. All of the sons are young fishermen as well. The home is just a grass hut and contains just basic furnishings. There are beds, tables and a few lanterns in the house. These are not rich people. Kinde has a hidden compartment in the floorboards here that contain his entire wealth. There are 13 gold pieces and 23 silver pieces hidden there. Each of the Johansons are "0" level npcs with AC 10 and HP 3. They are Lawful Neutral in alignment.

Should they be questioned about the pirates one of the sons will disclose that he once heard a tale about a pirate that used to frequent the waters near here years ago named Captain Zmarra. He was said to have once lived here in the village. Other than that the family knows little other than they are in fear.

2. Fishmonger

Fresh fish can be bought here at normal prices for such things. A small fish can be bought for one silver piece. A large one might cost two or three depending upon the size of it. The fishmonger and his wife live here as well as having a store front for business. The house is made of grass and seems quite flimsy.

The owner is Zab Janor and his wife Emm. Both are zero level npcs with 2 hit

points and AC 10. They are Neutral in alignment.

At any time they will have from 4-40 fish for sale of various sizes.

Buried inside of a barrel of fish is a bag with 154 silver pieces and 22 gold pieces. This is the combined wealth of the Janors.

3. General Store and Dry Goods

This building is made of stone. It is built solidly and looks like a fortress. The windows to this building have steel bars in them and have storm shutters which appear to be closed up tight and locked at virtually all times. The door can be opened only from the inside. There is a wooden bar that can be placed to prevent the door from being opened easily from the outside. It would appear that the owner has made preparations against these pirate raids ruining his business.

The owners of this establishment are Hulon Hairfoot and his wife and two daughters. Hulon is a halfling as is the rest of the family. Each is a zero level npc with AC 10 and 3 hit points. Each is Lawful Neutral in alignment.

Virtually any food type generally available in Zanzia can be purchased here. Some basic adventuring gear can be purchased here as well at 50% over the normal price for such things. Armor and weapons can be purchase as well but nothing magical can be found. Any armor or weapons bought will be used and will have some dents and normal wear and tear on them. No plate mail can be found here. Only

other types of armor can. Quantities are extremely limited.

Hidden beneath the boards of the floor are a small chest with 34 gold pieces and 54 silver pieces.

4. Home of Fin Hookem and His Wife

This small grass hut is the residence of a local fisherman and his wife. They have a son and a daughter. All of them are zero level npc and have AC 10 and 2 hit points. They are Chaotic Neutral in alignment.

Meager furnishings are here including beds, tables, chairs and a lantern. The most prized possession here is a new fish net. A small rowboat leans up against the side of the house when the fishing day is done. Otherwise the boat and the fisherman are out in the water with his son.

Hidden in the dirt floor is a small bag with 15 silver pieces inside of it.

If questioned about the pirate raids he will say only that he has seen the ship of pirates and that it seems to come from the east and then sails back that direction when the raids are over.

5. The Angry Mermaid Tavern

This rough looking tavern is actually not very busy. A few travelers on the road stop in here nightly and the few villagers sometimes come in to have a pint or to have a nice dinner. On any given night a good fish soup or stew can be purchased here for 1 silver piece. Ale is typically 1 silver piece

for a pint and mead is 1 copper for a tankard.

The owner of this establishment is a surly little dwarf named Grobbo. Whether that is his first or last name no one seems to know. He is a stout little fellow and looks rather dangerous in a fight. In fact, he is an experienced adventurer from days gone by but he has settled down into running this quiet little tavern. He is a F3; AC 10; HP 22; # At 1; Dmg (2-8); AL NG. He keeps a battle axe hidden behind the bar in case things become rough in his bar. He will not tolerate any rough stuff here and will wade in with the axe if he needs to do so to break up fights.

If questioned about the raids he will state only that he has seen the raiders come and go from small rowboats and that they wear the cloths frequently worn by Zanzian seamen. If his wife is questioned, however, she will state that she once heard that the Volgronno family were known pirates back years ago.

He usually has a full keg of ale and mead on tap for customers. His wife Garr usually has the stew boiling. She is quite a strange looking woman. She seems to have an even longer beard than her husband does.

There is a long bar here and four tables with four chairs at each. On any given night only one or two tables will be taken and there might be two or three people at the bar. These patrons may include:

Abo Smashem - Half Orc; F2; AC 5; HP 12; # At 1; Dmg 1-10; Carries a two handed sword; AL NE. He is a bandit who frequents these parts and sometimes stops in for a pint

of ale. While he is half orc the villagers have never treated him badly and he does not rob from them.

Omat Traun - Half Elf; F1; AC 10; HP 4; # At 1; Dmg 1-6; He carries a short sword; AL CN; He has been dabbling with fishing lately and has been throwing his net in the waters near here.

Ugor Kalla - Human, 0 level npc, AC 10, HP 2; AL N; He is a fisherman and has been living in a hut near the village for years.

Donta Roullam - Human; 0 level npc; AC 10; Hp 2; A traveling merchant. He has been wandering southern Zanzia selling his wares. Right now he is just on holiday in this sleepy little village.

Tean Wattorsman - Human; 0 level npc; AC 10; HP 5; A Zanzian tax collector. He is not actually collecting taxes here at the moment but is here investigating the lack of contributions from the village to the coffers of the King. He is here discretely investigating undercover and no one here knows exactly who he is. AL LN.

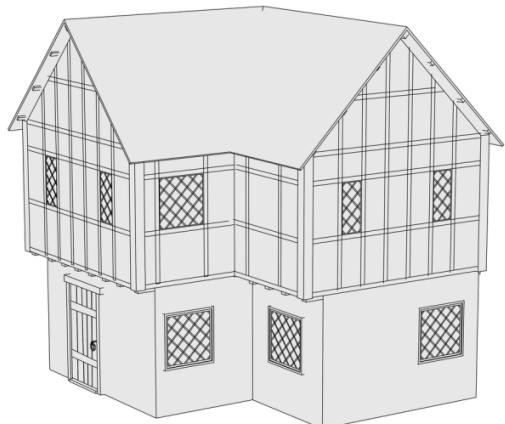
On any give night 2-5 of the people living in the village will be present as well at random.

Behind the bar is a small chest with a slot in the top and a lock on it. Inside are 21 gold pieces, 42 silver pieces and 54 copper pieces.

6. Home of Hiltam Volgronno

This stone house seems to be a little nice and better built than those of his neighbors. He seems to live here alone. He

is the longest living resident of the village. His family lived here for many generations. He is a T3: HP 12; AC 7; Leather Armor; Shield; Short Sword. His alignment is chaotic evil. He carries a purse with 24 gold pieces and a tiger eye gem worth 50 gold pieces in it.



The house is well furnished. The furniture is not expensive but is of much higher quality than that of the neighbors. Hidden inside of his mattress is 34 gold pieces, 134 silver pieces and a red garnet gem worth 75 gold pieces. There is also a jeweled dagger hidden there worth 150 gold pieces.

There is a trap door in the floor of this building which can be found by the normal means for finding secret doors. The trap door leads to a staircase and to the dungeon beneath the village.

Hiltam is a descendant of a pirate who betrayed Captain Zmarra and accused him of being a pirate. Ultimately Captain

Zmarra had to become a pirate to make a living after losing the rights to fish in Zanzian waters after the allegations against him. He was wrongly accused and he seeks his revenge against the village as a result. Beneath this home are the riches of the Volgranno family. The relative who accused Zmarra was a real pirate and hid his loot beneath the village in a dungeon of his own creation.

If questioned about the piracy, about the undead or about his descendants Hiltam will lie and deny knowledge of any of it other than seeing the work of the recent raids. If the party comes back and questions him again after visiting the pirate cave he will flee through the trap door and into the dungeon below.

7. Stables

This wooden building appears to have taken some damage from fire during the recent raid. There are a few old tired looking horses here and a young stable boy named Jar. Stable costs are 1 copper piece per night for boarding and fresh hay.

Jar is a 0 level npc with 1 hit point and AC 10. He is Lawful Neutral. He has a small bag hidden in the hay of one of the stalls with 15 copper pieces in it.

If questioned Jar will say that the stables are owned by Hiltam Volgranno. He will also state that he knows of a secret cave along the coast about two miles to the east of Sea Side.

8. Home of Wull Fanro

Wull is a retired fisherman who has lived here all of his life. He retired here with his wife many years ago but she was killed recently in one of the raids. He buried her with his own hands in the ground just behind their cottage.

This wooden structure contains meager looking furniture. Will lives here alone and has few needs now. He is a zero level npc and has 4 hit points and AC 10. He is Neutral Good in alignment.

His accumulated wealth is hidden in a loose board in the walls of the house and consists of 13 gold pieces and 22 silver pieces. He also has a pearl worth 125 gold pieces stashed there as well.

If questioned about the pirates he will state that he witnessed the death of his wife at the hands of two zombies wearing the clothes of Zanzian pirates. He will also state that one should be wary of Hiltam Volgranno. There is just something not right about him.

9. Warehouse

This structure is made of wood and is mostly burned to the ground. It was once a warehouse. Now it is a charred rubble. It is owned by Hiltam Volgronno.

Close inspection of the rubble will reveal that one of the pirates has lost a golden earring in the rubble. It is worth 25 gold pieces.

10. The Weeping Dolphin Inn

The inn is open at all hours of the day or night for new guests. The owners are Gan and Lira Feems and they are human zero level npcs with 3 hit points and AC 10. Both are Lawful Neutral in alignment.

The inn is made of wood and is rather Spartan in terms of comfort. A single room may be rented for 5 silver pieces a night. A common room can be rented for 1 silver piece per person per night. There are ten single rooms and one common room available for rental.

On any given night the patrons listed at the tavern will also be found here:

Abo Smashem - Half Orc; F2; AC 5; HP 12; # At 1; Dmg 1-10; Carries a two handed sword; AL NE. He is a bandit who frequents these parts and sometimes stops in for a pint of ale. While he is half orc the villagers have never treated him badly and he does not rob from them.

Omat Traun - Half Elf; F1; AC 10; HP 4; # At 1; Dmg 1-6; He carries a short sword; AL CN; He has been dabbling with fishing lately and has been throwing his net in the waters near here.

Ugor Kalla - Human, 0 level npc, AC 10, HP 2; AL N; He is a fisherman and has been living in a hut near the village for years.

Donta Roullam - Human; 0 level npc; AC 10; Hp 2; A traveling merchant. He has been wandering southern Zanzia selling his wares. Right now he is just on holiday in this sleepy little village.

Tean Wattorsman - Human; 0 level npc; AC 10; HP 5; A Zanzian tax collector. He is not actually collecting taxes here at the moment but is here investigating the lack of contributions from the village to the coffers of the King. He is here discretely investigating undercover and no one here knows exactly who he is. AL LN.

If questioned about the pirate raids the owners will say that they have seen a pirate ship traveling from the east and heading back eastward when the raids are over. They know nothing else about the raids other than so far their inn has been spared.

THE PIRATE CAVES

To the east of the village of Sea Side is the pirate cove. Along the coast is a cave. Anchored near the cave is a black sailing vessel flying the Jolly Roger. Aboard the ship there will always be at least two sentries standing watch. Both will be skeletons. At the mouth of the cave there will also be two guards just inside the cave entrance. The skeletons on the ship will not be watching the cave entrance nor will they react if someone goes inside and begins fighting the guards there. They can not hear anything or see much beyond the confines of the ship.

There will be no random encounters on the beach here but inside the caves themselves there may be random encounters.

RANDOM ENCOUNTERS WITHIN THE CAVE 1 in 6

1. **Cavern Glazer (1)**: AC 3; MV 3"; HD 1; HP 5; # At 1; Dmg 1hp; SA slime; SA sticks to prey; AL N; OSRIC Monsters of Myth P.18.
2. **Skeletons (2)**: AC 7; MV 12"; HD 1; HP 5 each; # At 1; DMG 1-6; SD blunt weapons do full damage but sharp edged weapons do only one half damage; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N
3. **Zombies (2)**: AC 8; MV 6"; HD 2; HP 9 each; # At 1; Dmg 1-8; SA attack last in each round due to slow speed; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N.
4. **Giant Fiddler Crab (1)**: AC 5; MV 15"; HD 2; HP 10; # At 2; Dmg 1-3/3-12; SA surprise on 1-3; SA pins prey on roll of 17 or higher then automatic 2-8 crushing damage per round and +2 with it's other attack to same target; AL N. OSRIC Monsters of Myth P. 21.
5. **Skeletons (2)**: AC 7; MV 12"; HD 1; HP 5 each; # At 1; DMG 1-6; SD blunt weapons do full damage but sharp edged weapons do only one half damage; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N
6. **Zombies (2)**: AC 8; MV 6"; HD 2; HP 9 each; # At 1; Dmg 1-8; SA attack last in each round due to slow speed; SD immune to charm, sleep, poison, cold, hold, paralysis, death

spells; SD holy water does 2-8 damage to them; AL N.

KEY TO THE PIRATE CAVES

These are naturally formed caves that directly touch the water. Most of the local villagers do not know of the cave because it cannot be seen from the beach. But from the water it is easily found. Since some of the villagers are fishermen and own boats some of them have seen it before at a distance.

The caves are not lit. The undead do not need light to see by. They prefer the dark. The caves are limestone and smell of fish and decay.

1. Entrance to the Caves

The cave entrance is guarded by two skeletons who are alert and facing towards the sea. If anyone approaches the entrance they will immediately attack and will not retreat, flee or surrender if things go badly. They will fight to the death to protect their captain and crew and their booty.

A third skeleton lays on the ground here and appears to have been crushed by a rock slide from the cave entrance. It does not appear to be animated.

Skeletons (2): AC 7; MV 12"; HD 1; HP 4 each; # At 1; DMG 1-6; SD blunt weapons do full damage but sharp edged weapons do only one half damage; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N

A few loose copper and silver pieces are on the ground here. It seems as though a few coins were lost while transferring booty from the ship to the caves. There are 4 copper pieces and 3 silver pieces on the ground.

Tracks on the ground here would indicate that many have come and gone recently to and from these caves. There are no markings on the walls here and there are no sources of light. Immediately inside the cave is an intersection of three tunnels.



2. Rock Pool

This cave has a pool of blue water surrounded by rocks. Where the water comes from is difficult to tell. The water is blue in color and does not seem to be sea water. Should the water be tasted it will tingle in the mouth. It radiates magical energy if detected for. The cave has a few stalagmites and moisture seems to drip down them. Perhaps that is the source of the water.

Random effects occur when the water is tasted as follows:

1. Poisoned for 1-3 hit points damage (save versus poison)
2. Blessed for 2-11 rounds
3. Cursed for 2-11 rounds (reverse bless spell)
4. Heals 1-3 hit points
5. Tastes clean and pure
6. Tastes clean and pure
7. Heals 1-3 hit points
8. Tastes clean and pure
9. Diseased (leprosy) unless save versus poison
10. Heals for 2-8 hit points



3. Shriekers

This cave has strange giant mushrooms growing in it. In one corner are some greenish ones. In another are purple colored ones. And on one side of the room is a single red and white polka dotted mushroom. It is much larger than the other two clusters.

Suddenly these mushrooms begin shrieking loudly. The sounds of the shrieks echo through the walls of the caves. The shrieking will last 1-3 rounds and has a 50% chance of bringing a random encounter per round.

Shriekers (6 normal ones and 1 very large one): AC 7; MV 1"; HD 3; HP 12 each except the large one is 21; # At 0; AL N.

4. Giant Fiddler Crab

This cave seems to empty except a peculiar looking stone along the north wall. It is large and seems to be a shell of some kind. Suddenly it begins moving. Legs poke out from the shell and begin moving towards the party. A pair of hidden eyes appear as well and two menacing looking claws.

Giant Fiddler Crab (1): AC 5; MV 15"; HD 2; HP 10; # At 2; Dmg 1-3/3-12; SA surprise on 1-3; SA pins prey on roll of 17 or higher then automatic 2-8 crushing damage per round and +2 with it's other attack to same target; AL N. OSRIC Monsters of Myth P. 21.

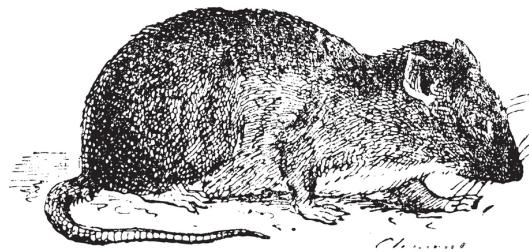
On the floor near the north wall of the room is a piece of turquoise worth 50 gold pieces.

5. Storage Area

Seven large crates dominate this room. Each appear to be made of wood and some appear to be rotten from age. All of the crates have holes in them and each appears to have at some point held food. The food within is half eaten and half rotten. Each of the crates bears markings from Zanzian sea transports.

Hiding within the crates are four **giant rats**. They will continue to hide until someone inspects the crates closely and then they will attack to defend their homes.

Giant Rats (4): AC 7; MV 12"/6"; HD 1-4 hp; HP 2 each; # At 1; Dmg 1-3; SA disease 5% chance per bite unless saving throw versus poison is made; AL N.



6. Cave Pit

In the intersection of two tunnels is a large open pit. Inside the pit are bones of various sizes, animals, humans and humanoids. Waiting in ambush within this pit is a peculiar and fearsome creature known as a **Gambado**. It will spring up and attack if anyone approaches or tries to go around it's pit lair.

Gambado (1): AC 6; MV springs upward and attacks creatures within reach; HD 4; HP 12; # At 3; Dmg 1-8/1-4/1-4; AL CN.

Buried within the piles of bones in this ten foot pit are 35 gold pieces and 23 silver pieces. There is also a jeweled armband made of silver with small chips of hematite worth 175 gold pieces.

7. Storage Area

Give large bags of grain rest on the floor here. Each seems to have been ripped open by teeth from some kind of vermin. Small blotches of white seem to be all over the bags as well. Suddenly you notice that something is flying in the room.

Giant Bats (3): AC 8; MV 3"/18"; HD 1-4 hp; HP 2 each; # At 1; Dmg 1-2; SA 1% of bites cause rabies; SD firing missiles at these creatures is at -3 due to their



maneuverability unless the person doing so has a dexterity of over 13; AL N.

These bags of grain are ruined by the rats and the bats that have eaten or done other nasty things on the bags. There is no treasure here.

8. **Dead Men Sometimes Do Tell Tales**

This large cavern has a large treasure chest with a skeleton resting against the chest. The skeleton has a tankard of ale in its hand and wears the hat of a pirate. There is another skeleton laying on the ground along the south wall of the room. That skeleton does not appear to be moving. Behind the chest are three kegs of rum.

“Welcome my mateys! Says the skeleton at the chest as the players arrive in the room. Before we do battle let me tell you a tale..... if I may....”

Should the players attack immediately both it and the one laying on



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the ground will rise up and fight. If it is not immediately attacked then it will tell a tale of greed, betrayal, curse and revenge.

“My friends.... perhaps you think it strange that I and my mates have come back from the dead to raid these waters. But if you knew the reasons why then you might understand us. We were once normal fishermen and sea merchants many years ago. But one of our kind betrayed us to the Zanzian King. He labeled us as pirates. And we were cast out of our homes and our chosen professions.

So pirates we became.

And now we seek revenge from those who cast us down into the pits of despair. We seek Volgronno who betrayed us. He sold us out for his twenty pieces of

silver and then as if that was not enough for him he stole our treasures and buried them beneath the village of Sea Side. We seek only what is ours. And we seek revenge upon his family.

The crew of the Sea Dog has searched for this booty for some time. What we have collected so far is here in this chest. And you shall have to fight me and my friend if you want what is within."

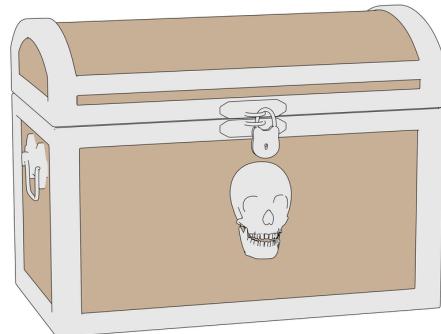
At this point the skeleton will stand



as will the one in the south end of the room to defend their booty.

Skeletons (2): AC 7; MV 12"; HD 1; HP 6 each; # At 1; DMG 1-6; SD blunt weapons

do full damage but sharp edged weapons do only one half damage; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N



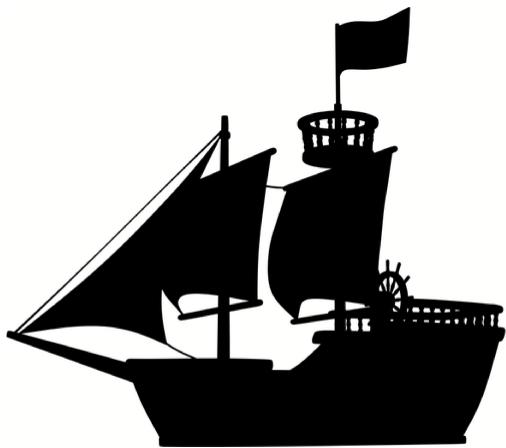
The kegs of rum are still good and are worth 25 gold pieces each. But they are quite heavy. Each weighs fifty pounds.

The chest is locked but not trapped. Inside the chest are: 111 gold pieces, 143 silver pieces and 184 copper pieces. There are two copper candlesticks worth 10 gold pieces each, a silver candle dish worth 5 gold pieces, a silver decanter worth 10 gold pieces and a jeweled necklace with cheap stones (quartz) worth 125 gold pieces. There is also a **dagger +1/+3 versus lycanthropes and shapeshifters** and a **potion of healing**. There is also a map here which shows the village of Sea Side and has an X where the village stands. But it is unclear from the map exactly where the entrance to the underground treasure is.

THE SEA DOG

The Sea Dog is anchored at the mouth of the cave and is guarded by two

skeleton sentries who stand guard on the main deck of the ship. The ship has three large sailing masts but the sails are not rigged at the moment. The ship's anchor rests at the bottom of the bay and the wind is calm at the moment.



The ship appears to be all black in color and flies the ensign of the Jolly Roger high above the ship.

KEY TO THE SEA DOG

DECK LEVEL

1. Main Deck

Two skeletons stand watch here. Each is vigilant and carefully patrolling the deck. Each carries a cutlass and wears a golden ear ring and an eye patch.



Skeletons (2): AC 7; MV 12"; HD 1; HP 3 each; # At 1; DMG 1-6; SD blunt weapons do full damage but sharp edged weapons do only one half damage; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N. Each ear ring is worth 10 gold pieces.

There is a ladder here which leads up to the Captain's Deck as well as a trap door which leads downward to the lower deck. There is a skeleton in the bow of the ship which is imbedded in the wood there. It is undead and animated but it cannot move beyond the bow of the ship and can be dispatched easily if the party chooses to do so. It is unarmed but can fight if one gets close to it.

Skeletons (1): AC 7; MV 12"; HD 1; HP 5 each; # At 1; DMG 1-6; SD blunt weapons do full damage but sharp edged weapons do

only one half damage; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N

2. Captain's Deck

While at anchor this deck will be unoccupied. The captain is usually below resting until a raid is on. The captain's wheel is on this deck as is a strange lantern that seems to glow magically with an eerie greenish glow. The lantern will radiate magic. It is just a lantern with a permanent continual light cast upon it. The light can only be dimmed by covering it. There is a ladder down from here to the Captain's cabin which is the only way in or out of that area of the ship.



LOWER DECK

1. Sleeping Quarters

Although zombies do not need sleep there are several hammocks on this deck which are occupied by zombies who are "resting" for the moment. There are five zombies here and the other hammocks are unoccupied. They will get out of their hammocks and attack within two rounds if the players enter this room and stay.

Zombies (5): AC 8; MV 6"; HD 2; HP 9 each; # At 1; Dmg 1-8; SA attack last in each round due to slow speed; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N.

There is no way from this room to reach the Captains Cabin. That must be reached by ladder from the Captain's Deck.

2. Captains Cabin

This is the Captain's Cabin and the Captain is here at the moment planning the next raid at the table in the room. There is a hammock here hanging by the north wall and a table with three chairs in the center of the room. There is also a sea chest here next to the wall.

Sitting at the table and scribbling notes upon a map of the village is a skeleton wearing a large black hat and wearing a red sea coat. He has a cutlass at the ready and wears an eye patch covering the left eye hole of his skull. His right leg has been replaced by a wooden peg.

“Argghh me mateys! Who let you in here?” he exclaims as he rises to his feet and attacks.

Skeletons (1): AC 7; MV 12"; HD 3; HP 15; # At 1; DMG 1-6 +1; SD blunt weapons do full damage but sharp edged weapons do only one half damage; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N. He carries a **short sword +1/+2** versus magic using and enchanted creatures. He is a 3 hit dice version of the normal skeletons and attacks as a 3HD monster.

Sea Chest: Is locked and trapped. There is a poison needle trap which will prick the hand of a thief trying to pick the lock and do 1-3 damage plus poison. The poison is weak and can be saved for at +3 to the saving throw roll. Failure means that the person will suffer 1-4 points of damage as a result of the poison. Inside the chest are 46 gold pieces, 101 silver pieces and two small pearls worth 50 gold pieces each. There is also a **potion of heroism** and a **potion of flying**.

BENEATH THE VOLGRONNO HOME

The plunder of Hiltam’s long dead grandfather Keldar is hidden in the dungeons beneath Hiltam’s home. The trap

door in the floor leads to a spiral stair case leading downward into a dark and cold stone dungeon. There are no sources of light in the dungeon other than what is brought by the players unless otherwise specified in the text. The walls and floor are made of white stone.

RANDOM ENCOUNTERS 1 in 6

1. **Crawling Corpse:** AC 9; MV 3"; HD 1; HP 5; # At 1; Dmg 1-6; AL N. OSRIC Monsters of Myth P. 21.
2. **Skeletal Rats (3):** AC 6; MV 12"; HD 1; HP 4 each; # At 1; Dmg 1-3; SD sharp weapons do only one half damage to them; SD turned as a skeleton; SD immune to charm and sleep spells; AL N.
3. **Ghouls (3):** AC 6; MV 9"; HD 2; HP 9 each; # at 3; Dmg 1-3/1-3/1-6; SA paralysis upon touch unless saving throw versus paralysis is made; SD immune to sleep and charm; AL CE.
4. **Ghast (1):** AC 4; MV 15"; HD 4; HP 17; # At 3; Dmg 1-4/1-4/1-8; SA stench causes nausea and uncontrollable retching to all in a 10 foot radius of the creature unless



they save versus poison. If they fail to save they will attack at -2 on to hit rolls SA paralysis on touch like a ghoul; SD immune to sleep, cold, hold, charm; SD cold iron does double damage to them; AL CE.

5. **Stirges:** AC 8; MV 3"/18"; HD 1+1; HP 6 each; # At 1; Dmg 1-3; SA drain blood at a rate of 1-4 hp per round until 12 hp of blood is taken; SA hits as a 4HD monster; AL N.
6. Hiltam Volgronno (if he escaped to the dungeon. If he is already dead then roll again). Hiltam is a T3: HP 12; AC 7; Leather Armor; Shield; Short Sword. His alignment is chaotic evil. He carries a purse with 24 gold pieces and a tiger eye gem worth 50 gold pieces in it.

KEY TO DUNGEON

LEVEL ONE

1. Entry/Stairs

The stairs are made of white stone and spiral down twenty feet into a round room that is unlit. Laying on the ground here are the skeletal remains of three men. Tunnels lead in several directions away from this room. Suddenly the three skeletons rise to their feet and begin advancing towards the adventurers.

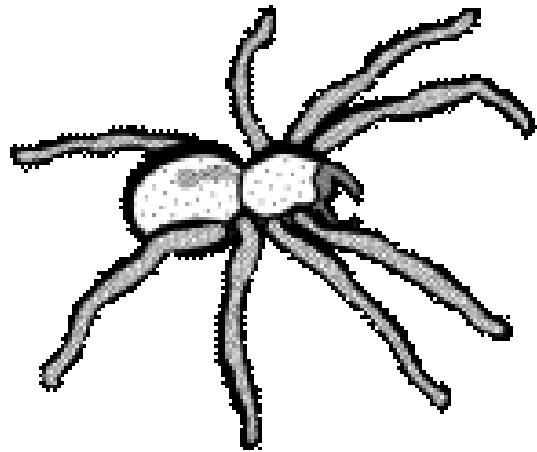
Skeletons (3): AC 7; MV 12"; HD 1; HP 4 each; # At 1; DMG 1-6; SD blunt weapons do full damage but sharp edged weapons do only one half damage; SD immune to charm, sleep, poison, cold, hold, paralysis, death spells; SD holy water does 2-8 damage to them; AL N



2. Spiders

The doors to this room are unlocked. Anyone listening at the door to this room will hear nothing at all.

This large room seems to be filled with cobwebs. The webs here are very thick in some parts. The eastern part of the room is virtually filled with them. In the light of the torches and lanterns of the party a glint of metal can be seen near the eastern wall of the room. Hidden within these thick webs, however, is a **giant spider** lurking and waiting for someone to come within it's trap.



Anyone walking into the webs will be stuck fast. And the creature will strike quickly if this happens. It will take 1 round for someone with an 18 strength to break free of the webs and 2 rounds for someone with a 17 strength. These webs burn easily however.

Giant Spider: 4; MV 3"/12"; HD 4+4; HP 20; # At 1; Dmg 2-8; SA poison is fatal unless saving throw versus poison is made; AL CE.

This spider is a dangerous foe for low level characters. But if fire is applied immediately it can be damaged and flushed out at the same time giving the party an early advantage. Failing to do this, however, may prove fatal.

Up against the east wall of the room stuck in the webs is the body of an adventurer who came before. This body wears a suit of chain mail which seems to radiate powerful magical energy. It is a suit of **chain mail +1**.

3. Crawling Corpse

Standing guard at this junction is a peculiar and terrifying sight. Crawling on the ground here is half of a skeleton. It seems to have the upper torso and part of the waist but lacks any legs at all. Nevertheless it seems to be advancing towards the adventurers with malicious intent.

Crawling Corpse: AC 9; MV 3"; HD 1; HP 5; # At 1; Dmg 1-6; AL N. OSRIC Monsters of Myth P. 21.



Close inspection of this area will reveal that there is a small lever set in the wall in the north east corner of the room. This lever resets the trap in room 4. The cage will lift if the lever is pulled. If the cage is not yet down pulling the lever will do nothing.

4. Cage Trap

The door to this room is unlocked. Anyone listening at the door to this room will hear nothing at all.

The room appears to be totally empty. Close inspection by a dwarf or a gnome might reveal that there are some little holes in the ceiling where metal bars are stored that form a cage. A thief detecting for traps might also find this sign of danger.

If anyone steps into the room they may step upon a loose stone which triggers a cage trap. If the trap is triggered metal bars will slam down from springs in the ceiling over head and lock into place in the floor. The bars are solid steel. They can be bent as normal for metal bars.

To avoid being in the trap one must roll 4D6 versus their dexterity score to see if they managed to dodge out of the way. A roll of equal means that the person is struck by the bars and takes 1-6 damage and is pinned by the bars. A roll of under dexterity means that the person evades the trap. A roll of above indicates that the person is trapped inside the cage.

The sound made by these bars slamming will draw a random encounter within 1-3 rounds. Meanwhile a person or more may be trapped.

5. Statue/Riddle

The door to this room is unlocked.

In the center of this room is a statue of a pirate captain with a ship's steering wheel in his hands. He wears an eye patch

and has a peg leg. He appears as if he is steering his ship away from danger. Suddenly he animates and asks a riddle.

“Oft I strive with wind and wave,
battle them both when under sea,
I feel out the bottom, a foreign land.
In lying still I am strong in the strife;
If I fail in that, they are stronger than I,
and wrenching me loose, soon put e to rout.
They wish to capture what I must keep.
I can master them both if my grip holds out,
If the rocks bring succor and lend support,
strength in the struggle.
Ask me my name!”

The correct answer to the riddle is “anchor.” Should this answer be spoken aloud the pirate statue will remove his hat and pull out a shiny ring from underneath it. He will offer it to the person answering the question. It is a **ring of free action**. If the wrong answer is given he will turn solid and no longer speak or move.

6. Stirges

The door to this room is locked. Anyone listening at the door to this room may hear the fluttering of wings.

The ceiling of this room is about twenty feet high. This room is filled with refuse all over the ground. Bits of food and meat and also splotches of a white substance similar to bat guano. Suddenly swooping down from the high ceiling here are strange bat like creatures with sharp noses. They are **Stirges**.

Stirges (3): AC 8; MV 3"/18"; HD 1+1; HP 6 each; # At 1; Dmg 1-3; SA drain blood at a rate of 1-4 hp per round until 12 hp of

blood is taken; SA hits as a 4HD monster; AL N.

There is a secret door here on the north wall of the room.

7. Secret Room

This room contains a very old and dusty looking chest with a rusty old lock on it. This room does not appear to have been visited in a very long time. Thick layers of dust coat the floor and the chest. Thick cobwebs are in each corner of the room.

The chest is locked but the lock is so old and rusted that it is easily picked. A thief picking this lock will have a bonus of +10% to lock pick while picking this particular lock. The chest is not trapped. Inside of the chest are 75 gold pieces, 123 silver pieces and 322 copper pieces. There are also a silver and jeweled comb worth 125 gold pieces, a silver pendant worth 25 gold pieces and a jewel encrusted scabbard worth 100 gold pieces. There is also a scroll inside of a bone scroll case. Written upon the scroll are words written in the Zanzian common tongue.

“Zmarra and his flunkies never saw me coming at all. I had them convinced of my sincerity and then I plunged the dagger deep. I set the hook by convincing them to smuggle an illegal cargo for me. And then I turned the Zanzian authorities on to the deal. They were waiting for them at Freeport and arrested all of them. The cargo I had given them I personally liberated from a Zanzian sea merchant. Zmarra and his friends managed to escape from Freeport but now they have been branded as Pirates. And I am

free to steal them blind while they flee to safety.

Keldar Volgronno”

8. Crypt Thing

The doors to this room are unlocked. Anyone listening at the door here will hear nothing.



This room is well lit by a large black brazier with red hot coals in it. Stoking these coals is a strange looking skeletal creature wearing a brown robe. It does not speak nor does it advance or attack. It just seems to stare into the fires of the brazier and pay no attention to the adventurers.

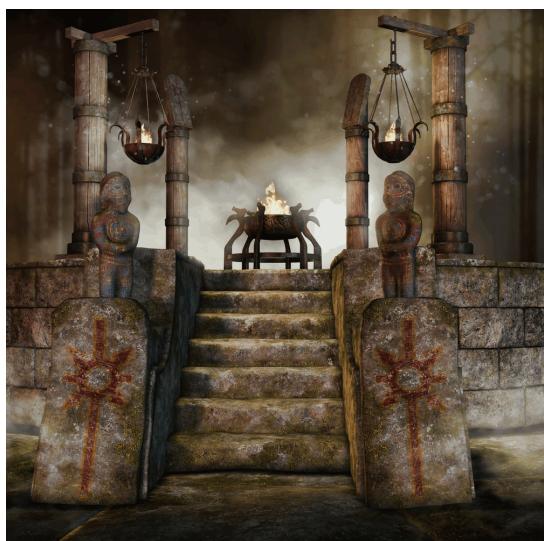
If spoken to the creature will speak in the neutral tongue. It is the keeper of the flames. That is all that it will say if questioned about why it is here or who it is. As long as the flame burns the creature is

happy and will need nothing else. The flames of the brazier are magical and will not go out unless the magical coals are removed from the brazier. The creature will not willingly allow that and will defend it.

Crypt Thing: AC 3; MV 12"; HD 6; HP 26; # At 1; Dmg 1-8; SA can teleport members of the party who fail a saving throw versus magic to random locations; SD only hit by magical weapons; AL N.

There are two secret doors here on the south wall.

Hidden within the fires of the brazier is a **mace +1/+4 versus reptiles**.



9. Secret Corridor and Room

This passage leads to a large room. This room has torch holders in the walls and the torches here are lit. Why they are lit or who lit them is unclear. This room is empty.

In the west wall of this room is a staircase leading downward. It is dark and looks to be about twenty feet long. There appears to be a flicker of light coming from far down below.

10. Secret Room

This secret room has two large vases made of fine clay and are tastefully decorated with designs which appear oriental in nature. Each of the vases is filled with coins. The vases themselves are valuable. Each is worth 100 gold pieces. But they are quite heavy weighing 200 lbs each.

Vase # 1: 100 gold pieces, 25 platinum pieces, 50 electrum pieces and four malachite gems worth 50 gold pieces each.

Vase # 2: 200 silver pieces, 200 copper pieces and three azurite gems worth 50 gold pieces each.

11. Fountain

The door to this room is unlocked. Anyone listening at the door may hear the sounds of running water.

The center of this room is dominated by a large fountain. In the center of the fountain is a white skull from which the water of the fountain flows. The water seems to be clear and pure and radiates magical energy as does the fountain and the skull.

The room has no source of light other than what is brought into the room by the players.

Scattered in the fountain are several coins. There are six platinum pieces and thirteen gold pieces in the water.



The water is not pure. It is a clear acid and will do 1-3 damage per round that one is within the water. It will continue doing 1-3 damage per round for 1-3 rounds after one leaves the water. Anyone drinking the water must save versus poison or take 3-12 damage. A saving throw indicates that the person takes one half damage instead.



12. Pit Trap

This pit trap has a lid which will snap closed once it is triggered and someone falls in. Then it will lock in place. The pit is ten feet deep and a person falling in will take 1-6 damage from the fall.

At the bottom of this pit are the bones of another unfortunate adventurer who fell in this pit long ago. The body has long since rotted away but a suit of fine leather armor remains. The armor is **leather armor +1**. A broken short sword lies near the body along with a broken lantern.

13. Secret Room

This room does not appear to have been visited for a very long time. It is dusty and there are no footprints in the dust. Cobwebs fill the corner and cover the ceiling here.

In the center of this room are two large crates and a sea trunk with a flimsy looking lock on it. The crates are marked with runes indicating that they were once on board Zanzian merchant ships in transit somewhere.

Crate #1: This crate is filled with beaver pelts worth a total of 120 gold pieces. It is quite heavy and weighs 200 lbs.

Crate #2: This crate is filled with fox pelts worth a total of 210 gold pieces. It is quite heavy and weighs 200 lbs.

Sea Trunk: This trunk is filled with pirate clothing. Peg legs, eye patches and bandanas

fill the chest. There are also six gold ear rings worth 60 gold pieces total here.

14. Son of Kyuss

This long room has a brazier in the center of it which is lit and burns red hot with coals giving off more than enough light to see the monstrous creature that guards it. There is one foul creature here which appears to be a walking corpse with ragged pieces of clothing attached to it's skeletal frame. Fat green worms seem to crawl all over and inside of this creature as it walks. It advances immediately as it sees that there are people approaching.

Son of Kyuss: AC 10; MV 9"; HD 4; HP 19; # At 1; Dmg 1-8; SA fear aura within 30' everyone entering that zone must save versus magic or flee in fear; SA regenerates 2 hp per round unless fire, acid, lightning or holy water (or symbols) is applied; SA 25% chance of advanced leprosy being contracted each time the creature hits someone in combat; SA each round a worm will try to jump from the creature to an adjacent creature (needs a to hit roll as a less than one HD creature) (if it hits it will burrow into the brain and kill the victim in 1-4 rounds) (can be destroyed by cold steel, holy symbol or holy water); SD: turned as a mummy on the turn undead table; AL CE.

15. Pit Trap

This is a pit trap with a trap door that will snap shut once a person falls into the pit. It will then lock into place and cannot be opened from the inside. The pit is ten feet deep but has no spikes. Anyone falling in will take 1-6 damage from the fall.

16. Statue/Riddle

This room contains a large statue in the center of the room. The statue depicts a pirate carrying a bag of loot over his shoulder. He wears a bandana and has an ear ring in one ear. At his waist is a cutlass in a scabbard in his belt. On the base of the statue are runes written in elvish.



“My host thinks I'm an irritation, a bother, a pain,
But he can't evict me, so here I remain.
Then one day I'm taken and ranked among
my peers.
Can you guess what I am? Then you might
just call me dear.”

The answer is pearl. If a player speaks this word aloud the statue will animate and dump it's bag of loot at the feet of the answering player. Inside the bag are

several small white pearls worth a total of 250 gold pieces. If a player answers incorrectly, however, the statue will swing the bag at the offending player as a 5HD monster and doing 2-12 damage from the impact if it strikes. Inside the bag will be large rocks. The statue will then go solid again and no longer move or speak.

KEY TO DUNGEON **LEVEL TWO**

1. Entry to Second Level

This room is well lit by a large brazier in the center of the room. There is a door on the north wall of the room and a passage leading north as well. Standing guard in this room is a foul creature of death and decay. It looks skeletal but wears a tattered robe.

Huecava: AC 3; MV 9"; HD 2; HP 14; # At 1; Dmg 1-6; SA disease inflicted upon a touch unless target saves versus poison; SD only hit by magical weapons; AL CE.



2. Ghast

The door to this room is locked. Anyone listening at the door may hear some rustling noises as well as grunts and growls.

Within this room there are many bones and body parts laying all over the ground. Most of the bones appear to have been partially eaten or gnawed upon. A foul stench fills this room. A foul creature appears from the rear of the room. It is greenish in color and has a long red tongue. It has long filthy nails and smells like death. Suddenly the smell becomes overpowering as the creature approaches.



Ghast (1): AC 4; MV 15"; HD 4; HP 17; # At 3; Dmg 1-4/1-4/1-8; SA stench causes nausea and uncontrollable retching to all in a 10 foot radius of the creature unless they save versus poison. If they fail to save they will attack at -2 on to hit rolls SA paralysis on touch like a ghoul; SD immune to sleep, cold, hold, charm; SD cold iron does double damage to them; AL CE.

Around the neck of the creature is a necklace studded with bloodstones worth 175 gold pieces. Around one of it's fingers is a shiny ring. It is a **ring of feather falling**.

3. Ghouls/Brazier

The doors to this room are locked. Anyone listening at the door to this room may hear some rustling and grunting. They might also hear someone or something chewing loudly.

This room contains a large brazier in the center of the room which is lit and gives off a great deal of light from it's white hot coals. On the ground here are scattered bones. Most of the bones appear to be human or humanoid. Chewing upon one of these bones is a greenish creature with long nails and sickly decaying skin. The creature has foul looking fang teeth. It also has two friends nearby.

Ghouls (3): AC 6; MV 9"; HD 2; HP 9 each; # at 3; Dmg 1-3/1-3/1-6; SA paralysis upon touch unless saving throw versus paralysis is made; SD immune to sleep and charm; AL CE.

Brazier

Hidden within the white hot coals are three white moonstones which look very much like the white coals burning here and will not be noticed unless someone dumps out the brazier and searches the ashes. Each moonstone gem is worth 100 gold pieces.

There is a secret room in the south wall.

4. Secret Room

This room does not appear to have been visited for a very long time. The dust here is inches thick. Cob webs fill the corners of the room. In the center of the room are three large chests. Each is locked.

Chest #1: Locked. Not trapped. Inside this chest are 100 gold pieces and a rolled up painting in a large bone tube. The painting is of a long dead Zanzian noble but is worth 250 gold pieces to collectors of fine art.

Chest #2: Locked. Trapped. Three darts will fly out of the lid of the chest once it is opened should the trap not be removed prior to opening it. Each is coated with poison and will fire as a 3HD creature to hit. Each dart will do 1-3 damage upon impact. If the poison is not saved against it will do an additional 1-4 damage to the person failing. Inside the chest is a bleached white skull and 400 copper pieces and 100 silver pieces.

Chest #3: Locked. Not trapped. This chest has a scroll in a small wooden scroll tube. The scroll is a magic user scroll with: **shocking grasp, find familiar and shatter**. There are two potions here as well. One is a **potion of healing** and the other is a **potion of climbing**. There are also 120 electrum pieces and 10 platinum pieces in this chest.

5. Open Chest/Skeleton

The door to this room is locked. Anyone listening here might hear the chattering of teeth.

This room is a circular room. In the room is a treasure chest open and spilling over with coins and gems. Resting against this chest is a skeleton who seems to be sitting on the pile of treasure. He does not seem particularly angry at the arrival of the adventurers nor does he advance immediately to attack.

He speaks instead.

“Welcome my friends. Long ago I stole this treasure away from Zmarra and his companions and brought it here to my home. It is mine and I do not give it up lightly. You have come far. But no farther shall you go. This treasure belongs to my family now!”

If Hiltam still lives to this point of the adventure he will be found hiding in the shadows here. Once combat begins with his grandfather he will join the fight and try to backstab someone unless he is spotted. If he is spotted he will just join the combat normally.

Keldar Volgranno (Skeleton): AC 7; MV 12"; HD 4; HP 19; # At 1; Dmg 2-8 +1; Carries a **battle axe +1, +3 versus regenerating creatures**; AL CE.

Hiltam Volgronno: T3: HP 12; AC 7; Leather Armor; Shield; Short Sword. His alignment is chaotic evil. He carries a purse with 24 gold pieces and a tiger eye gem worth 50 gold pieces in it.

Hiltam does double damage on a backstab. His hide in shadows percentage is 20% and his move silent percentage is 27%.



The chest is locked and trapped. Anyone lifting the lid of this chest without removing the trap first will trigger it. From the lid of the chest gas will spray out quickly filling the room. The gas causes sleep for 1 turn unless one saves versus poison. During that time there will be a random encounter check. Inside the chest is 165 gold pieces, 211 silver pieces and 322 copper pieces. There are two silver figurines of dragons in fighting stances worth 75 gold pieces each. There is also a seal skin cape which is finely made and worth 130 gold pieces and there is an ivory handed dagger studded with hematite and malachite gems worth 95 gold pieces. Buried in this pile is a strange wand. It is a **wand of plunder** with 11 charges on it. There is also a scroll with cleric spells

including: **sanctuary, detect magic, detect evil, slow poison.**

6. Coffer Corpse

The door to this room is not locked. Anyone listening at the door to this room will hear nothing at all.

This room is unlit and smells of death and decay. A few bones litter the ground here. Some of the walls appear to be stained with something dark....perhaps dried blood.



A strange creature waits here standing an eternal guard against enemies of the Volgranno family that might invade the dungeon. The creature looks somewhat like a zombie with a little less meat on the bones. Some skeletal mass can be seen and it wears some kind of torn rags.

Coffer Corpse (1): AC 8; MV 6"; HD 2; HP 10; # At 1; Dmg 1-6; SA feigning death; SD immune to normal weapons (but they will appear to do damage anyway); SA when it rises back up all those who were fighting it must save versus fear or flee in panic; AL CE.

7. Crushing Ceiling Trap

The door to this room is unlocked when the adventurers arrive. It will slam shut and lock once someone steps on the trigger plate in the room. Then the ceiling will begin lowering to crush those beneath it. Anyone listening at the door of this room before entering will hear nothing.

The door to the room is made of wood and could be beaten down by someone strong enough to do so. The ceiling will take ten rounds to reach the ground and crush those in the room. Once it does it will do 2-12 damage per round to those underneath.

The door could also be picked. In addition there is a secret panel hidden in the northwest corner of the room which contains a secret lever that will reset the trap and open the door.

The room itself appears to just be an empty room.

8. Shadow

The door to this room is locked. Anyone listening at the door will hear nothing.

This room has no light source other than what the adventurers bring with them.

Their torches or lanterns will light up the room somewhat but it will still seem a bit dark. Soon after the adventurers arrive they will notice that there seems to be a shadow on the wall that is not made by one of them. It does not seem to belong. And yet it begins



moving towards them rapidly.

Shadow (1): AC 7; MV 12"; HD 3+3; HP 17; # At 1; Dmg 2-5; SA strength drain of one point each time it touches someone; SD +1 weapons or better to hit; SD immune to sleep, charm and hold spells; SD 90% undetectable; AL CE.

9. Open Pit

In the middle of this hallway is an open pit with spikes in it. While it is not too hard to avoid falling into it the party will have to find the means to climb over it safely as it blocks the entire hallway. A fall into the pit will cause 1-6 damage from the ten foot fall and 1-6 damage from the spikes in the pit.

10. Statue/Riddle

The door to this room is unlocked. Anyone listening at the door to this room will hear nothing at all.

In the center of this room is the statue of a skeletal man. On the base of the statue it identifies the skeleton as Keldar Volgronno in Zanzian common tongue. The statue radiates magic.

The teeth of the statue will begin chattering shortly after the players arrive. Suddenly it speaks a riddle.

“Inside me the adventurous find
Quests and treasures of every kind.
Trolls, goblins, orcs, and more, await
Within my closed walls for
All those that wish to visit me.
Your hands are the key
To secrets untold,
And your mind will unlock the door.”

The answer to the riddle is “a book.” If one speaks the words to the statue it will begin shaking and rattling it’s bones. Suddenly a book will appear in the hands of the skeleton who will offer it to the player who answers the riddle. The book is not magical but is a thick tome called the “Folio

of conjuration and abjuration.” When one opens up the text, however, it appears that it has been hollowed out and that the pages conceal a **ring of swimming** inside of it.

11. Sheet Phantom

The door to this room is locked. The sounds of rustling sheets might be heard through the door if someone were to listen outside of it.

This room appears to be an empty chamber. However, hiding on the ceiling of this room is a nearly transparent creature called a **sheet phantom**. It is waiting for a chance to drop down on some unwitting victim and suffocate him or her.

Sheet Phantom (1): AC 3; MV 6"; HD 3; HP 15; # At 1; Dmg 1-4; SA suffocation for 1-4 points of damage per round; Sd any damage inflicted on the creature will also hit the victim inside; SD anyone trapped inside by the creature cannot move or fight unless he or she already had a very short bladed weapon in hand at the time they were enveloped; SD immune to sleep, hold, charm as other undead are; SD turned as a wraith on the undead turning table; AL CE.

12. Fountain/Riddle

The door to this room is locked. Anyone listening at the door will hear running water inside the room.

In the center of this room is a large fountain with two statues facing towards each other in the center of the water basin. Both of the creatures appear to be gargoyles and water sprays into the fountain from their mouths. The statues and the fountain both

radiate powerful magic. The water, however, does not.



Etched upon the edge of the fountain basin are runes written in dwarvish.

“A golden treasure that never stays;
The coin whose face gives wealth to all.
Strands, nuggets, and dust of gold
are all bought with its shining grace...
And all are more precious than any
gleaming metal.”

The answer is sun. If this answer is spoken aloud then the gargoyle on the east side of the fountain will animate, turn and speak.

“Drink ye from the fountain
then....and takes your chances....”

01-60	Heals 2-8 points of damage
61-80	Cures disease
81-94	Cures blindness
95-99	The drinker gains +1 to random attribute
00	The drinker gains +1 to primary attribute

Only the person answering will gain from drinking from the fountain and can only gain one time. Any further drinking will just be clean water.

If anyone speaks another answer then the gargoyle on the west side of the fountain will animate, turn and speak.

“Dare ye to risk the waters taste and gain your reward or seal your fate.”

Anyone who answered incorrectly will suffer from one of the following negative effects after drinking from the fountain.

01-20	Disease - leprosy
21-39	Disease - slow wasting away from a flesh eating bacteria that will kill the character within six weeks.
40-49	Temporary weakness for one turn (-3 to strength and constitution)
50-59	Poison - paralyzed for one turn unless save versus poison
60-69	Poison - sleep for one turn unless save versus poison
70-78	Poison - suffer 1-4 hit points of damage for 1-3 rounds unless save versus poison
79	Poison save at +3 or die
80-89	Insanity
90-93	Curse - minus 1 on all saving throws until curse is lifted
94-96	Curse - minus 1 on all to hit rolls until curse is lifted
97-99	Curse - minus 1 on all to damage rolls until curse is lifted
00	Curse - primary statistic is reduced by 3 until curse is lifted

NEW MAGICAL ITEMS

Wand of Plunder - This fabulous looking wand even looks valuable. It is made of solid silver and radiates powerful magic. When one uses this wand it expends a charge and valuable things begin shooting out of the end of the wand randomly. The possible results are as follows:

01-34	10-1000 Copper pieces
35-55	5-500 Silver pieces
54-79	1-100 Gold pieces
80-84	1-20 Platinum pieces
85-89	2-40 Electrum pieces
90-97	1-20 gems (base 10 gold piece type)
98-99	1-10 gems (base 50 gold piece type)
00	1 piece of jewelry worth 10-1000 gold pieces

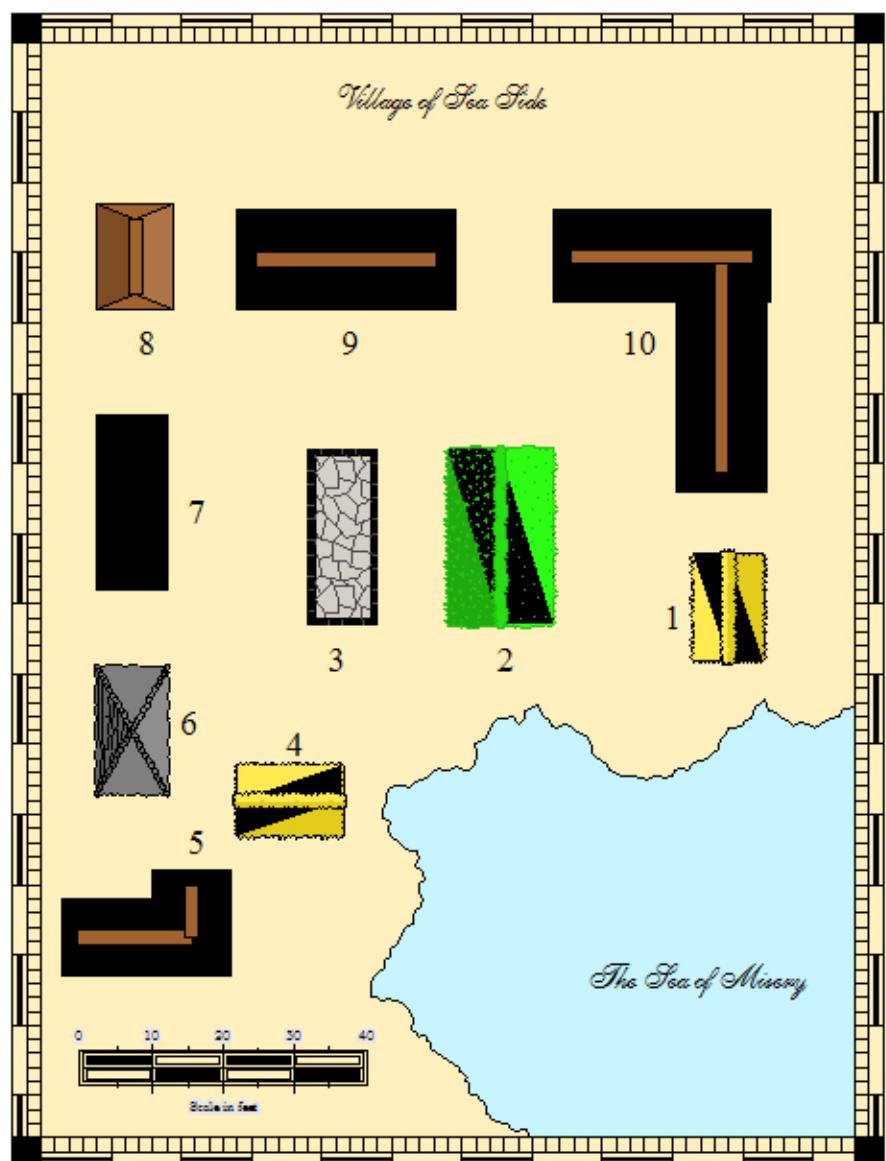
It is rumored that other variations of this wand exist but none of these claims has been confirmed.

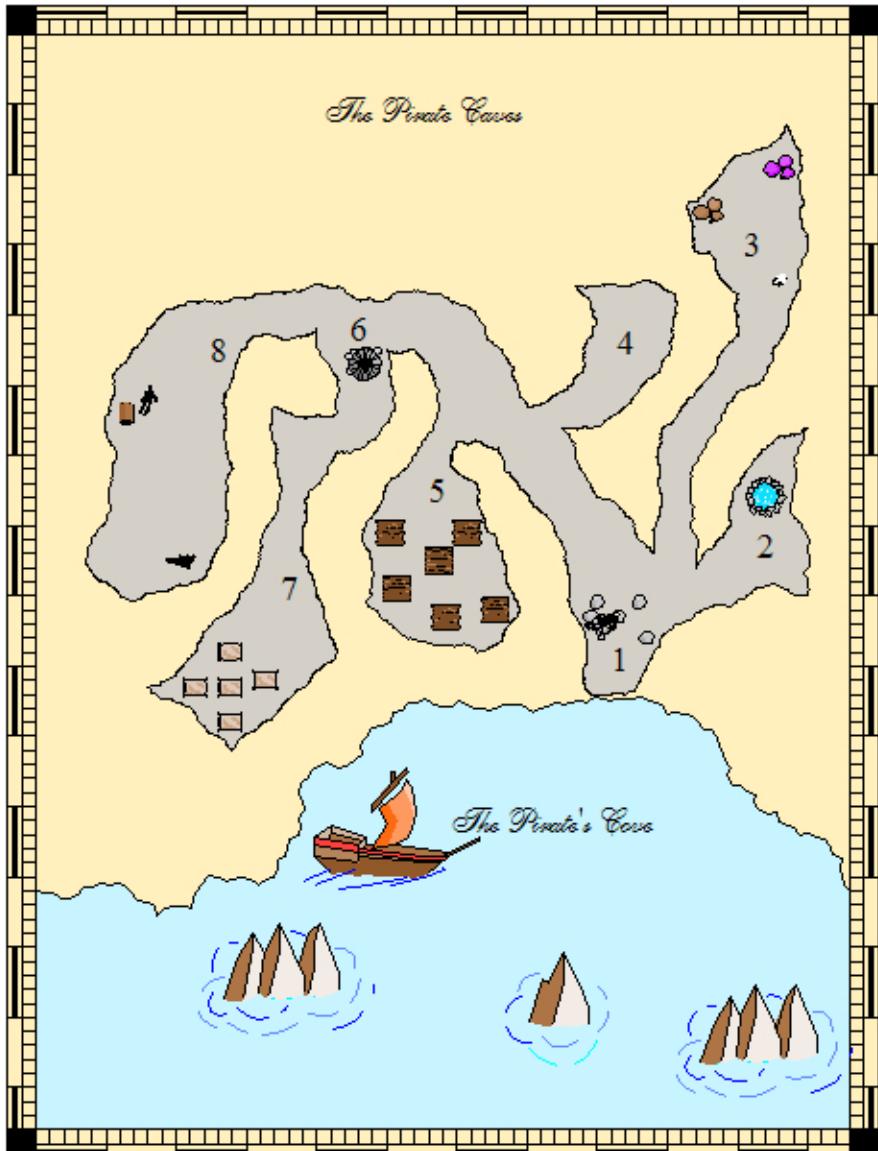
NEW MONSTERS

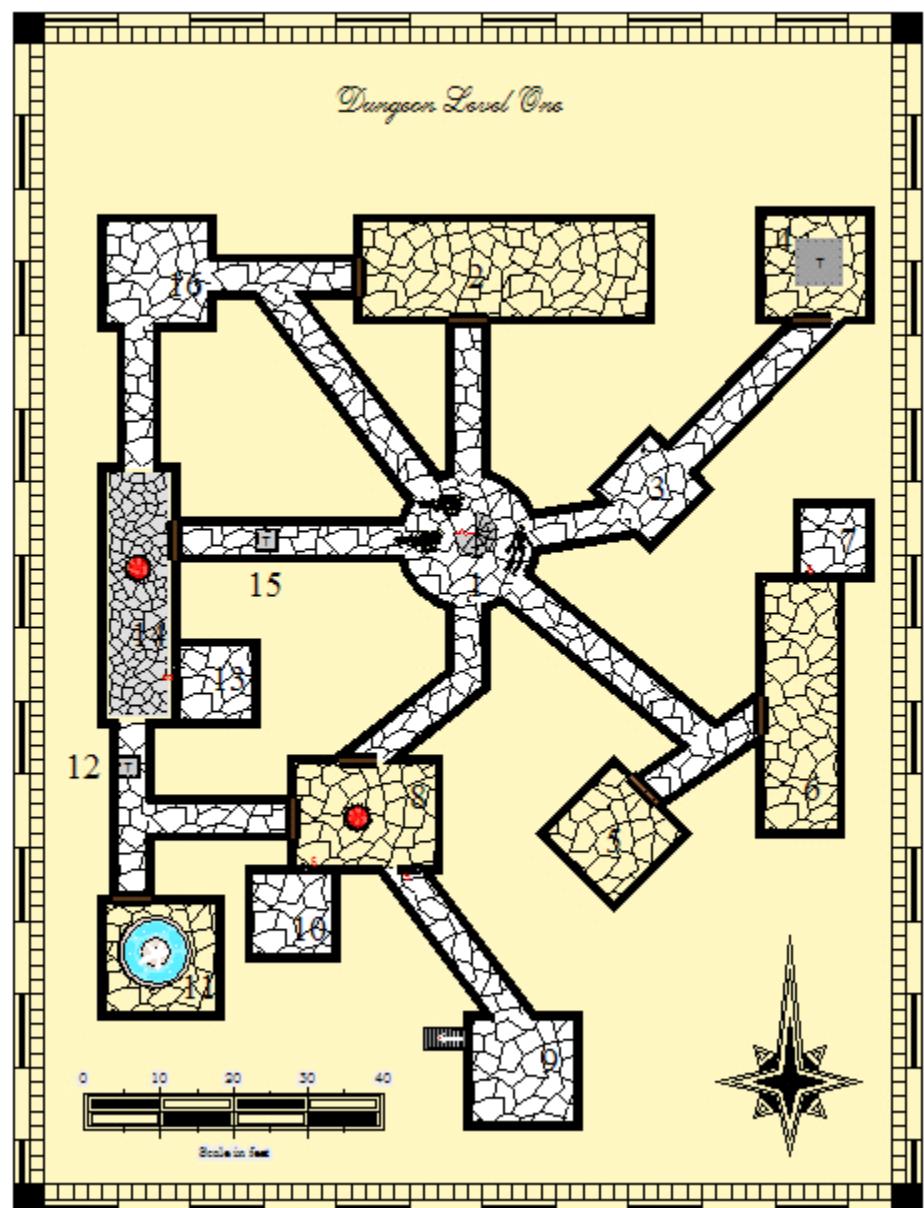
Skeletal Rat

No. Appearing:	1-10
Armor Class:	6
Move:	12"/6"
Hit Dice:	1
% in Lair:	0
Treasure Type:	none
# of attacks:	1
Damage/attack:	1-3 (bite)
Special attacks:	none
Special defenses:	one half damage from sharp weapons
Magic resistance:	standard
Intelligence:	non
Alignment:	neutral
Size:	small
Psionics:	none

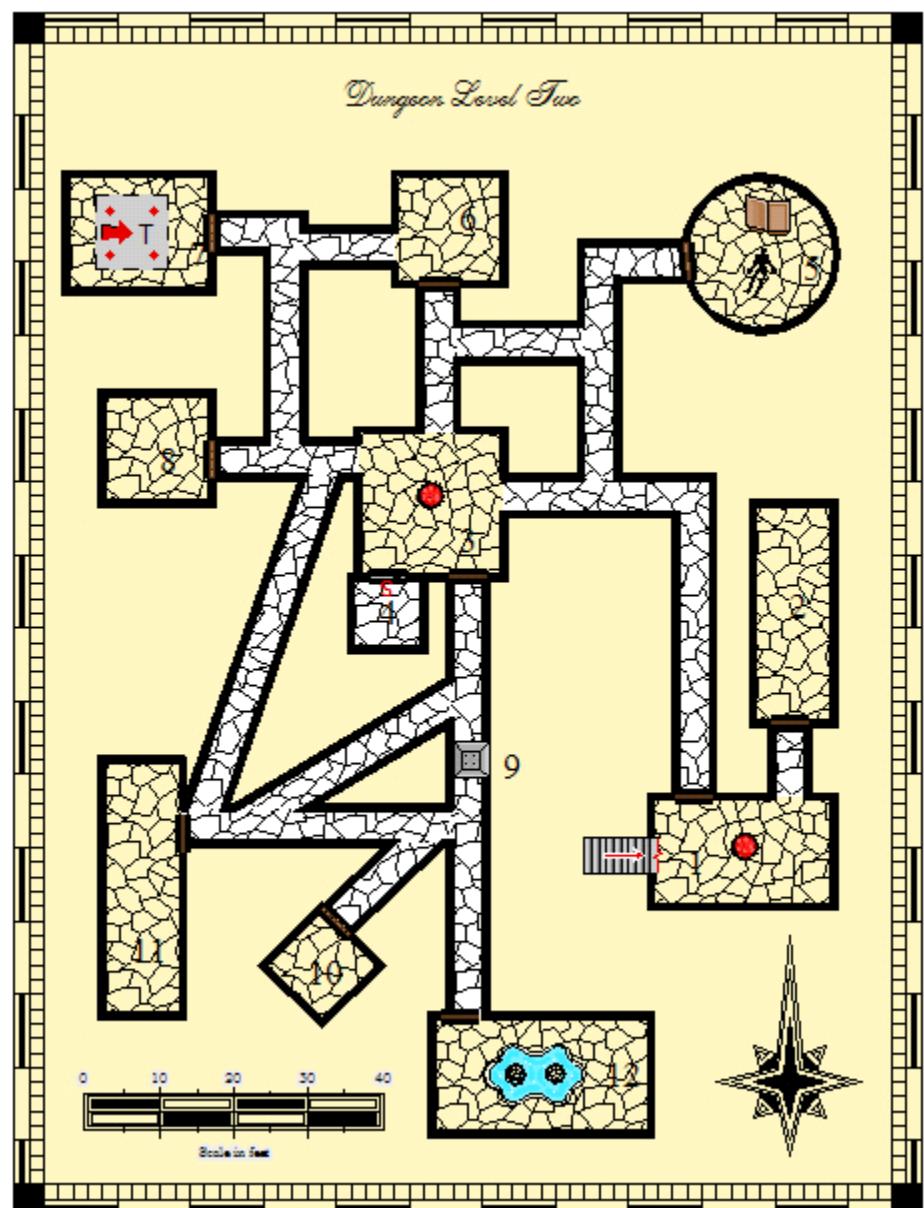
These are an undead form of rat. These creatures look like rats but are just bones with no fur or skin. They are larger than normal sized rats but are still fairly small. These creatures do not carry disease like their normal counterparts. However they are skeletal and will only take full damage from blunt weapons. Sharp weapons will do only one half damage. Like other forms of undead they are not affected by charm or sleep spells. They can be turned as normal skeletons.



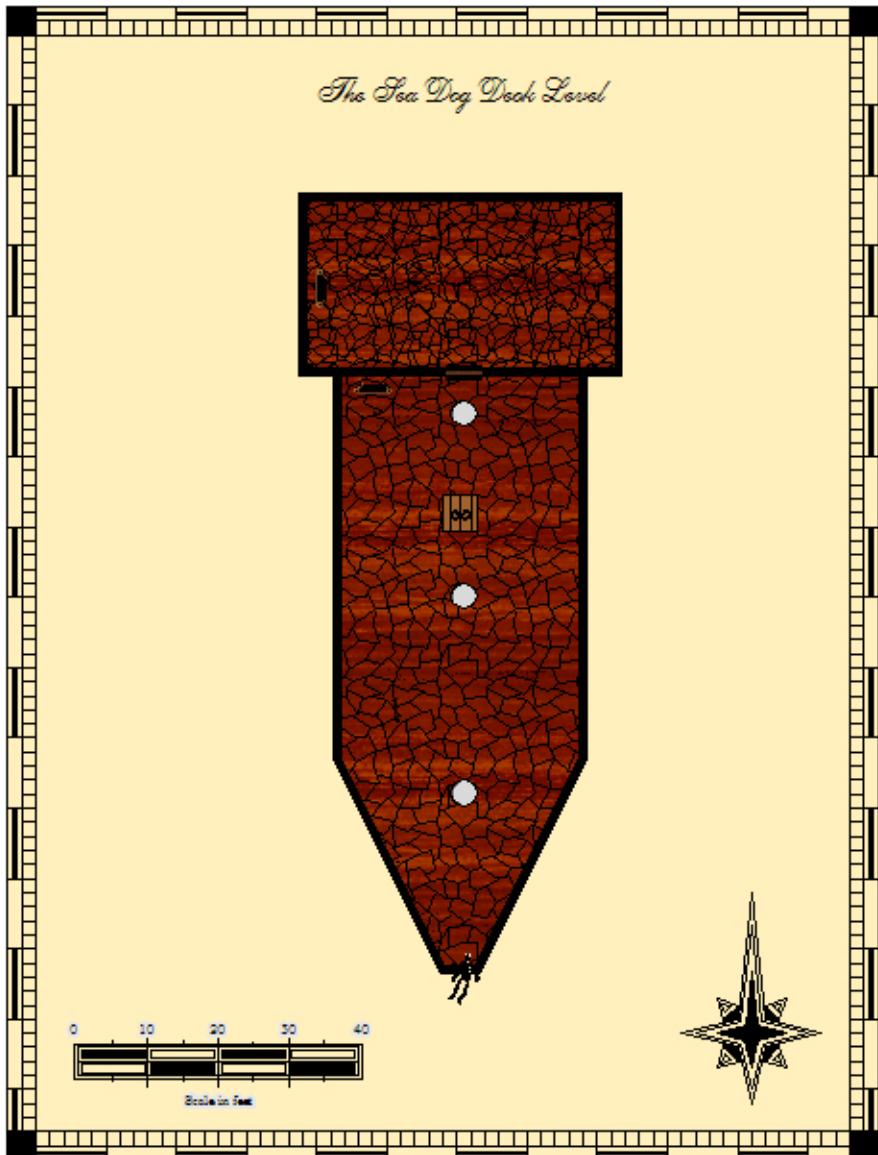




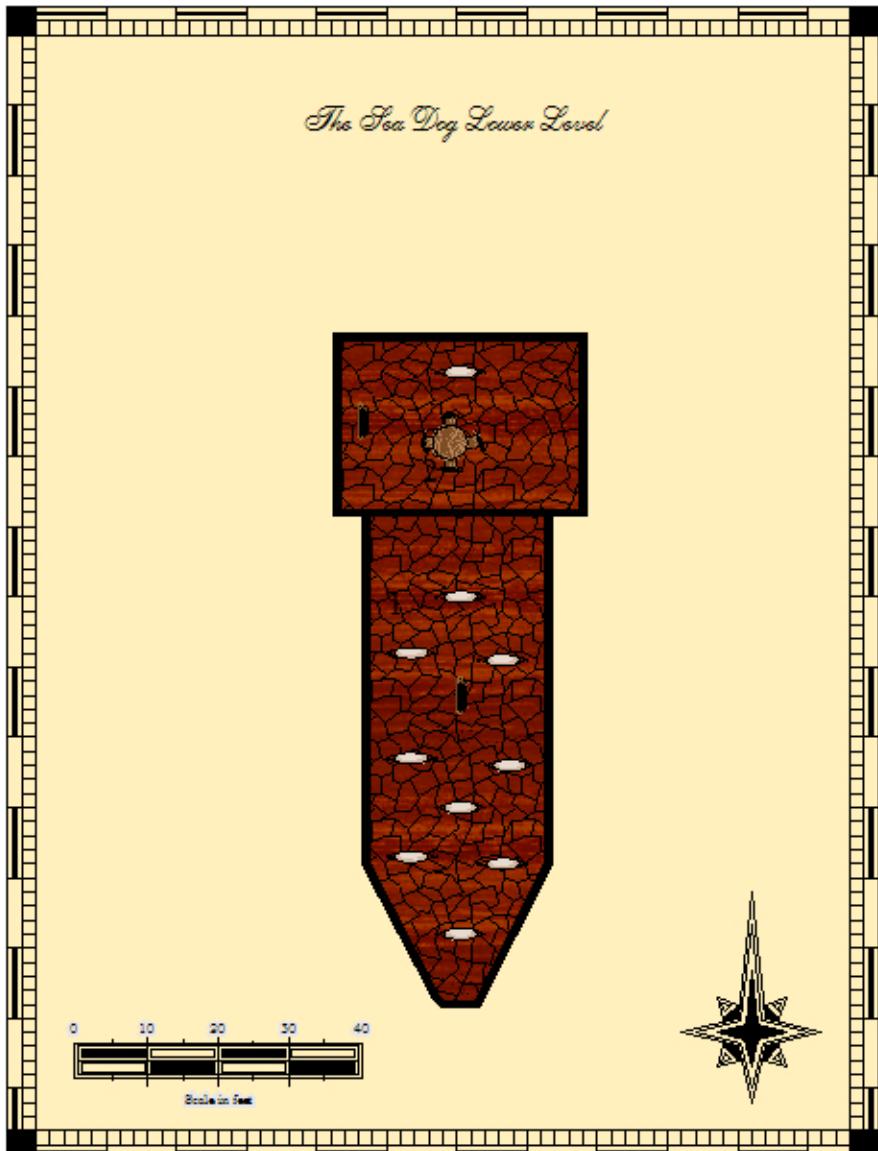
Dungeon Level Two



The Sea Dog Deck Level



The Sea Dog Lower Level



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