

DEAD MEN TELL NO TALES

AN OSRIC ADVENTURE



BY JOSEPH A. MOHR

DEAD MEN TELL NO TALES

AN OSRIC ADVENTURE FOR CHARACTER LEVELS 2-4

By Joseph A. Mohr

© Old School Role Playing 2017

OLD SCHOOL ROLE PLAYING

What is Old School Role Playing about?

At Old School we are all about the classic version of role playing games that were popular in the late 1970s to the early 1980s. You know the games. You played them as kids. They were far better than many of the later versions that came along. At Old School we bring you high quality adventures and adventure products for gaming at a reasonable price.

The adventures themselves are well thought out. They have a few puzzles, riddles and other encounters as well as plenty of monster bashing action. Some have been thoroughly play tested by other gamers. The goal is to provide you the game master adventures to use on the spur of the moment when players want to play and you do not have the time to prepare something spectacular.

Joseph A. Mohr

CREDITS

Dead Men Tell No Tales is written by Joseph A. Mohr

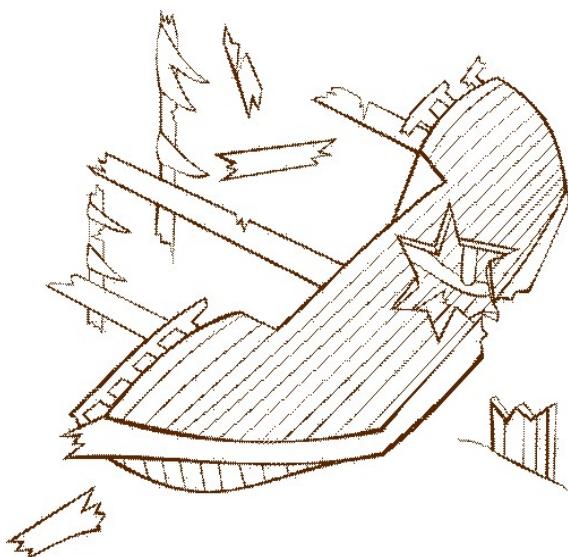
Cartography was made with Campaign Cartographer 2 Pro by Joseph A. Mohr.

Artwork included on the cover page and interior of this adventure were created by:

Adherer	Public Domain
Brazier	Fairytaledesign@depositphoto.com
Crab	Public Domain
Harpy	Samiramay@depositphotos.com
Hydra	Vukkostic@depositphotos.com
Jackalwere	Krisdog@depositphotos.com
Magic Fountain	Public Domain
Magic Fountain	Markinka@depositphotos.com
Mimic	Rajat Prajapati
Pirate Captain	Public Domain
Pirate Captain	Dover Clipart
Pirate Ship (Cover)	Public Domain
Pirate Statue	Public Domain
Ship in Bottle	Public Domain
Shipwreck	Public Domain
Skeleton in Chains	Public Domain
Skeleton Pirate	Aliencat@depositphotos.com
Skull	Romonakavlistki@depositphotos.com
Troll	Outsiderzone@depositphotos.com
Utar the Conjuror	Doddis@depositphotos.com
Village	3drendering@depositphotos.com
Zombie	Fairytaledesign@depositphotos.com
Zombie	Yuran1@depositphotos.com

BACKGROUND

This is a story about greed and revenge. It is also about piracy on the high seas and bringing justice to the wicked. The setting for this story is on the coast of the land of Zanzia. Of course, it is also quite possible that this adventure takes place on a coastline in your campaign world instead. The adventure is intended for four to seven characters of level two to level four in experience. Most of the monsters encountered will be relatively low level encounters but there are a couple which will be quite challenging for characters in that level range.



The story begins with the players discovering a shipwreck on the coast. This wreck has never been discovered before. A recent storm has blown this ship to the shore line where it wrecked on the rocks near the coast. The ship had been set adrift much earlier by pirates who had seized the ship

and looted all that was valuable. What they leave behind, however, is the first mate of the pirates chained to his share of the treasure as punishment for some perceived slight by his pirate captain. As a result he died and is now an undead reminder of the evil and greed of his former captain.



Captain Saldar is the pirate captain and he is thoroughly evil. He is infamous along this coast for being ruthless and cruel. He leaves few survivors of his raids. If someone does survive it is because he wishes that person to go back and tell stories about his cruelty.

The first mate was named Hulon in life. He made the mistake of inquiring as to his captain's methods of calculating prize shares. As punishment he was chained to a treasure chest aboard the ship that has wrecked here upon the shore and left to die with his share of the treasure. In order to gain his revenge he will offer the players a map to an island where the pirates hide their treasures. Of course, he will not tell the party that the treasures are guarded. He is hoping

that the players will go there and slay his former captain.

The ship is the Zanzian Queen. The Queen was a merchant ship laden with furs and other goods and was bound for the port city of Freeport before it was attacked and taken by pirates. Those treasures are no longer aboard.

GAME MASTER NOTES

Hulon has ulterior motives in sharing the “treasure map” with the players. He will try to convince them that the treasure is just theirs for the taking. He knows full well that the pirates will be there guarding it. He is hoping that the players will go there and kill Captain Saldar and the remaining crew.

A few of the monsters in this adventure come from the OSRIC Monsters of Myth booklet which is available for download for free as a PDF file.

PLAYER BACKGROUND

While you are resting in a small village near the coast you are awakened in the middle of the night by the sounds of a raging storm. As the morning dawn breaks the sounds of the storm diminish but you discover signs of the storm’s damage everywhere. Trees are down. Huts are damaged. And bits of floating wood can be seen all over the beach nearby. Far to the south along the beach there is a large structure which is partially in the water and partially on the beach. As you approach the object you realize that it is a shipwreck.

THE WRECK OF THE ZANZIAN QUEEN

The ship seems to have washed up on shore during the store and holed itself on the port side on rocks. This stretch of coastline is dangerous for ships as there are many submerged rocks from which to hole a ship. Now this ship wreck is on it’s side with a hole in the side where area 1 and areas 3 and 4 are located on the map. Area 2 is mostly intact with a little of that area exposed. During the night at least one creature found it’s way into the wreck.

This ship has been afloat for some time. Captain Sandar set this ship adrift after making all of the passengers and crew walk the plank and then chaining his own first mate to a chest and leaving him behind.

KEY TO ZANZIAN QUEEN

1. Captain’s Quarters

This portion of the wreck was once the quarters for Captain Imta of the Zanzian Queen. Imta and his crew were killed by the pirates who took over his vessel when they were made to walk the plank in shark infested waters. However, Captain Imta himself was spared this fate and was killed right here in his cabin. His skeletal remains are found here. This skeleton is not undead and is just a normal skeleton wearing a captain’s hat and the clothing of a ship’s captain.

The hammock here is long rotted away and anything of value here has long been stolen away by the pirates. However, close and careful inspection of this area will reveal a hollow board in the floor (actually it is the starboard side wall but the ship is on

it's side). Inside this hollow board is the ship's log with it's final entry. See Player Handout A.

2. Giant Crab

During the storm a visitor came aboard the ship seeking refuge from the howling winds and the roaring waves. This part of the ship is mostly intact and a few ragged hammocks stretch across the room. Also lurking here is a giant grab that is feasting upon a bit of sea lion that seems to have gotten too close to him during the night.

Giant Crab (1): AC 3; MV 9"; HD 3; HP 15; # At 2; Dmg 2-8/2-8; AL N.



3. First Mate Hulon

This room, or what remains of it, has a peculiar sight. There is a skeleton here which is animated and undead. But this skeleton is chained to a treasure chest. It will not immediately attack nor could it easily do so. The chest is filled and is quite heavy. It is far too heavy for the skeleton to move it.



The skeleton was once the first mate of the pirate Captain Saldar and was chained here for questioning his captain about the division of spoils. As punishment he was chained to this chest. He was given his share and then doomed by being chained to it and set adrift.

Hulon is his name and he is quite talkative. He will tell the players that he knows of a great treasure. If they will release him from his chains he promises to give them a map to the pirate treasure which he assures them is not far from here and is just waiting for them to go collect it. He promises that it will be quite easily taken as it is surely unguarded. The treasure is located on Skull Island which is just a little south of where the players are now located. If they charter a small boat the could get there in about one hour's time.

Of course, he knows that this is a lie. The treasure is in the hide-out of the pirates and will be guarded by Captain Saldar and

his men. Hulon's motive is revenge. He knows that he cannot get revenge alone but must have others do it for him. He sees that opportunity now.

Hulon is a normal skeleton: AC 7; MV12"; HD 1; HP 4; # At 1; Dmg 1-6; SD sharp weapons do only one half damage to him; SD immune to sleep, charm; AL CE. He is not armed and will not immediately attack unless attacked first. If he is released he will thank the players and give them his map "X marks the spot" and then leave by walking into the sea.

4. Green Slime

This portion of the ship was once the cargo bay but is now just a bunch of wrecked crates. The crates seem to be all wet and slimy as they have been exposed to the elements now for some time. Portions of the area seem to be greenish looking and wet.

Residing on the "wall" of this area (actually is the floor but ship is on it's side) is a green slime waiting to drop on anyone who gets too close to it.

Green Slime: AC 9; MV 0"; HD 2; HP 10; # At 0; SA attaches to living flesh and 1-4 rounds it will turn victim into a green slime; SA eats through metal in three rounds; SD can be scraped off if the implements used are thrown away; AL N.

5. Ship's Anchor

The ship's anchor stands upright in the sand at the bow of the ship. It has engraving upon it which clearly identifies it as belonging to the Zanzian Queen. The Zanzian Queen is a ship well known to have gone missing several months ago and has

not been heard from since. It was presumed lost to either storm or pirates. It was said to be loaded with a rich cargo of furs and other valuables.

6. Sand Dunes

This part of the coast is known to be quite dry and desert like. The beach here is quite hot and the humidity here is nearly overpowering. Random encounter roll here at the dunes.

7. Dead Trees

Along the edge of the beach are some dead trees. Some birds seem to be singing sweetly from these trees. The sounds of these birds seem rather compelling. Each of the players upon hearing them will feel the urge to walk forward into the trees to get a closer look and hear the music.

Sitting in the branches of one of these trees are two creatures that appear to be half woman and half vulture. They have the upper torso of a human female but the wings and talons of the bird. These foul creatures seem to be the source of the music. They are harpies (sirens).



Harpies (Sirens) (2): AC 7; MV 6"/15"; HD 3; HP 12 each; # At 3; Dmg 1-3;1-3;1-6; SA singing and charm unless the player saves versus magic; AL CE.

Hidden in a nest high up in the tree is a **dagger +1, +2 versus magic using and enchanted creatures** and a small sack with 45 silver pieces and 12 gold pieces.

8. Sea Lions

Waiting just twenty feet from the wreck is a sea lion. Her mate wandered too close to the wreck and was killed by the crab inside. Now she waits nearby just hoping to see if her mate might still be alive. She will not attack anyone inside the ship but if anyone gets in the water or spends too long close to the water she may attack them.

Sea Lion (1): AC 5/3; MV 18"; HD 6; HP 25; # At 3; Dmg 1-6/1-6/2-12; AL N.

SKULL ISLAND

Skull Island is an uncharted little sand bar of an island not too far from the coast. This little speck of an island has not really been noticed before because it does not appear to be liveable land. There does not appear to be any source of fresh water there so no one has wanted to settle there. Or so authorities have believed. Actually there was a small village on the island but it has long since died out.

When the players arrive at the island they will see evidence that a ship has been here recently. There are some kegs on the beach which seem to have been emptied. They once appear to have contained rum but that is long gone.

The players will arrive somewhere close to area 1 where the dead village is located. This area is sparsely covered with palm trees. The village itself is just a few huts.

RANDOM ENCOUNTERS ON THE ISLAND 1 IN 8

ROLL FOUR TIMES DAILY

1. **Mistweird (1):** AC 6; MV 6"; HD 4; HP 16; # At 1-4; Dmg 1-6; SD immune to sleep, charm, electricity, acid, and poison; SD fire and cold do one half damage to it; AL N. OSRIC Monsters of Myth P. 63.
2. **Hippogriffs (2):** AC 5; MV 18"/36"; HD 3+3; HP 14 each; # At 3; Dmg 1-6/1-6/1-10; AL N.
3. **Ghoul Monkeys (2):** AC 8; MV 12"/24"; HD 1-6 hp; Hp 3 each; # At 1; Dmg 1-6 (bite) or 1-4 (thrown rock); SD immune to sleep, charm, hold and cold; AL N. OSRIC Monsters of Myth P. 39.

KEY TO SKULL ISLAND

1. Dead Village

Five huts stand here in a clearing between the palm trees on this end of the island. These huts seem be abandoned now. There are signs that whoever lived here before has either left on their own or been the victims of some catastrophe. It is difficult to ascertain which might be the case. Each of the huts contains a bed and some ragged furniture but nothing of real value.

Actually this village is the home of the pirates when they are not out on the sea. Right now the ship is out searching for prizes so the villagers are gone. They are manning the ship. When they return they will come back to their huts to recuperate and rest for the next voyage.



A few drained kegs of rum are located in one of the grass huts. None of these have any rum left in them but they still smell of it.

2. Dead Trees

Towards the middle of the island the trees no longer seem to be thriving. These trees appear to be quite dead. Hiding in the dead trees are three undead creatures who have rarely been seen in these parts. Three **Ghoul Monkeys** are waiting to ambush anyone who comes along.

Ghoul Monkeys (3): AC 8; MV 12"/24"; HD 1-6 hp; Hp 3 each; # At 1; Dmg 1-6 (bite) or 1-4 (thrown rock); SD immune to sleep, charm, hold and cold; AL N. OSRIC Monsters of Myth P. 39.

3. X Marks the Spot

The sands in this area of the island seem to have been disturbed recently. Close inspection will reveal that there is a secret

trap door in the sand which is covered by the shifting sands on the island. The trap door leads to a spiral staircase which leads downward.

X Marks the Spot

Dungeon Levels

Buried under the island is the hide-out of the pirates and Captain Sandar. Spiral stairs lead down into an unlit area. The complex is made of stone walls and floors which have decorative tile. None of the rooms are lit unless otherwise specified in the text.

RANDOM ENCOUNTERS IN THE DUNGEONS 1 in 6

ROLL EVERY FOUR HOURS

1. **Sea Weed Slime (1):** AC 8; MV 2"; HD 3; HP 14; # At 1; Dmg suffocation; SA suffocation; SD immune to fire; AL N.
2. **Sea Walker (1):** AC 6; MV 6"; HD 4; HP 18; # At 2; Dmg 1-6/1-6; SA suffocation; SD immune to fire; AL N.
3. **Skeletons (3):** AC 7; MV 12"; HD 1; HP 4 each; # At 1; Dmg 1-6; SD sharp weapons only do one half damage; SD immune to sleep, hold, charm and cold; AL N.
4. **Pirates (3):** AC 4; MV 12"; HD 1-6 hp; HP 4 each; # At 1; Dmg 1-6 (short swords); AL CE.
5. **Zombies (2):** AC 8; MV 6"; HD 2; HP 10 each; # At 1; Dmg 1-8; SD always attack last in each round; SD

immune to sleep, charm, hold and cold; AL N.

6. **Zombie and Skeleton Pirates (2 Skeletons 1 Zombie):**

Skeletons (2): AC 7; MV 12"; HD 1; HP 4 each; # At 1; Dmg 1-6; SD sharp weapons only do one half damage; SD immune to sleep, hold, charm and cold; AL N.



Zombie (1): AC 8; MV 6"; HD 2; HP 10; # At 1; Dmg 1-8; SD always attack last in each round; SD immune to sleep, charm, hold and cold; AL N.

KEY TO THE DUNGEON LEVELS

DUNGEON LEVEL ONE

1. **Spiral Staircase**

A spiral staircase leads down to a circular room which is thirty feet below the trap door in the sand. The room is dark and cool compared to the heat of the island above. Waiting below are two zombies which patiently stand guard at the bottom of the stairs.

Zombie (2): AC 8; MV 6"; HD 2; HP 10 each; # At 1; Dmg 1-8; SD always attack last in each round; SD immune to sleep, charm, hold and cold; AL N.



2. Adherer

Waiting in this chamber is a strange creature. It appears to be human except that it is wrapped in very old bandages. It looks very much like a mummy. But it is not a mummy. It is a peculiar creature called an Adherer.

Adherer: AC 3; MV 9"; HD 4; HP 20; # At 1; Dmg 1-3; SD weapons striking the creature will stick to it and not be able to be retrieved short of boiling it in water or the creature choosing to release it; SD vulnerable to fire; SD magic missiles do 3-18 damage per missile to the creature; AL LE.

3. Pit Trap

This pit trap is ten feet deep and has a locking trap door that hides it from victims. Anyone falling into the pit will suffer 1-6 damage from the fall. There are no spikes in the pit below. The victim will not be able to open the pit from below.

4. Pit Trap

This pit trap is ten feet deep and has a locking trap door that hides it from victims. Anyone falling into the pit will suffer 1-6 damage from the fall. There are no spikes in the pit below. The victim will not be able to open the pit from below.

In the bottom of this particular pit, however, is a prior victim. Skeletal remains of this adventurer are all that remain of what used to be a thief that was exploring this dungeon. Close inspection of the remains will reveal that there is a rusted short sword, a tattered suit of leather armor and a broken lantern. Tied to the belt of the skeletal

remains of this adventurer is a thin piece of leather. This is a **sling of seeking +2**.

5. Secret Guard Room

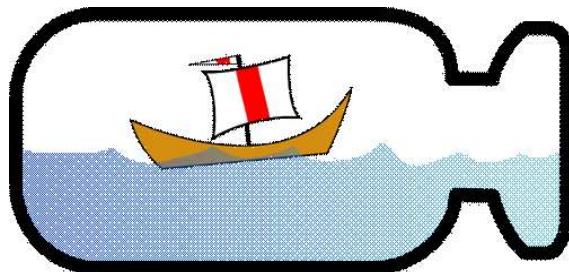
A person passing by this secret door has a 10% chance of noticing the peephole here that looks out into the hallway. This chance is in addition to the chance of finding the secret door that these guards hide behind.

Four pirates wait here to ambush anyone who invades this hide-out. They will come out of the secret door once adventurers pass and try to surprise invaders.

Pirates (4): AC 4; MV 12"; HD 1-6 hp; HP 4 each; # At 1; Dmg 1-6 (short swords); AL CE.

6. Ship in the Bottle Puzzle/Secret Room

This secret room has a short white pedestal with a glass bottle resting upon it. Inside of the bottle is a pirate ship. The bottle radiates magical energy.



The pedestal is trapped. If anyone lifts the bottle from the pedestal they will hear a rumbling as sand begins to pour into the room from hidden vents in the ceiling. The secret door that allowed the players

entry will slam shut and lock. It is a stone door and is difficult to break down to escape. The room will fill up with sand in ten rounds. Until that time the players are free to look for an escape route or find a way out by other means.

The bottle is made of ordinary glass and the ship inside appears to be made of ordinary wood. If the players break or cut the glass they will find a small magical key inside of the wooden ship. If the key is placed near the doorway the sand will stop flowing and the door will unlock.

7. Skeletons

This chamber is guarded by three skeletons wearing pirate clothing. Each is quietly watching the various hallways leading to this room. They will turn simultaneously towards any threat approaching them and advance together to attack.

Skeletons (2): AC 7; MV 12"; HD 1; HP 4 each; # At 1; Dmg 1-6; SD sharp weapons only do one half damage; SD immune to sleep, hold, charm and cold; AL N.



8. Cage Trap

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

A hidden trigger stone in the floor here will cause a concealed trap door in the ceiling to drop a heavy steel cage on anyone below who is near the trigger stone. Anyone below must roll a dexterity saving throw of 4D6 versus their dexterity. A roll of above dexterity means that the person is trapped by the cage. Anyone rolling below their dexterity has managed to dive away in time to escape. Anyone rolling equal to their dexterity is hit by the cage and pinned to the ground taking 1-6 damage in the process. The cage can be lifted but it is very heavy and weighs nearly three hundred pounds.

The noise of this cage falling will draw the skeletons in room 7 unless they have already been destroyed. If they have been destroyed then roll a random encounter check.

9. Statue/Riddle

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

In this room is a statue of a clam sitting upon a stone base. The clam is closed and cannot be opened. Etched upon the base of the statue are strange 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 someone speaks the word aloud then the mouth of the clam will open revealing a pearl inside. The pearl radiates magical energy. It is a **pearl of wisdom (c)**.

If someone speaks any other word out loud the statue will spit out a pearl which will turn out to just be paste. Then the statue will do nothing else and will ignore the players.

10. Iron Cobra and Friend

The door to this room is locked.

Waiting in this room are two guardians. Each of them serve the pirates that use this dungeon as their hide-out. One

is a strange looking contraption. It has the appearance of a snake but it is made entirely out of iron. The other is an older man wearing a long robe and carrying a withered looking staff.

Iron Cobra: AC 0; MV 12"; HD 1; HP 8; # At 1; Dmg 1-3; SA poison (save versus poison or take 1-3 damage from poison); SA the poison ducts in this particular snake have only two charges and after that will be dry; SA saving throws versus this poison are at -2; SD immune to sleep, charm, web; SD non-magical weapons do only one half damage; AL N.



Utar the Conjuror: Utar is the adviser of Captain Sandar and is the seer for the pirates that live here. He is a MU4; AC 10; HP 12; carries a wooden staff and wears a long black robe; spells memorized: **magic missile, sleep, message, mirror image, ray of enfeeblement**. He carries a wooden wand that radiates magical energy. It is a **wand of waves** with 7 charges on it.

There is a secret door here on the west wall in the northwest corner of the room. There are stairs leading downward from here in the south wall.

11. Secret Room

This secret room contains a large chest with a rusty old lock on it. The chest is made of wood and seems to have a great deal of water damage to it. The chest is locked, of course, but is not trapped. Inside the chest are 252 copper pieces, 103 silver pieces and 57 gold pieces. There is also a ring which radiates magical energy. It is a **ring of the tides**.

12. Pirate Statue/Riddle

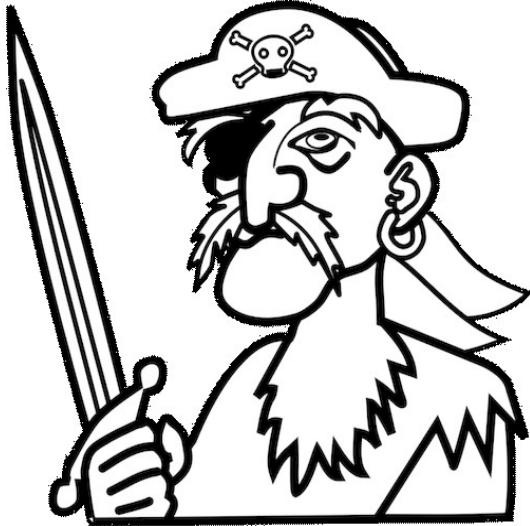
The door to this room is locked. Anyone listening at the door will hear the sound of waves breaking on the bow of a ship and the rustling of sails.

Standing tall in this room is the statue of a pirate. He wears a triangular hat and an eye patch and has a hook at the end of one arm and a pegged leg. He has a short beard and an evil grin. The statue radiates powerful magical energy. Engraved upon the base of the statue in the language of dwarves are some runes which form a riddle.

“I’m up.
I’m down.
I’m all around.
Yet never can I be found.
Who am I?”

The answer to the riddle is “wind.” If the answer is spoken aloud the eye patch on the statue will turn to cloth and radiate magic. It can be removed and worn by one who chooses to do so. If any answer is given then the statue will crumble to dust.

The eye patch is a **Pirate's Eye Patch.**



13. The Skull

The door to this room is locked. Anyone listening at the door to this room may hear hideous laughter from within.

Sitting upon a tall black pedestal is a bleached white skull. It grins as the players enter the room and seems to be animated. It has fire in its eyes and the source of these flames are unknown. The skull speaks as the players enter the room.

“I can bring tears to your eyes and a smile to your face.
I form in an instant and last for a lifetime,
but I can be forgotten.
What am I?”



The words are spoken to the players in the common tongue. The skull waits patiently for an answer to his question. If the correct answer “memory” is spoken aloud then the skull will be pleased and will laugh loudly. The skull will disappear and sitting upon the pedestal will be three potions. The potions are: **Potion of Healing, Potion of Speed, Potion of Heroism.**

Should an incorrect answer be given to the skull it will burn hot and explode within one round. The explosion will cause 1-6 damage to everyone in the room unless they make a saving throw versus magic for one half damage. Anyone not within the room will take no damage.

14. Spiny Horrors

The door to this room is locked. Anyone listening at the door may hear the sounds of little creatures rustling around.

This dark room has lots of refuse scattered on the floor. Pieces of broken furniture and a few broken arrows litter the floor. Blood trails lead north from this room.

There is a door leading north from this room. The blood trails lead that direction.

Five small creatures are hiding in this room. Each is similar to a spider except that they are quite furry. They are **Spiny Horrors**.

Spiny Horrors (5): AC 6; MV 12"; HP 1-6 hp; HP 3 each; # At 5; Dmg 1-2/1-2/1-2/1-2/2-5; SA jumping to attack; AL N. OSRIC Monsters of Myth P. 95.

15. Jackalwere

This room has blood all over it. The bodies of two humanoids are laying on the ground here partially dismembered. One wears a badly damaged suit of chain mail. The other wears a dented but still serviceable suit of plate mail. The weapons and shields of these two are badly damaged and not usable.



Feasting upon one of the legs of these deceased is a creature that stands upright yet looks like a cross between a jackal and a man. His eyes seem to shine.

Jackalwere (1): AC 4; MV 12"; HD 4; HP 19; # At 1; Dmg 2-8; SA gaze causes sleep unless saving throw versus magic is made; SD +1 weapons or better to hit; AL CE.

The suit of plate mail is a normal human sized suit and still has some value. It would probably fetch 200 gold pieces if sold due to the damage it has sustained but it is still quite usable as a suit of plate mail. Close inspection of the bodies will reveal that the wearer of the chain mail still has a **periapt of health** around his neck.

16. Fire Beetles

The door to this room is locked. Anyone listening at the door to this room may hear some scuttling of small creatures within.

When the door to this room is opened the brightness from within might be near blinding to those who are entering. Small creatures here are giving off a great deal of light. There is a bit of refuse here on the floor and the body of a slain adventurer lies on the floor here. The adventurer wears a suit of leather armor which seems to be intact. He has a bent dagger on the floor nearby him.

Fire Beetles (4): AC 4; MV 12"; HD 1+2; HP 6 each; # At 1; Dmg 2-8; AL N.

The suit of armor is a **+1 leather armor**.

17. Pit Trap

This pit trap is ten feet deep and has a locking trap door that hides it from victims. Anyone falling into the pit will suffer 1-6 damage from the fall. There are no spikes in the pit below. The victim will not be able to open the pit from below.

18. Eye Killer

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

This room is very dark but the outline of a creature is quickly discerned. There is a strange looking creature here that looks sort of like a bat with the lower half of a snake. It has wings and eyes which glow bright. It is an **Eye Killer**.

Eye Killer (1): AC 5; MV 9"; HD 4; HP 20; # At 1; Dmg 1-6; SA death stare against anyone carrying a light source (save versus death ray or die from the reflection of light source by the creature towards the victim); AL CE.

There is a secret door on the east wall of the room.

19. Secret Storage Room

This secret area has several crates which are stamped with the logo of the Zanzian Queen shipping line. The crates are filled with dried food stuffs which are still quite edible. There are also several kegs of rum here.

While these items have value they are quite heavy and difficult to move. Each crate weighs 200 lbs. Each keg of ale weighs 100 lbs. There are four crates and four kegs.

Each would be worth 25 gold pieces if taken and sold.

There is also a rack here with four muskrat coats. Each is water damaged but would still be worth 100 gold pieces each. There is also a seal skin cape worth 125 gold pieces.

20. Spear Trap

A trigger stone in the floor about halfway between the two rooms at the end of the hallway will cause a spear trap to activate about thigh high causing 1-6 damage to the person triggering the trap unless they make a saving throw versus dexterity of 4D6 versus dexterity to avoid being hit. A roll of equal to or less than dexterity means success in avoiding being hit.

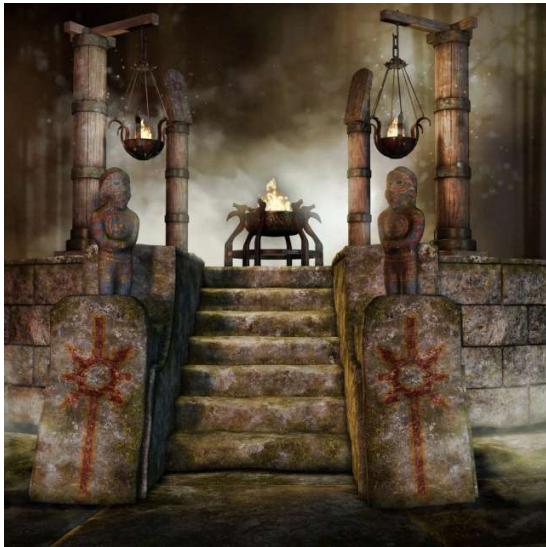
DUNGEON LEVEL TWO

1. Entrance to Second Level

This large chamber is not lit. A trigger stone in the floor here will cause a vent in the ceiling to begin filling the room with gas. Anyone within 20 feet of the person who triggered the trap must make a saving throw versus poison or fall asleep for 1 turn. There will be a random encounter roll during that time. Hallways lead several directions from this room. A few old bones litter the ground here and small blood trails lead in every directions from here.

2. Circular Room/Fire Snake

The door to this room is locked. Anyone listening at the door of this room may hear flames licking the edge of the fire pit.



This room is well lit by a large brazier in the center of the room which is red hot with flames. The room is circular in shape and has a domed roof. Murals are painted on the walls and ceiling of this room with maritime scenes of pirate ships and pirates in various poses. Enemies being forced to walk the plank, men being hung by the yardarm and men being killed in battle are depicted.

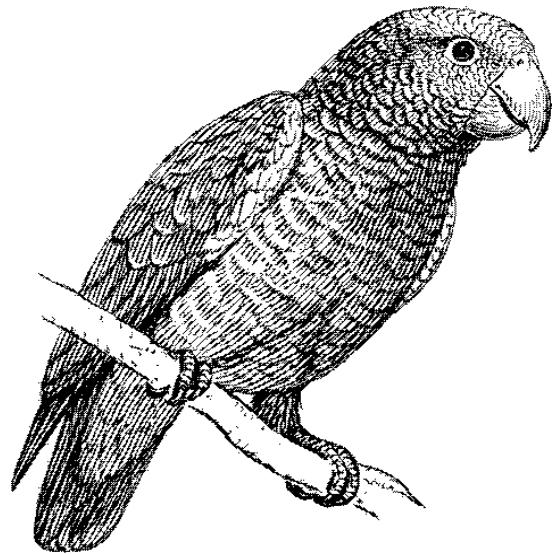
Suddenly out of the flames of the fire pit jumps a creature that is terrifying. The creature appears to be a blood red colored snake. It is a **fire snake**.

Fire Snake (1): AC 6; MV 4"; HD 2: HP 12; # At 1; Dmg 1-4; SA paralyzation for 2-8 turns unless saving throw versus poison is made; SA 60% chance of surprise; AL N.

3. **Talking Parrot**

The door to this room is locked. Anyone listening at the door to this room may hear the sound of someone talking.

Inside of this room is a parrot perched upon a stand that is about head high. The parrot is beautifully colored and looks directly at the players as they arrive in the room. The rest of the room is nearly empty. There are a few scattered pieces of litter and refuse on the ground.



The parrot is a normal parrot yet he radiates magical energy but not evil. Suddenly the parrot speaks.

“Polly is a good bird!” he exclaims.

“Polly knows a secret....yes he does...he does indeed....”

“Do you know the answer? I thinks ye does but know not for sure....”

“Does ye know the answer yes or no?”

If someone answers yes then he will ask the following riddle. He will only accept

an answer from the person who answered yes. Anyone else answering will be ignored.

“Die without me, never thank me.
Always watching, never speaking.
Always lurking, never seen.

What am I?”

The correct answer is “sun.” If the person who said yes speaks this word aloud then the parrot will make loud sounds and then speak.

“Yes indeed ye knows the answer. Come forward and collect your reward!”

If the person who answered comes to the parrot then the parrot will look into the player’s eyes and glow white. From his eyes two beams will flow into the eyes of the player and suddenly the player will feel much more powerful. That player will gain +1 to their primary attribute.

If the player speaks the wrong answer, however, the bird will also speak.

“Yes indeed ye knows the answer. Come forward and collect your reward!”

If the player comes forward the bird will punish them by casting a spell and cursing the player for his foolishness. The player must save versus magic or be cursed by the bird and suffer -1 to all saving throws until the curse is lifted by some means.

4. Gelatinous Cube

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

This room is dark. The floor here seems relatively clean compared to others that have been seen so far. Suddenly the reason for this becomes clear. A strange gelatinous blob begins moving towards the adventurers. Within the blob are the bones and refuse that have been collected in the body of the creature. A few other articles also seem to be inside of it. It is a **gelatinous cube**.

Gelatinous Cube (1): AC 8; MV 6"; HD 4; HP 22; # At 1; Dmg 2-8; SA surprise on 1-3; SA paralyzation on touch unless saving throw is made; SD cold only does 1-4 damage and slows creature if it fails a saving throw; SD immune to electricity, fear, hold, paralyzation, polymorph, and sleep; AL N. Inside of the cube are 3 gems: a moss agate worth 10 gold pieces, a zircon worth 45 gold pieces and a amethyst worth 100 gold pieces. There are also 13 silver pieces and 25 copper pieces inside of the cube. Also picked up by the cube is a **ring of protection +1**.

There is a secret door to room 5 in the north wall of the room.

5. Treasure Room/Mimic

Three large chests dominate this room. All have locks on them. Each looks virtually identical. None of the chests are trapped. But one of the chests is not a chest at all. It is a mimic pretending to be a chest and it will attack when someone attempts to open it or pick the lock.

Mimic (1): AC 7; MV 3"; HD 7; HP 23; # At 1; Dmg 3-12; SA glue; SD camo; AL N. This mimic speaks common, elvish and dwarvish. If offered food he will cease his attacks and will become friendly. He knows that the pirates are evil and he serves them

only because they occasionally bring him food to guard their loot. He would love to leave this place and go elsewhere.



Chest # 1: This chest holds 259 copper pieces and 174 silver pieces. There is also a jeweled sword with a silver blade. It is studded with gems (tiger eye gems). It is worth 250 gold pieces.

Chest # 2: This chest hold 66 electrum pieces and 121 gold pieces and 12 platinum pieces. There are two earrings made of gold worth 25 gold pieces each and a silver necklace with a pearl at the center worth 250 gold pieces. There is also a gold holy symbol worth 50 gold pieces. A quiver with **6 +1 arrows** is also buried in the coins in this chest.

6. Fountain/Water Weird

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

Inside this room is a large fountain. The fountain is so big that it dominates the entire room. The fountain has a statue of a gargoyle in the center of it. The statue and the fountain radiate magic. There are some coins in the bottom of the fountain. Twelve silver pieces and six gold pieces are in the fountain basin.



The statue and fountain radiate magic because of spells that have been cast upon it but they have no real magical effect. However, a creature has made this fountain it's home. It is a **water weird**.

Water Weird (1): AC 4; MV 12"; HD 3+3; HP 16; # At 0; SA drowning; SA strikes as a 6HD monster and pulls victim under water unless they save versus paralyzation; SD sharp weapons do only 1 hp damage to it; SD cold slows it; SD fire does one half or no damage; SD blunt weapons do full damage; SD total damage equal to it's hit points disrupt it but it will reform in 2 rounds; SD purify water will kill it; AL CE.

7. Troll

The door to this room is unlocked. Anyone listening at the door of this room may hear grunting or chewing sounds within.

Scattered across this room are arms and legs from various adventurers who had the misfortune of finding this room first.

They were slain by the creature here that seems to be feeding on these body parts. It is greenish in color with dull black eyes. It is a troll and it seems quite hungry.

Troll (1): AC 4; MV 12"; HD 6+6; HD 29; # At 3; Dmg 5-8/5-8/2-12; SA can fight 3 different opponent at one time; SD regenerates 3 hp per round unless fire or acid is applied to the creature to cause it no longer to regenerate; SD limbs will reattach if cut off until fire or acid is applied; AL CE.



There are three adventurer bodies on the floor here. One appears to have been a wizard and wears a blue robe with yellow stars etched on it. Another seemed to have been a cleric and wears a badly mauled suit of plate mail and has a bent mace nearby. The third appeared to have been a fighter and has a badly damaged axe and damaged chain mail on. He has a large sack nearby and a broken lantern.

The robe is a **robe of useful items (MU)**.

Inside the large sack are: 142 copper pieces, 133 silver pieces and 53 gold pieces. There are also two pearls worth 100 gold

pieces each and a silver candlestick worth 15 gold pieces.

8. Brazier

The doors to this room are unlocked. Anyone listening at the doors to this room may hear the sound of flames flickering.

In the center of this room is a large metal brazier with red hot coals burning inside of it. This brazier gives off enough light to see easily in this large circular room. The room has a domed roof and there are murals painted on the walls and ceiling of this room depicting scenes of the life of a pirate at sea. Scenes of swabbing decks, looting and pillaging and killing other sailors with cutlass strokes dominate the images. There are torch sconces on each side of each of the doorways into this room. All have torches in them but none of them are lit.

The brazier radiates powerful magical energy.

If any of the torch sconces are closely inspected one may notice that they can all be rotated 180 degrees. If one is turned upside down the fire in the brazier will extinguish and the other five torches will light up in flames.

Under the coals of the brazier are three gems: One jasper worth 50 gold pieces, one jade worth 100 gold pieces and one amber worth 100 gold pieces. There is also a **ring of fire resistance** hidden there as well.

9. Magic Fountain

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

The room is dominated by one large fountain. In the center of the fountain is the statue of a pirate pouring water into the basin from a bucket in his hands. He wears a bandana and an earring in one ear. He has an eye patch over one eye.



The fountain radiates magical energy. The source of the water is unknown.

Anyone drinking from the fountain will be affected randomly as follows:

1. Save versus magic or sleep for 1 turn
2. Save versus magic or paralyzed for 1 turn
3. Save versus magic or diseased (leprosy)
4. Save versus poison or poisoned for 1-6 damage
5. Save versus poison or poisoned for 1-3 damage for 1-3 rounds
6. Save versus magic or cursed for 1 turn (-1 to all saves)
7. Save versus magic or player shrinks to six inches tall for 1 turn
8. Save versus magic or player is turned to gas for 1 turn

9. Save versus magic or player is teleported out of the dungeon and to the opening where the trap door to the first level begins
10. Save versus magic or be blinded for 1 turn
11. Blessed for 1 turn
12. Healed for 2-8 damage
13. Shield spell effects player
14. Barkskin effects player
15. Invisibility for 1 turn
16. Protection from evil for 1 turn
17. Heroism for 1 turn
18. Haste (without the negative effects) for 1 turn
19. Resistance to fire, acid, lightning and cold for 1 turn (as per the ring of fire resistance)
20. Invulnerability (as per the potion) for 1 turn

10. Statue/Puzzle

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

In this room is a peculiar looking statue. It depicts the steering wheel of a ship. The wheel is held in place on a large concrete base which has runes etched upon it in common tongue.

“Turn the wheel and move the ship to starboard and avoid the perils of the sea.”

To turn a ship to starboard one needs to turn the steering wheel to the left (towards the port side) which turns the ship’s rudder in that direction and steers the ship to the right.

If the players approach the statue they will notice that it can be rotated. If the player turns the wheel to the left the statue will reward the player. If he turns it to the

right a wave will strike the player out of nowhere and driving him into a wall where he will take 1-6 damage from the impact. If the correct turn is made the player will find a weapon in his or her hands instead of the wheel. It will be a **mace +1, +3 versus undead.**

11. Winged Viper

The door to this room is locked. Anyone listening outside of the door to this room may hear of wings flapping.

This room has a high ceiling that is about twenty five feet high. Flying in this room is a peculiar creature that looks like a snake with the wings of a bat. Lying on the ground below are the bodies of two pirates who apparently died feeding this creature. Both appear to have been bitten and died of poison.



Winged Viper (1): AC 4; MV 36"; HD 2+2; HP 13; # At 1; Dmg 1; SA poison save at +4 but take 1-8 damage from the poison even if save versus poison is made but death

if save is failed; AL NE. OSRIC Monsters of Myth P. 94.

In one corner of the room is a nest made of bones and trash. Sitting atop this nest are five eggs. These eggs are worth 50 gold pieces each if sold in town.

12. Captain Saldar and his First Mate/Acid Pit

The door to this room is locked. Anyone listening at the door to this room may hear people talking in common tongue. The door is too thick to hear exactly what is being said.

When the party enters this room they will two pirates. One appears to be a captain. The other looks like an officer. He might be the first mate. Both are arguing over something as the party arrives.



Between the party and the two men is a pit of acid which is hidden by a trap door. The pit is large but any weight on the trap door more than 100 lbs will cause the door to fall and players to fall into the acid pit. The person falling may roll a dexterity saving throw to avoid falling in. 4D6 are rolled and compare to the dexterity score of the player. A roll of equal or less means the player has avoided falling into the acid. Anyone falling into the acid will take 1-4 damage per round until they climb out of the acid. Their weapons and armor will need to roll a saving thrown on the corrosion table to avoid destruction.

Captain Saldar: F4; AC 3; HP 32; **Chain Mail +1;** Shield; **Long Sword +1, +2 versus fire using creatures and cold using creatures;** AL CE; wears a golden earring with a pearl in it in one ear worth 175 gold pieces, carries a purse on his belt with 27 gold pieces in it.

First Mate Jimena: F3; AC 4; HP 21; Chain Mail; Shield; **Spear +1, +2 versus giant classed creatures;** has an eye patch with a peridot gem hidden under neath it worth 250 gold pieces.

There is a secret door on the west wall of this room.

13. Secret Room

This room has one very large chest in the center of it that has a large lock on it. The chest is locked and is trapped. Anyone opening this lock without disarming the trap will release gas into the room from hidden vents in the ceiling and walls. The gas is corrosive and everyone present will need to make saving throws for armor and weapons if the trap is not disarmed first.

Inside of the chest are:

Six Mink pelts worth 3 gold pieces each
Twelve Sable pelts worth 5 gold pieces each
Twenty Beaver pelts worth 2 gold pieces each
Four Fox pelts worth 3 gold pieces each
Six Seal pelts worth 5 gold pieces each
A golden sextant worth 150 gold pieces
A silver pocket telescope for use at sea worth 50 gold pieces
A silver compass worth 25 gold pieces
Two ivory figurines of manticores worth 25 gold pieces each
One jade dragon figurine worth 150 gold pieces
A **wand of magic missiles** with 11 charges
A scroll with magic user spells: **scare, strength, knock, find familiar, feather fall.**

14. Hydra

The door to this room is locked. Anyone listening at the door to this room may hear the sound of some large creature moving around and what may sound like a snake.

Within this room is the stuff of nightmares. The pirates have been feeding a creature here which is so horrifying that it is the stuff of legends. It is a five headed **hydra**. The bones of several prisoners who have been thrown into this room to feed the hydra are scattered on the floor here. There are blood stains everywhere.

Hydra (1): AC 5; MV 9"; HD 5; HP 25 (each head has 5 hit points); # At 5; Dmg 1-6/1-6/1-6/1-6/1-6; SA can attack several opponents at once; SD all heads must die before creature dies; SD this is not a lernian hydra and the heads will not grow back;

There is a secret door here in the west wall of the room.



15. Secret Room

This secret room contains a treasure chest which is open and filled with coins and gems. The chest contains 343 copper pieces, 255 silver pieces, 133 gold pieces and 24 platinum pieces. There are also three bloodstones worth 50 gold pieces each, two aquamarines worth 100 gold piece each and six malachites worth 10 gold pieces each. There is also a silver armband studded with turquoise worth 150 gold pieces and a jeweled comb made of gold and with lapis lazuli gems in it worth 100 gold pieces.

This is the end of the adventure.

NEW MONSTERS

Sea Walker

ARMOR CLASS:	6
MOVE:	6"
HIT DICE:	4
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/1-6
SPECIAL ATTACKS:	Suffocation
SPECIAL DEFENSE:	Immune to fire
MAGIC RESISTANCE:	None
ALIGNMENT:	N
SIZE:	M

These creatures are similar to Shambling Mounds except that these are made from sea weed. If one of these creatures strikes the same person successfully twice in the same round then the creature will grab the person with both "hands" and begin suffocating the victim. The victim can try to break away if they have a high strength. The chances are the same as a break door roll. It will take the creature 3-12 rounds to suffocate a victim this way.

Sea Weed Slime

ARMOR CLASS:	8
MOVE:	2"
HIT DICE:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Suffocation
SPECIAL ATTACKS:	Envelopment
SPECIAL DEFENSE:	Immune to fire
MAGIC RESISTANCE:	None
ALIGNMENT:	N
SIZE:	M

This creature is just a mindless blob of seaweed that moves slowly along the floor. It will attempt to envelope a victim and suffocate him. If it strikes a victim it will cover that victim and try to suffocate him or her. It will take 2-8 rounds to succeed. The creature can be killed during this time but damage to the creature may (25% chance) strike the victim as well.

NEW MAGIC ITEMS

Pirate's Eye Patch - anyone wearing this eye patch has a 1 in 6 chance of finding a secret door if there is treasure hidden behind it. This patch, however, will not increase the odds of someone who already has a chance of discovering secret doors like an elf. The patch also requires active searching for the door. It will not give the user a passive chance of discovery.

Ring of Tides - The wearer of this ring has the ability to use a lower water spell (as the 4th level cleric spell) as if he or she were a 10th level cleric once per day. They can also use the reverse spell with this ring.

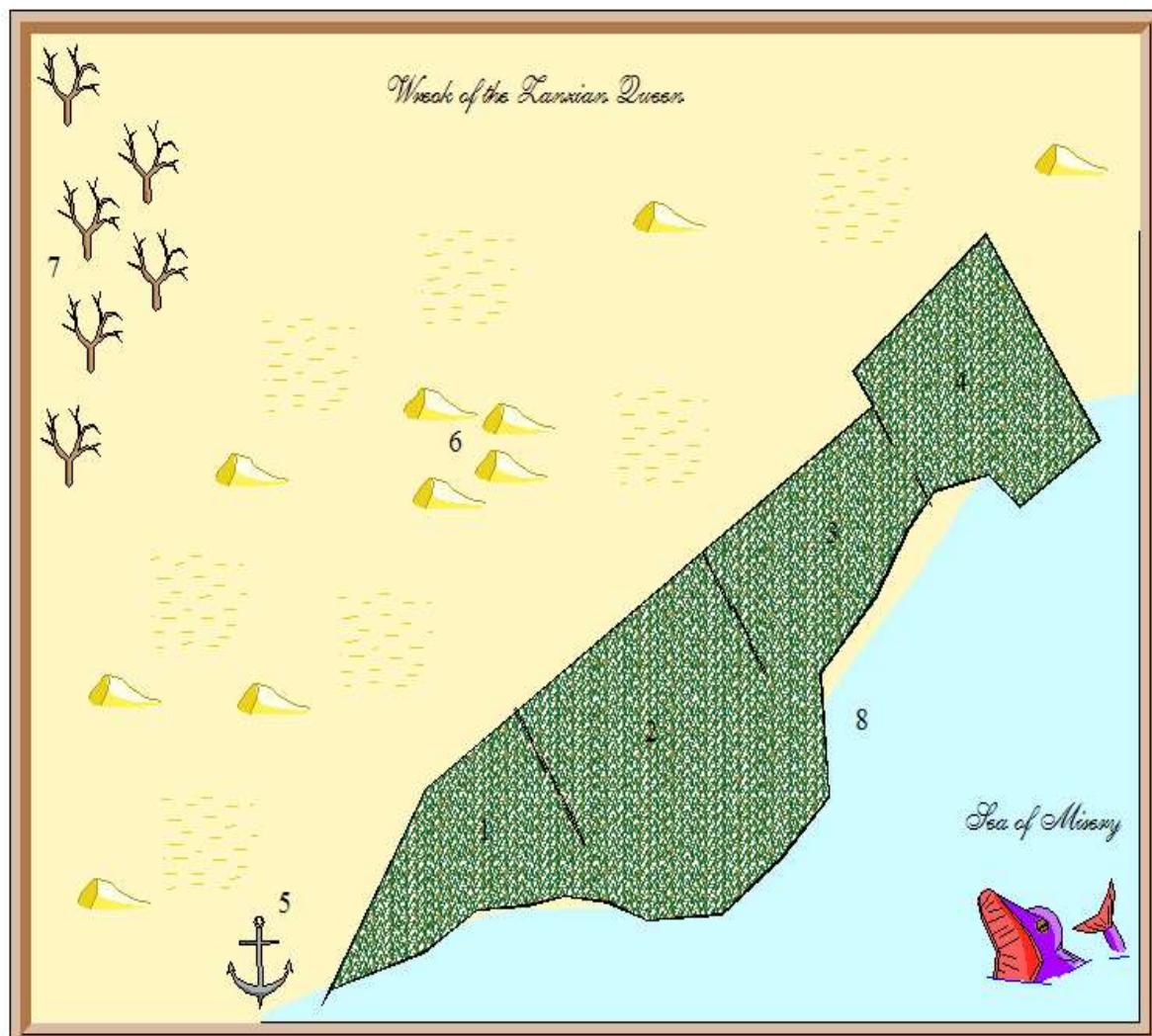
Wand of Waves - The user of this wand can cast a gust of wind spell as a magic user of 11th level. However this spell will only work when around water. This effect will cause large waves in the water to move away from the person holding this wand causing fires to go out and creatures in the path of the water to be doused with the water.

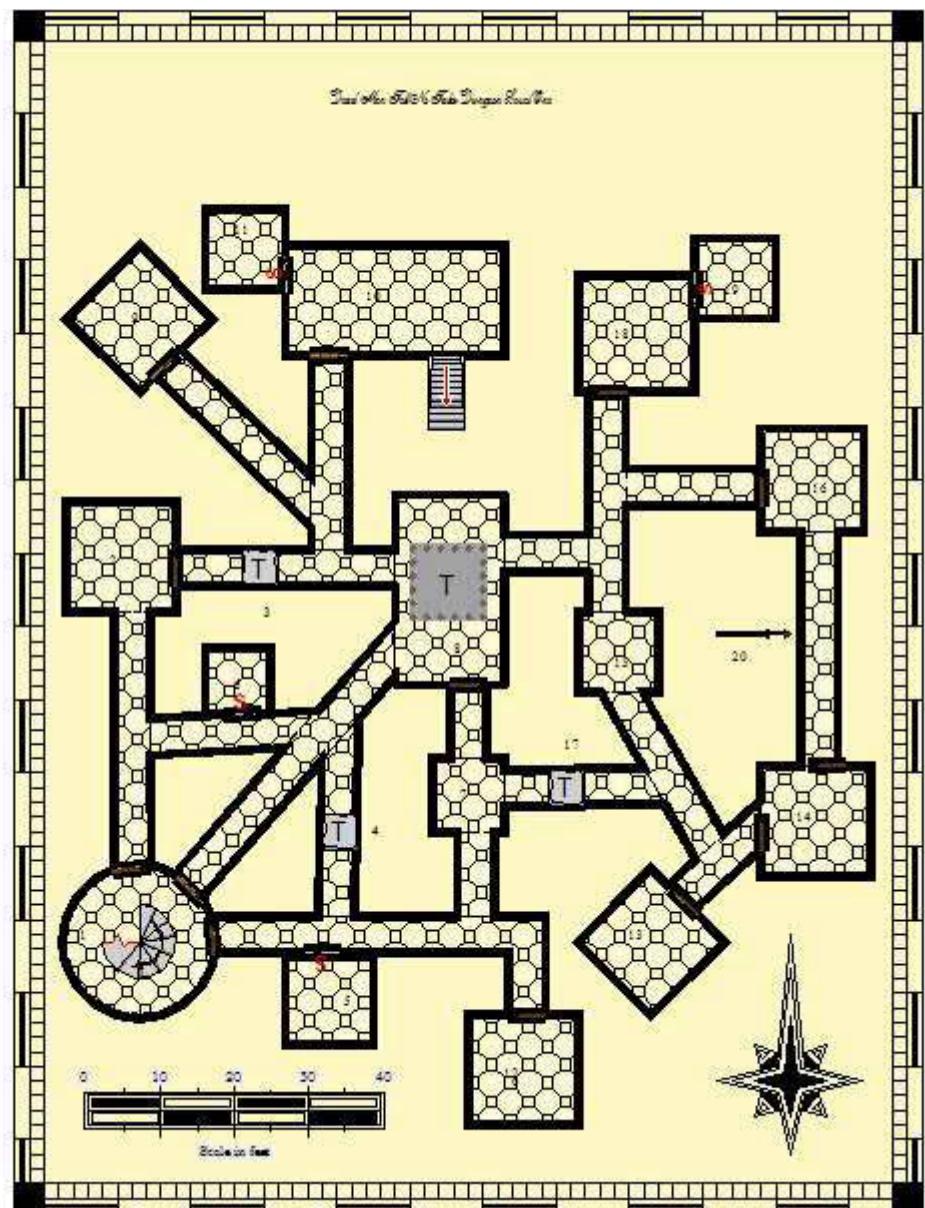
PLAYER HANDOUT A

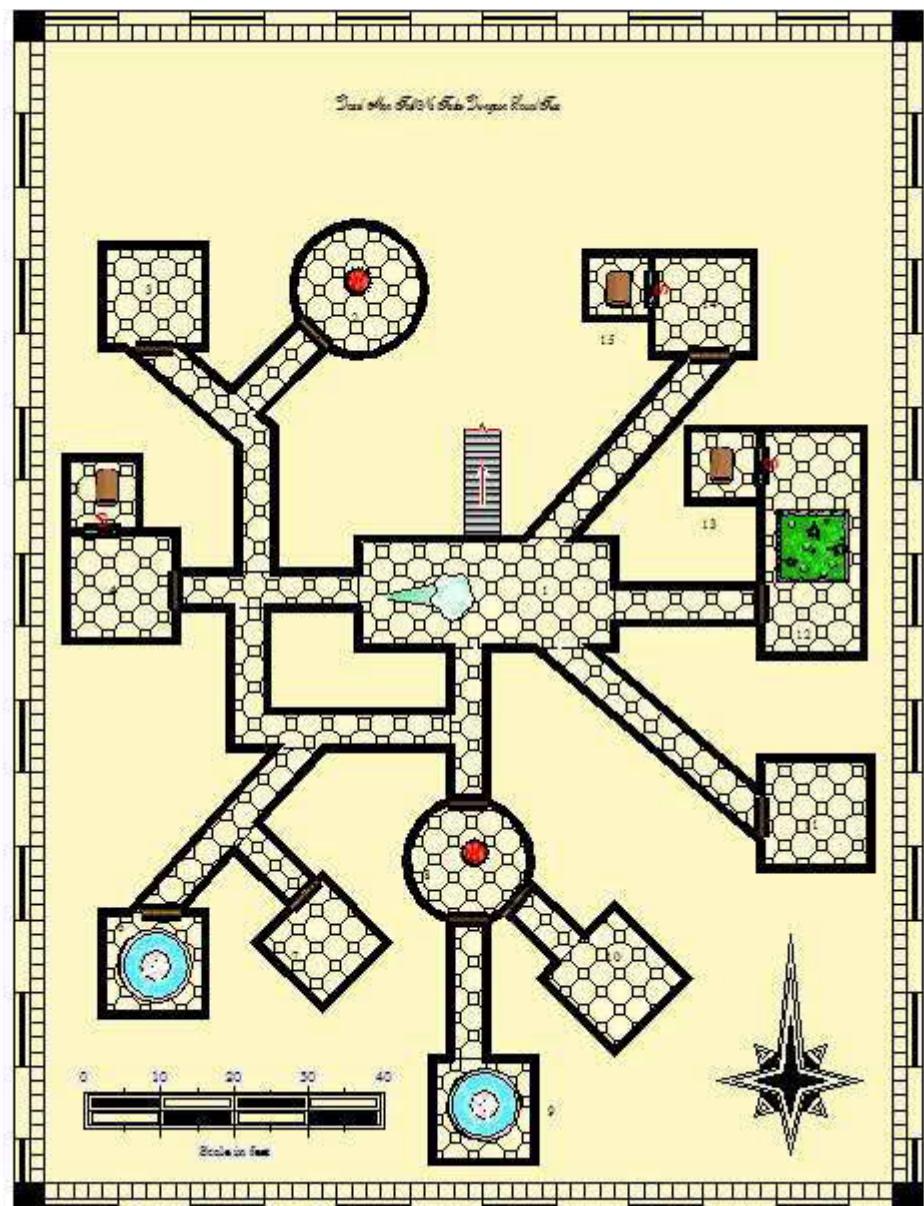
“Captain’s Log

This shall be my final entry. The pirates are upon us and we cannot out run them. It is the dreaded Captain Saldar and his fiends that have overtaken us. I am hiding this where they will hopefully not discover it so that whoever does will know what has become of us. Saldar is known for taking few prisoners. He loves the plank and it appears that shall be our fate. The Zanzian Queen has been a good ship and I loathe to lose her to this scum of the seas.

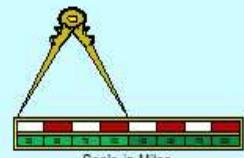
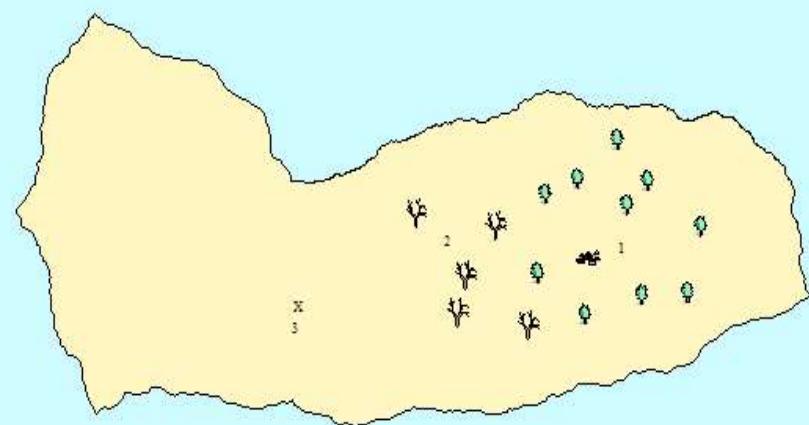
Captain Imta”



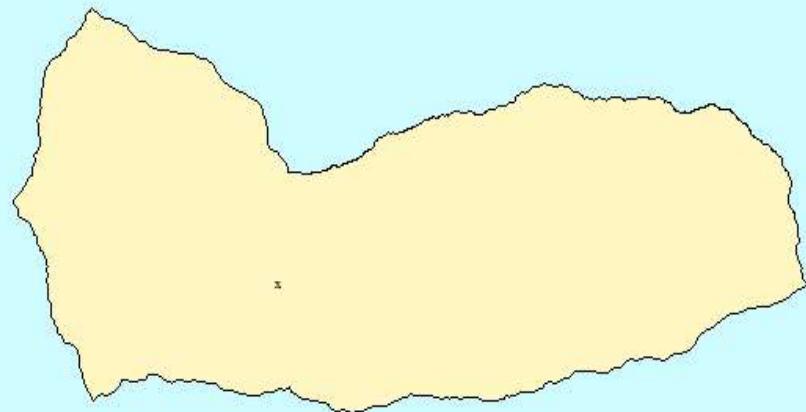




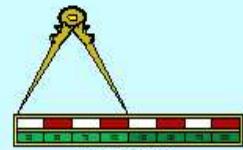
Dread Men Fall No False Shroud Islands



St. Martin de Trop



X



LEGAL DISCLAIMERS

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation TM). The OSRIC TM system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC TM text is copyright of Stuart Marshall. "OSRIC TM" and "Oldschool System Reference and Index Compilation TM" are trademarks of Stuart Marshall and Matthew Finch and may be used only in accordance with the OSRIC TM license.

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;

(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;

(h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.