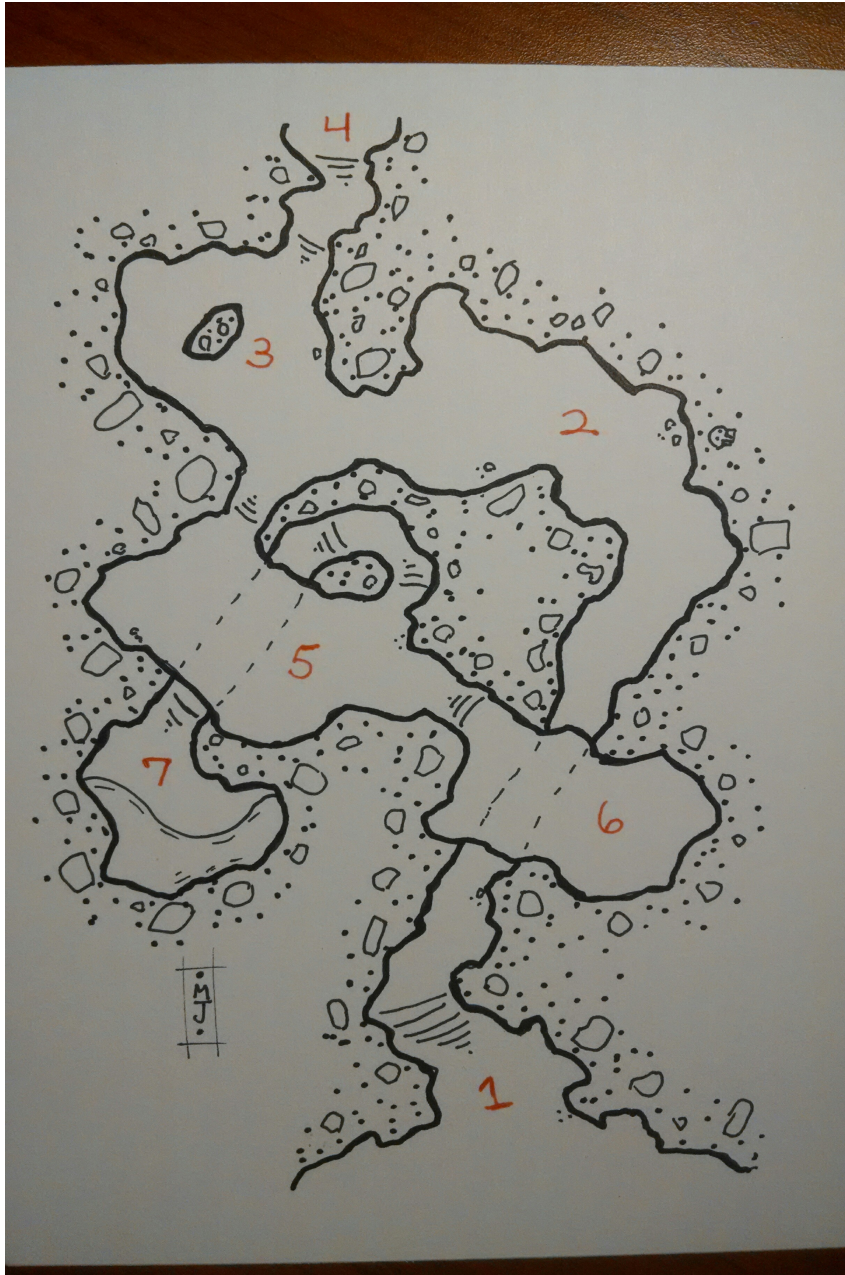


Abandoned Smugglers' Caves Now Home Of The Crabfishman!

For Fantasy OSR games using AC, HD, d20 to hit and all that...

By: Thaumiel Nerub/cryptofrabies.blogspot.com

Map by: matt jackson vErSiOn 1 page 1



BACKGROUND: This cave was a smugglers' den before it got abandoned thanks for the law. Now there lives The Crabfishman! Adventurers might be interested in the location in hope of abandoned and forgotten treasures, or because of rumors of the weird beast living in there. There might even be a treasure map for the location somewhere...

LOCATION: The caves are located at the rocks next to seashore. Perfect place for smugglers! Sea is to the west 100ft from location 7.

CAVES:

- 1. ENTRANCE:** Natural cave with crudely crafted stone stairs down to the dungeons. Moist smell. Slippery! If DEX < 10 save or take 1d4 slipping and falling damage! In the corridor between locations 1-2 there's a simple trap made by The Crabfishman. If the tripwire is stumbled around 3ft area of the stumbler 2d4 damage is taken from falling rocks. Save to avoid! There's 2 in 6 change the rocks block the way. Better start moving those around to get through!
- 2. MINE:** The north wall is hewed and gold can be seen shining. Dwarves know it's fool's gold. Others need to shrug off their greed to notice it. But if searched, some diamonds can be found (2d4 rocks, each worth 1d6 x 10gp).
- 3. WARES:** This is where smugglers kept all their stuff. Gear, empty boxes ready to be filled and full boxes ready to be emptied. There's not much left than rotting wood of shelves, boxes. One skeleton is next to the north-east corner. All flesh and tissue eaten by crabs. Some crabs can be seen dashing into cracks to hide. Nothing valuable here, except some gold teeth on the skeleton worth total of 17gp.
- 4. STONE STAIRS:** Extreme steep and now slippery of snails and bugs and all nasty things this used to be an emergency exit out of the caves. The exit outside is extremely well hidden and cannot be found. Amongst all those nasty critters there is a giant centipede lurking and waiting for something worth to eat. For example adventurers! It is very well adapted to these surroundings and automatically gets a surprise attack!



Giant Centipede

HD 5+3; **HP** 27; **AC** 4 (16); **Attacks** 1 (bite or tangle); **DMG** 2d6 + poison or special; **Save:** F2; **Morale** 9

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Bite poison: Save or be paralyzed for 1d4 turns. Cumulative effect.

Tangle special: Save or be tangled by the creature. Every turn being tangled suffer 1d4 points damage and -4 to hit rolls. Save to be freed. When tangling giant centipede can attack his victim or other targets.

5. **MAIN HALL:** Shelves, chairs, table... all rotting wood. Nothing valuable. Weird fishy and salty like water smell comes from location 7 down the stairs. There's a secret opening on the south-west wall. Behind it is a poison gas trap (1d6 damage for 1d4 rounds, save for half effects). In the secret opening a chest can be found. There's variety of treasures. Gold coins, jewelry, smuggler's and pirate's loot stuff. Worth 2450gp total. The chest is nice too!

When and if the hidden treasure is found the skeleton wakes up! Treasures and loot and profit were smugglers' most valuable things in whole wide world so now the spirit is really, really angry! It will try it's best to destroy them damned adventurers.



Angry Spirit Possessed Smuggler Skeleton

HD 7; HP 42; AC 7(13); Attacks 1 (greatsmugglerskeletonaxe); DMG 2d8+1; Save F9

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When lost half of its HP (21 or less left) it will summon smuggler spirits for his aid! 1D6 + number of adventurers spirits arrive next turn.



Smuggler Spirits

HD 1+1; HP (1d8+1); AC 3 (17); Attacks 1 (ghost pugilist or drunken ghost signing); DMG 1d4 or special; Save F3

Drunken ghost signing: One target of Smuggler Spirit's must save or feel extremely drunk suffering penalties like a hobo for 2d4 rounds.

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6. **LIVING QUARTERS:** Rotting beds, shelves and what you would expect. Some coins can be found (3d4cp + 2d4sp + 1d4gp per round per person searching. Total of 87cp, 34sp and 13gp can be found.

There are weird clams attached on the wall. If one is touched all start clatter with a noise what could rise dead! Well, they will. 6d4 Smuggler Spirits (see section 5) arrive! They wanted to at least be in peace when dead, and now they are angry because disturbed with this damn noise!

If properly cooked the clams are extremely delicious. Once per day a meal of these clams heals 1d4 HP. But they don't survive long. Fresh they are bad in 3 hours. Prepared 6 hours, cooked 12 hours. There must be a chef who will pay well for these delicious little cuties...

7. **POOL:** In this section there's a pool of water. Underwater is a tunnel leading out of the tunnels into the sea. 100ft of diving needed. This is where The Crabfishman enters the tunnels.

Obviously The Crabfishman hasn't been home as this is the last place of the dungeons and he was not encountered. But here he comes! When characters get bored with this dull but nice pool area, The Crabfishman rises from the pool. It looks like a crab, a fish, and a man! Crabfishman is not very pleased of intruders, but he is not aggressive and if engaged in fight will dive into the safe of the depths... of the ocean.

The Crabfishman is intelligent enough to talk and reason. He just found this nice place and is planning to re-furnish it. When he gets it cleaned and all. He doesn't care much for the money because obviously he cannot spend it without people starting to poke him with pitchforks and torches. He prefers his own peace.

If the adventurers are good to him and he thinks that adventurers are nice people, he will give all of them a gift (except if most were nice and one or two weren't they don't get gifts).

You could make good friends with The Crabfishman! He can provide shelter, storage space for all the loot, and expertise of seas and water. He doesn't like fighting and all the tension so won't join the party for adventurers.

If The Crabfishman is slain, SHAME ON YOU!

The Crabfishman

HD 2; HP 16; AC 1 (19); Attacks 2 (pinchers); DMG: 2d6, 2d6; Save F4; Morale 3

Gift: Necklace made of clams, pearls, starfish, shark teeth etc. Wearer gets +1 AC underwater and can stay underwater for 10 minutes. Also if you think good of The Crabfishman he will know it where ever you are or he is. Only he can use the neclase who The Crabfishman gifted the item to.



The original post by matt jackson at Google Plus went like this:

“Let's have some fun today. I made a map, let's stock it! Write a short adventure for whatever system you prefer.”

Any takers?”

YES! I thought. It's been some time I have wanted to make this. Never wrote anything, just an idea I wanted to do. When I saw the map matt posted I knew this is THE map for THE idea of mine. So I created it! Took me about 3 hours to

finish it. The layout is done with Libre Office Write and pictures drawn by me with awesome skills. This is serious business you see!

If you like this feel free to use it. I don't mind. Would be nice to hear comments though! You'll find me at:

- Google Plus: I am Thaumiel Nerub there
- Blog: cryptofrabies.blogspot.com
- Email: thaumielerub@gmail.com

Also check matt's website at www.msjsx.org. It's awesomesauce.

Have a very, very nice day! Enjoy gaming! EXP! Loot! DIY!

Thanks for checking this out.