

Lost Hoard of the Whistling Maria

An adventure for use with the Old-School Essentials game



Background

Deep in the murky borderland swamps that remain unclaimed by the ever-expanding influence of civilization there exists a mere rumour, a tale that is whispered in the gloomy corners of taverns during the small hours of the night, the tragic story of the merchant ship named the *Whistling Maria*. Some say she had run aground in the haze and labyrinthian rivers of the Swamplands a hundred years ago and was left to be swallowed into the treacherous mud - crew and all!

Those who hear this story discredit it as the ramblings of old barside-beggars in search of an ale and pittance, however, only the most desperate of adventurers stay long enough to hear about the hoard of riches that are said to be stowed within her ancient hull. Among those adventurers, only the bravest dare search for the lost fortune.

They will set out in the ruinous footsteps of those before them in search of the...

Lost Hoard of the Whistling Maria!



Rumours

1. (False) The *Whistling Maria* is haunted by the ghosts of those who sank with her a hundred years ago, the dead are sworn to protect her precious cargo as vigilantly as they did in life.
2. (True) The cruel Gullygugs of the swamp know of the lost ship's whereabouts, although they guard her from any who seek to steal the treasures within.
3. (False) Rare mushrooms grow on the riverbanks of the Swamplands, some say they are said to cure Affliction and grant unusual magical power.
4. (True) The Swamplands are rife with Affliction and monsters, nevertheless there are places of safety to be discovered and made habitable.
5. (False) In the village of Bogshite the tavern serves poisoned ale to adventurers.
6. (True) In the village of Bogshite there is a goblin who can treat Affliction for a price.

The Village of Bogshite

The lawless Village of Bogshite is a loose gathering of ramshackle huts that stand on ever-sinking stilts to keep above the murky water; old nets and dried fish adorn its squalid visage. All manner of monstrous humanoid and malignant human and demihuman inhabit this place; they peddle wares from raft to window, pilfer from pocket to hand and occasionally brawl tooth and nail.

Visitors. Roll from the Swamp Sub-Table and roll the Numbers Appearing as per a dungeon, results other than Human and Humanoid means no one has visited.

Osgut's Tavern. A Half-Orc man by the name of Osgut owns this cramped, dim and dilapidated tavern; he deals in **rumours** and serves all who pay but makes sure humans pay a little bit more. He is secretly a prospect of the **Red Sect Brotherhood**. He employs **2 Brigands** to guard his property.

Osgut: HD 1, AC 9, Dagger 1d6, ML 7, AL C

3



Blacksmith. An assortment of chipped, rusted weapons; dented, worn armour and what looks like scavenged adventuring equipment can be seen on display at **Heimer the Sickly's equipment** shop. All weapons and armour available are -2 to effectiveness and equipment can fail on a 1:6 when used.

Heimer the Sickly: HD 1, AC 9, Hammer 1d6, ML 6, AL C

3

Smuggler's Raft. This raft is moored on a rickety pier and a pipe-smoking human named **Ulrich** sits on a stool while minding the tarpaulin that covers his bulky cargo, he deals in **treasure** recovered by adventurers. Ulrich's **3 Brigands** wear well-maintained chainmail armour and always flank him.

Ulrich: HD 1, AC 7, Dagger 1d6, Potion of Invisibility, ML 7, AL C

8

Mo's Shack. A tiny and cluttered mud-brick abode belonging to a Goblin named Mo who knows how to cure **Affliction** for a price, however, she is not interested in coinage or treasure and only speaks Goblin.

Mo: HD 1-1, AC 9, Dagger 1d6, ML 7, AL C

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The Swamplands

The Swamplands are a vast landscape of shallow bogs; muddy, moss-engulfed hills and old, haunting willows. All is shrouded in a sickly, **Yellow Haze** that forever lingers in slow, curling tendrils. The stinking air is uncomfortably humid and the shrill cry from multitudes of insects and vermin sieges one's ears. **Affliction** and **Monsters** are to be found by those who wander the Swamplands.

Affliction. If one ingests swamp water or is struck by a monster that incurs Affliction, save vs poison (as a disease) or drain 1d10 of their Constitution and heal 1 point per day, however, if their Constitution is reduced to 0 then one turns into a Zombie. Afflictions are not cumulative.

Yellow Haze. Normal vision is limited to 100' through the **Yellow Haze** while Infravision can only see 200' due to heat and humidity, add +10% to Evasion and Pursuit checks and also Hiding checks.

Monsters. Random encounter checks occur every **12 hours** with a probability of **3:6** during the day and **4:6** at night while another check is incurred for loud noises or bright lights. **Territorial Monsters** are added to the encounter table when rolling in the appropriate territory as they are noted below.

1d2 Professional Rafts with 1d2 x 10 Swamp Pirates are encountered along the banks of the **Main River** to the south and they raid all that they see. There are 2 Professional Rafts and 40 Swamp Pirates in total. There is a 10% chance that Captain Lars will be present.

Captain Lars: HD 4, AC 5, Sword 1d6, ML 9, AL C
15

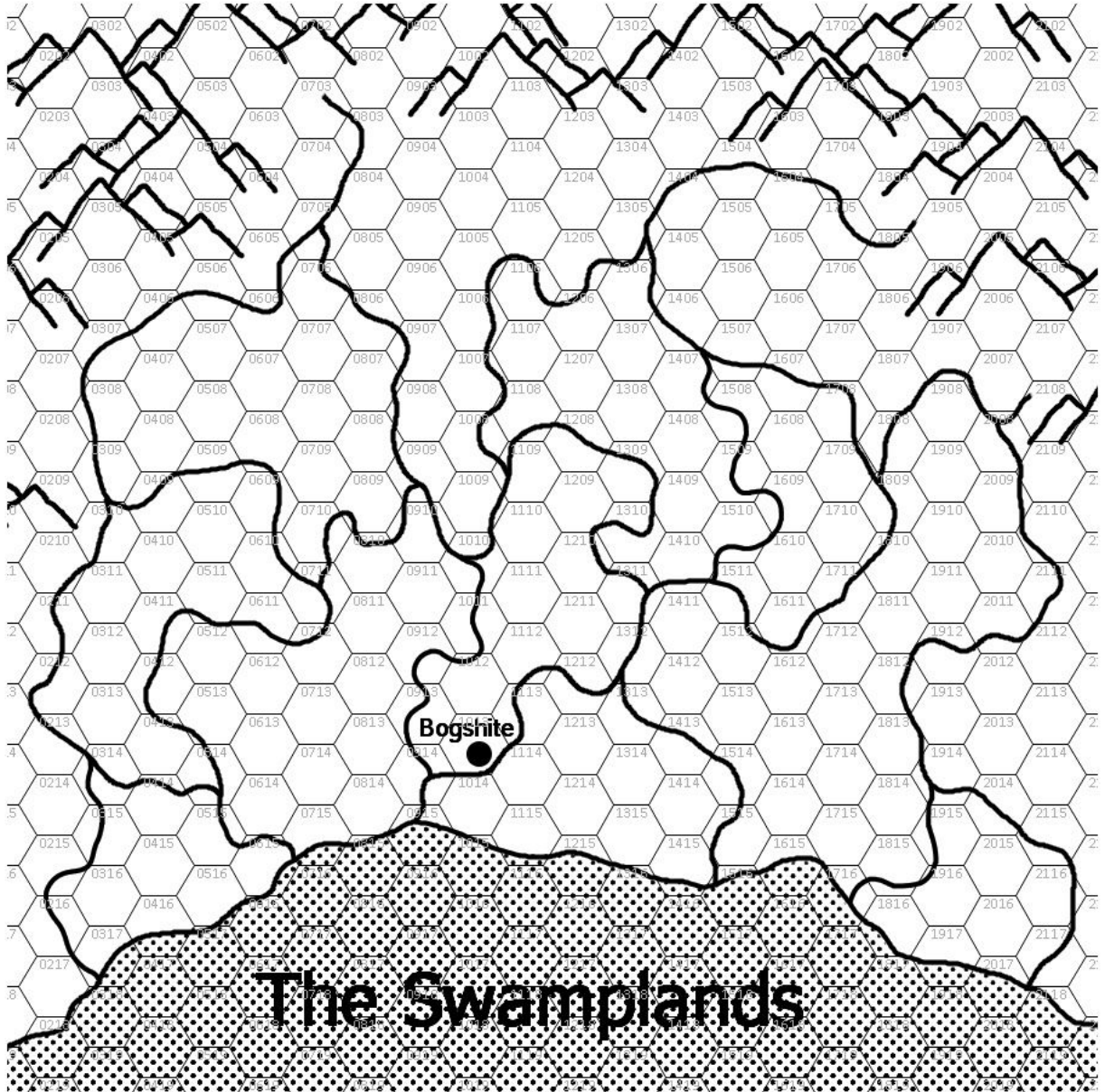
1d8 x 10 Gullygugs are encountered in the **Swamplands** proper and they capture humanoids for Xinthar's rituals. The Gullygug's numbers never seem to diminish.

1d20 Red Sect Brotherhood Acolytes are encountered near the **Mountains** and they search for heretical magical items to sacrifice to their strange, cruel pantheon. There are 46 Acolytes in total.



Wilderness Encounter Table

1. Swamp Encounter Table
2. Swamp Encounter Table
3. 4d6 Zombies + Affliction
4. Territorial Monsters
5. Hazard + 2:6 of Level 1 Treasure
6. Discovery



1 hex = 6 miles

Map Key

0202. 12 Berserkers huddle around a weak campfire atop a cliff whilst sharpening their weapons, one of them is howling like a wolf towards the sky.

0204. 1:6. The valley here is marred by crushed goat skeletons and tumbling boulders... Save vs petrification or be struck by a boulder for 1d8 damage.

0213. 3 Crab Spiders chitter and scabble over a hollow log as they attempt to draw a small critter from its burrow.

0308. 3 Vampires hoisting crates full of grave-dirt amble across the muddy earth as they excitedly discuss their new-found home.

0312. A patch of dry, gray soil seemingly untouched by the Swamplands, inside this area are the bleached bones from numerous small critters and some humans too, if one enters the area, save vs spells or they forcefully age 1d100 years. Buried underneath is the cursed treasure of a **Map IX**.

16000gp (Cursed, Aging)



0314. An exotically dressed **Snake Person** named Sathyl awaits one's approach so he can demand a game of riddles; he wagers their soul to his dark gods if they lose and freedom to pass him safely if they win.

Snake Person "Sathyl": HD 6, AC 4, Bite 1d10 + Poison or Sword 1d6, ML 8, AL C
33

0405. A **High-Level Cleric Party** mounted on **Riding Horses** loudly recites complicated prayers as they trot along the mountain path, they must slay the Basilisks at (1308). The **Patriarch** holds a map that leads to a barren patch of dirt covered in bones (0312).

Patriarch Cleric: HD 11, AC 1, Warhammer 1d6 + Shield, Medallion of ESP 30', Ring of Protection +1, Scroll of Protection from Lycanthropes, ML -, AL L
39

4 Adept Clerics: HD 2, AC 2, Warhammers 1d6 + Shields, Ring of Control Animals, Sweet Water, ML -, AL L
7 3 7 5

3 Swordmaster Fighters: HD 4, AC 4 3 5, Shortbows 1d6, Chainmail +1, Chainmail +2, Shield +1, Gauntlets of Ogre Power, Potion of Healing, Shortsword +2 (Quickness), ML -, AL L
21 21 18

32ep, Map IX

0415. A crude dam holds back murky bog-water and jammed in its rotting timbers is a small, metal lockbox; Handling the lockbox will release the dam and cause the adventurers to check for drowning and to also check for Affliction.

600sp, 50gp, 2 Pearl Earrings worth 800gp.

0506. An old mud-hut built upon the side of a gnarled willow, its twig shutters glow a faint purple from within and inside is a **Black Hag** named Nanny Wiltfingers who sells treacherous trinkets for tricky prices.

Black Hag "Nanny Wiltfingers": HD 8, AC 0, 2 x Talon 1d8 + 3, Bite 1d8 + 3, ML 10, AL C

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0514. 1:6. The ground begins to heave... Gas shoots out from under one's feet and launches them into the air, save vs breath or fall 1d4 x 10'.

0611. The riverbed has been exposed here and strange, ancient skeletons of long dead creatures poke through the mud.

0613. A hole in the ground filled with old excrement and a filthy wooden box.

100sp, 30gp

0704. A length of mossy tree-trunk acts as a bridge over the fetid bog-water.

0802. A muddy ditch that contains a hastily buried corpse of a Dwarf which clutches a sack in its bloated fingers and scowls with empty eye-sockets.

300sp

0813. A 30' diameter ditch with thick, swirling **Yellow Haze** that obscures the ground; in its middle is a rotted tree-stump with a chest hidden inside but it is surrounded by hidden brambles that inflict 1d4 damage every 10' of movement.

500sp, 40gp

0904. A luminescent willow tree casts an eerie blue light over the nearby area while one's skin begins to tingle as they draw closer. Without words it seems the willow offers to answer one question, however, the willow always lies.

0905. A **Trapper** squats by his backpack full of dead frogs and mutters about being hopelessly lost as he needs to get back to Bogshite but his map is faulty.

0908. 9 Merchants, 36 Guards, 2 Lieutenants, 1 Captain, 36 (18 Wagons) + 3 Draft Horses are circled into a camp, their horses whinny at a cloud of insects harassing them while the Guards verge on mutiny for a lack of payment.

18000cp, 23 Diamonds worth 7190gp.

1003. 105 Lizard Men stand guard over their mud-hut village beneath an enormous willow tree while they prepare fresh human meat for a feast.

3000gp, 7 Ancient Reptilian Bracelets worth 64000gp

1004. An emaciated, deceased Magic-User tumbles eternally down through two magical portals which face each other vertically.

1110. 14 Stirges swirl about in a hypnotic cloud above while the ominous rush of beating wings waxes and wanes as they pass overhead.

1210. 10 Traders, 4 Mules curse loudly as they trudge through the hip-deep water as they appear to be heavily bitten by mosquitos.

1211. A mound of clay rises out of the earth and a circular tunnel spirals down into its depths, brown resin has solidified to the walls to form this structure.

1214. 1:6. One sees interesting crystals forming on the edge of a pond and then suddenly steam hisses above a nearby, mossy mound... Boiling bog-water rapidly flows out of a nearby pond and rushes towards them, save vs petrification or they are boiled with 1d8 damage and check for drowning and for Affliction.

1303. A large sinkhole has opened up to reveal a gloomy cavern below and stinking air rises outward in green vapours.

1308. 30 Basilisks lazily slump over numerous fallen willows while the area is littered with petrified statues of wandering monsters and adventurers laden with treasure.

2000pp, 12 Ancient Artefacts worth 11400gp.

1406. 1:6. One sees a willow branch being pulled into a pond by a length of rope... A hidden noose trap will snatch the ankle of a reckless wanderer and pull them into a deep pond nearby, save vs petrification or check for drowning and Affliction.

1410. A pond of bog-water simmers quietly as a boiled toad floats across its surface.

1508. A bubbling geyser jets **Yellow Haze** into the air sporadically.

1606. Two groups of adventurers lay dead from a battle and a fallen Fighter clutches a map that leads to a boulder marked with swirls (**1811**).

Map II

1609. 1:6. One hears a deep gurgling underfoot... A cloud of boiling mud sprays up from the ground from an emerging geyser, save vs breath or they are scalded with 1d8 damage.

1703. 1:6. Slippery ice on this perilous winding mountain path risks a fall... Unless climbing gear is used, save vs death or they helplessly fall to their doom. Treasure can be found stashed away in a Dwarven lockbox at the mountains peak.

1200sp, 500gp.

1712. The ground becomes very soft here as mud sucks at one's feet and squelches loudly.

1714. Between two mounds of earth a small ravine full of mushrooms grows verdantly. The mushrooms seem to whisper to one another.

1805. Half submerged in the muck and moss one sees the hulking shape of a grounded ship that is leaning to the west slightly. Its timbers are blackened, heavily rotted and a dead willow protrudes from its stern where a smashed hole can be seen, it leads inside to the captain's quarters. This is the **Whistling Maria**.

1808. 1:6. One finds a strange mushroom before them... It explodes when they get near it, save vs breath or suffer 1d6 drain to Wisdom and heal 1 point per day as they groggily recover from its spores.

1811. A large boulder pokes through the moss-bed and ancient swirls are curved on its surface. Buried underneath is the treasure of the **Map II**.

60 Emeralds worth 9180gp , 11 Silver Elven Necklaces worth 11800gp.

1904. An ancient and ruined tower houses a magically-charged crystal that causes a torrent of hail to pelt down within. Adjusting the crystal could calm the weather and make the tower a safe resting place.

2005. A sun-bleached skeleton in frayed clothes is propped up against a rock with a dagger in its back as coins lay spilled out at its feet.

200sp.

2008. A large mound reveals a yawning entry-way of stacked stones that leads down into the earth with skulls and other grisly trophies decorating this passage.

2010. 1:6. A low hissing comes from between one's feet... A cloud of **Yellow Haze** bursts from the ground as they pass by, save vs breath or they are blinded for 1d6 hours.

2015. An ancient fay waystone stands here, seemily untarnished by the swamp around it. It whispers in the language of the Pixies.

2104. **85 Killer Bees** swarm angrily around a hive built inside of a giant's skull.

Honey

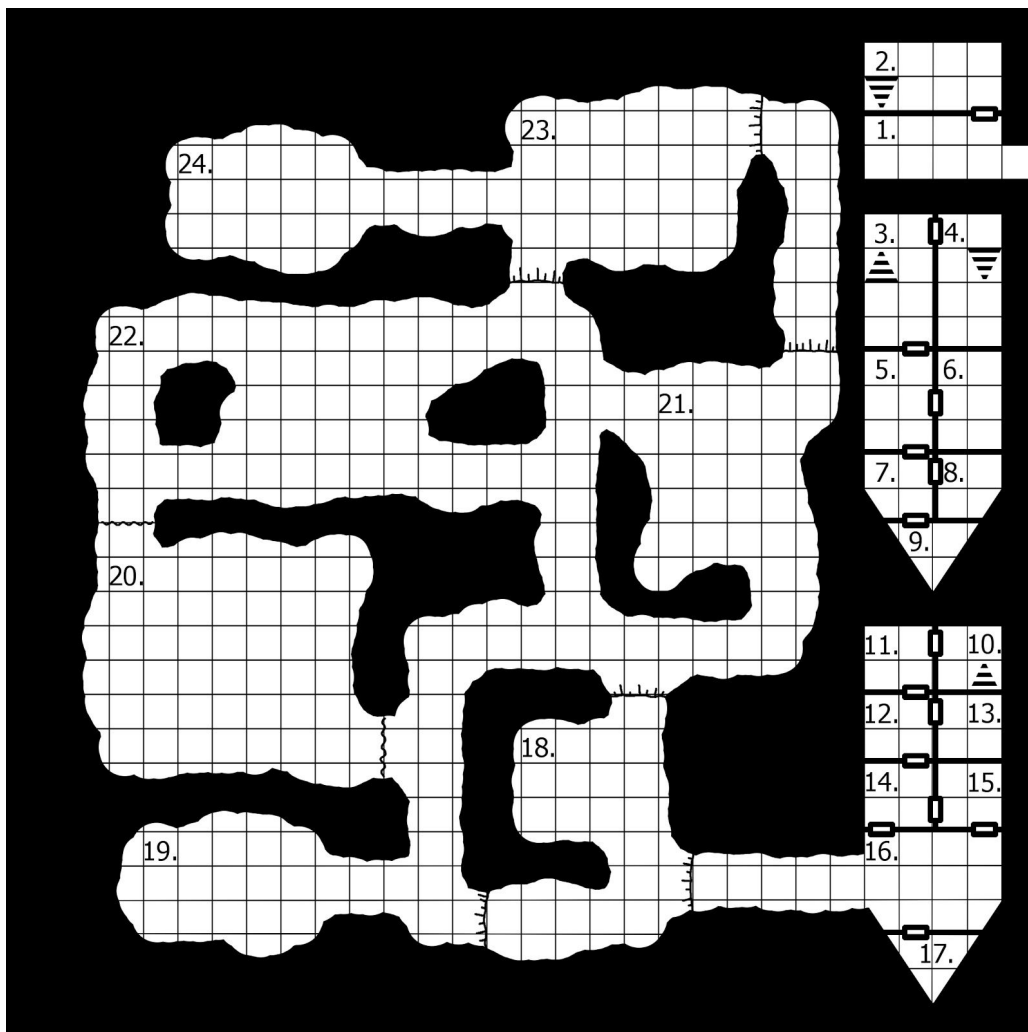
2110. **4 Wyverns** drift steadily on the hot air rising up from the swamp as they search the landscape for unwitting prey to swoop down on.

Whistling Maria

A Black Dragon named Xinthar roosts within the derelict ship and dominates the Gullygug tribes like a wrathful god demanding obedience, it uses the Gullygugs to capture humanoid so it can feed its grim fascination with creating Zombies. The ship is half-submerged into an underground cavern where Xinthar hoards the treasure all to itself. Encounters occur every **30 minutes** with a probability of **2:6**.

Dungeon Encounters Table

1. 2d6 Gullygugs
2. 2d4 Zombies + Affliction
3. Omen of Gullygugs
4. Omen of Zombies
5. Omen of a Black Dragon
6. Omen of Death



Map Key

1. 9 Gullygugs stand guard in the captain's quarters, the room is overgrown with vivid clusters of fungus and crude tribal weapons that line the walls.

2. A sinister looking rune glows red above the staircase... One who reads it must save vs spells or ignite for 2d8 fire damage, the rune then disintegrates and reveals treasure within the wall. The staircase leads to **3**.

400sp, 50gp, 2 Opals worth 110gp.

3. 5 Skeletons lay scattered around the ruined communal area of the ship as if resting. The stench of rot hangs heavy in the air. The staircase leads to **2**.

4. 1:6. Opening the door to this room causes a pile of heavy trash and debris to come crashing through, save vs petrification or be crushed for 1d6 damage and become stuck. The staircase leads to **10**.

5. A cellar of 5 untouched rum bottles collects dust here and a collapsed shelf has already smashed half of them as rum pools on the west side of the room. The drink is strong and if ingested, save vs poison or become incredibly drunk.

5 Rum Bottles

6. The mess hall of the ship where overturned furniture collects on the filthy room's west side.

7. This squalid room is the ship's kitchen and the stench of excrement is heavy, deep within the hearth a stash of treasure can be found in an old box.

500sp, 50gp

8. This room reeks as it becomes clear the Gullygugs use it as a latrine... Graffiti is written in Chaotic upon the filthy walls. ("M.J.F woz here").

9. 1:6. The ground lurches underfoot when you enter this damp, stinking room and at the far end a table stands with what looks like a game of heroic figurines with parchment splayed out upon it, if one investigates the table, save vs petrification or the floor gives way underfoot as they fall 10' into **17**.

10. A sturdy chair is propped up against the door and the sound of shuffling footsteps can be heard on the other side. Beneath a crumbling floorboard a stash of treasure can be found spilling out of a large sack. The staircase leads to **4**.

600sp, 40gp

11. 10 Skeletons shamble around this defunct workshop as if busy with sailors' duties but the tools in their hands have long since worn away into nubs.

12. 6 Zombies passing boxes in an endless circle idle about this old cargo bay full of smashed crates and ripped open sacks.

13. 2 Zombies in this small dilapidated barracks stand up at attention as if by reflex, they wear rusted armor that offers no protection.

14. 4 Zombies aimlessly trudge about this moldy stable with pitchforks and the bones of farm animals lay scattered on the west wall.

15. The soggy timber floor has fallen through in this old alchemist's lab and small bottles lay scattered and smashed, if one enters recklessly they may fall 10' into a pool of acid for 3d8 damage per round and must check for drowning.

16. The belly of the cargo bay has been demolished and hollowed out as smashed wood chips are scattered all over the lumpy floor and a large hole in the hull connects with the entry of a slimy, dark cavern decorated with human skulls.

17. A hole in the hull reveals a bubbling pit of bog-water which steams a number of large, ugly frogs on a spit. If one falls in then they will boil for 1d8 damage per round and then check for drowning and Affliction.

18. A cliff drops down 30' where the cavern is deep and dank; dripping water can be heard echoing off the rock walls and a grisly effigy of a four-legged, winged creature fashioned out of a number of different animal bones stands guard here.

19. **7 Mutant Frogs** can be found sloppily lazing in a puddle of muck at the bottom of a 40' shaft, the cavern ceiling reaches low with stalactites which dangle precariously.

20. **4 Gullygugs** behind a woven-reed curtain torment a number of humanoid prisoners who are bound in crude rope, the cavern is painted with monstrous designs that depict the Gullygugs supremacy over humanoid races and behind them is a cruel black creature with burning red eyes and broad leathery wings.

21. The west cliff drops down 50' and the east two drop 25' each, the rock walls of this cavern are covered in depictions of undead humanoids serving the Gullygugs and on the ceiling there is a painting of a particularly powerful looking Chieftain reaching out to touch the claw of a terrifying, flying black reptilian monster.

22. Small huts made from reeds and mud form a haphazard community here as dim firelight glows through the open doorways and tiny tadpole-like Gullyguglings scurry about as if playing. The huts contain treasure.

400sp, 300gp

23. **4 Gullygug Chieftains** in scavenged silken robes perform a strange ritual using a collection of sacred, shamanistic bones and croak loudly as they mark another design on the rock wall before consulting the bones once more.

24. This eerie chamber glows the wicked green of luminescent mushrooms and thick stalactites droop down like the pillars of a dark temple, a pool of stinking bog-water covers most of the room and a small island at its center bears the legendary lost hoard of the *Whistling Maria*, if one attempts to steal the treasure then Xinthar will emerge from the bog-water to confront them.

76100sp, 30660gp, 37 Sapphires worth 5940gp, 20 Royal Golden Rings worth 20000gp, Trident -2 (Yearning, Cursed), Helm of Alignment Changing (L), Staff of Healing.

Black Dragon "Xinthar": 7 HD, 2 AC, 2 x Claws 1d4+1, Bite 3d10 or Breath or Spells: Read Languages, Floating Disk, Shield, Sleep, ML 8, AL C

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Epilogue

If the adventurers survive their encounter with Xinthar then they will likely be amazingly wealthy beyond their wildest dreams. But what of the Black Dragon itself? If Xinthar is slain then Gullygugs and Zombies are removed from the Random Encounter Tables and the Affliction is no more!

Perhaps the adventurers visited Nanny Wiltfingers in her crooked hut at **0506**? If they bravely slay the vile Hag then they will lift a curse on the Swamplands that shrouded it in Yellow Haze and allowed monsters to run amok. The Swamplands then become as placid as Grasslands to ease the adventurers in reaching Domain-level play.

Consider helping the Merchants of **0908** or the petrified adventurers of **1308** to bolster your Domains power and influence on the region.

Thank you for playing!



Treasure Reference

0312. 16000gp (Cursed).

0405. 32ep, Medallion of ESP 30', Ring of Protection +1, Scroll of Protection from Lycanthropes, Ring of Control Animals, Sweet Water, Chainmail +1, Chainmail +2, Shield +1, Gauntlets of Ogre Power, Potion of Healing, Map IX, Shortsword +2 (Quickness).

0613. 100sp, 30gp.

0802. 300sp.

0813. 500sp, 40gp.

0908. 18000cp, 23 Diamonds worth 7190gp.

1003. 3000gp, 7 Ancient Reptilian Bracelets worth 6400gp.

1308. 2000pp, 12 Ancient Artefacts worth 11400gp.

1606. Map II.

1703. 1200sp, 500gp.

1811. 60 Emeralds worth 9180gp, 11 Silver Elven Necklaces worth 11800gp.

2005. 200sp.

2104. Honey.

2. 400sp, 50gp, 2 Opals worth 110gp.

5. 5 Rum Bottles.

7. 500sp, 50gp.

10. 600sp, 40gp.

22. 400sp, 300gp.

24. 76100sp, 30660gp, 37 Sapphires worth 5940gp, 20 Royal Golden Rings worth 20000gp, Trident -2 (Yearning, Cursed), Helm of Alignment Changing (L), Staff of Healing.

140916 gp worth total.

Monster Reference

- 0202.** 12 Berserkers. 228xp.
- 0213.** 3 Crab Spiders. 75xp.
- 0308.** 3 Vampires. 3750xp.
- 0314.** 1 Snake Person "Sathyl". 500xp.
- 0405.** High-Level Cleric Party. 310xp.
 - 1, HD 11 Cleric
 - 4, HD 2 Clerics
 - 3, HD 4 Fighters
- 0506.** 1 Black Hag "Nanny Wiltfingers". 1200xp.
- 0905.** 1 Normal Human "Trapper". 5xp.
- 0908.** 9 Merchants. 1905xp.
 - 36, HD 1 Guards
 - 2, HD 2 Lieutenants
 - 1, HD 5 Captain
 - 36 (18 Wagons) + 3 Draft Horses.
- 1003.** 105 Lizard Men. 2625xp.
- 1110.** 14 Stirges. 182xp.
- 1210.** 10 Traders, 4 Mules. 180xp.
- 1308.** 30 Basilisks. 28500xp.
- 2104.** 85 Killer Bees. 510xp.
- 2110.** 4 Wyverns. 3400xp.

- 1.** 9 Gullygugs. 117xp.
- 3.** 5 Skeletons. 50xp.
- 11.** 10 Skeletons. 100xp.
- 12.** 6 Zombies. 240xp.
- 13.** 2 Zombies. 40xp.
- 14.** 4 Zombies. 80xp.
- 19.** 7 Mutant Frogs. 105xp.
- 20.** 4 Gullygugs. 52xp.
- 23.** 4 Gullygug Chieftains. 500xp.
- 24.** 1 Black Dragon "Xinthar". 1250xp.

45904 xp worth total.

Written and Illustrated by A.M