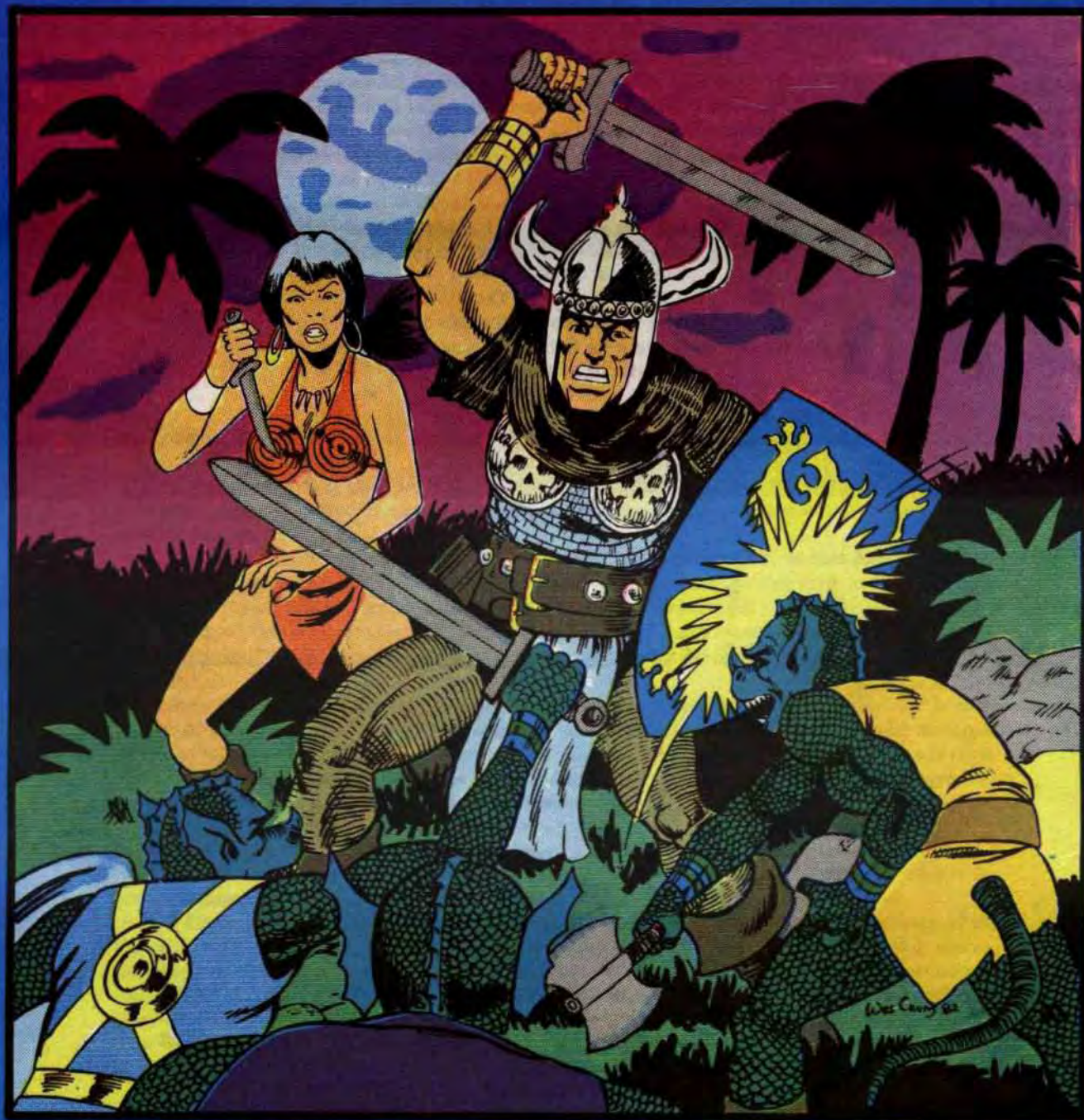


corsairs of tallibar

by Mike Wilson



The Corsairs of Talibar were one of the most feared bands of pirates that ever sailed the Nydar Sea. Nearly 75 years have passed since any captain has quailed at the sight of that dreaded band at his bow. Were they defeated in some unknown battle or swallowed up by the sea, Find out in this 48 page adventure.



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Introduction

The Corsairs of Tallibar is a Universal Fantasy Adventure for characters of the first to third levels. It's actually designed for players and Judges who have one or two adventures under their belts and who want to move on to something a little more challenging.

However, this module is usable by persons who have had no experience in fantasy gaming provided they have read over the game system and the rules that they are using. For this group, I have included a party for adventurers ready to brave the perils of this island. Of course, the players may take their own characters into the dungeon, but remember that this is an entry-level module. If you feel that this adventure may be a little too advanced for your group, let me suggest (if I may be so immodest), that my own **Trial By Fire** module (JG 0650, \$4.00) makes a good introduction to this one.

The bulk of this booklet consists of descriptions of over 70 rooms and features of the underground Stronghold of the Corsairs of Tallibar. This is the main attraction of the island, but not its only one.

Also included are several encounters on various parts of the island. These "keyed encounters" all tie in with the main scenario and further the feeling of realism and logic that is so important to a successful adventure.

Part of that realism is a believable history. You'll find two of them here; one for the players and one for the Judge. The player history is sketchy, as it should be, and contains general information only.

The Judge's history, on the other hand, is quite detailed and complete. It gives the entire history of the Corsairs as well as some information about the Government of the area, the Stronghold, and the downfall of the Corsairs. This allows the Judge to "color" answers to some questions based on what he knows happened and lends greater realism to the adventure.

This attention to detail is carried through to the Wandering Monster Tables which are a part of this module. Rather than a single table for the island, there is a separate Monster List for each terrain type. There's no chance of meeting up with a Sea Snake in the Forest! But, there are plenty of places to meet monsters.

The terrain of the island is described in detail and gives the Judge some hints on how it will affect the party's progress as well some of the things that might happen to them. This section is also where the "keyed encounters" are described.

All in all, I think you'll find **The Corsairs of Tallibar** to be an enjoyable module for your group. There's a lot to do on that island. Better get going.

Mike Wilson

Player History

My Friend,

It has been a long time since the Corsairs of Tallibar terrorized the shipping lanes of the southern Nydar Sea. Nearly 75 years have passed since any captain has quailed at the sight of that dreaded band at his bow.

Your information is correct, as far as it goes. Men were indeed killed, women held for ransom, and whole cargoes of precious jewels and metals were hijacked. I can add but little to that, and most of my information comes from speculation and wild stories I have heard.

Most officials (including myself) think that the Corsairs had a large and extensive underground fortress secreted on an island somewhere. Perhaps they fled there to avoid capture and cache their plunder.

But, I regret that I cannot, as you request, tell you what happened to them. That is not a matter of record. Why, after nearly a century of successful plundering, did the Corsairs disappear from the face of the Earth? Rumors run rampant. They were destroyed by the gods of the sea. They moved their base of operations. They were destroyed by rival barbarian hordes. They were consumed by disease. A mutiny destroyed their organization.

I cannot say which, if any, of these stories are true.

Now, as to the parchment you sent me. I cannot be certain of what it says. The writing is worn and I have only partially broken the code; but it seems to point to an island in the Nydar Sea about 50 leagues south-by-southwest from the port city of Qylondak, where you now are.

I know you, my friend. You are about to set out in search of the hidden fortress of the Corsairs of Tallibar. Please, I beg you, be careful. Choose your companions carefully. And, remember that some of the old stories may be true; gather as much information as you can before you start out. If you should find the Stronghold, remember that the Corsairs are not to be taken lightly. They will have prepared traps for intruders.

Great dangers and great treasures await you. I wish you and your companions good fortune. And may the gods go with your souls.

Your Friend,

*Balan ta Prin,
Keeper of the Records*

Judges History

The Corsairs of Tallibar were one of the most feared bands of pirates that ever sailed the Nydar Sea. Beginning more than 160 years ago under the leadership of Captain Alonz Topan and his craft, the "Intrepid", the Corsairs began a reign of terror and pillage on the high seas that lasted 93 years. Although they took their name from the port city of Tallibar, this was not their home base; that was merely where they were first encountered by the general populace.

At first the Corsairs were no more than one of a half-dozen or so small bands of pirates that took advantage of the corrupt and lax rule of Larezk Kyar. Small bribes paid to port officials and other government informers allowed them to waylay Merchants and avoid the weak ships-of-the-line that the Emperor sent after them. Soon, larger bribes made even this token pursuit non-existent.

As their power and influence grew, the Corsairs began to eliminate their rivals. More than one smoking hull of a ship was found adrift; evidence of the ferocity of the Corsairs of Tallibar. It was during this period, the height of their power, that the secret island stronghold was built.

Great pains were taken to protect its secrecy; more men were killed rather than let them return to port with stories of where they had encountered the Corsairs. A Magic User was persuaded to join the band and use his powers to protect and aid the fortress. Bribes to the government were stepped up. And, for a while, the Corsairs prospered.

Ironically, it was their own strength which eventually caused their demise.

Because of the threat of hijacking, it soon got to the point where the only ships sailing the southern Nydar Sea were those of the Corsairs themselves. Merchants, weary of lost cargoes and ships, began to send their goods over the much longer, but safer, overland transport routes. True, there were bands of thieves but none so ferocious as the Corsairs of Tallibar; and besides, hired mercenaries were available to help protect the cargo caravans.

The Corsairs became increasingly unhappy as fewer and fewer ships travelled their waters. A clandestine meeting with a representative of Larezk Kyar resulted in greater trade restrictions and tariffs on goods shipped overland. Out of desperation, some men returned to the sea, hiring the same mercenaries that had protected their land shipments to take the risk of a possible Corsair attack.

For a while, the Corsairs again held the upper hand. As good as the mercenaries were at fighting a man on solid land, they were inexperienced at battle on the sea; at first the Corsairs defeated them easily.

But, enough money can motivate men to do nearly anything and the mercenaries quickly adapted some of their old methods to this new battleground. Soon the Corsairs began to falter before the increasingly dangerous mercenary sailors; complacency had taken its toll on their fighting ability.

This time, an appeal to the government would do no good. Larezk Kyar had been assassinated and Benefor the Trusting had been set up in his place. He was equally corrupt but more aware of his public image. He could see no reason to risk alienating the populace by accepting bribes from the Corsairs when he was already receiving handsome payments from the more respectable mercenaries.

When the government was not responsive, the Corsairs turned to their Magic User for help. Since battles could not be avoided, they asked, is there some way to increase fighting ability with magic?

The Magic User said that there was such a spell, but it would not work on such a large force; he was not sufficiently skilled to cast it. He did say, however, that he thought he could put the major components of the spell into a potion form and administer it that way. Captain Johz Bourn, 4th in line from Alonz, agreed that this should be done.

Months passed. The task grew wearisome and took much more time than anyone had suspected. Battles with the mercenaries began to take a greater toll on the Corsairs; their confidence and treasure stores began to dwindle. There was even talk that soon the Stronghold would be found and destroyed. Captain Bourn put increasing pressure on the Magic User to finish the potion.

Finally, one day the Magic User announced that he thought the mixture was ready. Impatient, and anxious to avenge recent humiliating defeats, the Captain gave the order that led directly to the downfall of the Corsairs of Tallibar.

Without waiting for a final test, Captain Bourn ordered every fighting man under his command to be given the potion. At first, the results were gratifying. Men gained the strength of ten. They became resistant to some types of magic. A powerful fighting force was born.

But, very soon things turned sour. A Rock Loader struck and killed a Catapult Master before running amuck in the fortress. Some men just sat down and refused to move; they died where they sat.

A madness was descending on the crew. For some, the effects came quickly. Others held out longer. But none escaped.

Some men, realizing what happened, began an extensive search for the Magic User. They found him. Fearing their madness, the Magic User tried to fight them off. He used his powers to loose creatures to attack them. He summoned Troglodytes, Lizard Men, Goblins, and other creatures to aid him. He hit the men with *Fireblasts*, *Ice Storms*, *Charm* and *Slumber* spells; but to no avail. The crew, with their increased strength destroyed or routed the monsters, and their recently acquired magic resistance saved them from his spells. The Magic User was taken prisoner.

Under torture, he admitted that he wasn't totally certain of the formula and knew of no cure for the madness. He cited pressure from the Captain as the reason for his haste in preparing the potion. He was left to die in great pain but managed to use what remained of his magic powers to escape.

The few remaining sane men tore through the dungeon looking for two things; the Captain and the cure. They found neither.

Within a few days, the fortress was devastated. There wasn't a sound mind left in it. The women managed to reach a small boat and escape to the open sea; they were picked up over 100 leagues away from the island and could give no clue to its whereabouts. Some of the crew ran off to wander madly over the island. Others fought among themselves and killed each other for no reason.

That was nearly 75 years ago. Since that time, the island has been largely unfound and unexplored. A few sailors have landed by chance on it, but their wild stories have been largely ignored as the ramblings of men who have been too long at sea.

Legend Notes

Each member of the party has a chance to have heard some stories or rumors about the island of the Corsairs. Like all legendary places, not all of these stories will be true. Some will be complete fabrication while others contain germs of truth but are badly distorted. Of course, knowledge of the truth or falsity of the legends is known only to the Judge. The players are free to judge any legend as they wish.

To determine which legends (if any) a character has heard, use the following procedure. Roll a D6 for each member of the party. (Player Characters only, NPCs are not included.) A roll of 1 or 2 means that the character has heard one legend about the island. Roll a D12 and tell the player the legend indicated by that die roll.

A roll of 3 or 4 on the D6 means that the character has heard two legends. Roll a D12 twice and check the Legend Table for each roll.

A roll of 5 or 6 on the D6 means the character has heard nothing in particular about the Corsairs and the fortress. Do not check on the Legend Table.

Remember to give each player his legend information separately. It should be his decision whether or not to share it with the rest of the group.

If a legend has already been given out and another die roll calls for it again, pick an unused legend from the list or roll the die again until you get a story that hasn't been told.

Legends are unsubstantiated rumors. Under no circumstances should you answer questions about the legends given here.

Legends (Roll on a D12)

Die Roll

- 1 The Corsairs were killed by a terrible disease that destroys any unprotected man who sets foot on their island (F).
- 2 No magic will work in the Stronghold (F).
- 3 The Corsairs trained and used Sea Monsters (T).
- 4 A Madman lives on the island (T).
- 5 The Corsairs built their Fortress in an extinct volcano (F).
- 6 The island forest is haunted by souls of the dead Corsairs (F).
- 7 70 years of plundered treasures are hidden on the island (F).
- 8 A small band of Corsairs still roam the island.
- 9 The Fortress has many levels (T).
- 10 The Fortress can only be reached by water (T).
- 11 Part of the Fortress is underwater (T).
- 12 The Fortress is in the marsh (T).

Party Notes

The next pages contains the statistics for a party or adventurers that may be used with this module. Of course, there is nothing to prevent the players from creating their own characters, but these were included so that you may begin play of this adventure quickly, if you wish.

This party is well-balanced and should be able to do well if the characters are played properly and the members of the party cooperate with one another.

Some notes are in order here:

Before the game begins, the Cleric needs to pick which three spells he will be taking into the dungeon with him. Any 1st level Clerical spell is acceptable; the ones chosen should be left up to the player.

Likewise, the Magic User must pick his one spell. He may choose only one of the spells listed under "1st Level Spells Known".

Remember that most spells, whether Clerical or Magical, require material components (that must be acquired) which may be used up. In addition, once a spell has been cast it is forgotten; it cannot be cast again until it is re-memorized.

The Judge may wish to allow players the opportunity to make changes in their characters' gear before play begins. This is fine, but remember that for all intents and purposes, the characters have no resources other than what is listed for them. If Benelak wishes to buy a lantern, he's going to have to sell some of his other possessions, borrow the money from another party member, or take out a loan to pay for it.

Each character is shown as having one secondary skill; a former occupation that he could be expected to have a better than average knowledge of. Just exactly what part these traits play in this adventure is strictly up to the Judge.

If you wish these traits can be ignored completely or simply held in reserve until or if the character is used in a wider campaign. On the other hand, these traits could be significant factors in the adventure.

For example, Boralon has worked as a sailor; if he is placed in charge while the party is at sea, they might have a less than normal chance to become lost or they might fare slightly better in an encounter with a Sea Monster.

Tamar, the Thief, has worked as a Jeweler. He might be better than some of the other characters at determining how much a piece of Jewelry is worth.

This type of interaction must come from the players. Don't suggest it to them; let them make the decisions and then make your judgement on the outcome based on how significant you think the secondary skills really are.

Romart

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	011	011	054	051	154	083	102	153	072	105	131	104	117	155	091	DBS

Possessions: Dagger, Pack, Iron Rations, Boots, Belt, Wine (1 pint), Standard Rations, Large Sack, 2 Torches, Tinderbox, Small Sack, 10 GP. He has worked as an Armorer.

Romart is the third son of a minor Baron. A landless Noble, he has gone out into the world to seek his fortune. He considers himself to be the party leader, because of his nobility (something his is very proud of). He worked as an Armorer as a hobby (he was searching for the ultimate Suit of Armor).

Benalak

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	022	022	067	051	165	112	084	153	127	074	143	135	061	133	101	DBA

Possessions: Pack, Iron Rations, Standard Rations, Wine (1 pint), Boots, 3 Torches, 50' Rope, Tinderbox, 12 Spikes, Mallet, 5 GP. He has worked as a Blacksmith.

Benalak is a Dwarven Fighter who has learned to put up with Elves and Humans (all of whom he considers to be weaklings). Only slightly greedy, he is highly honest when dealing with the party members, and will not cheat his fighting comrades.

Boralon

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGX	021	016	074	063	157	103	122	104	118	102	134	113	115	114	075	DTS

Possessions: Mace, Boots, Pack, 50' Rope, Large Sack, Iron Rations, Standard Rations, Wine (1 pint), Belt, Oil (1 pint), Small Sack, 30 GP. He has worked as a Sailor.

Boralon is a slightly insane northern Barbarian, who yells and laughs as he does battle. His basic wish in life is to be killed in battle, surrounded by piles of his dead enemies, so that he may have the proper afterlife for a Warrior of his tribe.

Mellar

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LGX	021	015	065	064	125	095	168	152	103	154	156	117	142	124	113	IMF

Possessions: Hammer, Iron Rations, Pack, Boots, Belt, Wine (1 pint), Standard Rations, Large Sack, 2 Torches, Tinderbox, 50' Rope, Belt Pouch, Holy Symbol, Garlic Bud, Prayer Beads, 3 GP. He has worked as a Potter.

Mellar is a Lawful Good Cleric who is constantly breaking into preaching and proselytizing. In battle, he sings songs of praise to his god, as he strikes down his enemies (tends to be a bit fanatical about destroying evil).

Kanmak

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	CGX	011	004	009	053	114	155	087	095	123	107	112	114	123	143	164	WPS

Possessions: Lantern, Boots, Robe, Girdle, Hat, Pack, Iron Rations, Standard Rations, 3 Candles, Large Sack, Water Skin, 50' Rope, Belt Pouch, Tinderbox, 15 GP. He has worked as a Mason.

Kanmak is an Elvish Mage who cares little for Dwarves, and who thinks most Humans are smelly lowlife creatures, only slightly better than Orcs. He is constantly cleaning himself, and hates to get dirty.

Tamar

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NXX	031	013	034	042	085	105	086	147	156	124	132	164	135	162	127	DDG

Possessions: Belt Pouch, Thief's Tools, Sling, 12 Sling Bullets, Belt, Boots, Pack, Iron Rations, Standard Rations, Wine (1 pint), Large Sack, 50' Rope, Small Sack, 40 GP. He has worked as a Jeweler.

Tarmar is a firm believer in looking out for number one. A Thief, he learned his Jeweler's skills when casing a Jewelry Shop by signing on as an apprentice. He is relatively loyal to the party, but will leave with the loot by himself if he gets a chance.

Judge's Notes

This section contains notes and explanations that the Judge will find helpful for moderating this adventure.

Starting the Adventure

The Corsairs of Tallibar can be played in many different ways. As written, one of the characters has just received a letter from a friend of his who works in the Records Department of the government about a piece of parchment he had inquired about. This letter is the impetus for the adventure. The party is assumed to be in the port city of Qylondak and play proceeds from there.

As the Judge, you might wish to spend some time creating part of this city and make the characters visit various places to find more information, hire transportation, and interact with NPCs.

Or you can assume all of this to be done; the party has a ship, they have the legends about the Corsairs and are ready to sail in search of the Island. In this case, play would begin with a Waterborne adventure as detailed as you care to make it.

If you wish, the party might have already found the Island and have just landed on it, ready to explore.

Another alternative would be to bypass the Island adventure section of the module and place the party at the entrance to the underground Fortress. (I don't recommend this, but since this is actually two adventures in one, the Island and the Fortress, it could be done.)

Another way would be to let the party think that they have just been hired to map an Island and let them discover the Fortress and other encounters as they adventure. In this case, you should bypass the Player History and the Legends and make up your own.

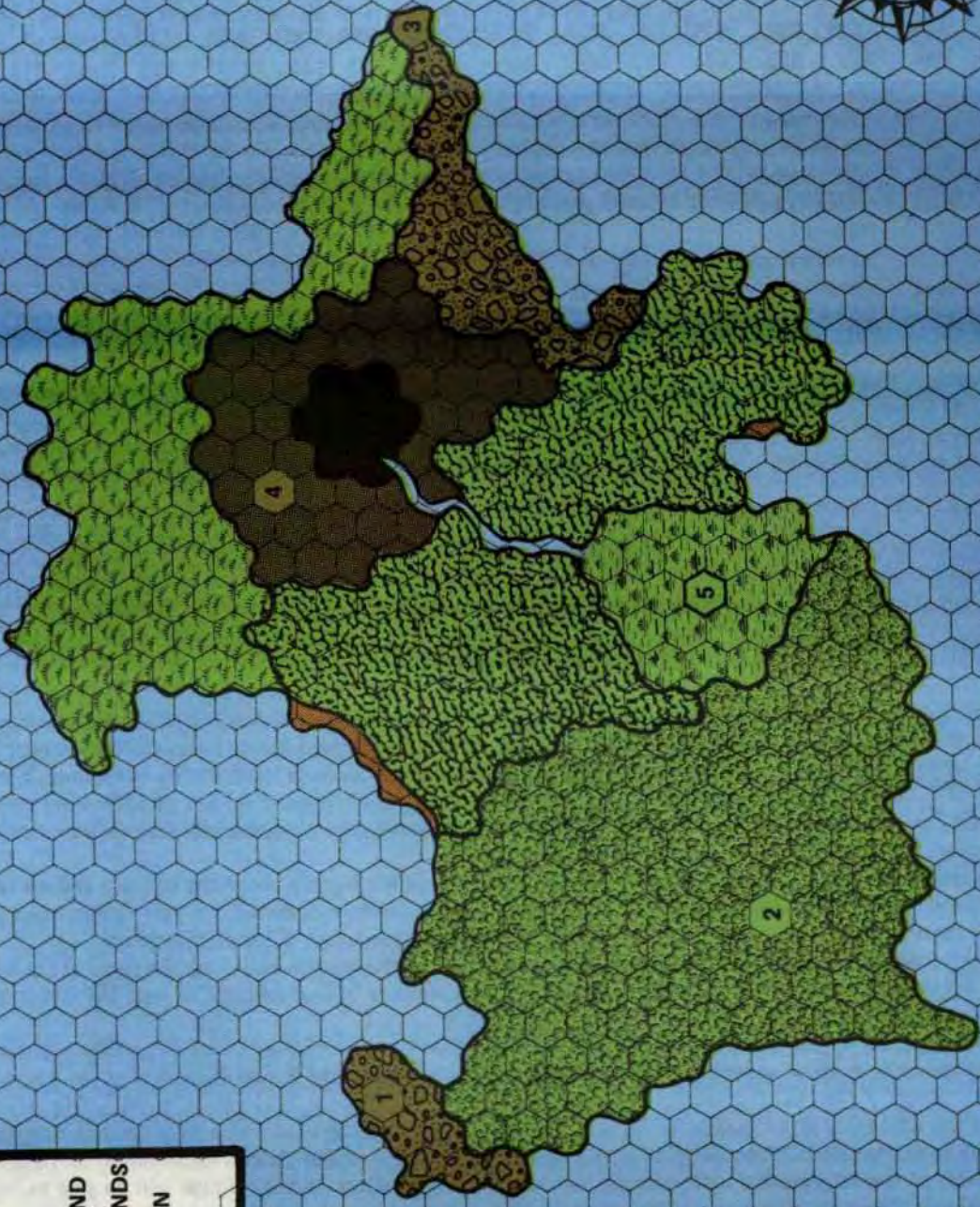
How you begin the adventure is, of course, up to you and how it fits into the world you have created. I suggest that you play the adventure as written since it was designed with a great amount of detail and Judge's information to make it seem as real as possible. Much of the information will never be learned by the characters, but the Judge will be able to fashion a very believable story from it. There are many interlocking pieces to the module that will work best when it is played as written.

Maps

There are four pages where maps fall in this module: the Judge's Island Map, which is fully detailed with terrain types and keyed encounters; a page with the Lookouts, Magic Users Hut and the Fortress Entrance; and two maps of the other Fortress levels, One Upper, and one Lower level.

The scale of the main Fortress Maps is 1 square = 10 feet, but the other encounter maps have a scale of 1 square = 5 feet. The scale of the Island Maps is 1 hex = 1 mile.

ROCKS
FOREST
HILLS
BEACH
GRASSLAND
SCRUBLANDS
MOUNTAIN
MARSH



Using Terrain Descriptions to Guide the Action

Most of the terrain types for the Island have been described with examples of what kinds of things might happen to the party. The Judge should take these suggestions and embellish them so that the party actually feels as though they are crossing this type of terrain. They should occasionally fall in a pool of water in the swamp, they should, perhaps, have to use ropes to climb the Mountain, and they should feel sticky and uncomfortable in the Forest. This is important to the believability of the adventure and is left up to the Judge (it's a lot of fun).

Treasure Types and Encumbrance

Many of the treasures in the Fortress are not what the party might think of as treasures: Bottles of Perfume, Mirrors, and Paintings all have an open market value. If the party doesn't realize this and only picks up Gold and Silver Pieces, they may be disappointed. It is up to you, as the Judge, to help them realize this without coming right out and saying: "That bottle of cream is worth 5 GP." You might want to handle the situation by having the party meet an old, second-hand Merchant, who will try to sell them items similar to those they might find, before they leave Qylondak. If they are paying attention, the characters should remember that later when they begin to discover like items.

Since much of the treasure is out of the ordinary, the Judge will have to pay close attention to Encumbrance. There is no way the party could carry out all of the treasure in the Fortress even if they found it. They may have to haul some of it out and set a guard over it, or they may have to discard some items in favor of others; this should be up to the players. Let them do what they want, but don't let them haul around everything they find.

Abbreviations

To save space, the statistics for most monsters have been listed in abbreviated form. Most abbreviations are standard and should cause you no trouble.

Playing NPCs

There are many opportunities for the Judge to do some roleplaying of his own in this module; most notably, the insane Magic User who lives on the Island. How you handle this character is up to you. He may or may not give the party any useful information, depending on how you play him; and the same goes for his Parrot. This is one of the most enjoyable aspects of a role-playing game and you should take some time preparing for the encounter. Enough background information about the character has been given for you to "flesh out" the Magic User; let that be a guide to his actions.

Remember that not all the monsters that the party might encounter are evil and must be destroyed. Some of them may actually aid the party. Take a little time to research these creatures and determine their reactions.

Wandering Monsters

The following pages contain the Wandering Monster Tables for this adventure. Each table has the base chance for an encounter to take place in that terrain type as well as when to check for an encounter and the rate at which the party is able to travel through each kind of terrain.

Not all these creatures are hostile; some of them are quite intelligent and may be helpful to the party. The Judge should play them accordingly. These encounters give the Judge a good chance to do a little role-playing himself and in order to do that properly, he must be prepared.

A special note regarding creatures preceded by "*". Once these monsters are encountered, they will not be met again regardless of the outcome of the encounter. For example, just because the party kills or runs off the Wolves that roam the Rocks, that's no guarantee that they won't meet up with some other members of the pack if they stay in the area long enough. But, on the other hand, they can only encounter a single set of five Sprites no matter how long they stay in the Hills.

Therefore, once any of the monsters preceded by "*" have been encountered, treat any further rolls that would call for them to appear as a roll of "No Encounter".

An example of how to use the Wandering Monster Tables:

Assume that the party is travelling through the Hills. The Rate of Travel for this terrain type is 10 miles per day and since the scale of the map of the Island is 1 mile per hex, the party will be able to travel 10 hexes in the course of the day.

The first encounter check is at noon; when the party has gone about halfway or 5 hexes. The Judge rolls a D10; the resulting roll of 4 means that no Wandering Monsters are met and the party can continue its journey.

After travelling 10 hexes, the party sets up camp for the night, still in the Hills. Shortly after they go to sleep is the time for the next encounter check, night. The Judge again rolls a D10 and this time a roll of 1 is obtained, meaning that a Wandering Monster will appear. Now the Judge rolls a D4. It comes up 3 and the party is attacked by 3 Kobolds.

Assuming that the party survives the onslaught, another encounter check is made just prior to dawn. This time the D10 comes up 7 and no Wandering Monsters are met. The party can begin the next day's journey.

Note that if they stay in the Hills, they might meet up with 3 more Kobolds; but if the encounter on the previous night had been with the Sprites, there would be no chance that more Sprites would be encountered the next day since these creatures are keyed to appear only once, as denoted by the "*" preceding their listing.

WANDERING MONSTER TABLES

The Nydar Sea

Rate of Travel: 50 Miles per Day

Encounter Occurs: 1 in 10

Check for Encounter: Morning, Evening and Midnight

Die Roll (D4)	Encounter
1	* 1 Giant Squid: ALN NNN, HIT 012, ARM 078, AGL 152, HTK 044, NOA 008, DPA 1 - 6, SPA If four Tentacles Hit 5 - 20 Constriction Damage, SPD 30' on Land, 180' Underwater.
2	1 Giant Lamprey: ALN NNN, HIT 005, ARM 043, AGL 134, HTK 018, NOA 001, DPA 1 - 6, SPA Drains Blood once it Hits at 1 - 6 points damage a round, SPD 90'.
3	* 2 Tritons: ALN NGX, HIT 003, ARM 052, AGL 135, HTK 012 - 014, NOA 001, DPA 2 - 7, SPD 150'.
4	1 Giant Crab: ALN NNN, HIT 003, ARM 084, AGL 103, HTK 011, NOA 002, DPA 2 - 8 (Claw), SPD 90'.

Rocks

Rate of Travel: 5 Miles per Day

Encounter Occurs: 1 in 10

Check for Encounter: Morning, Evening and Midnight

Die Roll (D4)	Encounters
1	* 1 Harpy: ALN CEX, HIT 003, ARM 035, AGL 156, HTK 010, NOA 003, DPA 1 - 3 (Claw)/1 - 3 (Claw)/1 - 6 (Bite), SPA Singing acts like <i>Charm</i> spell, SPD 60' on Ground, 150' Flying.
2	4 Hobgoblins: ALN LEX, HIT 002, ARM 054, AGL 135, HTK 008 - 003 - 006 - 005, NOA 001, DPA 1 - 8, SPD 90'.
3	* 1 Doom Horse: ALN CEX, HIT 006, ARM 065, AGL 185, HTK 026, NOA 001, DPA 3 - 18, SPD 180'.
4	2 Wolves: ALN NEX, HIT 002, ARM 034, AGL 165, HTK 006 - 009, NOA 001, DPA 2 - 5, SPD 180'.

Forest

Rate of Travel: 10 Miles per Day

Encounter Occurs: 1 in 10

Check for Encounter: Morning, Noon, Evening, Night, Midnight, Pre-Dawn

Die Roll (D4)	Encounter
1	3 Giant Ticks: ALN NNN, HIT 002, ARM 074, AGL 155, HTK 002 - 006 - 008, NOA 001, DPA 1 - 4 (Bite), SPA Blood Drain of 1 - 3 points damage per round, SPD 30'.
2	* 1 Tree Terror: ALN NNN, HIT 005, ARM 054, AGL 144, HTK 022, NOA 003, DPA 1 - 6 (Claw)/1 - 6 (Claw)/2 - 12 (Bite), SPA if both Claws land Hug for 2 - 12, SPD 120'.
3	1 Giant Skunk: ALN NNN, HIT 005, ARM 062, AGL 125, HTK 018, NOA 001, DPA 1 - 6 (Bite), SPA Squirts Musk that Blinds when it Hits for 2 - 12 rounds, SPD 90'.
4	1 Giant Weasel: ALN NNN, HIT 003, ARM 046, AGL 185, HTK 014, NOA 001, DPA 2 - 12 (Bite), SPA Blood Drain once Bite lands for 1 - 4 points damage per round, SPD 150'.

Hills

Rate of Travel: 10 Miles per Day

Encounter Occurs: 1 in 10

Check for Encounter: Noon, Night, Pre-Dawn

Die Roll (D4)

Encounter

- | | |
|---|--|
| 1 | 2 Hill Bears: ALN CEX, HIT 003, ARM 053, AGL 105, HTK 010 - 013, NOA 001, DPA 2 - 8, SPA Move so Quietly that they have double the ordinary chance of gaining Surprise, SPD 90'. |
| 2 | * 5 Sprites: ALN NGX, HIT 001, ARM 044, AGL 189, HTK 006 - 003 - 006 - 004 - 005, NOA 001, DPA 1 - 4, SPD 90' on Foot, 180' Flying. |
| 3 | 3 Kobolds: ALN LEX, HIT 001, ARM 034, AGL 155, HTK 003 - 002 - 003, NOA 001, DPA 1 - 4, SPD 60'. |
| 4 | 1 Wild Boar: ALN NNN, HIT 003, ARM 035, AGL 147, HTK 015, NOA 001, DPA 3 - 12, SPD 150'. |

Scrublands

Rate of Travel: 20 Miles per Day

Encounter Occurs: 1 in 10

Check for Encounter: Morning, Evening, Night, Pre-Dawn

Die Roll (D4)

Encounter

- | | |
|---|--|
| 1 | 2 Giant Badgers: ALN NNN, HIT 003, ARM 057, AGL 175, HTK 013 - 015, NOA 003, DPA 1 - 3 (Claw)/1 - 3 (Claw)/1 - 6 (Bite), SPD 60'. |
| 2 | 2 Huge Spiders: ALN NNN, HIT 002, ARM 045, AGL 189, HTK 010 - 008, NOA 001, DPA 1 - 6 (Bite), SPA Extra 1 - 6 points of Poison Damage taken the next round, Moves so silently double the chance of getting Surprise, SPD 180'. |
| 3 | 2 Gnolls: ALN CEX, HIT 002, ARM 056, AGL 135, HIT 009 - 010, NOA 001, DPA 2 - 8, SPD 90'. |
| 4 | 2 Orcs: ALN LEX, HIT 001, ARM 045, AGL 155, HTK 003 - 006, NOA 001, DPA 1 - 8, SPD 90'. |

Grasslands

Rate of Travel: 20 Miles per Day

Encounter Occurs: 1 in 10

Check for Encounter: Morning, Evening and Midnight

Die Roll (D4)

Encounter

- | | |
|---|--|
| 1 | 5 Giant Centipedes: ALN NNN, HIT 001, ARM 015, AGL 185, HTK 002 - 002 - 002 - 002 - 002, NOA 001, DPA 1, SPA 1 - 4 Poison Damage for 1 - 4 rounds, SPD 150'. |
| 2 | 4 Goblins: ALN LEX, HIT 001, ARM 047, AGL 165, HTK 004 - 005 - 006 - 002, NOA 001, DPA 1 - 6, SPD 60'. |
| 3 | * 1 Giant Scorpion: ALN NNN, HIT 005, ARM 074, AGL 135, HTK 025, DPA 1 - 10 (Pincher)/1 - 10 (Pincher)/1 - 4 (Sting), SPA Sting contains Poison which does 1 - 6 points damage per round for 1 - 4 rounds, SPD 150'. |
| 4 | 2 Hyenas: ALN NNN, HIT 003, ARM 034, AGL 154, HTK 010 - 013, NOA 001, DPA 2 - 8, SPD 120'. |

Mountain

Rate of Travel: 5 Miles per Day

Encounter Occurs: 1 in 10

Check for Encounters: Morning and Night

Die Roll (D4)

Encounter

- 1 1 Giant Ram: ALN NNN, HIT 004, ARM 046, AGL 142, HTK 018, NOA 001, DPA 2 - 12, SPA First Attack is a Charge that does 1 - 6 more damage, SPD 150'.
- 2 1 Giant Eagle: ALN NNN, HIT 005, ARM 045, AGL 174, HTK 020, NOA 001, DPA 3 - 18, SPD 90'.
- 3 * Sylph: ALN NGX, HIT 003, ARM 015, AGL 188, HTK 016, NOA 000, SPA May throw 10 *Charm* spells each day, SPD 120' on Ground, 360' Flying.
- 4 1 Hippogriff: ALN NNN, HIT 003, ARM 057, AGL 145, HTK 015, NOA 003, DPA 1 - 6 (Claw)/1 - 6 (Claw)/1 - 10 (Bite), SPD 180' on Land, 360' Flying.

River

Rate of Travel: 25 Miles per Day

Encounter Occurs: 1 in 10

Check for Encounter: Morning and Evening

Die Roll (D4)

Encounter

- 1 * 2 Hippopotomi: ALN NNN, HIT 008, ARM 043, AGL 105, HTK 028 - 036, NOA 001, DPA 2 - 12, SPD 90' on Land, 120' in Water.
- 2 3 Crocodiles: ALN NNN, HIT 003, ARM 054, AGL 137, HTK 008 - 012 - 010, NOA 002, DPA 2 - 8 (Bite)/1 - 10 (Tail Lash), SPD 60' on Land, 120' in Water.
- 3 * 1 Giant Crab: ALN NNN, HIT 003, ARM 084, AGL 135, HTK 013, NOA 002, DPA 2 - 8 (Claw)/2 - 8 (Claw), SPD 90'.
- 4 2 Giant Frogs: ALN NNN, HIT 001, ARM 032, AGL 157, HTK 004 - 006, NOA 001, DPA 1 - 4, SPA Double the chance of gaining Surprise, Tongue Paralyzes for 1 - 2 rounds, SPD 30' on Land, 90' in Water.

Marsh

Rate of Travel: 5 Miles per Day

Encounter Occurs: 1 in 10

Check for Encounter: Morning, Noon, Evening, Night, Midnight and Pre-Dawn

Die Roll (D4)

Encounter

- 1 3 Giant Leeches: ALN NNN, HIT 001, ARM 014, AGL 152, HTK 003 - 005 - 006, NOA 001, DPA 1 - 4, SPA Drain Blood at the rate of 1 - 3 points damage until killed, SPD 30'.
- 2 1 Giant Lizard: ALN NNN, HIT 003, ARM 052, AGL 112, HTK 013, NOA 001, DPA 1 - 8, SPD 150'.
- 3 2 Lizard Men: ALN NNN, HIT 002, ARM 055, AGL 145, HTK 009 - 010, NOA 003, DPA 1 - 3 (Claw)/1 - 3 (Claw)/1 - 8 (Bite), SPD 60' on Land, 120' in Water.
- 4 2 Crocodiles: ALN NNN, HIT 003, ARM 054, AGL 137, HTK 009 - 012, NOA 002, DPA 2 - 8 (Bite)/1 - 10 (Tail Lash), SPD 60' on Land, 120' in Water.

Upper Dungeon Level

Rate of Travel: By Party Members
Encounter Occurs: 1 in 6
Check for Encounter: Every 3 Turns

Die Roll (D6)	Encounter
1	3 Giant Mosquitos: ALN NNN, HIT 001, ARM 025, AGL 189, HTK 006 - 005 - 006, NOA 001, DPA 1 - 3, SPA Drains Blood for 1 - 3 points damage per round until killed, SPD 30' on Ground, 180' Flying.
2	4 Goblins: ALN LEX, HIT 001, ARM 047, AGL 164, HTK 005 - 004 - 006 - 005, NOA 001, DPA 1 - 6, SPD 60'.
3	2 Screammers: ALN NNN, HIT 003, ARM 035, AGL 092, HTK 008 - 009, NOA 000, SPA Scream does 1 - 3 points damage to everyone within 30', SPD 10'.
4	4 Giant Centipedes: ALN NNN, HIT 001, ARM 015, AGL 185, HTK 002 - 002 - 002 - 002, NOA 001, DPA 001, SPA 1 - 4 Poison Damage for 1 - 4 rounds, SPD 150'.
5	3 Kobolds: ALN LEX, HIT 001, ARM 034, AGL 155, HTK 002 - 003 - 002, NOA 001, DPA 1 - 4, SPD 60'.
6	2 Scavenger Worms: ALN NNN, HIT 003, ARM 050, AGL 143, HTK 012 - 014, NOA 008, DPA 0, SPA Hits Paralyze for 1 - 6 rounds, SPD 120'.

Lower Dungeon Level

Rate of Travel: By Party Members
Encounter Occurs: 1 in 6
Check for Encounter: Every 3 Turns

Die Roll (D6)	Encounter
1	2 Cavern Man Lizards: ALN CEX, HIT 002, ARM 053, AGL 127, HTK 006 - 008, NOA 001, DPA 1 - 8, SPA Can blend in with stone walls, SPD 120'.
2	* 1 Red Slime: ALN NNN, HIT 004, ARM 025, AGL 104, HTK 018, NOA 001, DPA 2 - 8, SPD 70'.
3	2 Gnolls: ALN CEX, HIT 002, ARM 056, AGL 135, HTK 008 - 007, NOA 001, DPA 2 - 8, SPD 90'.
4	2 Hobgoblins: ALN LEX, HIT 001, ARM 054, AGL 135, HTK 006 - 005, NOA 001, DPA 1 - 8, SPD 90'.
5	2 Lizard Men: ALN NNN, HIT 002, ARM 055, AGL 145, HTK 008 - 010, NOA 003, DPA 1 - 3 (Claw)/1 - 3 (Claw)/1 - 8 (Bite), SPD 60' on Land, 120' in Water.
6	1 Ghoul: ALN CEX, HIT 002, ARM 042, AGL 175, HTK 009, NOA 003, DPA 1 - 3 (Claw)/1 - 3 (Claw)/1 - 6 (Bite), SPA Paralyze for 1 - 3 rounds with Bite, SPD 90'.

THE ISLAND

No. 1 - Rocks

Terrain Description

There are two major rocky areas on this island; one to the west and one to the east. Both are very similar in appearance. These rock spurs are composed of volcanic residue laid over a granite base. The rock ranges in color from light brown at the inland areas to almost blood-red and black near the sea. In places, deposits of the more familiar grey granite can be seen.

Near the sea, the rock is badly worn and pitted with large holes. At the extreme edges of the island, the stone is slick and slimy with accumulated algae and seaweed residue.

Further back from the edge, the rock is smoother but almost devoid of vegetation. Still further in, isolated plants and creepers become apparent, growing more numerous until the rock gradually fades into the surrounding terrain types. Near the edges of these divisions, the soil can be dug away for a few feet to expose the volcanic substructure.

Keyed Encounters

Both Rock patches have a Corsair Lookout Station built on them. These are numbered 1 and 3 on the map of the Island.

These Lookout Stations served the obvious purpose. Two men were stationed here for a few days as sentries guarding the pirate island against intruders. The two men at each station stood Watch-and-Watch, four hours on duty and four hours off.

Since the Watch was rotated often, there was little need to make these Lookouts very elaborate.

These Lookout Stations were basically the same. The only real differences between them are in orientation and content. The description given below is for the West Lookout (Encounter No. 1). It also applies to the East Lookout (Encounter No. 3) with a few minor changes. These changes are listed at the end of the basic description.

Encounter No. 1 - West Lookout Station

A rotting wooden door, set into what looks to be solid rock, is the first clue to the existence of the Lookout Station. When the door is opened, the party will find itself in a small (30' x 45') room with no windows, carved directly out of the rock.

At the north end of the room is a short flight of 3 steps that lead up to another door. At the foot of these steps is a pair of broken and rotting beds. They are cheap, functional pieces with wooden frames and straw tickings that give off a sour odor. Each bed has a moldy blanket folded haphazardly at its foot.

In the center of the room is a table and a pair of chairs. Again, these are plain and unadorned. All three pieces are badly rotted and the table shows some deep gouges on its top along with some scattered spots of mold.

At the south end of the room, a squarish hole goes back into the rock wall at floor level. Inside it are some damp ashes and a few partially burned sticks of wood. If a character puts his head in the hole and looks upward, he will see a rough circular shaft extending about 2'. This, of course, was the fireplace with its chimney now blocked and useless.

A pair of metal rods have been driven horizontally into the stone just above the mouth of the fireplace so that they stick out about 2' into the room. This was a rack to dry wood before it was burned so that it wouldn't smoke, but now it holds nothing.

Just to one side of the fireplace is a small, 2' square, wooden cover set into the stone. It sags open about an inch and foul smells issue gently from behind it.

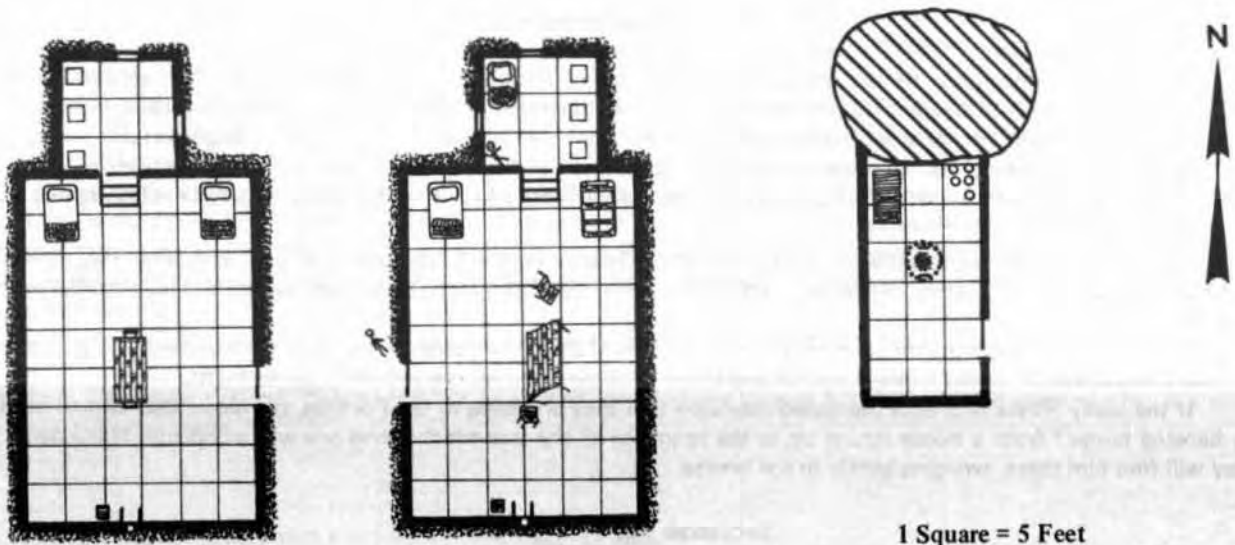
This was a cooler (2' x 2') for food brought by the sentries. Now it contains only moldy piles of decaying matter. (The last meal, the cold has helped it last longer.) Any character who pokes his hand into the cooler is sure to be bitten by the Spiders (Bites are painful but do no damage) that have taken up residence there if he is not careful. There is nothing of value in the cooler.

The walls of this room are extremely damp to the touch and the temperature is noticeably below normal. Here and there, spots of mold and mildew can be seen on the walls and ceiling.

The door at the top of the stairs opens to another room (15' x 15') carved out of rock. There are no other doors but the opposite and right walls have small 2' square openings cut out of them. By looking through these windows, the party can see a large expanse of ocean as well as parts of the island. The air is fresher here because of the constant breeze and this room is not as damp or cold as the other. This was the actual observation deck where the sentry stood and surveyed the surrounding area, dispatching messages to the main Fortress if necessary.

The only feature in this area is a row of three small wooden cages covered with metal mesh set against the left wall. The wood in the frames is rotting and the mesh is rusty and corrupted by the constant influx of salt air. Inside each cage is a small stone dish partially covered with mold and the skeleton of some type of small winged creature.

These are the remains of the reptilian "carrier pigeons" that the Corsairs used to communicate back and forth between the main Fortress and the Lookout Stations. It's impossible to tell what kind of creatures these were, but the party should be able to figure out their purpose.



Encounter No. 3 - East Lookout Station

For the most part, the Lookout Station described above will also suffice for the east encounter. However, there are a few minor differences.

There are a few small bones mixed in with the ashes in the fireplace and the wood-drying rack above it still holds a few sticks.

The cooler door is closed and the cooler is completely empty, not even any spiders.

The table in the center of the room is smashed and overturned, as are the chairs.

One of the beds is missing its ticking and blanket.

A skeleton lies just outside the main door. The back of the skull has been smashed. There are no weapons or anything else near the bones.

Under the complete bed is a small bone tube that contains a fine painting, done on some type of skin, of a huge Sea Monster menacing a ship. It could be sold for about 25 GP.

There is another skeleton on the Lookout Platform. This unfortunate kept a futile vigil for a ship that might come to rescue him before he too went mad. He killed the man outside the door, hauled the straw ticking up here to sleep on, and ate the "carrier pigeons", hence the cages up here are empty and there are bones in the fireplace. Underneath the moldy ticking, on which the skeleton lies, is a leather pouch containing 10 GP. A rusty Broadsword is propped up in the southwest corner of the platform.

No. 2 - Forest

Terrain Description

This is a typical heavily-forested area. The trees are large and closely spaced, and even during the day, a state of semi-gloom exists on the forest floor. The underbrush, too, is thick and heavy, wet with moisture trapped by the canopy of branches overhead. As the party fights their way through here, they will be soaked by the chest-high plants.

Although they will seldom see any animals or birds, the party will hear many of them. There is an almost constant cacophony of shrieks and calls. Sometimes, the noise will fade as the party approaches, other times the noise will increase. Occasionally they will see a brightly-colored bird flying just overhead. At night, the Forest seems to close in around the party, they will hear noises nearby and see a circle of eyes watching them from just outside the light of their fire.

The Forest has a damp, fetid smell that is only infrequently whisked away by a rare breeze. For the most part, the air is still and heavy with a thick odor of decay rising from the carpet of vegetable matter.

Occasionally the party will come across a narrow game track that winds through the underbrush. These game tracks are not shown on the map, but are left to the discretion of the Judge. If he wishes, they could lead to the Magic User's Hut, out of the Forest, or perhaps to nowhere in particular, running out after a time.

At any rate, progress through the forest, whether on or off the tracks, will be slow.

Keyed Encounter

The Forest is the home of the Magic User whose faulty Potion destroyed the Corsairs. The remnants of his magic powers are just enough to keep him alive, even after all these years. But, the torture he underwent at the hands of his captors has unhinged his mind. He can't perform voluntary magic anymore, and, in fact, will not willingly reveal that he is (was) a Magician. He lives in mortal fear that the Corsairs will come back and continue his torture where they left off. This fear has pushed him further over the brink of insanity and he spends most of his time babbling to himself, although he does have semi-lucid moments.

If the party can get him to discuss the Corsair Stronghold (which will take great tact and persuasion), his remembrances will be vague and often in error. His most vivid memory will be of the torture chamber, which he may describe in great and accurate detail.

He may, if handled properly, give a clue to the whereabouts of the dungeon, but he will absolutely refuse to accompany the party anywhere. If forced to leave his hut and travel with them, he will very quickly die of fright.

If the party leaves him with the stated intention that they are going to the Fortress, the Magic User will commit suicide by hanging himself from a noose strung up in the branches of the tree which forms one wall of his hut. If the party returns, they will find him there, swinging gently in the breeze.

Encounter No. 2 - Magic User's Hut

The Mad Mage

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	CNA	051	009	009	031	104	152	034	111	107	053	102	144	111	061	155	IDG

This rough 15' x 30' structure is the Magic User's place of residence, his shelter from the raging storms of his mind, he will always be found here.

The north wall of this crude cabin is actually the trunk of a huge still-living tree. The other walls are made by lashing logs and branches together and chinking the holes with mud. The door is made of sticks and is hung in its frame with rope. It fits rather poorly. There is a rope-and-stick latch to keep it closed.

In the center of the room is a stone fire-ring with a wooden spit suspended over it on forked twigs. A small fire is kept burning continuously. Because of the poor construction of the hut, the smoke is blown out easily through the cracks, but there is still a heavy smoky smell.

Some of the rocks forming the fire-ring have blackened and split from the flames. Others show streaks where grease and animal fat have dropped on them. These stones will have flies swarming around them.

In the northeast corner of the hut are several crude clay pots. Two of them hold water, one has berries of some kind, and the other two are empty.

In the northwest corner of the room is the Magic User's rough bed, really not more than a thin straw pallet with a single ragged blanket. There is no pillow in evidence.

The roots of the tree forming the north wall of the hut have several hollow spaces among them and there the Magic User has hidden a few minor treasures.

In one hole, he has a pouch with 5 GP and 10 SP. In another, he has a small bottle of bluish cream with a strange odor. It attracts small animals, the Magic User uses it as bait for his traps and snares.

Another hollow space in the roots has a scroll with a *Levitate* spell inscribed on it.

The Magic User will not tell the party about any of these treasures and will not give them up voluntarily. If they want them, they will have to take them.

Keyed Encounter

In the center of the Marsh lies the goal of this quest, the hidden Fortress of the Corsairs of Tallibar!

At first the entrance to the Fortress might go unnoticed. It is simply a small tor, about 40' high, rising out of the misty waters of one of the rare open lakes that dot the Marsh. However, if the party examines this hill from the north shore of the lake, they will notice the rotting remains of a dock; really little more than a series of short pilings with a few loose planks dipping into the water.

There is no way for the party to walk across to this hill, it is completely surrounded by water. There are enough trees nearby that they can make a raft and pole it over if they have the proper tools to build it. That will take about 4 - 8 hours, depending on the number of members in the party.

Upon reaching the hill, the party can examine the dock and will find the remains of a short, but broad and hard-packed path which leads directly back into the hillside. The path continues on into a cave whose mouth is almost choked with mud-slides and creepers.

At one time, the Corsairs kept a carefully concealed channel open between their Stronghold and the southern bay of the island. Through this channel, they could sail directly to their Fortress and conceal the ship from searching enemies, the vines and creepers were easily arranged to hide the passage.

In the years since their disappearance, however, the channel has become clogged with weeds, trees, and other plant life. It will no longer admit a ship of any size although the party should be able to take a raft down it. This will not be easy since the channel will even be hard to find, but it should be possible.

In the southeast corner is a small pile of sharpened sticks and hand-plaited rope, the raw materials from which the Magic User fashions small traps and snares to catch animals. He does this with a jeweled Dagger worth 50 GP which is stuck into a branch just above the pile of sticks.

Also in the hut, in the southwest corner, is a wooden stand about 3' tall. This is for the Magic User's pet, a Parrot. The bird will always be found here and will eye the party curiously when they enter. If it is threatened, it will fly out of the hut through a gap in the branches of the north tree-wall.

Depending on how the Judge wishes to play it, this Parrot can be a source of information for the party since the bird has heard all of the Magic User's wild ramblings and he talks to it a great deal. Just remember that you are dealing with a creature that simply mimics sounds. He is quite likely to spout gibberish or repeat the same thing over and over. He will not, under any circumstances, answer questions. The party may be able to get some information out of the bird, but it will be very frustrating for them (and fun for the Judge).

Outside the hut, on the south end, is a large pile of skeletons of small animals, the remains of many of the Magic User's meals.

A short way down the trail, behind the hut, is a small spring where he gets his water. In the grass nearby, is a crude fishing net that he has made.

No. 3 - Hills

Terrain Description

These are the foothills of the Mountain and are made of old volcanic emissions that have been weathered and rounded by the elements. The Hills are not particularly steep, they roll gently across this part of the island with mild vales and slopes. There are very few steep bluffs and cliffs although as the party approaches the Mountain, the going will get rough and the terrain more rugged.

The vegetation here consists mainly of tall, deep grass, bleached almost white by the sun. Here and there are clumps of trees forming miniature forests. For the most part, these will be found in the valleys, but a few have sprung up on the tops of individual hills, giving them an odd, crowned look.

There are few animals here, although the party will occasionally come across signs of a kill made by a large, unseen predator. The thick grass forms an effective cover for the animal life and it will not be uncommon for the company to spook a rabbit or bird while they are still near the outlying terrain areas; as they get closer to the Mountain, this will happen less frequently.

Toward the Mountain, the breeze will pick up also as the terrain rises to blend in with steep slopes. This breeze, which almost always comes from the north, is brisk and carrying a smell of salt air, albeit very faintly. The further north the party travels, the stronger this smell will become.

Keyed Encounter

The Hills are home to a swarm of Giant Wasps. These creatures make their nest in the hex numbered 4, but will first be encountered when the party enters any of the adjoining hexes.

Encounter No. 4 - Giant Wasps

If the party meets up with these creatures, it will be first with four of them and will take place in one of the hexes adjacent to the Wasp's nest; this is the range over which these insects hunt for food. If the party manages to kill all the Wasps that they first meet, they will not be bothered anymore unless they enter the nest hex, in which case, the remaining 11 Wasps will attack them. It will, of course, be difficult for the party to know which hex to avoid, but the Judge should give them a clue by stating from which direction the Wasps first approach, they will always come from the direction of their nest.

A Giant Wasp has two weapons, his powerful Jaws and his Sting, which he can use more than once. The Jaws do 1 - 6 points of damage (1D6) and the Sting does 1 - 4 points of damage (1D4). In addition, any character stung by a Wasp must roll 1D20 and get less than his CON or be permanently paralyzed and die in 3 - 6 (1D4 + 2) days.

If a party member is paralyzed and abandoned, the Wasps will carry him back to their nest where he will become food for the Wasp larva.

A *Neutralize Poison* spell or antidote will save the victim.

The lair of the Wasps is discernable only as a 3' diameter hole going back into one of the Hills. If the party manages to kill all the Wasps and crawl in here, they will find 45 eggs which are within 5 days of hatching. These eggs appear as clusters surrounding cocoon-like objects; the Wasps' previous victims.

The statistics on these creatures are: ALN NNN, HIT 004, ARM 065, AGL 175, HTK 019 - 016 - 020 - 018 - 025 - 020 - 013 - 019 - 020 - 018 - 019 - 020 - 019 - 019 - 011 - 018, NOA 002, DPA 1 - 6/1 - 4, SPA Poison Paralyzes, SPD 60' on Ground, 210' Flying.

No. 4 - Beach

Terrain Description

The Beaches are the only places where the party can safely land on the island. Both Beaches are similar, consisting of fine light-brown sand and occasional larger rocks. These sandy stretches range from 5' to 40' in width.

There are, of course, bits of driftwood and seaweed washed up here as well as a few dead fish. There is a constant breeze blowing with a powerful sea odor. This breeze blows inland during the night and out to sea during the daytime. Calls of sea birds are continually heard.

Here and there, the party will find a few small tidal pools with miniature crabs, snails, slugs and other ocean creatures.

If the party thoroughly explores the north Beach, there is a 5% chance per party member (cumulative per turn) that one of them will find a single Human footprint in the sand toward the rear of the Beach where it slowly edges up to merge with the Scrublands. This footprint, which is half-hidden under an old driftwood log, is from the Magic User, who comes here on occasion to cast his homemade fishing net into the bay.

If they want to take the time to dig up the sand on either Beach, there is a 3% chance per party member that a character will find a single well-worn Gold Piece. This chance is cumulative per turn for each individual member of the party.

The tides are not great at either of the Beaches and the party can camp there easily.

No. 5 - Grassland

Terrain Description

The northern portion of the island is Grassland, sand dunes covered with tall, sparse grasses. In some places, the grass will be almost non-existent and the party will find itself travelling over a hard sand/salt flat.

In other places, the grass will be fairly thick, but there will always be sand visible between the clumps. There is very little other vegetation in this area.

Animal life is sparse also. At most, there is a seagull or two flying overhead or an occasional mouse nesting in the grass. There will, however, be quite a few insects, sandhoppers, flies and the like. This can be quite annoying since these creatures bite or sting. They won't do any real damage, but they will make it a little uncomfortable for the party unless they take some kind of precautions.

If the characters explore this area at all, they will certainly come across a skeleton bleaching in the sun. The grass has grown up through the empty eye sockets, some of the bones are missing, and a mouse set up housekeeping in the half-buried pelvic region. Oddest of all, the left leg is broken cleanly. This obviously took place before death and hasn't been disturbed since.

Nothing remains of the clothes or possessions of this man, they have all either blown away or been buried in the sand. The only clue to his identity is a small Silver Ring (worth 10 GP) still on one skeletal finger. The ring is a plain, narrow band and has the initials O. T. inscribed on its inner surface in flowing script.

Near this skeleton, but separated from it by about 20', are the remains of a small mammal of some sort. Imbedded in the ribcage of the creature is an ornate, but rusting, Dagger. At one time, the intricacy of its decoration would have made it a prized weapon. Now, however, it is worthless.

No. 6 - Scrublands

Terrain Description

Between the Hills and the Marsh lie the Scrublands. This wide band which cuts across the island is less desolate than the Grasslands to the north, but not as full of life as the Forest to the south.

Plant life consists mostly of short, almost stunted, trees growing up from a base of thick, saw-edged grass. Here and there will be patches of brush and tangled thickets. These will become more numerous as the party approaches the River.

For the most part, the party will be out in the open. The trees that are there, are grouped together or stand singly in the sun. The soil is richer here but not fertile enough to support very dense undergrowth.

The land is fairly flat, only occasionally will there be rises in altitude noticeable by the party although, like all terrain on this island, the Scrublands rise gradually to the Mountain to the north. Toward the center of this belt, however, the land slopes down again toward the River and the Marsh.

Animal life is still sparse, with a solitary rabbit or squirrel being the most frequently encountered creatures. There is little bird or insect life here and what there is will stay out of the party's way, although a large bird of some sort can be seen circling high above near the Mountain.

No. 7 - Mountain

Terrain Description

The Mountain is the most notable terrain feature on the island. It is the highest point and all land slopes gradually up to its base. Once a volcanic powerhouse that formed this island, the Mountain is now silent and cold, little more than a remnant of its past glory.

Partway up the slopes of the cone, vegetation from the surrounding terrain types is still able to flourish, however, above a certain point there are no more plants, only reddish-black rock of the extinct volcano can be seen.

Above this line, the party will find it increasingly difficult to travel higher. The rocks are sharp, there are no paths, and a brisk wind will chill and hinder them as well as making it hard to hear one another.

The top of the cone is, of course, a cold volcanic crater. Rainwater has collected here, forming a stagnant lake. This lake is about 200' in diameter and, although it is impossible to tell just from looking at it, it is about 25' deep.

Descent to the surface of the lake will be as difficult as climbing the Mountain since the lake is nestled about 75' below the crater rim and the slopes on the inside are even steeper and smoother than on the outside. The party will have to use ropes to descend to the lake if they wish to do so.

The lake is scummed with algae and small aquatic plants, but there doesn't seem to be any other sort of marine life here. Sheltered from the wind, as this crater is, a faint fetid odor rises from the surface of the lake.

Partway up the south slope of the Mountain is a small opening from which a trickle of water issues to form the source of the River. Just a few feet below this hole is another, which also carries water, and then another, and another, and another. This section of the Mountain is honeycombed with small openings that all release water. All these small streams join together and flow downslope several yards before plunging off a ledge and forming a massive 150' waterfall that strikes the slopes far below before flowing off across the Scrublands.

No. 8 - River

Terrain Description

From its modest beginnings far up the slopes of the Mountain, the River gathers strength and speed as it plunges down the volcanic channels before it widens out as it hits the Scrublands. Near the Mountain, the River is deep and its current is swift. Crossing it at this point will be treacherous.

However, as the River flows southward toward the Marsh, it slowly widens and loses much of its ferocity until it gradually blends into the waters of the Marsh, with no appreciable boundary.

A party floating down the River will find themselves going slower and slower and having more trouble poling a raft as the current in the River slows and the channel becomes choked with silt and Marsh plants.

In the Scrublands, the banks of the River are lined with trees and bushes, but as the Marsh is reached, these will give way to creepers and tall water-grasses which grow in the River channel itself. As the channel grows less deep, there is a greater chance that the raft will hit an underwater obstruction and capsize.

No. 9 - Marsh

Terrain Description

The Marsh is not a very pleasant place, it is extremely wet, muddy, and humid. The ground is boggy and sticky and most of the time, the party will be walking through a few inches of stagnant, smelly water. There is not, however, enough water to float a raft or boat through this area once the River has been left behind.

There are few patches of dry ground and camping will be very uncomfortable. Occasionally, a small hill or hummock will rise out of the muck, but these are few and far between.

Vegetation runs to cypress-like trees hung with moss and fungus. The undergrowth is not thick but it is clumped together in spots, signalling a bit of a rise. Trees grow thickly out to the water and it will be hard to follow a straight path.

During the night, a heavy, low-lying fog will envelop the Marsh making it difficult for the party to post an effective sentry. Double chance in all Surprise rolls if the party is being attacked in the Marsh at night. This mist will burn away by mid-morning, but the air will remain thick and humid all day.

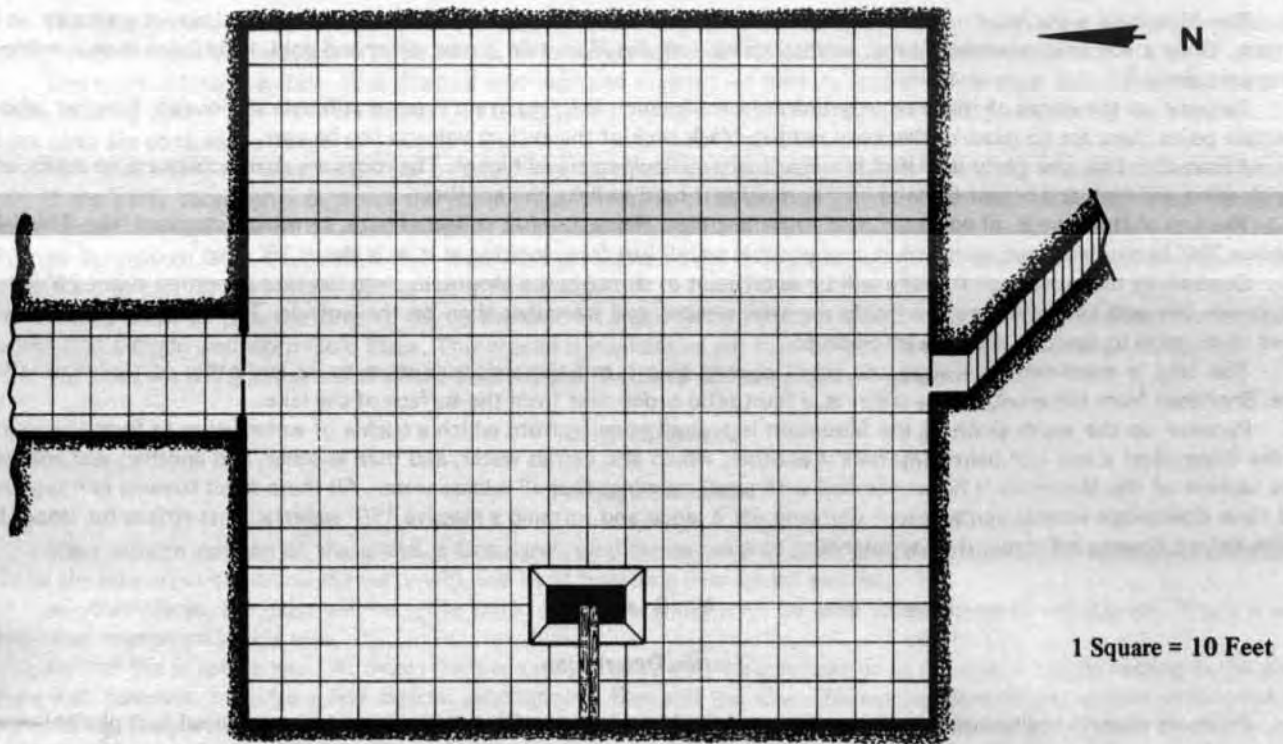
The smells of the Marsh are not pleasant. There is a thick odor of decay rising from the scummy water. As the party walks along, they will often release a stinking cloud of marsh gas that will nauseate them. Unseen roots will trip unwary characters, causing them to fall full-length in this unpleasant mess.

There are many insects which will sting and bite and these will be swarming continuously around the party. These insects cannot be driven away (except, possibly, by magic). None will do any real harm to the party although there is, of course, the possibility of contracting some sort of disease.

In addition to the insects, there are a few water animals that might be dangerous. There is always the hazard of stepping into a deeper pool of water than you were expecting since everything looks pretty much the same. If this happens, it is likely that the pool will be home to some type of creature that is certain to resent the intrusion or regard it as an invitation to come to lunch. Use the Wandering Monster Table for the Marsh to determine what comes up.

Encounter No. 5 - Corsair Fortress

The remainder of this booklet is devoted to the Corsair Stronghold and the adventures within it.



Key to the Fortress of the Corsairs of Tallibar

Start

Careful examination of the north side of the hill will reveal a partially collapsed tunnel leading back into the hillside. The tunnel, which is about 30' long, 15' wide, and 25' high, ends at a pair of iron-bound oak doors. The doors are plain and unadorned by any type of carvings or symbols. The metal of these doors shows some superficial rust, but it has not been weakened. Although the doors are not locked, they will be difficult to open because the moisture has warped them slightly out of shape. There are no signs of forced entry through these doors.

0) Entrance Foyer (90' x 90')

Both people and supplies had to pass through this room to gain entrance to the Stronghold. The room has been dug out of the hill and lined with irregularly-shaped grey stones. The walls and floor are cool and damp to the touch. Everything is covered with a sticky layer of dust that is almost mud.

Near the west wall of this chamber is a large 15' x 10' pit, this was used to lower supplies into the Fortress proper. It isn't possible to see the bottom of this shaft, but if a lighted torch is dropped down, it will fall about 100' before it goes out.

A heavy wooden beam sticks out of the west wall so that it overhangs the shaft. This beam holds a crude block-and-tackle arrangement for lowering supplies. The original rope has long ago rotted away, but it is possible (75% chance) for a character to shinny up the diagonal support beam and rig a new rope so the party can lower itself into the pit.

If this is done, there is 1 chance in 20 that something will give way and send a character crashing down the shaft for 3 - 18 (3D6) points of damage. This chance is not cumulative, but should be checked for each character (or character sized bundle) making the descent. The actual depth of the shaft is 120', so the party will probably have to tie two or more ropes together to get down safely; there is a small chance of a rope breaking or a knot slipping.

In the center of the east wall is a shallow niche, at about eye-level, which contains a well-sealed tin box. Inside the box are 20 wax candles worth a total of 1 GP.

The south wall holds the main entrance to the dungeon. In the center of the wall is a wood-and-iron door that is standing slightly ajar. As the party approaches, they will be able to hear a low moaning noise coming through the crack. This is caused by the breeze which circulates up from the shaft.

Beyond the door is a steep, slanting stairway leading down to the southeast. The steps are crumbled and slippery, so characters must take care not to fall. This passage is also lined with stone and at intervals, torch sconces are set in the sides of the stairway, although there are no torches left in any of them.

20 A cold, dank breeze is blowing gently up the stairway and will cause the party's torches to flicker and smoke fitfully.

1) Distribution Center (30' x 50')

The stairway leads out into a plain room, carved now from solid rock, with a number of doors leading out of it. This was the central distribution center for the Stronghold; from here the Corsairs would disperse to any one of a number of different areas within the Fortress, and someone would always know where they were.

Between the doors, on the south wall, sits a rotting and dilapidated table. On this table is a moldy and mildewed log of visitors, prisoners and crewmembers that entered the Fortress. The dampness of the dungeon has caused much of the ink to run, smearing any useful information into oblivion. All that can be read is the last date in the book, some 73 years ago.

Under the table is a dark stain surrounding a few pieces of shattered pottery, the broken inkwell. Next to it is a quill pen with a rusty tip and a moldy feather.

All of the doors leading out of this room are exactly the same. All are of heavy oak with iron fittings, all are closed. All the doors will open at normal chances except for the one on the north wall. It is locked, and is twice as hard as normal to open. It will not open at all when the party first enters the Fortress. (It leads down to the lower level and we want to save some of the fun for later.)

2) Storage Arrival (50' x 50')

This large room is where supplies for the Fortress were received via that block-and-tackle arrangement in the Entrance Foyer. If the party raises their torches toward the ceiling, some 40' above, they will be able to see the shaft that connects the two areas, but they will not be able to see clear to the top. The walls of the shaft are smooth and slippery, impossible to climb, so no one can fasten a rope to the lifting beam from this level. It is just too far away.

This room has a number of broken and rotting packing cases in it. All have been pillaged or vandalized in some way by moisture, men, or monsters.

Some of the cases contain bits of moldy cloth, a few rusty tools, and some moldering food. Because of the stench, an extra check for Wandering Monster should be made when the party enters this room. Check every other turn also, as long as they remain here.

The walls of this room are carved directly from the rock stratum of grey granite and as such are rather rough hewn with many small niches and pockets. In one of these pockets, near the floor on the west wall, is a small pearl worth about 15 GP.

3) Quartermaster's Office (30' x 30')

From this office, the Quartermaster could keep track of all incoming supplies and plunder. This is a spartan chamber, with no decoration and the only furnishings being a desk in the center of the room and a small chest in the southwest corner.

The desk is musty and beginning to rot, but it hasn't been disturbed. There is nothing on top of the desk, but there are three drawers which stack down on the left side.

The top drawer is empty except for a quill pen and a dried bottle of ink. The second drawer is completely empty. The bottom drawer contains a trap.

This drawer held some confidential information and was rigged to protect it from prying eyes. If a secret button on the underside of the desk is not pressed first, the bottom drawer will burst into flames when it is opened. This was supposed to destroy the files.

If this trap is triggered, it will do 1 point of heat damage to the character who opened the drawer. Use of a Dagger, rope, or other implement to open the drawer will negate the damage, although the trap will still be triggered and the drawer's contents will still be consumed.

After the trap is triggered, the flames will quickly die down and the party will be able to examine the drawer, but all they will find is a pile of fresh ashes.

If the party disarms the trap before they open the drawer, they will find a thin, leather-bound ledger detailing how much plunder the Captain had siphoned off into his private store. This is not a detailed list, but rather a running total (kept by the Quartermaster for blackmail purposes?). The last figure in the book (and hence the latest total) is some 10,000 GP.

Any character who touches the chest in the southwest corner will be surprised to see it flinch. If touched again, it will launch a pseudopod at the character who is bothering it. This is not a chest at all, it's a small Chameleon Creature posing as a chest.

This Chameleon Creature is fairly intelligent and will talk to the characters in the Common tongue if a member of the party initiates the conversation. It will bargain for food in a thick voice and if the party agrees to give it 1 days worth of iron rations per man, it will tell the party that it has seen a number of creatures roaming through the dungeon.

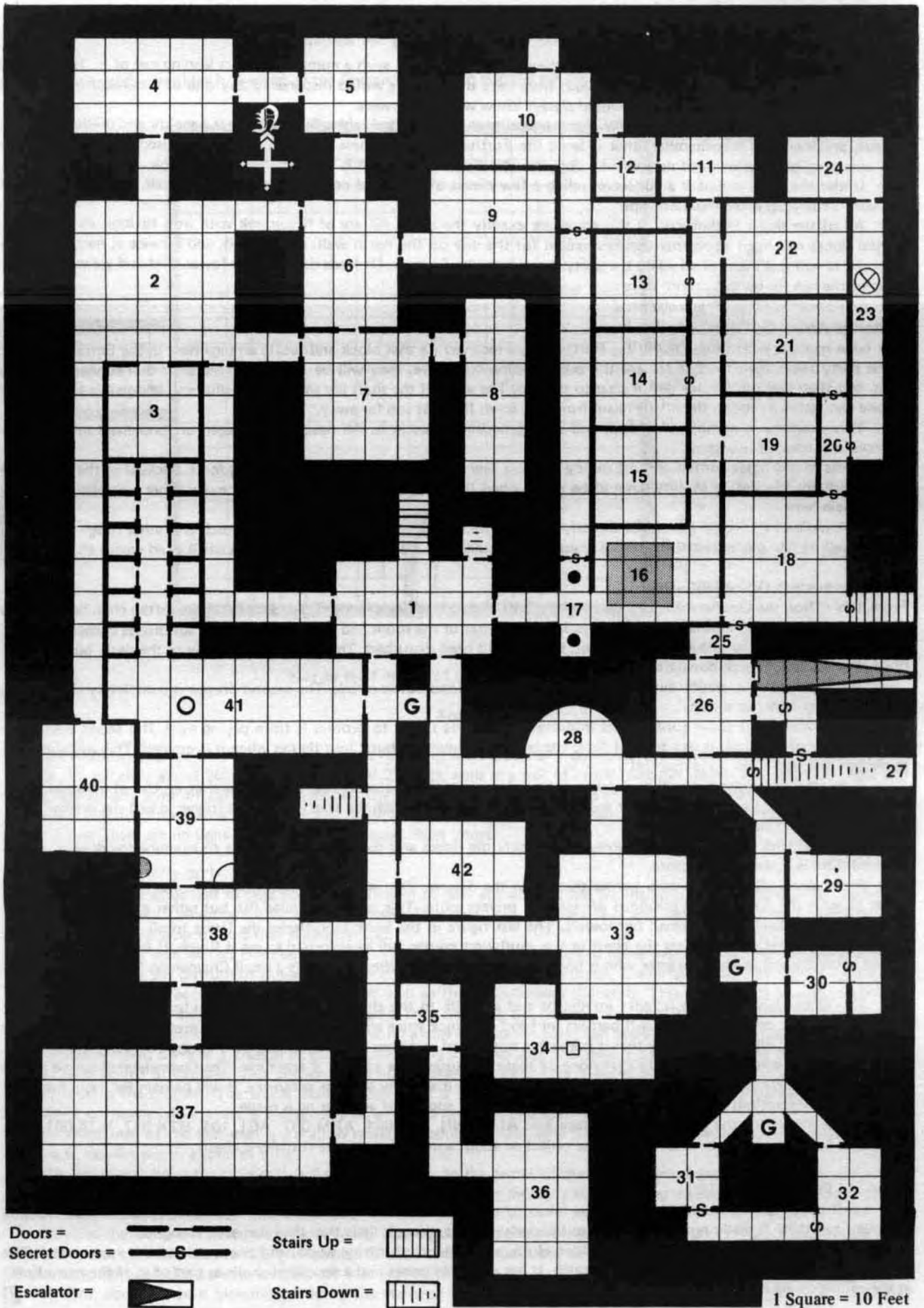
It will also complain petuantly that none of these creatures have offered it any food. The Chameleon Creature has no real concept of time and cannot say how long ago it was that it saw any of these creatures. It will bargain for more food and may (Judge's discretion) tell the party something of interest if enough of an offering is made.

The statistics for the Chameleon Creature are: ALN NNN, HIT 004, ARM 037, AGL 104, HTK 017, NOA 001, DPA 1 - 6, SPA Can take the form of any inanimate object of about a meter square size (usually a chest).

4) Storage Chamber (30' x 50')

This is just a storage room and little care was taken to excavate it smoothly. There are piles of debris scattered all over this chamber, but there is really nothing of value to the party, in fact, there is little that they can even recognize.

Most of the piles consist of bits of pulped cloth, a few sticks of rotting wood, and one or two bits of rusty metal. The pile in the center of the room is different though. It has some old bones and a couple of skulls as part of it. If the party looks at the ceiling or examines the pile, they will find out why.



If they look up, they will see a huge spider web that stretches almost from wall to wall, its dirty grey strands sparkling faintly in the torchlight. If they examine the pile of bones the web's maker, a Giant Spider, will swiftly drop down and attack them. The Spider will fight to the death, but will not pursue a fleeing party beyond this room. Instead, it will climb back up to its web and wait for less athletic prey.

If the Spider is dispatched, the characters will be able to dig through the pile of offal and unearth 3 GP, 5 CP and a cheap Dagger worth about 15 SP.

This Dagger can be used as a weapon and will inflict double normal damage per successful attack. Because of its cheap construction, however, there is a 50% chance that it will break each time it is used.

The statistics for the Giant Spider are: ALN CEX, HIT 004, ARM 065, AGL 175, HTK 012, NOA 001, DPA 2 - 8, SPD 80'.

5) Clothworking (30' x 30')

Corsair Craftsmen used this room to repair and make sails, as well as clothes and other items.

A long wooden table sits against the east wall, covered with scraps of faded cloth, a few buttons (worthless, but usable), and some rather large rusty needles. Stacked under the table are some bolts of different colored cloth, rotting and worthless.

Hanging from pegs on the north wall are a pair of crude scissors, a large knife, and an old leather pouch (the utensils are rusty and the pouch is empty).

The remains of a Corsair sail are thrown in the southwest corner. This untidy heap of cloth conceals a small ivory case worth about 50 GP. The top of the case is finely carved, showing pictures of various sea creatures, Dolphins, Whales, and Seals. If the case is opened, it will be found to contain four sewing needles, well-preserved, but of no particular value.

6) Material Storage (30' x 40')

Another rough storage room, and from the looks of things, this one was used only to store wood, cloth, and rocks, since that's all that can be seen.

The bolts of cloth, moldy and timeworn, are piled in the northeast corner; the wood, sticks and logs of various sizes, is stacked along the east wall; and the rocks are heaped in the southwest corner.

While the cloth is completely worthless because of the state it's in, the wood could be used to make a maximum of three 10' poles (WQS) by utilizing the woodworking tools in the Woodworking Room. Each pole will take two turns to complete.

The rocks, which are in reality iron ore, are not really worth anything to the party, but if they take time to dig through the pile, they will find a Silver Brooch worth 100 GP. Finding this treasure will take 5 full rounds of searching.

The air in this room is particularly musty and at least one door must be left open to supply some air circulation or the torches will burn poorly and only give off about half the normal amount of illumination and twice the amount of smoke.

7) Weapon Repair and Fabrication (40' x 40')

There are no usable weapons left in this room, but there is enough debris lying around to give the party a very good idea of what this room was used for. It has not been ransacked in the sense that things have been ruined or destroyed, it just looks like someone has taken almost anything of value.

In the southwest corner of the room is a large forge that the Corsair Weaponsmiths used for shaping metal. It has been partially ruined by a fall of rock that closed up the vent, but time has taken its toll anyway; the wood is damp and rotten and the leather of the bellows has cracked and split, sagging loosely in its warped and ruined frame.

On the west wall, next to the forge, is a small pile of coal used to feed the fires of this long-cold furnace. On the south wall, there is a single peg from which hang the remains of four leather aprons. There are no pockets in these garments, nothing of value, and they will disintegrate if they are handled roughly.

Also on the south wall is a large, cracked stone basin that was once used in tempering the metal from the forge. Now, it is empty, except for the usual layer of damp dust that seems to cover everything in this dungeon.

In this corner of the room, the walls are streaked and blackened with soot that gradually fades away to the familiar grey granite in other parts of the chamber.

A table runs almost the whole length of the east wall. It is equipped with vises of three different sizes (all in working order), and a number of small tools. For the most part, these tools (awls, small knives, hammers, and files) are rusty and rotted, but there is a small hacksaw with two extra blades that is in good shape.

Under the table are some pieces of wood of various sizes and shapes as well as some partially formed bits of iron. Some of these are recognizable as the starts of Spears and Arrows, while others are simply odd chunks of metal.

A large length of chain (approximately 50') is huddled in an untidy heap against the north wall. The chain is quite heavy and will require a combined strength of at least 045 to carry it, although a single character can move parts of it a little bit at a time. The chain is in fairly good shape (it had been painted to resist rust) and could be sold if it were carted out of the dungeon. The price for something like this would vary greatly.

The door on the east wall looks like a standard dungeon door except that it has a faded picture of a Sword and Mace painted on it. In reality, this door is double-thick and will be twice as hard to open.

8) Weapons Testing (20' x 60')

The short 10' section of hallway behind the door described above, ends at an identical portal. This door, however, will not open at all until the outer door is closed; a hidden series of levers and counterweights keep it from moving. Once entrance is gained to the room beyond (the actual Weapons Testing Room), this inner door will automatically swing shut under the influence of the same hidden mechanism. It cannot be held or spiked in any way.

It has been a long time since this arrangement was last used and there is a 50% chance that this unaccustomed activity will cause the mechanism to malfunction, jamming both the inner and outer doors shut permanently. In order to exit this room in that case, the party will have to destroy both doors. This will take quite a bit of time (about 6 full turns, 2 to break down each door and 2 more for a rest period inbetween) and will require at least 5 extra checks for Wandering Monsters because of the noise made.

The main chamber is a long, narrow room. At the south end are the remains of a number of targets, scarred and splintered planks of wood, some of them half-charred away and all of them at least 2" thick. In the center of this wall are a pair of wrist manacles attached to the stone about 7' from the floor.

This south wall has seen some hard use. It's severely chipped and scarred in some spots with great chunks of rock blasted away. In other places, the stone appears to be partially melted and has a glazed, shiny appearance.

The other walls of this room are plain, unsullied stone. At the north end of the chamber is a powerful-looking Crossbow. While it appears to be in good shape, it has been weakened by time and will break the first time it is cocked and inflict 1 point of damage to the character that attempted to use it.

There are also five metal-shafted Arrows that are usable. They are better because they are +1 Arrows, not due to magic but of their fine construction.

A broken Mace and a sundered Dagger lie near the north wall also.

In the northeast corner is a small wooden box about 2' on a side. This box was actually a shipping crate that somebody brought in to sit on. It is open on the bottom and if any character tips it over or picks it up, he will find a vial of Holy Water valued at 25 GP.

9) Woodworking (30' x 40')

This is another fabrication chamber. There are stacks of wood along the north wall. Against the east wall lean a couple of almost-completed dungeon doors. The south wall has a long workbench partially covered with wilted wood shavings.

On the table are a number of tools, vises, knives, saws, spoke shaves, and the like, but they are all rusted, rotted, and worthless.

A section of ship's planking, about 15' long and fastened with wooden pegs, is propped up in the northwest corner. Next to it are two partially-completed maple chairs. These chairs are beautifully carved with a grapevine motif. They would be worth a great deal of money if they were completed.

Next to the chairs is a matching table that has been finished. This table has a secret drawer in the center of it that opens by pressing one of the grapes on a leg carving. The drawer will slide open smoothly, but it is empty.

10) Entertainment Room (30' x 40')

Here is where the Captain entertained his guests and took his leisure. The walls are hung with once-fine tapestries of blue and white suspended from brass rods.

The floor is covered with a decaying set of throw rugs in a myriad of colors giving the effect of walking on a fallen rainbow.

Scattered about the room are some delapidated chairs and rotting floor pillows, adding to the feel of past luxury. One of these chairs is almost a throne, it is finely carved with the same grapevine pattern as the set in the Woodworking Room and sports a mouldering red seat cushion.

A raised platform at the west end of the room served as a stage. The rear of this area is hung with red tapestries and conceals a shallow nook where the entertainers could stand and await their turns. In this space, the party will find half-a-dozen wooden balls, a few sticks, a pile of rotting veils, and a small wooden table. A drawer in this table hides 2 GP. These two coins are identical, even down to a faint set of initials (O. T.) carved in the back of each.

Behind the tapestry on the north wall is a concealed door that leads to a 10' x 10' room. Sitting on a small shelf attached to the back wall is a tarnished Silver Tea Service (a teapot, four cups, and a serving tray) worth 1,000 GP. The initials J. B. are carved in flowing script on the bottom of the tray.

11) Guest Dining (20' x 30')

This room also bespeaks quiet luxury; it is the Captain's private Dining Area and a place for his guests to join him in a meal. This room has not been ransacked.

The walls are paneled in maple, but now part of this paneling has come loose and crashed down into the room exposing the same ugly grey stone that is found throughout the dungeon. The ceiling is about 20' high and a huge wagonwheel chandelier, wrought in brass and wood, once hung from it. Now, however, the light lies in ruins in the center of the room, shattered against the stone floor when the chain broke many years ago.

In falling, the chandelier did irreparable damage to a beautiful table and chair set that had been placed beneath it. Two of the four chairs have been reduced to splinters and the other two have sustained some minor damage. The table has had both legs at one end broken and now sits at a drunken angle, its top is chipped and deeply gouged.

This set, like the one in the Woodworking Room, is finely carved with representations of grapevines. And, again, like the other, this table has a secret drawer also and it opens in the same way, by pressing one of the carved grapes on one of the surviving legs.

Inside the drawer are a plate, a knife, a fork, and a spoon, all of solid Silver. Like the tea tray, the plate has the initials J. B. engraved on the bottom in the same flowing script. Around the rim of the plate are finely engraved pictures of sea creatures. The handles of all the utensils are done in a similar manner. The value of this set is 500 GP, but a collector might pay much more for it because of the engravings.

12) Captain's Kitchen (20' x 20')

A stove in the southwest corner and a long preparation table in the center of the room form the focal points for this white-walled chamber. But, there are many things here.

The stove is an old iron affair that still holds up fairly well, despite years of disuse. It is covered with superficial rust and its heavy metal doors creak protestingly if they are tugged at, but it could be cleaned up and used; it is of little value to the party, however.

The table in the center of the room shows signs of heavy wear (scratches, gouges and the like). Spots of mold and mildew dot its surface and flow over the edges toward the stone floor. Above this table hangs a rack once used to hold kitchen utensils. Most of the pegs on this rack are empty now, but there is a cleaver, a small knife, and a large wooden fork still in place.

A small rack, slightly below eye-level, is attached to the east wall near the door. It holds a number of bottles, all unlabeled, that contain various spices that have gone bad.

A rack on the west wall holds a partial set of ceramic dishes. Some of these dishes have fallen to the floor and smashed, but there are several left and these show a simple, but pleasing, geometric design painted around the edges. Behind one of the plates still on the rack is a small pouch containing 7 GP, 12 SP and 15 CP.

The door on the north wall, which is very thick and heavy, opens into a 10' x 10' room that was the Captain's private pantry. It is quite cool in this room, but apart from a faint musty smell there is nothing in here, although there are many shelves that once held stores of food.

13) Guest Chamber (30' x 30')

This was once an ornately appointed room, but now it is a total shambles. The fine wood paneling that once covered the stone walls has been ripped down and what is left has been burnt and charred practically beyond recognition.

This room, like the other Guest Chamber, could only be entered through a secret door on the east wall. If the guest was a friend of the Captain, he was shown how it worked and was free to come and go as he pleased. If, on the other hand, the "guest" was actually being held for ransom, he would not be shown the secret of opening the door and the Guest Chamber became a lavish prison.

That was the case here. A rich Merchant was being held awaiting payment of 10,000 GP at the time of the downfall of the Corsair Fortress. With all the crew dead or fleeing madly, there was no one to bring him food or let him out. Apparently, the man became desperate and tried to burn his way out. He piled most of the room's furnishings against the east wall and set fire to the pile in hopes of burning or melting an escape route.

It didn't work. The fire got out of control and killed him. His skeleton, a charred pile of bones in the southwest corner, is all that is left of this unfortunate.

The fire has damaged everything in the room and has consumed almost everything that would burn. Piles of damp ashes and small, twisted bits of unrecognizable metal are the only remnants of the furnishings of this chamber. The party will find nothing of value here.

The fire slightly damaged the secret door mechanism so that it will not open all the way, but must be forced before it will pivot.

14) Guest Chamber (30' x 30')

This chamber is similar in size and shape to the other, but unlike the ruined, first chamber, this one is untouched.

The walls are done in damp and rotting wood, mildewed rugs lay scattered about the chamber, and decaying furniture slouches in various parts of the room.

A comfortable, but rather plain bed sits in the southwest corner, still covered with a decaying bedspread. If the party unmakes the bed, they will find a small Silver Hand-Mirror, worth 20 GP, beneath the pillow.

Next to the bed stands a small table with a bowl and pitcher (no particular value) on top and a chamber pot underneath.

A freestanding wardrobe (empty) rests against the north wall. In the center of the room is a wooden table adorned with a rotting lace tablecloth that once must have been white, but has now been corrupted to the stone-grey of the dungeon walls.

On the west wall is a large canvas painting, framed in carved wood, of a complex and a vigorous shipboard battle. It is severely damaged, however, and sags badly in its frame. It has partially pulled loose at the top.

The secret door to this room will go closed automatically unless it is spiked open. It will take the party a full turn of searching the inside of this chamber before they can find the means of opening the door, a wall sconce that must be pulled.

From the outside, this door, like the one for the other Guest Chamber, opens by pressing a small rock protrusion near the floor.

15) Lieutenant's Quarters (30' x 30')

A standard dungeon door with no unusual markings opens into a chamber the same size and shape as the Guest Chambers. This was the home of the Captain's Second-in-Command, Lieutenant Osen Treymane.

In spite of his high rank, Treymane cared for little beyond his fascination with knives of all sorts, particularly Daggers. Hence, his quarters are spartan and belie his station.

The bed, in the northwest corner, is a simple straw pallet on a plain wooden frame, crowned with a rotting pillow. The ticking gives off a sour and quite disagreeable smell.

A cabinet on the west wall holds the remains of a few finely tailored suits that look as if they had never been worn, and a couple of sets that must have been pretty ratty before they were abandoned. In the pocket of one of the older suits is a Bracelet made of 3 Gold Pieces held together by a masculine-looking Silver Mesh Chain. Its worth is about 25 GP.

A piece of wood, about 18" in diameter and about 2" thick, is hung in the northeast corner of the room about 5' off the floor. This was the Lieutenant's practice target. The many gouges, cuts, and holes in this circular slab of wood attest to his prowess and the number of hours he spent at his craft.

At one time, a small table stood in the center of the room. It is still there, but now it has been tipped over to the north and one of the legs is broken. In an untidy heap about the table is a mouldering pile of bones, obviously the skeleton of a man that has now fallen apart. Lying among this ruin is the blade of a Dagger. There is no handle, but the blade is surprisingly keen yet. It shows the tell-tale signs of care that a true lover of knives would have given it.

There is nothing of value around the table, but underneath the bed is a Golden Goblet worth 500 GP. The Goblet had been on the table and when it was overturned, the cup rolled beneath the bed.

16) Time Pool

The corridor widens out at this point to enclose a stone tank about 4' deep. The sides of this tank are covered with small, multi-colored tiles about 1" square. Some of these tiles have fallen off and now litter the floor around the tank. The tank is still full of water but it is a murky, dirty green which makes it impossible to see the bottom.

Sitting on a rock in the center of the pool, just high enough to keep from being awash, is a small 10" diameter sundial. The dial gives off a fairly bright glow which causes the gnomon to cast a shadow on the dial. If the party has some way of knowing what time it is in the "outside" world, they will see that the sundial has the correct time, determined by some magical means in the absence of sunlight.

Beyond its self-illuminating and regulating abilities, the sundial has no magical properties. If it is ever exposed to direct sunlight, it will lose what magic it does have and will function as an ordinary instrument. Without its special time-telling abilities, the dial is worth about 10 GP. If the magic remains intact, however, it will be worth far more, perhaps 10 - 50 times as much. (Note to Perfectionists: Yes, I know that sundials are built for specific latitudes and that would limit their resale value, but the magic in this instrument automatically adjusts to whatever latitude the sundial is used in. Of course, if the magic is lost, that's another matter entirely and a good haggling point when the party tries to sell it.)

Disturbing the water in the tank in any way will release the pool's inhabitant, a Water Spirit. Two rounds after the first disturbance, this creature will attack the party. He will keep on fighting as long as possible but will not, obviously, follow if the characters flee. If this is the case, the Water Spirit will sink back into his tank and await the next trespassers.

The Water Spirit attacks as a HIT 005 monster and any character struck will be dragged into the tank and drowned in one turn unless he rolls less than his CON on 1D20. This attempt may be tried every round at increasing penalties (-1 the first round, -2 the second, and so on) until death. A successful throw means that the character has managed to climb out of the tank and will survive, but will be unable to make an attack or move unassisted until a number of rounds equal to the time he was held in the tank have elapsed. If the Water Spirit is killed or subdued, any held characters are automatically released.

Edged weapons do only one-half damage per attack to this creature. Blunt weapons do normal damage.

Note, that the Water Spirit is not killed when it has taken damage equal to its HTK, it is merely disrupted and will reform at full strength in 2 rounds.

The statistics on the Water Spirit are: ALN CEX, HIT 003, ARM 065, AGL 135, HTK 014, NOA 001, SPA Drowning.

17) Statue Nooks

A niche on either wall of the passage holds the Skeleton of a Corsair in full battledress. If the party attempts to use the secret door in the north niche, or disturbs either Skeleton, they will animate and attack. They will fight as long as possible and always pursue a fleeing party.

If the attack takes place and one of the party members thinks to identify himself as the Captain (not necessarily by name), the Skeletons will cease their attack and serve the party for 5 turns and then they and the armament will crumble to dust.

The secret door in the north niche leads to a hallway running behind the Guest Chambers. The Captain had spy holes in the wall so that he could observe his guests. While the party may (with very careful and tedious searching) find these holes, it will do them no good since there is no light in the rooms to show them anything unless they have infravision. There is another secret door at the north end of this passage.

Note that if the party finds this north door first and attempts to exit the passage through the south door in the Statue Nook, both Skeletons will animate and attack, forcing the party back into the narrow confines of the corridor and pursuing the fight there.

The statistics for the Skeletons are: ALN NNN, HIT 001, ARM 030, AGL 178, HTK 005 - 004, NOA 001, DPA 1 - 6, SPA Take ½ damage from edged weapons, Holy Water does 1 - 6 damage to them.

18) Captain's Quarters (40' x 40')

This was once the most lavishly appointed room in the Fortress. Now, however, it is in shambles.

Drapes enclosed three sides of this chamber, setting off the paneled west wall. These have been ripped from their moorings and slashed to ribbons that now form decaying rivers of green and white on the floor of the room.

The maple paneling that covered the west wall has also been pulled loose and left to rot in a heap in the center of the room.

There is a hole in the exposed stone wall that might have held a secret safe, but there is no way of telling now. The hole is empty.

There is a large bed, reduced to rubble, against the east wall. Despite its state of ruin, it is obvious that this was once a fine piece of furniture. A close examination of the remnants of the headboard will reveal that it was beautifully carved and had been covered with gold leaf. Most of the gilding has been peeled off and what is left is not even worth taking the time to separate. The mattress for this bed, or what is left of it, is a partially charred pile of feathers and cloth that gives off a nauseating odor.

The wardrobe that once stood against the east wall has been pulled over on its face to reveal a false back and a matching hole in the wall.

This was once a secret door to the Captian's private escape tunnel. He was prepared (or so he thought) in case of a mutiny. The ceiling of this passage has collapsed about 20' in and the hall is totally blocked. There is no way the party can leave the Stronghold through this exit.

The large desk in the center of the room next the remains of the mattress has also been destroyed. Damp bits of paper are draped over it and scattered around. All of them are unreadable. This desk holds no information, there is nothing left but splinters.

There does seem, however, to be an island of calm amid this chaos. Whoever so thoroughly ransacked this room pointedly ignored the small table in the northwest corner. It is covered with a moldy red satin cloth and is beginning to tilt slightly as it gives in to the ravages of time, but it obviously hasn't been disturbed.

On top of the table is an ornate wooden box, in very good condition, and in that box is a severed Human Hand, cut off at the wrist. The top of the box is open and a jewel-encrusted Gold Ring worth 1,000 GP can be seen clearly on the middle finger of the hand.

If the Hand, box, or table is disturbed in any way the Hand will animate and attack the character that bothered it. The attack is a quick scuttling across the floor and a powerful leap to grab at the victim's throat. A successful "to hit" die roll means that the Hand was able to get a choke on the character. The Hand must check its hold every round; as long as it continues to get a die roll to indicate a successful hit (at +1), it keeps choking the victim and doing 1 - 4 points of damage per round. If the Hand fails a roll, it means that the victim has managed to pull it loose. If that happens, the Hand will begin its stalking attack all over again but without the +1 bonus. The Hand will always stalk the same victim.

When the Hand takes damage equal to or greater than its HTK, it will fall to the floor inert. It is not dead, however, it is merely subdued; the Hand cannot be killed except by magic. This would include damage done by a magic Sword. The Hand will remain lifeless for a full turn, after which it will come back and continue the attack. If the party is no longer around, the Hand becomes a Special Wandering Monster that will appear and attack if a roll of 6 comes up during a normal Wandering Monster check. Again, the Hand will attack its original victim until that character is killed. After that happens, the Hand will pick a new victim at random and continue the hunt.

Because of the size of the Hand and its proximity to its victim, any other character who tries to attack the Hand has a 50% chance of missing and hitting the character being choked.

If the Hand is killed or subdued, the Ring can be removed easily.

While the Hand is in a subdued state, it can be placed in the box, but it is still not harmless. As long as the lid is closed, the Hand will remain inert; if, however, the box is opened, the Hand can animate and attack or begin stalking whoever might have the Ring. If the Ring is still on the Hand, it (the Hand) will stalk whoever it last attacked. This can take place at any time in the future.

This can give the Judge lots of fun by bringing a character's past back to haunt him. And, what happens if they sell the Ring to a Merchant who is found strangled the next morning? Or, what if they give it to a Nobleman? The possibilities are endless.

If the party takes the subdued Hand in the box with them, there is still a chance that the Hand will get loose and attack again since the box has a faulty catch. A roll of 6 during a Wandering Monster check signals that the box has come open and the Hand will attack the next round. If the party states that they are securing the box by some other means (rope, magic, whatever), this will not happen and the Hand will remain dormant.

The Hand is not intelligent, but it does possess a certain magical cunning. Thus, it can choose to lie still and not attack immediately if that would seem to be the best choice.

The statistics of the Hand are: ALN NNN, HIT 003, ARM 074, AGL 187, HTK 013, NOA 001, DPA 1 - 4, SPA +1 once it has a chokehold, can only be killed by magic.

19) Wizard's Quarters (30' x 30')

This room was the Wizard's Official Quarters, although he didn't use it much; he preferred his room on the lower level near his Laboratory, because he felt somewhat uncomfortable near the Captain.

The walls of this chamber have been plastered over and painted green, but now it's hard to tell which is paint and which is mold. The walls are quite damp and cold and the plaster has let go in many places and exposed the stone behind it.

In a like manner, the ceiling was plastered and painted, this time white. Again, the plaster is rotten and falling, forming small hills of debris throughout the room.

A plain bed sits against the east wall. It's rotting and has partially collapsed. The mattress is ripped open and lying on the floor by the frame.

There is a small table in the center of the room which has been inundated by a fall of plaster from the ceiling. If the party clears the plaster away, they will find a 6" high, four-sided, crystal Pyramid set on a highly-polished black base. Each face of the Pyramid shows a different picture if you look at it, a Snake, a Spider, a Lute, or a shrunken Human Head.

The images are clear and are convincingly three-dimensional. Each will appear to rotate and show all sides as the party watches. One character can only see one image at a time, but all four may be viewed at once by a number of party members.

Beyond this display property, the object is not magical in any way. It is merely an oddity that the Wizard picked up somewhere. If sold, it might bring a couple of Gold Pieces, although a collector of rarities might pay more.

The north wall holds a sagging wardrobe that has had its door ripped off the hinges and thrown nearby. Hanging in the wardrobe is a dilapidated, dark green travel cloak that is ripped and travel-worn. In a hidden pocket of this cloak is a small wooden vial with a cork stopper. It is empty, but if it is filled with water and left for at least one hour, the water will turn into a Healing Potion (1D6). This will work up to six times. The worth of this apparatus is 2,000 GP.

20) Secret Passage (10' x 30')

This passage, which is well-finished and smooth, served two purposes: to allow the Captain to secretly visit his Mistress (and vice versa), and to provide access to the Captain's private Treasure Storeroom.

The secret door in the Captain's Chamber opens by pulling down a wall sconce on the east wall. The door in the Mistress' room pivots open when a small stone at eye-level is pressed. From the inside of the passage, both doors are easily recognizable and will swing open when pushed. The secret door in the center of the east wall of the passage pivots vertically when pressed at the bottom of the wall section.

21) Mistress' Chamber (30' x 40')

The Captain's Mistress had nothing but the best. This room was hung with finely-woven tapestries, carpeted with plush furs, and outfitted with beautiful furniture. Now, however, time has taken its toll and the room is falling into ruin.

The furniture consists of a bed, wardrobe, table with two chairs, nightstand, and a small dressing table.

The dressing table, which has a large, cracked mirror built into it, sits against the center of the east wall. It has a large number of jars and bottles on it which contain various creams and perfumes which have gone bad.

There is a drawer in this table which contains a Silver Tiara worth 500 GP. It is clear in the back and will not be noticed if the drawer is merely opened and casually examined. Only if a character probes in the drawer with a hand, knife, or stick will he discover anything. The Silver is badly tarnished, but the Tiara is nicely wrought and obviously valuable.

The bed, which sits in the northeast corner, is now falling apart and is covered with a fuzzy green mold. If this mold is scraped away from the headboard, it will be seen that the wood was ornately carved and the name "Clarisa" is prominently displayed.

The mattress is covered with mouldering satin sheets and if these are taken off and the mattress ripped open, 5 GP will fall out.

Under the bed is a rusty and formidable-looking chastity belt. The belt is locked in a closed position and there is no key with it.

The wardrobe on the north wall contains the remains of a dozen fine gowns and accessories, including 5 pairs of slippers. All of these items are moldy and ruined; there is nothing of value here.

The nightstand, which sits just south of the bed, is in fairly good shape, but it too is steeped in mold. On top of the stand is a ceramic bowl and pitcher set painted with blue flowers. This set has held up pretty well and might bring 10 SP if it is carted out of the dungeon and sold.

The table in the center of the room has nothing on or under it. Alert character will notice that it is carved with the same grapevine motif seen elsewhere, but this table has no secret drawer.

22) Chief Administrator's Quarters (30' x 40')

In contrast to the Lieutenant, the Chief Administrator was a vain man who took advantage of his exalted position. This room, which has remained undisturbed, reflects this.

Three of the walls are paneled in heavy oak and the fourth (the east wall) is hung with mouldering tapestries of red and gold.

His bed, which sits against the north wall, is large and ornately carved with metal accents. The wood is rotting now and the time has dulled the metal's sheen, but at one time, this bed was quite a showpiece. The mildewed mattress is thick and soft and covered with a flowery embroidered coverlet.

In the northwest corner of the room is a small triangular table that holds a Jade Statue of a Unicorn. This statue is worth about 200 GP, because of its fine workmanship.

There is a very large desk and chair against the south wall of this chamber. The top of the desk has a leather blotter and on this blotter are the tattered remnants of a thin ledger. Water and insects have pretty much destroyed this item and there is nothing left of it to give the party a clue to its use.

Under the blotter is a copy of a ransom note demanding 10,000 GP for the safe return of an unnamed hostage. There is no indication of who the note was to be sent to, but there is a reference to a "token" which was to be included as proof that the person had actually been taken prisoner. What this token is is not explained.

The desk has two drawers going down the left side. The top drawer has some pen tips and a couple of bottles of dried ink, one black and one red, in it.

The bottom drawer is empty except for some wet, pulped paper. If this paper is disturbed in any way, something will be seen to be moving underneath. This is good to keep the party on its toes, but the threat is really only a mouse which has made its home in the drawer and accounts for the state of the papers.

The chair behind the desk is large and comfortable with red satin cushions which are rotting badly. If these are handled roughly or closely examined, a small key will fall out.

The large wardrobe against the east wall is closed and locked. The party will have to pick the lock or break out the door to open it. Inside the wardrobe is a single fancy, but rotting, suit. There is nothing in the pockets and nothing of value in the wardrobe.

23) Pit Trap (10' x 80')

There is a covered pit hidden at this point in the hallway. As the party steps on it, a trapdoor will swing open and dump them 10' to land on a rough-hewn floor for 1 - 6 points of damage. The chance for each character to fall is: 5 in 6 for those in the front rank, 4 in 6 for those in the second, 3 in 6 for those third, and so on if necessary. The pit, which stretches from wall to wall and is 10' long, will remain open after being triggered. Characters attempting to jump over the pit must roll a 6 or better on 2D6. Failure to make the roll results in another 1 - 6 points of damage. This roll must also be made when the characters come back the other way since the pit will still be open.

24) Captain's Treasure Room (10' x 30')

This plain stone room was where the Captain kept his private treasure stock, but from the looks of things, the pirate business hadn't been too good lately.

The room is empty except for a single chest sitting against the north wall. This chest, which is locked, contains 400 GP.

If the party searches for secret doors, they will find a number of small, concealed holes in the walls. Roll a D6 and check the following table to determine what they have found. There are 10 of these hiding places.

Die Roll

(D6)	Results
1	1 - 20 (D20) Gold Pieces
2	1 - 6 (D6) Gems worth 10 GP each
3	1 - 10 (D10) Silver Pieces
4	10 - 100 (D10 x 10) Copper Pieces
5	2 - 8 (2D4) Killer Toads held in stasis that will immediately animate and attack
6	Empty

Statistics for the Killer Toads are: ALN NNN, HIT 002, ARM 025, AGL 164, HTK 005 - 006 - 008 - 005 - 008 - 011 - 005 - 007, NOA 001, DPA 1 - 4, SPD 120'.

25) Captain's Judicial Office (10' x 20')

As part of his duties, the Captain heard cases against members of his crew and others who disobeyed the rules of his command. This office, which is entered through a secret door in his quarters or a regular door in the Judgement Room, is where he donned his robes of office and later retired to decide the fate of the accused.

The only furnishings in this office are a rotting desk and chair which sit against the east wall. There is nothing on or under the desk, but there are three drawers going down the right side. All of the drawers are locked and the top two are empty. The bottom one contains only the dregs of a fermented bottle of whiskey.

A peg on the west wall supports the tattered remains of a Judgement Robe, a plain black garment with no decoration save a small, blood-red insignia of a Hand sewn over the right breast.

Hanging on the peg underneath the robe is a Gold Medallion wrought in a sunburst pattern that is suspended on a fine Silver Chain. This is worth 75 GP.

26) Judgement Chamber (30' x 30')

The walls, floor and ceiling of this room have been plastered and painted bright red, except for a large black imprint of a Hand in the center of the floor. In some places, the plaster has come loose and fallen to expose the grey stone walls of the dungeon.

In the center of the outstretched palm of the Hand is a stand about 4' tall made of wood, solid on three sides with a length of iron chain running from side to side across the open (east) back. The stand is about 3' square and is lightly covered with a greenish mold. The wood is rotting in places and the chain is rusty.

The stand faces a tall desk with a high stool that sits against the west wall. This too is rotting and moldy. This desk has nothing on it except for a wooden gavel. The right side of the desk is dented and scarred on top, obviously the work of the gavel.

There are benches on either side of the main door to this chamber for Court spectators and more benches beside the door on the north wall for Court Officials. All of them are rotting and weak.

The south door on the east wall leads to a prisoner holding area (10' x 10'). When a prisoner was to be tried, he was brought up from the cells to this room via a secret stairway and a couple of secret doors. Because he was blindfolded and guarded, he would not know where these secret passages were or how to operate them. This arrangement helped to prevent any possibility of escape.

When the trial was ready to begin, the prisoner was brought into the Judgement Chamber and placed in the accused box in the center of the room to face the Captain at his high desk. If he was found innocent, he was allowed to leave through the main door with the others. If he was found guilty, he was taken through the north door on the east wall to return to the cells below.

The only thing in this holding room is a single peg on the north wall which holds a few rotting strips of wide, black cloth, the blindfolds for the prisoners.

The north door on the east wall leads to a special escalator to the cells on the lower level of the Stronghold. If the party listens at this door, they will hear a faint rush of running water. When they open the door, they will see the cause.

A steep stone slope leads down out of sight at the east end of a 10' square platform that forms the floor beyond this door. The water sound is quite loud here because the underside of this platform is constantly being flushed with running water that flows down a groove on either side of the slope. The dim and flickering light of the party's torches will show that the walls and sloping ceiling of this area are heavily covered with mold and mildew.

It is quite cold here and the water rushing down the slope keeps the air moving, creating a brisk, cold breeze.

If more than one party member enters this area and steps on the platform, it will begin to slide quickly downwards, riding on a pair of runners that fit into the water-lubricated grooves of the slide. This escalator cannot be stopped once it is in motion and it moves too quickly for anyone to jump off once it has started. The whole platform slides down and anyone on the east side of the door will be going along for the ride.

Since this apparatus is old and unused, there is a chance that the counterweight system which makes it work will fail. The chance for this happening is 1 in 6 for each character on the platform. Thus, if 2 people are on it the chance of failure is 2 in 6, 3 in 6 for 3 people, and so on up to the point where if there are 6 or more characters on it, failure is certain.

If failure occurs, the platform will careen down the slope and smash into the bottom doing 1 - 4 points of damage to every character that was on it.

If the mechanism works properly, it will deposit the characters in the Detention Center on the lower level. If they step off the platform, the counterweight will pull it swiftly back up the water slide. There is no way the party members can climb up the slippery slopes of the escalator, nor can they ride the platform back up. They will have to exit some other way.

If the escalator does not fail, it can be used again and again until (and unless) it fails.

27) Secret Stairway to the Detention Center (10' wide)

So that the Jailers and Guards wouldn't have to ride the water escalator all the time (it does rather take your breath away) there was a hidden stairway to the Detention Center.

There is a secret doorway at both ends of this stairway, but in the unlikely event that a prisoner managed to ascend the steps or a raiding party tried to go down them, there is a Guard here, an Undead Skeleton Snake.

When the Undead Skeleton Snake is encountered, it will begin a swaying, hypnotic movement that is an attempt to freeze the characters in their tracks. Any character who fails to make his saving throw against magic is hypnotized and cannot move. The Undead Skeleton Snake can attack hypnotized characters at will since they cannot fight back.

Even if this fails, the creature can still cause paralysis in any character whom it bites and who fails then to roll less than CON on a 1D20. This paralysis lasts 1 - 4 turns.

The bite of the Undead Skeleton Snake does 1 - 8 points of damage per attack in addition to the paralysis.

The Undead Skeleton Snake, which looks like a Giant Snake topped by a fanged dog skull, is totally silent and cannot be turned by a Cleric. It will not pursue a fleeing party.

The statistics for the Undead Skeleton Snake are: ALN NEX, HIT 002, ARM 085, AGL 188, HTK 009, NOA 001, DPA 1 - 8, SPA Can hypnotise, Bite paralyzes, and is immune to Poison.

28) Chief Administrator's Alcove (30' x 30')

This indentation in the hallway allowed the Chief Administrator to keep watch over everyone who entered the administrative section of the Stronghold.

This alcove has been plastered and painted yellow and features a high, half-dome ceiling. In the center of this area stands the broken remains of a desk and chair.

Scattered amid the rotting wreckage are the pages of a log showing the names of the men who entered this section. Chief among these are "Jonz Bourn" and "Osen Treymane". There are many other names also, but they only appear once or twice while the Captain and the Lieutenant were frequent visitors here.

Other than this, there is nothing for the party to examine in, under, or around the desk. It has been thoroughly smashed and holds no more secrets.

Tapping for secret passages on the walls of the alcove will reveal a hollow-sounding area at about eye-level on the rear wall. Close examination will show a bit of clay stuffed into the stone. If this is removed, the party will find a small key hole that will fit the key found in the Chief Administrator's Quarters. That key is the only way to open the secret panel. If that is done, they will find a small rotting leather bag containing 10 GP hidden in a secret wall safe.

29) Captain's Office (20' x 30')

This spartan chamber was the Captain's General Office. This is a work area and as such, little time was taken outfitting it with frills and decorations.

Against the north wall, next to the door, is a rotting mildewed couch covered in heavy grey cloth that closely matches the walls in color. Removing the cushions and searching behind them will yield a total of 6 SP that fell out of a visitor's pocket many years ago. Underneath the couch is a plain clay pipe and a rotting leather pouch holding a few scraps of moldy tobacco.

The desk on the south wall is dusty and touched with mold, but is otherwise sound. There are two drawers on the left side of the desk, but these sag forlornly open and contain nothing. Likewise, there is nothing on or under the desk; someone has searched this room before.

The chair behind the desk is heavy and comfortable, but it is otherwise unremarkable.

The only spot of color in this chamber is a painting hanging on the east wall. It shows a ship under full sail in the midst of rough and stormy seas. Although the wooden frame around the picture is rotted and worthless, the painting itself might bring 50 GP or so if it were removed and carefully preserved. Rolling it up and stuffing it into a pack is sure to ruin it since the dampness of the dungeon has caused the pigments to become soft and somewhat loose.

30) Paymaster's Office (20' x 20')

The first thing the party will see when they open this door is a large black form hurling itself at them. This is a Demon Dog.

The Demon Dog will fight the party to the death in this room but if they choose to flee, he will not pursue them. Demon Dogs are able to breathe fire and this will be his first line of attack. Any character close enough to experience this will take 1 - 4 points of damage. In addition, the Demon Dog can inflict a savage bite that does 1 - 8 points of damage to any bitten character.

If the party dispatches the Demon Dog, they will be able to examine this room; there isn't much left. Someone, perhaps the Demon Dog, perhaps someone else, has ripped the room apart.

There is a desk that has been reduced to smouldering splinters in the center of the room and scattered around it are some charred remnants of the pages of a ledger. Nothing can be read on any of these pages, the fire of the Demon Dog and the dampness of the ages have made that impossible.

The air in this room is stuffy and has a heavy smokey smell to it. The stone wall of the chamber appears to have been subjected to the Demon Dog's fire because they are charred and blackened in some spots and are still quite warm to the touch.

There is nothing else in this room, but there is a secret door in the northeast corner that will pivot open when the left side of that wall section is touched.

Inside the secret room (10' x 20') is a small locked chest containing the partial remains of a payroll, 100 GP. It doesn't appear that the Demon Dog found this room (if, indeed, that was what he was looking for) because the walls are still cool and unsullied.

The statistics for the Demon Dog are: ALN LEX, HIT 004, ARM 053, AGL 165, HTK 020, NOA 001, DPA 1 - 8, SPA Breathes Fire that does 1 - 4 points of damage, SPD 90'.

31) Conference Room (20' x 20')

Just before this chamber is reached, the corridor branches. One branch goes to the Conference Room, and the other branch goes toward the Library. At this point of intersection is a 10' square niche in the wall. This niche, like the others in the Stronghold, was a place for a guard to be posted. This particular niche contains the Skeleton of the last guard who stood here. The bones and clothing scraps appear to be undisturbed and there is no evidence that this man was murdered. There are no weapons here and nothing of value.

The Conference Room is a plain chamber, the walls, floor, and ceiling are just stone. There are no decorative items here. It is cool in this room and the air has a dank smell to it.

In the center of the room is a heavy oak table surrounded by four chairs. All these items are devoid of carving or frills of any kind. The top of the table is covered with a thick layer of dust, but that's all. There is nothing else in this room and nothing of value to the party.

There is, however, a secret door on the south wall that will slide silently open when a small rock protrusion is pressed. This door leads to a secret passage to the Library and is described in that section.

32) Library (20' x 30')

There are stacks of manuscripts, books, and piles of papers scattered throughout this room. The walls are lined with shelves, most of them full of rotting books. All this decaying paper gives the room a very musty smell.

Most of the books are common reference works that will be of little value to the party since they are available elsewhere. Not surprisingly, most of these works have to do with the sea, sailing, and combat. There are also books on geology, weather, government, and zoology.

A number of dusty and mildewed manuscripts are laid out on the table in the center of the room. These are written in the Common tongue and have names like: Tropical Diseases, Man and Madness, Plants and Herbs, and Elemental Attacks. Scattered among these works are some scraps of paper that seem to hold notes about the books and page references for other information.

Against the south wall is a display case made of quartz. At one time it must have been home to a single book, but now its top is thrown back and it is empty. If it were taken from the dungeon, it could be sold for about 250 GP.

The secret door in the southwest corner of the room opens when a small stud, partially hidden behind a bookshelf, is pressed.

In the secret passage, the party will come across the crumbling Skeleton of a man. It is dressed in the rags of a fine suit that clearly shows rips, tears, and bloodstains that must have been made before the man's death. At the right hip is a Scabbard for a Dagger. The hilt of this weapon lies on the floor nearby. The blade has been broken off, but examination of the Skeleton will find it buried in the chest cavity. From the looks of things it would appear that this unfortunate took his own life. The only item of value on the body is a Silver Brooch with the initials J. B. on it. Its worth is 100 GP. There is also a small key here, hidden under the dusty bones.

This is, of course, the unfortunate Captain of the Corsairs, Jonz Bourn. When his men were driven mad and revolted against him, he fled to the Library in a desperate attempt to find a solution. It was he who took the book from the quartz case and hid here with it when his research was interrupted by the crew members' search for him. The remains of the book and a torch lie at his feet.

The book is almost completely deteriorated, but enough of it is left to allow the party to read the title, The Log of the Intrepid.

Perhaps the Captain thought he could find an answer here, perhaps he was sentimental, or perhaps he too was going mad. At any rate, he found no help and took his own life in fear and despair.

The small key, by the way, fits the chastity belt found in the Mistress' Quarters.

33) Common Room (40' x 50')

When the party enters this chamber, the light from their torches will disturb the occupants of this room, 4 Giant Bats, that will immediately dive on them emitting high-pitched shrieks.

The Bats will attack any character carrying a torch and if the attack is successful, there is a 75% chance that the character will drop his light and it will go out.

These creatures attack with a slashing bite that does 1 - 2 points of damage and they will continue their assault as long as there is any light to disturb them. They will pursue the party as long as possible. If the torches are all put out, the Bats will fly around the room for 5 rounds and then return to their perches on the ceiling.

If the Bats are disposed of, the party can examine the room.

This was the chamber where all the crew members could be brought together and be briefed about their next mission. There are many plain wooden benches scattered throughout the room, many of them overturned and some of them badly broken up.

The walls were painted a faded, but restful, sky-blue, while the ceiling is a smoky grey. The floor is natural stone and covered with piles of Bat guano.

At the east end of the room is a small stone platform which is raised about 3' off the floor.

There is nothing of value in this chamber.

The statistics of the Giant Bats are: ALN LEX, HIT 001, ARM 026, AGL 185, HTK 004 - 001 - 002 - 003, NOA 001, DPA 1 - 2, SPD 30' on the Ground, 180' Flying.

34) Game Room (L-shaped - approximately 20' x 50')

This plain stone room features a few tables and chairs, a wooden bar, and a large pit in the center of the chamber.

The tables and chairs along the west wall are, for the most part, unmolested. One table has a few blood-stained bits of wood about 1" square on it. These have varying numbers of spots on them and would appear to be part of a domino-type game that got out of hand.

There is a dart board with 4 darts sticking in it hanging on the east wall of the small alcove in the west half of the room. The board is very pitted and scarred and has seen some hard use.

A table against the east wall has a pewter pitcher and 4 mugs sitting on it. The value of this set is 5 GP. Another table in this same area has an open wine bottle on it. The other tables, which are scattered throughout the room, hold nothing.

The bar along the south wall has been ransacked. Broken glassware and pottery litter the floor around it and the top has been smashed at one end. Behind the bar are several empty bottles of wine, beer, and whiskey.

If the bar is moved (which will take a combined Strength of at least 025) a single Silver Piece will be found.

The pit in the center of the room is about 4' square and about 3' deep. The floor of the pit is covered with a moldy, brown substance, very old sawdust. Mingled in with this are the skeletal remains of two small animals. There isn't enough left of the bodies for the party to be able to tell what they were.

In reality, this was a fighting pit where the crew members bet on bloody and brutal animal fights. If the party sifts through the sawdust, they will find a single Gold Piece that somebody lost in the heat of betting.

35) Watch Room (20' x 20')

This was where the men reported to get their duty assignments while they were in the Stronghold. There isn't much to this room, the walls are bare and a small desk, a chair, and a table are the only furnishings.

On the table in the northeast corner is a ceramic pitcher and a few mugs. They are of cheap make and are all either stained badly or cracked, making them worthless.

A mouldering desk and chair sit against the east wall. On the top of the desk is an inkwell made with a metal frame supporting two dogs' head ink pots made of milk-glass. A metal pen lies in a holder on top of it. This set is worth about 5 GP.

The ink pots tip forward to allow the user access to their contents. Tipping the left head forward releases a Sleeping Gas which will put all characters in the room to sleep for 1 - 4 turns. Tipping the right head forward does nothing, it simply held ink.

The two drawers on the left side of the desk are hanging open. The top one is empty, but the bottom one holds a flask of lantern oil, worth 1 GP.

36) Armory (30' x 50')

Before the party can examine this room, they will have to deal with its current residents, 2 Ghouls.

These Ghouls will immediately attack and will fight the party to the death even if they have to pursue them. They will not negotiate with anyone.

A Ghoul's bite injects a Poison that will cause paralysis in any character who is hit unless he rolls less than his CON on 1D20. Ghouls attack with claws and teeth and do 1 - 3 points of damage per strike and 1 - 6 points per bite. Ghouls can be turned by a Cleric. Any character killed by a Ghoul becomes a Ghoul himself (if bitten at least once) and will join in the fight against his former companions.

With the Ghouls taken care of, the party can explore this room, which has been thoroughly ransacked.

The walls here are plain stone except for a large painting of some kind of coat of arms on the north wall. It's impossible to discern much more than an outline of this decoration now because someone has taken black paint and smeared it almost into oblivion.

In the southeast corner of the room is a large pile of burnt debris. Mixed in with the ashes are enough bits of metal, partially burnt leather items and a few surviving pieces of wood to let the party realize that someone made a huge bonfire out of a pile of weapons. A large table, partially destroyed, was part of this inferno and half of its charred skeleton remains. The walls in this corner of the room are blackened and cracked from the intense heat of the conflagration.

There are many pegs about the perimeter of this room and a few of them hold some surviving weapons, worthless Shields, rusty Swords, and broken Bows. One peg, however, has a quiver of Arrows. The leather of the quiver has rotted, but the Arrows themselves (which are wrought of Silver) are quite good and worth 1 GP each.

The statistics of the Ghouls are: ALN CEX, HIT 002, ARM 042, AGL 175, HTK 006 - 008, NOA 003, DPA 1 - 3 (Claw)/ 1 - 3 (Claw)/1 - 6 (Bite), SPA Paralysis for 1 - 3 rounds with Bite, SPD 90'.

37) Barracks (40' x 90')

This room is pretty much like barracks everywhere; beds in long rows, each with a footlocker at the end of it, a couple of small tables, and pegs for hanging clothes ringing the room.

The beds are simple affairs, wood frames, rope supports and straw tickings. The frames are falling apart, the supports are rotting, and the tickings are moldy. Some of these makeshift mattresses are still in place, but many of them have been thrown all over the room.

The party may wish to slash these up in search of treasure, and if they do, it will take 3 turns to come up with a total of 30 Silver Pieces, most of them found in twos and threes.

The footlockers, like the beds, are firmly fixed to the floor. Most of these chests stand open and empty, but at least three of them are still closed and locked.

The first contains a rotting length of rope, some blurred and undecipherable papers, a pair of boots (excellent workmanship that has stood up well, value 3 GP), and a small plain wooden box which is empty.

The second footlocker holds a fermented flask of whiskey, a mildewed pair of pants with a single Gold Piece in the pocket, and a small ball of string.

The third has a quill pen, a short length of wood marked off at regular intervals, a small jar of dry red paint, an old paint-stained cloth, and a rough sketch of a sea monster. Alert characters might notice that this sketch was obviously a preliminary to the painting which was found at the East Lookout (if they have already been there).

At least 20 of the pegs around the room hold the remains of moldy cloaks and shirts. Most of these are of no value, but in the pocket of one cloak there is a bag containing 200 CP.

Some of the tables have been overturned and there is nothing of value around any of them, right side up or not.

The walls of this chamber are covered with faded pictures, most of them crudely rendered, and various bits of Corsair graffiti (Judge, use your imagination).

38) Mess Room (30' x 50')

Tables and benches in long rows are the main and only feature of this room. The walls are of plain stone and, except for a particularly noxious-looking growth of mold near the door, they are unadorned.

The only things on any of the tables are crude earthenware plates and mugs and some fungus covering lumps that look like they might once have been food.

If the party takes the trouble to crawl around under the tables and inspect the floor, they will find a Copper Piece or two dropped by the long-dead diners.

There is nothing else of value here, even the plates and mugs are too poorly made to be worth anything.

39) Kitchen (30' x 40')

If the party listens at either door leading into this room, they will hear an unearthly moaning sound coming from within.

This is the kitchen and the source of the moan sits in the southeast corner of the room. A very large cooking pit is sunk into the floor here and has been vented to the outside through a small (2' diameter) flue directly above it. The pit itself is partially filled with ashes and a few unburnt pieces of wood. The pit is ringed with red firebrick that sets it off from the plain stone of the rest of the room.

The walls are hung with many pegs, most of them still holding their rusty and useless kitchen utensils; pots and pans with the bottoms out, knives with pitted blades, and even a large meat saw.

Racks on the east wall hold more of the same plates and mugs seen in the Mess Room. Next to these is a large cabinet that has many bottles of spices which have turned; obviously not worth anything, even the bottles are cracking and mold-covered.

A large ceramic basin, fed by a trickling stream, is set into the floor in the southwest corner. The water flowing into this basin is clear, cold, and refreshing although the basin itself is lined with algae and small water plants. There is nothing in the basin.

There is a faint smell of rotting food here, not too bad, but it is noticeable.

40) Larder (30' x 40')

This room, quite literally, stinks. It's not much, but the 4 Giant Rats that live here call it home and will resent the party's intrusion; they will immediately attack and will cease only when they are killed or if the party chooses to flee.

These Rats are afraid of fire, however, and if they are threatened with a torch, they will turn and flee back into the room to hide among the garbage where they live. Just holding a torch is not enough to frighten them, it must be brandished as a weapon.

With the Rats gone, the party will be able to turn their attention to the room.

Piles of rotting food and garbage are everywhere. The smell here is quite overpowering and the characters will have a hard time even staying in the room. If they do manage it, make an extra check for Wandering Monsters that might be attracted by the smell from the open door every turn that the party remains in this room.

This room is quite cold and this has helped retard the spoilage of the food, but hasn't been able to stop it completely. Because of the vast amount of decaying matter in this chamber, the air is rather bad and torches will dim and flicker, threatening to go out.

There is, obviously, nothing of value here.

Statistics for the Giant Rats are: ALN NEX, HIT 001, ARM 035, AGL 158, HTK 002 - 003 - 004 - 002, NOA 004, DPA 1 - 3, SPA Bite will cause the disease, Red Death, if character doesn't roll less than CON on 1D20, SPD 120'.

41) Female Quarters (Irregularly shaped room, approximately 20' x 70')

The Corsairs kept a few females as workers and concubines. They were all housed in this room, and as the guard niche across from the door would indicate, they were more or less prisoners.

This room, however, is fairly pleasantly appointed. The floor is white stone, now dusty, but once gleaming. The walls have been plastered and painted in pastel tones and here and there are the decaying remains of various wall hangings.

The main portion of this room, beginning near the east door, is a common area strewn with deteriorating couches, chairs, floor pillows and once-colorful throw rugs. It would appear that this room was not ransacked since all these items are still in their accustomed places.

There is nothing of value here except a small bottle of perfume wedged behind the cushions of one of the sofas. It is worth 5 GP as it is an especially fine fragrance and has been sealed all these years. It has a strong scent of Honeysuckle.

Toward the rear of this area is a dry and dusty fountain made of red stone. This fountain has a very strong perfumy scent to it. At one time, it acted as an air freshener and a mood setter for the men who visited this room (after a month at sea, some of those guys could get pretty gamy and maybe they didn't need the mood setting, but the women would), but now it no longer functions.

The northern leg of this "L" shaped chamber is given over to private quarters for the girls. They slept and lived here as well as using the rooms to entertain their visitors.

Each room is exactly alike and is equipped with a bed, wardrobe, dressing table, and a washstand. It would appear that the women were luckier than the men about escaping. These rooms have been stripped of almost all personal possessions and aside from a few mouldering dresses and some worthless creams and ointments, there is nothing in these rooms save the furnishings noted above.

42) Combat Instructions and Practice (30' x 40')

This room is equipped with paraphernalia to let the Corsairs practice their arts. There are a number of things here, all of them designed to train and perfect the Corsair Fighting Force.

A series of man-sized archery targets are set up at the north end of the east wall. They are full of holes and cuts and moldy straw dribbles out of them to the floor beneath. On the north wall hang some broken and worthless bows and a quiver of rotting Arrows. None of them are useable.

There are straw mats in the center of the room for hand-to-hand combat practice. A thick, but rotten, rope is attached to the ceiling in this area also.

Canvas dummies, riddled with slashes, stand in wooden frames on the south wall. One of them has been run through with a Sword.

This Sword, in contrast to the other weapons in this chamber, is in excellent shape. In reality, this is a +1 magical Sword. If it were sold, it would bring around 2,000 GP.

Key to the Lower Level

43) Loyalty Room (30' x 30')

Any crew member who was suspected of not being completely loyal to the captain and of not trusting him implicitly was brought to this room to face a loyalty test. The door to this chamber is a standard dungeon door except that it has a quartz viewing window in its upper half, and, through it, the party can see a rather strange and unnerving sight; the room appears to be completely underwater!

A torch held up to the window will throw enough light to give back a wavering image that clearly shows that there is water in the room as well as to illuminate a small chest in the center of the chamber. In reality, the water is an illusion. The chest is there, but the water is not. If the party musters the courage to open this door, the spell will be broken, but, if they venture inside, the door will close swiftly and unstopably, and the illusion will very quickly become a reality.

Water will begin to pour into the room from a series of small holes in the ceiling as soon as the door is shut, and the room will fill with water in 5 rounds. Inside the chest, which is unlocked and will open easily, are a number of small bottles, one for each of the trapped characters. Each bottle holds a clearly-labeled Potion of Gills. Drinking the potion will allow the characters to survive this trap, since the water in the room will begin to drain away just before the potion (which only lasts 10 minutes) starts to wear off. Distrusting the potion will kill the characters because the only way to survive is to drink it. No other magical spell or item will work in this room.

After the water has drained away, the door will open, and the characters may exit if they are still alive. They may come back to this room again, and they will find the door closed and the water illusion in place; they may repeat the same scenario over and over if they wish.

Note: There is no way for the party to take any of the potions out of this room with them. There is just enough to enable each trapped character to survive, and, after the water has drained away, the chest will be empty.

The chest itself is securely fastened to the floor and cannot be removed; even if it could be, all that the party would have would be a soggy chest. The magic of this trap is centered in the room, not in the chest.

44) Crayfish Room (30' x 30')

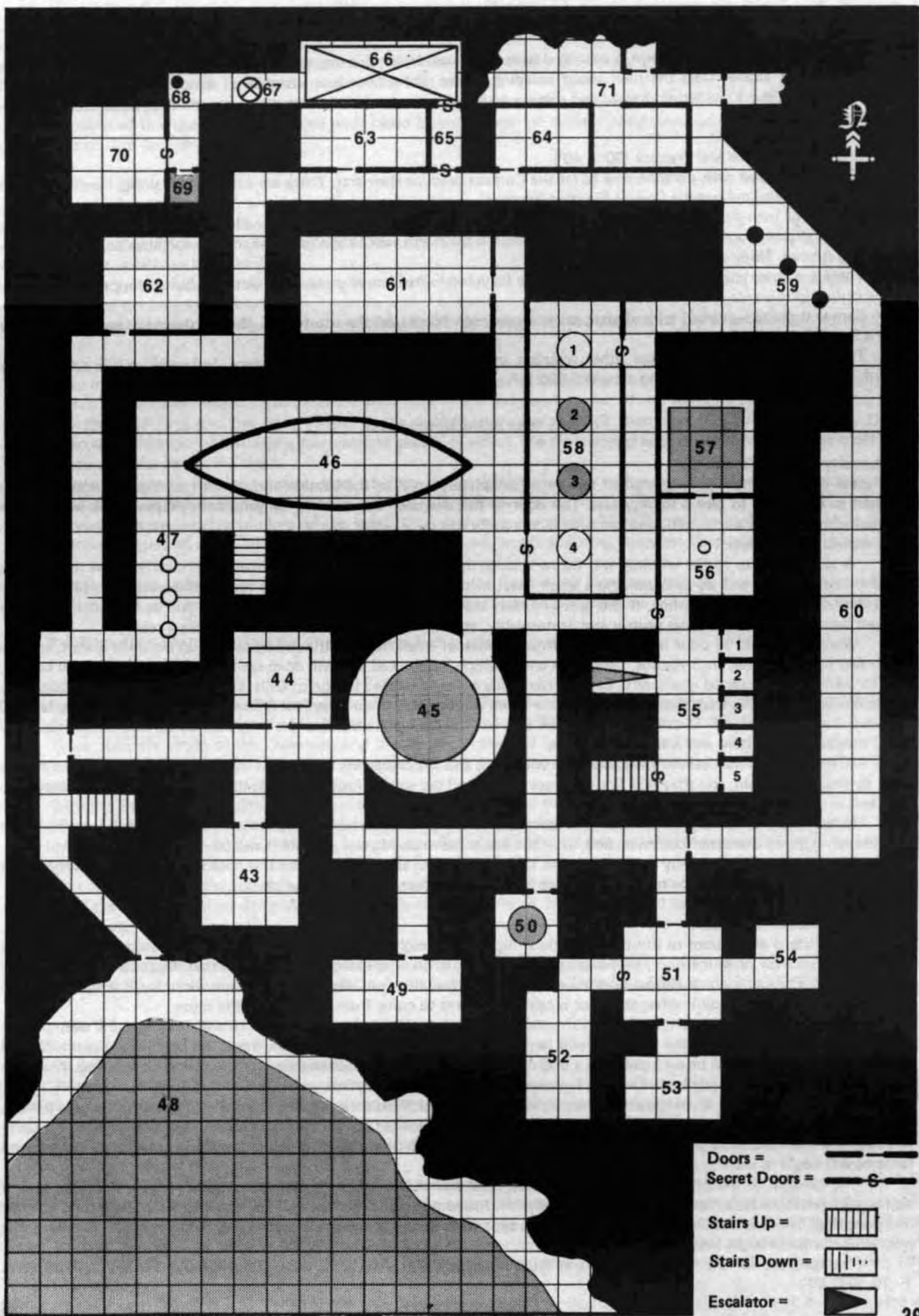
If the party listens at the door to this chamber, they might hear a slight rustling noise like that of someone rubbing dry sticks together, but, if they open the door, they will not see anything at all. The room is under a spell that negates all light including magical light. The darkness is almost tangible and stops short at the door almost as if it were sliced by a sharp knife. The rustling sound is clearly audible when the door is open and seems to come from deep within the room.

Should any character venture into this room and get more than 5' from any wall, he will fall into a 25' deep pit. No damage will be taken because the character will land on a pile of decaying refuse and offal at the bottom of the pit. Should that happen, the room will be suffused with a bright glow, and the unfortunate character can see what he is facing. The noise that the party heard was made by the room's occupants, a pair of Giant Crayfish.

The Crayfish move slowly, but they are powerful and attack with their pincers, doing 1 - 10 points of damage per hit. They will fight to the death any character in the pit, but they cannot get out of the pit. If both Crayfish are killed, the party can examine the rubbish in the pit, but the magic in this room will fade; the glow will fade away, and ordinary torches and lanterns will begin to work.

The bottom of the pit is filled with ankle-deep mud and various piles of rotting vegetable matter. There are several half-buried skeletons here, too, and many more piles of disassembled skeleton bones. The smell is fetid and strong but not overpowering. There is nothing of value in this pit except for a single, badly-rotted leather bag containing 100 GP that some poor unfortunate brought into this room with him.

The statistics for the Giant Crayfish are: ALN NNN, HIT 004, ARM 065, AGL 105, HTK 021 - 018, NOA 002, DPA 1 - 10, SPD 60'.



45) Pool (50' in diameter)

This white stone pool is filled with clear water and is surrounded by a low wall. The pool slopes gently from the edges to the center and is about 4' deep at its deepest point. The bottom of the pool is littered with coins of all types: gold, silver, copper, platinum, and electrum. On a raised pedestal in the center of the pool is a life-sized statue of a Sea Lion. Should anyone attempt to steal any of the coins in this pool, the statue will immediately animate and attack. It will only fight with the party in this room and will not pursue them. If they leave, it will return to its perch and become inanimate once more. If the creature does attack, throwing a coin of any type into the pool will cause it to desist immediately and return to its statue form. Merely passing through this area will not trigger an attack. The party must make a deliberate effort to obtain some of the coins in the pool. Even disturbing the water is not enough to trigger this creature. There are 500 CP, 50 SP, 35 GP, 20 EP, and 14 PP in the pool.

The statistics for the Sea Lion are: ALN NNN HIT 006, ARM 052, AGL 095, HTK 018, NOA 001, DAP 1 - 10 (bite), SPD 100'.

46) Ship Hall (40' x 120')

The most striking feature of this room is a full-sized ship that sits in the center of the white marble floor. This ship is rotting and falling to pieces. Its masts have broken and fallen; the decking is moldy, and the figurehead is covered with fungus, but, at one time, it was quite a display piece.

When Captain Topan retired from active command, he ordered that his ship, the "Intrepid," be retired, too. It was carefully dismantled, brought into the stronghold, and rebuilt piece by piece. Great care was taken to restore any damage that it had suffered in its long years at sea. He further decreed that the vessel be put in an appropriate setting, so this display hall was built. He engaged the services of an unknown painter to produce a series of striking murals on the walls of this chamber. The artist painted a powerfully convincing illusion of a seascape. The waves crash silently around the walls; the clouds scud across the sky, and a fine spray seems to foam from the 10' breakers. This moving painting encompasses all sides of the hall and flows together in a kind of visual unity that will make the characters wonder if this isn't some kind of magical vision of the sea far above their heads.

From the deck of the ship, the illusion is even more convincing. In fact, any character with a WIS or INT score of less than 9 will become absolutely convinced that he or she has somehow been teleported to a ship at sea if that person has set foot on the "Intrepid." Any character so hypnotized will refuse to leave the ship because he or she knows that it is surrounded by ocean and that anyone attempting to leave the ship will be drowned. If forcibly removed, the character will suffer a mental collapse and will be unable to do anything but cower in a fetal position for the next two turns. After the effect wears off, the character will return to normal, but he will absolutely refuse to enter the ship again.

Searching the ship will take several turns but, in the end, will reveal nothing of value except for a brass sextant worth 50 GP that will be found in the captain's cabin.

47) Fountains (20' x 40')

The white marble floor from the Ship Hall continues in this area, but the walls are plain, well-finished stone. In the center of this passage sit three fountains made of blue stone and set 10' apart. None of these three-tiered fountains are working now, but the encrustation of salt and the dead water plants and mollusk shells show that, at one time, they spewed forth salt water. When these fountains were in use, this entire area, including the Ship Hall, was imbued with a heavy salt-air smell, further enhancing the illusion of a ship at sea.

If the party examines the shells at the fountains, one will be found to contain a small black pearl worth 50 GP.

48) Sailing Practice Cavern

The door to this area has been broken down with great force. Observant characters might notice that this force came from the outside; the door is broken inward toward the stronghold. Entering this area is something of a shock. In the feeble and flickering light of their torches, the party will be able to discern only that they seem to be in a vast cavern. Beyond the fact that they are standing on hard-packed sand and that there are rock walls stretching off on either side of them, they will be able to see nothing.

There is a brisk breeze with a salty tang blowing here that will threaten the torches of the party. Any loud noise will be quickly soaked up by the gloom and dark and will not give back an echo, but there is a definite feel of spaciousness. If the party ventures forward across the sand, they will soon learn that they are on the shore of a vast underground lake. At the edge of the water is a rotting dock, and sitting next to it is the half-sunken hulk of a Corsair ship. Its rigging still climbs high overhead, but the top deck is awash, and the ship will never sail again. Any character foolish enough to step on the deck will find that it is quite rotten under its cover of algae and seaweed; he will fall through.

This wreck was once used for sailing practice. Here, the Corsairs could perfect their maneuvers and experiment with new techniques, safely hidden from prying eyes. At one time, there must have been some sort of magical illumination here, but now the only light comes from the party's torches and a feeble phosphorescence from a strange type of algae under the water near the shore.

Pulled up on the shore to the left of the dock is a sturdy-looking skiff that appears to be made of bone. Despite its years of disuse and exposure to the water, this craft is still quite seaworthy and even has two sets of oars made of the same material hanging in the oarlocks. Should the party set sail in this craft, they will find themselves slowly but surely drawn to the south. After about one turn of this, they will begin to hear a faint sound of rushing water. At that point, the speed of the boat will increase slightly. After another turn, the sound will become a roar, and the boat will begin to rock heavily. It will still be possible to turn around, but, if not done quickly, the boat will be swept over an underground falls and be carried to a channel through which it will be flung into the sea. Unless the characters have some way of breathing water, they will not survive such a trip.

(Judge's Note: At your option, this boat trip could lead to an underground city of some sort that could be home to any number of amphibious creatures and the start of a whole new adventure!)

49) Conference Room (20' x 40')

This room, like the one on the upper level, is quite plain. A solid oak table and four mold-covered chairs are the only furnishings. It doesn't appear that this room was used much; the chairs are neatly drawn up to the table, and the chamber is devoid of any decoration or clutter.

50) Burial-At-Sea Chamber (20' x 20')

The only things to be seen in this room are a 10' diameter pit in the center of the floor and a small jade statue of a Sea Serpent sitting on a shelf on the south wall at eye-level. This room was where the corsairs disposed of their dead. The body of a deceased comrade was brought here and dropped in the pit, after a brief ceremony, to return to the Mother Sea. The statue gives a clue as to what really happened to the body. If a torch is dropped into the pit, it will fall about 40' before it hits the surface of the water and is extinguished. This will cause the water in the pit to begin to churn, and the creature within will surface. Of course, with the torch gone, the party will not be able to see what is happening, but they will be able to hear the commotion.

If the party drops in another torch, it will hit the head of an enraged Elasmosaurus who will bellow and stretch his neck up in an effort to reach the party. (Judge's Note: There is no way this creature can reach the characters; the pit is too deep, but, if the sight of that fearsome head reaching up toward them isn't enough to send the party running for cover, they are made of sterner stuff than most.)

Removing the statue (which is worth 45 GP) from the shelf will set a counterweight mechanism into motion that will cause the room to begin sinking at the rate of 1' per second. Replacing the statue on the shelf will stop the fall of the room but will not raise the floor back to its original level. If the floor drops more than 10' (10 seconds), it will no longer be possible to reach the shelf, and, as if that were not bad enough, the party will now be in range of the Elasmosaurus. His slashing bite does 2 - 12 points of damage.

One turn after the statue has been replaced on the shelf or after 3 turns, regardless, the floor will return to its original level.

It would be possible for one character to dash into this room, grab the statue, and dive out the door before the floor sinks too much to prevent it. In order to be successful, that character would have to roll a 7 or better on 2D6. However, if there are more than 2 characters in the room, at least one of them will have to be left to his fate unless the other party members can toss him a rope while he is fighting the Elasmosaurus, not a pleasant prospect. Likewise, a character who tries to steal the statue and fails the die roll will have to put it back very quickly or suffer the same fate.

The statistics for the Elasmosaurus are: ALN NNN, HIT 007, ARM 035, AGL 142, HTK 026, NOA 001, QPA 2 - 12, SPD 150.

50) Wizard's Workroom (30' x 30')

This is where the trouble all started. The room has been reduced to a shambles by the crew members who tore through it looking for a cure. A section of shelving that once stood against the west wall has been pulled over, and its contents, mainly jars and bottles, have been scattered all over the room. Broken examples of these containers lie everywhere, and what was not broken is emptied and discarded. The combinations of all these different types of chemicals gives the room a very odd smell. This will make the party feel rather light-headed while they are in the room, but it will do them no harm.

Here and there, two or three chemicals have combined to form small piles of softly glowing powders. There are several colors: red, green, gold, silver, and blue, and, although they do not really give off enough light to see by, they do give the room an eerie luminescence. Most of the substances have decomposed and lost their properties, but a few of the more durable ones, such as sand and coal dust, will be recognizable. In addition to the scattered chemicals, there are bits of tattered cloth, splinters of wood, and many pieces of broken glass lying about.

Apart from the toppled shelving and a single broken table, there are no identifiable pieces of furniture. Among the debris on the floor are the decomposing remains of a large number (5 or more) of skeletons, corsairs who died, victims of their own self-defined "cures."

The walls of this room have been disfigured by large and numerous blotches of paint. Many-colored patches smear the walls as though someone had hurled a rainbow around the room. The secret door in the center of the west wall opens by pressing a small protrusion nearby. When this door swings open, a small glass vial and stopper will be found. If it is uncorked, it will give off a pungent, sickly-sweet odor, but it is otherwise empty.

52) Wizard's Testing Area (10' x 40')

There is actually very little in this room, but it was obviously the former site of some strange and powerful occurrences when the Wizard was in residence. The walls of this chamber are of rough-hewn stone, but they harbor a number of strange anomalies. Some parts of the walls are deeply pitted, as though the stone had been eaten away. Elsewhere, there are splotches of mater, some of them crystalline and others wet and glistening, sickly in the light of the party's torches. Some are just large smudges of a muddy color that is obviously not paint. The south wall in particular has been abused in this manner, and there are many pieces of splintered wood in this section of the room, but the party will find no clue as to what they were.

Lying at the base of the north wall is a small ruby rod worth about 30 GP and surrounded by more shattered jars of chemicals. There is nothing else of value here. The secret door to this room will automatically close after the party has entered unless they spike it open.

53) Wizard's Secondary Quarters (10' x 30')

This room has also been thoroughly ransacked. The remnants of a splintered bed rest against the west wall surrounded by the tattered remains of the mattress. Near the door, a rotting wardrobe lies on its face. It is empty. The back has been staved in, and it is readily apparent that there was once a secret hiding place built into it, but, now, it holds nothing. Bits of cloth, wood, and pottery litter the floor. There is nothing of value among this wreckage, although it might take a while to determine this fact because of the great amount of litter.

The focal point of this room is a large fireplace set into the south wall. The hearth is thick with ashes, scraps of paper, and enough dirt and rocks that the party will know without looking that the chimney has collapsed. The fireplace is decorated with painted ceramic tiles in simple, geometric designs. These tiles, while pleasing to look at, are firmly affixed and cannot be removed without damaging them, with one exception.

At the base of this fireplace lies a crumpled skeleton. It has no armor, weapons, or anything of value, and there are no signs that this man died a violent death.

The center tile above the hearth is loose and can be removed easily, but any character doing so with an unprotected hand will trigger a needle trap that will do 1 point of damage and inject a weak poison into his system. Any character hit with the trap, as was the unfortunate who lies at his feet, must roll less than CON on 1D20 at a -4 penalty or die a painful death in 1 turn. A Thief has the normal chances to detect and disarm this trap. Behind the tile is a small hole containing a bottle of a Potion of Awareness (never surprised for 6 turns). The bottle contains 3 doses. If this were sold, it would bring a price of 1,500 GP.

54) Wizard's Storage Room (20' x 20')

More of the same carnage and destruction can be found here. Spilled chemicals, broken shelving, splintered packing crates, and other paraphernalia are scattered all about. Aside from a few intact bottles of cheaply-available chemicals, there is little of value here. However, if the party takes the time to sort through the wreckage, they will find a rotting leather pouch containing 8 Moss Agates worth 10 GP each.

55) Detention Center (10' x 25')

This area is accessible only through secret doors or the Water Escalator from the upper level. If the party arrived here via the Escalator, they may have a tough time finding their way out; to help eliminate the remote possibility of escape, the secret doors out of this section were hidden exceptionally well. It will take at least 2 turns to discover the operation and location of any secret door.

Set into the east wall are 5 standard dungeon doors. These are the entries to the cells, and all are closed and locked. If the doors are opened, each one will reveal basically the same view. All of the cells are 10' cubicles of rough-hewn stone equipped with several pairs of wrist and ankle shackles firmly fixed to the walls at varying heights, from floor level to within a foot or so of the 12' ceiling. The cells are very cold and uncomfortable with an ancient odor of decay and corruption. The only variation of this sight is even more dismal. Cells 1 and 3 still hold the skeletons of their last prisoners firmly chained in place.

The main area outside the cells has only a rotting (but still intact) desk and chair for furnishings. The top of the desk is bare, but there are two drawers on the left side. The top drawer contains a small set of thumbscrews and a fermented bottle of wine, and the bottom drawer holds a ring of 5 rusty keys. These keys fit the cells, and each cell requires a different key to open it. If used, there is a 1 in 6 chance that a key will not fit the cell and will be broken off, thus jamming the lock permanently. If the party is so all-fired anxious to get into that cell, they will have to break the door down.

The drainage pit for the Water Escalator is also here. The continuous rush of water is not a soothing sound; in fact, it more nearly resembles a form of Chinese water torture. Anyone staying here for more than a few days would be very likely to go insane, including, of course, the jailor. The water speeds down the slope into this pit and keeps the air particularly damp and cold. The circular drainage pit itself is lined with algae and small water plants.

56) Torture Chamber (30' x 30')

Since no one in their right mind (or out of it, for that matter) would ransack a torture chamber, this room has remained pretty much intact. The center of the room is dominated by a long-unused fire pit. Around the perimeter of the pit are metal forks set into the stone. One of these forks still holds a branding iron with its end dipped into the ashes. The brand is an outline of a hand. Above the pit is a wide-weave, metal cage that is roughly man-shaped. The cage is suspended by a chain that runs to a wheel set in the west wall so that it may be raised or lowered. Against the east wall are a rusty iron maiden and a crude rack made of rotting wood. In shallow niches along the walls are various instruments of torture, including thumbscrews, whips, cat-o-nine-tails, pincers, and rusty knives.

There are dark stains on the floor at various places, and in the southeast corner of the room is a mouldering piece of black cloth that looks like it might have once been an executioner's hood.

57) Death Chamber (30' x 30')

The door to this room is particularly thick, and opening it will set off a deep-toned bell which the party will be able to hear dimly if they are not being too noisy. Most of the floor space in this chamber is taken by a large, square hole; the ledge that encircles it is only about 3' wide. Peering over the lip will reveal that this hole is filled with water to within about 2' of the top. The waterline is marked by algae and seaweed, and the room is filled with a strong, fishy smell.

The walls here are covered with moss, and, in many places, the moss is defaced by circular indentations about 6" in diameter. Some of these marks are scattered in a random pattern while others seem to be laid out in a straight line. In some spots, two or more of them overlap. These are the sucker marks of the Giant Octopus that was used to execute condemned prisoners. The doomed man was sealed in this room and left to his fate. The bell that sounded when the door was opened calls the monster to the surface, and anyone who stays in this room will have to face him when he appears in 3 rounds.

The door to this room will automatically close and cannot be opened from the inside by any means other than by breaking it down, which will take at least 2 turns because of its stout construction.

The Octopus will attack only with its tentacles and attempt to drag its prey beneath the surface of the water to be drowned and eaten at leisure. Only one tentacle will attack at a time, and, if 4 of them are severed (by inflicting 6 points of damage to each), the Octopus will flee and will not resume the attack. A successful hit by a tentacle means that a character has been snared unless he is able to roll less than DEX on 1D20. If he fails this roll, he will be dragged into the pool and drowned during the next melee round unless the tentacle is severed. If the Octopus is able to claim one victim, he will cease his attack and retire. He will not return unless the bell is sounded again.

Because the Octopus is basically fighting blind, he will attack as a HIT 006 monster, but this also means that he cannot be killed since his body is never in range of a weapon. The characters will be fighting only a writhing mass of tentacles. The statistics for the Giant Octopus are: ALN NNN, HIT 006, ARM 076, AGL 152, HTK (per tentacle) 006, NOA 001, DPA 1 - 6, SPA if pulled underwater, characters are drowned in one round, SPD 30' on land/180' underwater.

58) Room of Pools (30' x 90')

The floor, walls, and ceiling of this room are of standard construction and color but set into the floor at 10' intervals are a series of stone and ceramic basins that the Wizard used for experimentation. The pools are all basically the same, 10' diameter, 5' deep basins, but each one holds something different.

The first pool is empty except for a deposit of white powder in the bottom. Wetting this powder will release a gas that will raise the STR of 1 character permanently by 1 - 4 points up to a maximum of 18 points. There is enough powder in this basin to make four such doses if none of it is wasted. The value of such a concoction would be around 1,000 GP per dose.

The second pool is choked with weeds, and choked is the appropriate term since this is Choke Weed. Disturbing this pool in any way will have disastrous consequences. This patch of Choke Weed has 6 fronds, each with a STR of 5. All the fronds will attack a single victim, and each one gets a separate "to hit" die roll. A successful hit means that the frond has entangled the character.

To determine the character's chance of escape, compare his STR against the total of all the fronds' STR (those which are holding him); the difference is the character's percentage chance of breaking loose. For example, if a Fighter with STR 15 is hit by 2 fronds with a total STR of 10, he has a 50% chance of escape since each point of difference equals 10%. If, however, the same Fighter was caught by 4 fronds, there would be a balance of 5 points in favor of the Choke Weed. This is the number of damage points the character would take each round until he was freed.

Entangled characters attack at -2 on their "to hit" rolls, and each frond can take 7 points of damage before being severed. Choke Weed: ALN NNN, HIT 003, ARM 034, AGL 142, HTK 007 (per frond), NOA 6, SPA chance of breaking free is (character's STR - STR of frond) x 10%; if a negative number, character is entangled and takes (number of fronds x 5) - STR damage per round. If the plant is destroyed, the party can search the pool and will find 25 GP in the bottom, treasure from former victims.

The third pool in this room holds nothing but stagnant water.

The fourth and final pool is lined with a glassy substance and filled with a clear, fizzing liquid that gives off a pungent, sickly-sweet odor. This is a very powerful acid, and anything dipped into this pool will instantly begin to smoke and dissolve. It will completely destroy a Staff, Sword, or other implement, and any character foolish enough to dip his hand into the acid will receive 1 - 6 points of damage per round until the substance loses its effectiveness in 1 - 6 rounds. This acid will dissolve anything except for the special glass that lines the pool and from which the vial found in the Wizard's Work Room is made; this substance is able to resist the corrosive action of the acid. If this bottle is very carefully dipped into the pool, it can be

filled with enough acid to bring about 500 GP on the market. Carrying this around, however, is quite like snuggling up to a time-bomb. The glass has no special properties beyond its ability to contain the acid, and any blow or action that would break normal glass will shatter it as well. Some things to watch out for would be falling, hits taken in combat, or anything else that might be hard on a character's equipment. The vial can be used in combat as a missile weapon and will do damage to the creature hit as previously noted.

59) Pillared Hall (Irregularly-shaped - approximately 50' x 50')

Before the party has a chance to examine this area, they will be set upon by a pair of Lizard Men. These creatures (who might be responsible for the broken door from the Sailing Practice Cavern) hate Humans and will fight them to the death. They will not negotiate and will pursue a fleeing party for as long as possible.

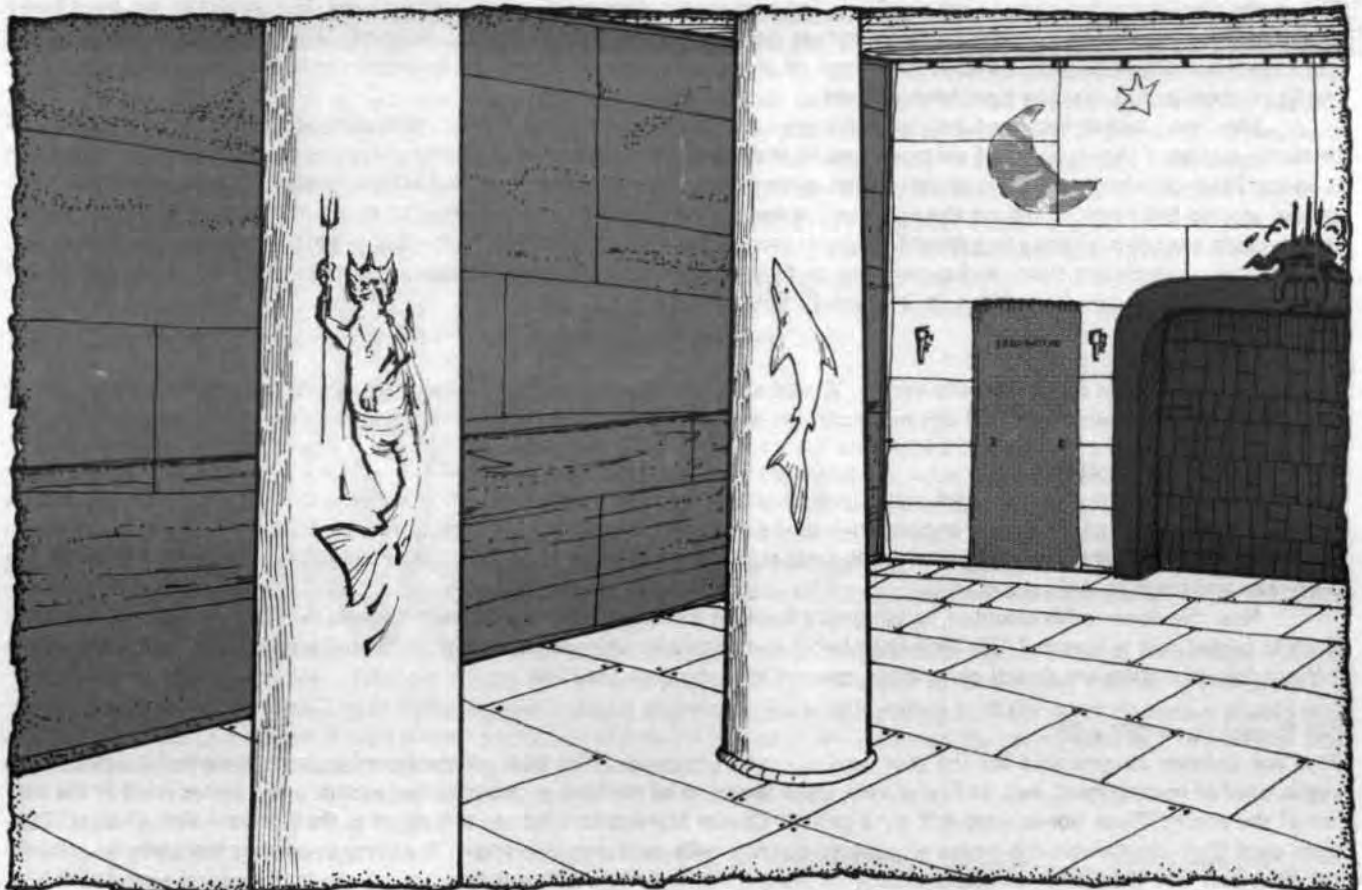
When the party gets around to examining the Hall itself, they will see that the floor and ceiling have been sheathed in white marble, and the walls have been painted with more scenes of the ocean, although these are stationary. The northeast wall, in particular, has had a great deal of care lavished upon it. Its faded colors show great storms, ships being crushed by sea monsters, and a stylized representation of a ship sailing perilously near the edge of the world. On the west wall, about 5' above the floor, are three tarnished brass plates about 1' long by 6" high set very firmly into the stone about 5' apart. Each one has a name engraved upon it in block capital letters. The names are Alonz Topan, Kalin Tamar, and Milo Rycob.

The party has discovered the final resting place of the previous captains of the Corsairs of Tallibar. If these plates are pried from the wall, which will take great force with some sort of pry bar in the hands of a character or characters with a STR of 17 or more, a section of the wall will be pulled away, and the party will immediately be inundated with a foul stench that will cause them to become nauseated for 1 - 4 rounds. During this time, they will be able to do nothing more than retch.

Behind each plate is a confined excavation just large enough to hold a single body, and, as might be expected, that is exactly the case. The corpses are badly decayed and mouldering, but the confined quarters and cool stone have kept the bodies from falling to dust. If the party can overcome their nausea and search these tombs, they will find only that the captains had been buried in what were once very fine suits of clothing. There is absolutely nothing of value buried here.

The 40' columns which hold up the ceiling in the Hall are finely-carved figures of sea gods, complete with curling beards, webbed hands, crowns, and tridents. Other than the fact that some trick of perspective allows the eyes of each figure to appear to follow the party as they move about this area, there is nothing remarkable about the columns.

The statistics for the Lizard Men are: ALN NNN, HIT 002, ARM 055, AGL 145, HTK 008 - 011, NOA 3, DPA 1 - 3 (claw), 1 - 3 (claw), 1 - 8 (bite), SPD 60' on land/120' in water.

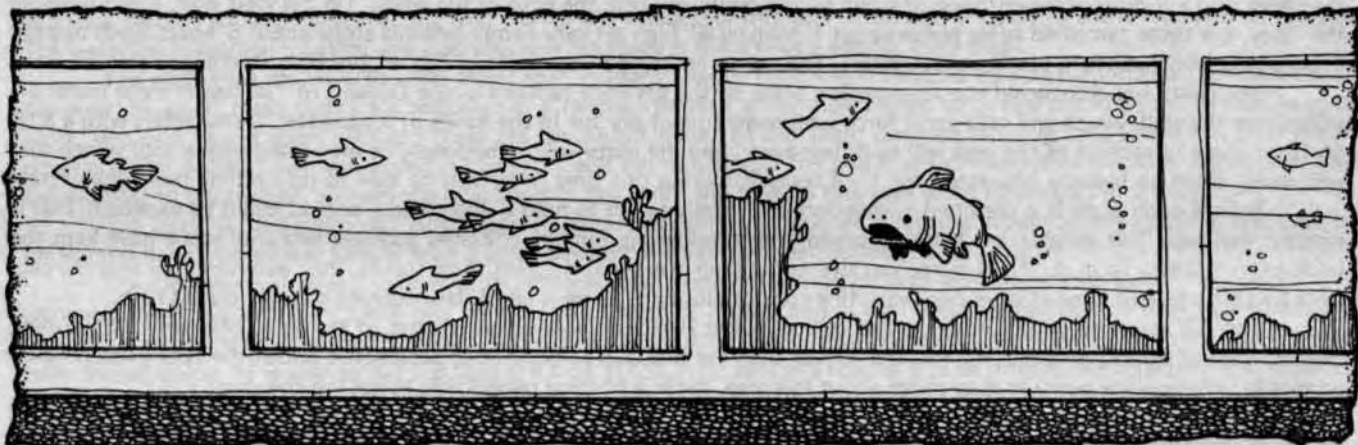


60) Aquarium Hall (20' x 130')

At first glance, this widened section of hallway appears to have been painted in the same manner as Ship Hall, but, this time, it is an undersea scene. Small fish flit silently by; larger ones gaze balefully at the light of the party's torches, and seaweeds wave gracefully in a rhythmic ballet, propelled by unseen currents and eddies.

The characters are actually gazing out into the ocean through a Wall of Force, and, if it is daytime in the outside world, some light will filter down through the depths and provide an eerie, blue-green illumination in the hallway, allowing vision through the water to extend about 25'. If the party enters the area with their torches lit, a large Grouper will rush at the light when they are about halfway through the passage. This vicious attack will actually cause the Wall to bend inward slightly when the fish hits it and will clearly show that the Wall is not made of glass, quartz, or any other hard substance.

It is impossible for any of the creatures on the other side of the Wall to break through, but the party is likely to be nervous about it anyway. (As they should be; if not, have the Grouper charge again and say, "It seemed to give a little more this time." They'll get the message.) Of course, it is possible for the party to puncture the Wall with a Sword or other sharp object. If they do, the Wall will collapse, and both levels of the dungeon will be flooded within 2 turns.



61) Trophy Room (30' x 60')

This room was where the corsairs set up a museum commemorating many of their adventures. The room has not been badly ransacked, but someone has evidently been in here before. The walls are hung with skins of many types of creatures ranging from Apes and Ogres to Tigers and Trolls. Some of these skins are well-preserved, but most are badly rotted, and a few have marks on them as though they have been chewed.

The floor, which had been painted light green, is littered with shells, bones, and other debris. There are a number of pedestals scattered about. Some of them are broken and overturned, and none of them hold anything. The ceiling of this room is about 25' high, and hanging by chains in the center of it is a moth-eaten, stuffed baby Roc glaring down at the door. Arranged around the room, some on the walls and some hanging from the ceiling, are a number of different types of weapons; they include everything from a tiny Sword no bigger than a pocket knife to a huge Mace that could only be wielded by a Giant. All of these weapons are rusty and rotten, but in the northwest corner, next to a clam shell that is fully 5' across, is a Shield that appears to be in good condition. It is worth 15 GP.

62) Storage Room (30' x 30')

This rough-hewn stone room is totally empty. The corsairs had planned to expand their stronghold, and this was to be part of the storage complex. However, that day never arrived, and this room has gone unused ever since it was completed.

63) Wine Cellar (20' x 40')

This room is lined with long, wooden racks; some hold bottles of wine, but others are empty. Most of the remaining bottles have gone bad; many of them have popped their corks, providing a good growth medium for mold and giving the room a pungent odor. There are, however, about a dozen bottles that are still good, and these could be sold for about 1 GP each, or the party can add them to their stores.

Near the door to this chamber, hanging on a hook, is a hooded lantern. Although there is no oil in evidence, the lantern is quite usable and is worth 7 GP. This chamber is noticeably cooler and damper than the hallway outside, and many of the wine racks and bottles are almost completely covered with mold and mildew.

64) Storage Area (20' x 30')

This was another storage area for the proposed dungeon expansion. The dust on the floor has been disturbed, and there is a vague odor of rotting meat, but, at first glance, there seems to be nothing in this chamber except a few bones piled in the center of the room. These bones were left by a pair of Cavern Manlizards who use this room as their private dining room. They have used their chameleon-like power to hide against the walls, and they will attack the party as soon as the party is well into the chamber. The Manlizards will have double the normal chance of gaining surprise.

Cavern Manlizards hate Humans; they will attack immediately and will not negotiate. They will always pursue a fleeing party as long as possible in the hope of getting another meal. Both of these creatures are armed with Battle Axes that will do 1 - 8 points of damage on a successful hit. If the fight is going against them, they will attempt to flee and hide, using their color-changing ability to conceal themselves in the darker recesses of the area. After 3 turns, they will return to this room and will fight to the death any characters that might still be there.

One Cavern Manlizard has a belt pouch containing 35 GP, and the other is wearing a silver medallion worth 40 GP. The statistics for the Cavern Manlizards are: ALN CEX, HIT 002, ARM 053, AGL 127, HTK 007 - 010, NOA 001, DPA 1 - 8, SPA can blend with and hide against stone walls, SPD 120'.

65) "False Treasure" Room (10' x 20')

The idea behind this chamber is simple; the treasure is right out in the open to fool interlopers into thinking that they have found the main treasure chamber. It was hoped that they would not think to look for the hidden door in the north wall that leads to the main treasure trove. The riches are enough, it was hoped, to be a reasonable blind but not big enough to be much of a loss.

There is a locked chest sitting against the east wall. This chest contains 100 GP, a bracelet that looks like fine silver but is not and is worth 20 CP, some small gem stones worth a total of 10 GP, a fine mesh chain worth 15 GP, 30 SP, and 300 CP. The treasure is bulky without being incredibly valuable; the riches it guards are much greater.

66) Large Pit (20' x 50')

When the party first enters this area through the secret door from the False Treasure Room, they will notice nothing out of the ordinary. It looks as though this is just a wide section of hallway or an unfinished room with stone walls, floor, and ceiling.

In reality, the entire floor section is a cover for a pit trap that will be triggered only when the party enters the Main Treasure Room. When that happens, the floor will drop silently away and leave only a 50' x 20' pit filled with water of an unknown depth between the party and their only means of exit.

The water is too deep to wade, and there is no ledge upon which they might inch around the pit. It is possible to swim across the pit, but, if that is done, they will find that the mechanism for the secret door (a small, rock protrusion which they will have to find) is far above the head of anyone in the water. The water level of the pit is some 5' below the original level of the floor. If they were smart enough to find the means of opening the secret door before they left this area, there is a chance that a character in the water could reach up with a 10' long pole and trigger it. However, this will be very difficult at best and should be moderated by the Judge as he sees fit.

67) Water Pit

This pit is triggered in the same manner as the one described in Section No. 23. When the party steps on this section of flooring, the pit cover will swing open and may drop the party into the pit. The chances for this happening are 5 in 6 for the first rank, 4 in 6 for the second rank, 3 in 6 for the third rank, and so forth. The difference between this pit and the one at No. 23 is that this one is filled with salt water. Characters will take no damage from the fall but must immediately begin to shed heavy gear and possessions such as armor, backpacks, etc., or they will sink like stones. Characters who rid themselves of their gear can probably stay afloat long enough to be rescued, since the salt water gives an added degree of buoyancy.

The possessions of the party are not gone forever, though. Two turns after the pit was triggered, the water will drain away, leaving a damp hole 70' deep blocking the hall. If the party has some rope left, they should be able to lower one of their members to the bottom to retrieve their gear. There will also be a few rusty Swords, Shields, and other items in the pit, in addition to the bodies of anyone who failed to rid themselves of heavy equipment, but there is nothing of value.

Remember that any torches that were in discarded packs will be wet and will not light, and any paper is likely to be ruined. The salt water will probably have made foodstuffs much less palatable.

68) Statue

When the party first traverses this hallway from the west, they will see a stone statue of a corsair gazing balefully at them from the corner of the wall. The statue is life-sized and life-like but is not particularly valuable or menacing in appearance. The statue rests on a rusty metal grate made of iron bars set about 1' apart. When the party first examines it, they will find that it cannot be moved or turned in any way. However, 1 turn after the secret door to the Main Treasure Room is opened, a delayed action mechanism will operate, and the statue will slowly and silently pivot so that it is facing south. This occurs at the same time that the Large Pit (No. 66) drops open. Pivoting the statue back to its former position will close the Large Pit and allow the party to leave.

The Judge should be casual but truthful in letting the party know that a change has taken place. When they indicate that they are leaving the Main Treasure Room, tell them that everything still seems to be normal; the hall is still damp and musty-smelling, there doesn't seem to be anyone around, and the statue is still staring at them. Alert characters should pick up this small clue. Of course, if they posted a sentry to watch the hall when they entered the room, there is a 75% chance that he saw the statue pivot. The other 25% of the time, he was looking into the room.

69) Water Trap

This door looks like a standard, iron-bound dungeon door. The only difference is that it seems to be a little moldier than most, and the surface is damp to the touch. Listening at the door may reveal a slight, gurgling noise.

The door will open on the first attempt; in fact, it will fly outward with great force and release tons of water into the area. The force of the door being blown outward and the subsequent deluge will do 1 - 4 points of damage to any character standing in the hallway. The water will also wash away any small, unattached or hand-held (65% probability) items and send them down the grate under the Statue (No. 68). Of course, all non-magical lights will be extinguished and will be difficult to get going again.

70) Main Treasure Room (30' x 30')

The secret door to this room opens by pulling down on a nearby wall sconce; this also sets the delayed-action mechanism controlling the Large Pit and the Statue into motion.

Inside this plain stone chamber are two piles of bones and a small chest. There are no other furnishings. The bones are the skeletal remains of a pair of corsairs who stumbled on the treasure room during the downfall of the fortress. They were stymied by the Large Pit trap, however, and starved to death in this chamber. Among the bones of one skeleton is a small, ivory case which holds 4 Moonstones with a total value of 250 GP. There is also a rotting leather pouch with 50 SP in it. The other skeleton wears a golden medallion worth 100 GP. There are no weapons with these skeletons.

The chest, which sits against the west wall, is locked. When it is opened, it will seem to contain only a pile of pulped paper. Hidden in the paper, however, is a silver bracelet worth 400 GP and a small brass statue of a turtle which is worth 100 GP.

Searching the walls for secret panels will reveal a needle trap in the north wall which does 1 - 4 points of damage to the character who triggers it and a panel on the south wall which holds a sack containing several small, dirty, semi-transparent stones. These stones are actually rough diamonds still partially surrounded by the matrix in which they were found. They have an uncut value of 2,000 GP, but, if they were professionally cut and polished, they could bring in the neighborhood of 10 times that. Of course, the jeweler that cuts them would charge a hefty fee for his services.

71) Unfinished Area

The northeast section of the fortress is unfinished. There are a couple of doors set in their frames, but, behind them, there is little evidence of construction, and the hallways end abruptly at solid walls of unexcavated stone. The main unfinished area is quite damp and cool and has been partially floored with white marble tiles about 1' square, but this work, too, has been abandoned. There is a stack of about a dozen of these tiles in the southeast corner, and they could be sold for 1 GP each.

In the center of this area are piles of bones and rubbish. If the party moves to examine them, they will be attacked by a Gambado. The Gambado has made his lair in the floor and concealed it with the bones and rubbish. If the party gets too close, it will leap up and attack with its claws and teeth. The Gambado will fight to the death but will not pursue a fleeing party.

A Gambado looks like a cylinder of strong muscles with two arms. The head is covered with a skull which was seen as part of the pile of rubbish. Gambado: ALN NNN, HIT 004, ARM 044, AGL 157, HTK 010, NOA 003, DPA 1 - 4 (claw)/ 1 - 4 (claw)/1 - 8 (bite), SPD 100'. If this creature is killed, 10 GP and 50 CP will be found in the pit.

Gambado

NAP: 1 - 2	CLS: ---
NIL: 1 - 3	LVL: ---
HIT: 004	PSY: 052
HTK: 004 - 024	MRT: ---
NOA: 3	SPA: ---
DPA: 1 - 4 (claw)/	WPN: ---
1 - 4 (claw)/1 - 8 (bite)	RAD: ---
SPD: 100'	POR: ---
SIZ: 10' long	HAB: Tunnels
ALN: NNN	FOD: Prefers Meat
ARM: 044	LIF: 10 years
PF%: 20	COL: Red
PY%: 10	DOM: Tunnels
INT: 021	AGL: 157
GES: 10 months	GRP: ---



A Gambado resembles a stubby, fur-covered snake with two clawed arms and a stubby head. The creature prefers to spring out of ambush from piles of rubbish. It will eat anything, but it prefers fresh meat.

This ends the adventure of the Corsairs of Tallibar. I hope you enjoyed it.

Mike Wilson

UNIVERSAL FORMAT INFORMATION

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN: Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

LVL: Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

HTK: Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

PSL: Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

AGL: Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

LED: Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

LCK: Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY: Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

WPN: Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

ABBREVIATIONS

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
DRD	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHACUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON
CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSET
BA	BANDED ARMOR
CA	CLEMAL - ARMOR
JK	JAC
SL	STUCCO LEATHER
KK	KULAH KHUD
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES
CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED

UNIVERSAL FORMAT INFORMATION

ABBREVIATIONS

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

BODY		HEAD	
1	SHOULDER GUARDS	3	MOUL
2	BELT	4	TURBAN
4	GIROLE	5	CAP
6	BREASTPLATE	6	HELM
8	TUNIC	9	BASINET
10	COAT	11	HEAUME
ARM		HEAD MODIFIERS	
1	GLOVES	1	CHEEKGUARD
2	BRACFS	1	NECKGUARD
3	ARM BANDS	1	NASALGUARD
4	VAMBRACE	2	VISOR
5	HALF SLEEVE		
6	SLEEVE		
LEG		SHIELD	
1	LEGGINGS	4	PARRY WEAPON
2	BOOTS	5	BUCKLER
3	SHINGUARDS	6	TARGET
4	CLEAVES	8	HEATER
5	CUISSES	8	ASPIS
6	CHAUSES	9	KITE
		12	TOWER



Method: Add all to obtain each piece of armor and total for the whole:

EXAMPLE:

Tunic made of Gold Ringmail	8 + 7 + 1 = 16
Heaume made of Steel w/Visor	11 + 2 + 11 + 3 = 27
Sleeves on Tunic	6 + 7 + 1 = 14
Tower Shield made of Iron	12 + 10 + 3 = 25
TOTAL:	082 ARM

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON
SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DIRK
DG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
HS	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	PIKE
PA	POLE ARM
CP	CATCH-POLE
BP	BLDICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AWL PIKE
FC	FAUCHARD
GI	GUISARME
GV	GUISARME VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MP	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR
TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
DH	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALEST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SP	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
KN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATAPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALD
TB	TREBUCHET



CONSTRUCTION MATERIAL	REINFORCEMENT MODIFIER	CONSTRUCTION METHOD
1 Silk, Linen, Cloth	---	0 Open
2 Soft Leather, Soft Wood	---	1 Ringmail
3 Felt, Light Fur	---	2 Chainmail
4 Wicker, Heavy Fur	+1	3 Formed Plate
5 Hard Leather, Clay	+1	
6 Hard Wood, Horn, Bone, Onys	+2	
7 Gold, Copper, Marble, Jade	+2	
8 Electrum, Silver, Bronze	+3	
9 Platinum	+3	
10 Iron	+4	
11 Steel	+4	
12 Adamantite, High Chrome Steel	+5	



Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

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