

THE AZURERAIN PIRATES

By R. J. Baier

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THE AZURERAIN PIRATES

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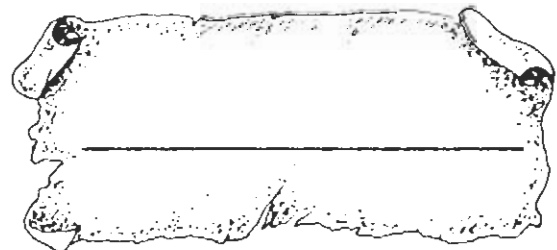
Designed by R. J. Baier

Graphics and Layout by Roger Harvey and 13

Art by Ken Simpson, Erin McKee, Kevin Siembeida,
Russ Steffens, Mel White, Aaron Arocho, and Ed Perry



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The Azurerain Pirates

Background



Ten years ago, a freebooter approached Atar the Lion, the ruler of Tarantis (Hex 2327, Campaign Map Four) with an interesting proposition. An agreement was reached between Atar and the man who has since been known as the Seahawk.

The Seahawk gathered together all the local pirates, privateers, buccaneers, and the other refuse of the water and molded them together into a brotherhood - an association of independent captains which would eliminate competition between them. Atar and the markets of Tarantis would share in the enterprise. It soon became recognized that ships licensed by the Tarentine Merchants' Association would be guaranteed passage by the Brotherhood if a slight fee was paid. Vessels which were not registered would be fair game for the pirates. Seized goods were then auctioned by the Brotherhood monthly. It has been rumored that Atar sometimes denies registration to vessels carrying goods he covets and then buys them at the auction when the ship is taken by the Brotherhood.

In time, a camp grew around the market site about 18 miles northeast of the city of Tarantis. The Seahawk, a cautious type, developed a system of protection for his men. Lookout points were situated along the Azurerain River. Agents of the Brotherhood were sent into the cities and towns along the river. It is rumored that, by this time, agents can be found in most major cities in the known area. A carrier pigeon system was instituted about five years ago, thus insuring quick communications between outposts. It is not uncommon for magic to be used to notify the Seahawk of wealthy prizes.

Ships used by the Brotherhood vary in type. Most are owned by the Captains although ships are also known to be under the ownership of patrons who receive a portion of the booty when it is sold. The main type of vessel is a clinker-built, shallow-draft ship, close in design to the Viking war boat. This type of ship can be used with sails or oars and is quite capable of long sea journeys. Smaller river craft are also used. In most cases, the crew is entirely composed of members of the Brotherhood although some vessels use slaves as rowers.

The governing body of the Brotherhood is the Council of Captains. Each captain (who must possess a ship and at least fifty men) has a vote in Council deliberations. The Captain-General has three votes and decides the action if a tie vote results. The Tarentine Merchants' Association and Atar the Lion each get one vote. General meetings are held twice a year, and at least three-quarters of the Captains must be present in order to have a voting quorum. New Captains are appointed as voting members only with the approval of two-thirds of the voting membership. Quarrels within the membership are normally decided by a formal duel if agreement cannot be enforced by the members. Violations of the Articles of Association of the Brotherhood are tried before a judicial board consisting of the Captain-General and two Captains elected every two years.

Shares of sold booty are normally divided in the following fashion although minor variations are known to exist.

30%	Master of the vessel. Usually the Captain.
10%	Officers and bodyguard.
30%	Crew.
10%	Captain-General.
15%	Brotherhood treasury.
5%	Atar the Lion and the Tarentine Merchants' Association.

Average Ship Characteristics

Length: 65' to 70'

Beam (width): 13' to 15'

Crew: 55 - 60, usually two per oar.

Officers: 3 - 5

Average Speed: 3 - 7 knots rowing, 4 - 11 knots sailing, usually with one mast and a large, square sail.

Armament: Some ships mount small ballistae on a platform on the bow. Individual crewmen are armed with their personal weapons. Some Captains elect to use unarmed slaves as rowers, but the rest of the crew is armed.

Offices of the Tarentine Merchants' Association

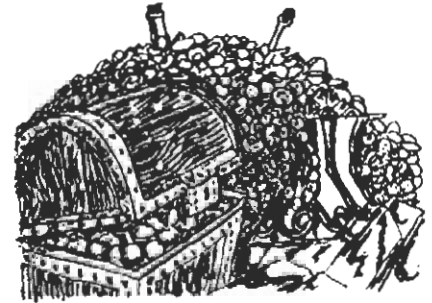
Representatives of the Association can be found in many towns and cities of the known world. A typical building is three stories high. Living quarters for the agent and his family are found on the second floor. There are also living quarters for the guards (2 - 8 Fighters, all in Leather Armor, bearing Longswords). The strong box is also found here.

The third floor contains storerooms and a carrier pigeon loft. 5 - 15 birds are kept, watched over constantly by a trainer. Using these birds, the agent always keeps in touch with the home organization. Messages are always sent in code, and the code is known only to the agents.

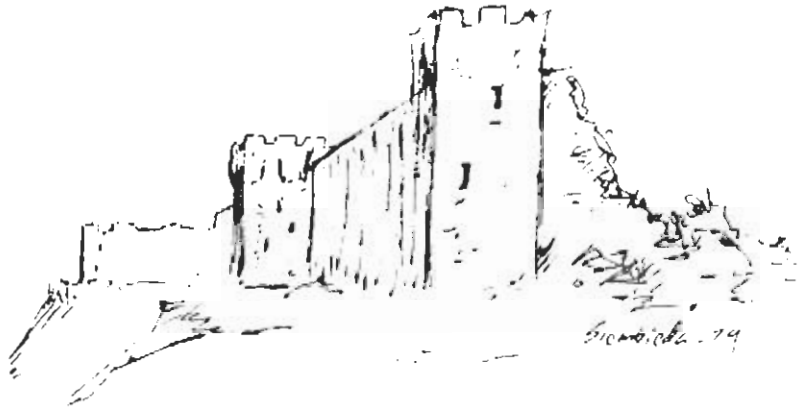
The first floor holds the offices for the Association. Record files are maintained by 1 - 4 scribes. The licensing office is in the rear. Licensing permits and the Association's seal are kept in a locked strong box during business hours and transferred upstairs at night. Average costs are 1 CP per ton of common goods, 1 SP per ton of luxury goods (wine, fine cloth, etc.), and 1% of the value of valuables (jewelry, fine books, spices, magical items, etc.). Slaves are priced according to the use of the slave. Common slaves are insured for 1 CP per 10 slaves. Trained slaves are 1 SP each. Harem girls, fine cooks, body servants, and scribes are insured for 1 GP each.

Permits may be denied (and the information passed along to the main office) if the cargo exceeds certain values):

Cargo Value	Chance of Denial	Attack Chance
0 - 50 GP	1%	1%
51 - 100 GP	5%	7%
101 - 500 GP	8%	10%
501 - 1,000 GP	10%	15%
1,001 - 5,000 GP	15%	20%
5,001 - 25,000 GP	20%	30%
25,001 - 100,000 GP	30%	45%
100,001 - 500,000 GP	40%	60%
500,001 - 1,000,000 GP	50%	80%
1,000,001 - 2,500,000 GP	75%	95%
More than 2,500,000 GP	80%	100%



Attack chance is the percentage roll to determine if the Brotherhood will attempt to take the unlicensed merchant vessel. Note that bribery may be resorted to by shippers to attempt to gain a proper license.



Hex 2625, Campaign Map Four
Birezna - Lair of the Azurerain Brotherhood

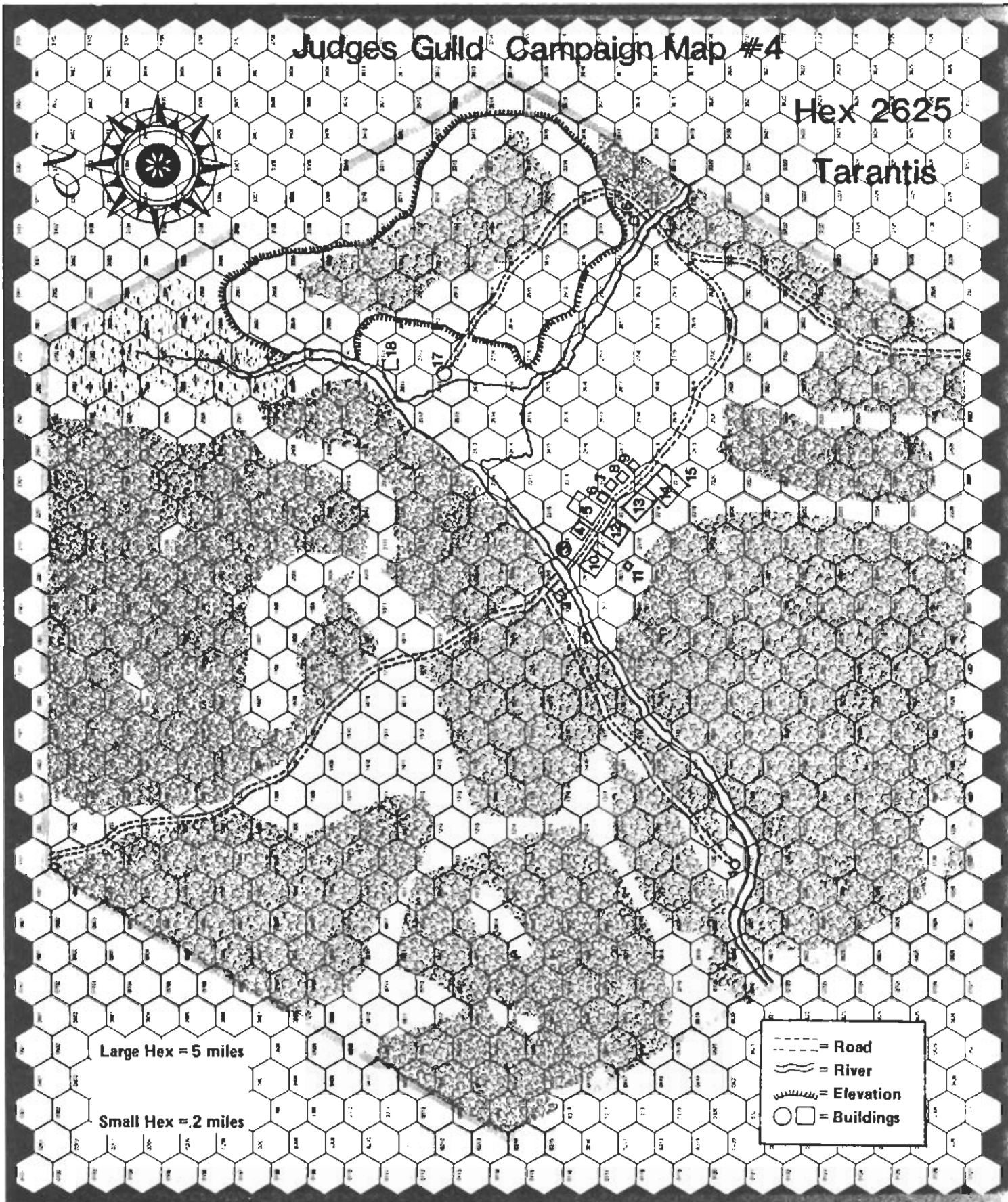
All hex locations hereafter are numbered hexes contained within the five-mile hex cited above.

- 1 Watch Tower: Hex 1120. This is a platform built in a large oak tree and camouflaged. It has walls approximately 13' high and about a foot thick. Its dimensions are 15' x 20', and it holds ten men on its two stories. It is entered by a rope ladder which is only lowered when the guard is changed every 18 hours. Three men are always maintained on guard, and these three are changed every three hours. Others at the tower are either sleeping (60% chance) or awake (40% chance). All are 1 HD and AT: Leather. They are armed with Heavy Crossbows and Cutlasses. Carrier pigeons are released if danger or prey approaches. A +3 Heavy Crossbow is carried by the leader of the detachment, but it always remains at the Watch Tower.

HTK of garrison: 8, 6, 6, 5, 5, 5, 4, 3, 1.

- 2 Ferry: Hex 2015. Black Diccon, Ferryman (M): Half Orc; Class: Thief; Align: N; LVL: 5; HTK: 21; AT: Leather (Plate*); Social Level: 2; STR: 15; INT: 10; WIS: 12; CON: 15; CEX: 17; CHAR: 8; POW: 14; SPD: 13; END: 16; LED: 11; STA: 15; LCK: 14; AGIL: 16; GAM: 11; Weapon: +1 Dagger. Diccon always wears black, hooded robes. He is extremely nervous when fares appear. He charges 1 SP per man or beast and 3 SP per wagon or cart. He greatly distrusts anyone who is not obviously a warrior-type. Diccon will attempt to rob customers who are not of the area if there are only one or two individuals (80% chance if one customer, 65% if two). He uses a weighted fishing net to entrap his prey - treat the target as AT: Leather to hit. If hit, the victims are snared for 4 - 7 rounds. Diccon then uses a Truncheon to knock out the victims prior to robbing them of everything they own. The victims are then tied to logs and abandoned into the stream. Diccon's treasure is stashed in his nearby hovel: 106 SP, a +1 Sword, and assorted goods worth 25 GP.

* Diccon wears a reinforced breast and back plate under his robes. If struck there, treat as AT: Plate to hit.



- 3 Stone Tower: Hex 2115. This tower is 20' tall and 15' in diameter. A Light Ballista is mounted on the roof. The garrison consists of 15 men, all AT: Leather. There are five artillerists armed with Short Swords, HTK: 5, 4, 4, 2, 1. There are five armed with Short Swords and Light Crossbows, HTK: 7, 5, 4, 3, 2. There are five with Cutlasses and Boarding Pikes (Spears), HTK: 6, 6, 4, 4, 2.

Tower Captain: Shanghai Sam (M): Class: Fighter; Alignment: CE; LVL: 3; HTK: 20; AT: Leather and Shield; Social Level: 4; STR: 16; INT: 13; WIS: 9; CON: 16; DEX: 15; CHAR: 9; POW: 16; SPD: 11; END: 15; LED: 10; STA: 14; LCK: 14; AGIL: 14; GAM: 13; Weapon: Cutlass. Sam thinks of himself as a "lady-killer" and will always admit females to the tower who have a CHAR of 14 or higher. Females who rebuff his advances are apt to end up chained in the cell underneath the Tower floor. Sam's treasure: 158 SP and 285 CP.

- 4 Auctioneer's: Hex 2215. This is a large, two-storied stone building. Here is the site where locals bid on the loot stolen by the pirates. Goods are auctioned here every month on the last two days of the month. There is a below-ground vault in which goods are stored before the auction. The stairs to the vault entrance are always guarded by two men, AT: Leather, HTK: 7, 6 who are armed with Cutlasses and Boarding Pikes. These men are relieved every four hours from the Stone Tower. The vault door is trapped with poisoned, spring-fired Darts (2 - 12 in number). The poison is Type 7 (Ready Ref Sheets, Judges Guild product number JG 0014). Only the auctioneer and the Seahawk have the key.

Auctioneer: Mumbles Mahon (M): Class: MU; Alignment: LE; LVL: 3; HTK: 12; AT: Shield; Social Level: 6; STR: 10; INT: 17; WIS: 9; CON: 10; DEX: 15; CHAR: 10; POW: 9; SPD: 13; END: 10; LED: 14; STA: 9; LCK: 13; AGIL: 14; GAM: 11; Weapon: +1 Dagger. Mumbles has a Ring of Human Persuasion which he is known to use during the auctions. His cut is generally 1% of the sale value taken from the owner's share. Mumbles and his loyal servant, Cruchface (Ogre; HTK: 25; AT: Splint Mail) live upstairs from the Auction Hall. Mumbles' treasure is hidden under the floor beneath Cruchface's bed. The box has a symbol of fear engraved inside the cover. Treasure: 1,575 GP in assorted jewelry, 355 GP, 1,800 SP. Folded over the loot is a Cloak of Poisonousness made of leather with a high-standing collar. The cloak has a clasp of two red stones, each worth 500 GP.



- 5 Seahawk's Hold: Hex 2316. The Seahawk (M): Class: Fighter; Alignment: LE; LVL: 9; HTK: 83; AT: Chainmail; Social Level: 8; STR: 17; INT: 16; WIS: 10; CON: 16; DEX: 15; CHAR: 14; POW: 16; SPD: 12; END: 16; LED: 17; STA: 15; LCK: 10; AGIL: 14; GAM: 7; Weapon: +2 Cutlass. The Seahawk is often absent from the Hold: 20% chance he is in Tarantis; 40% chance he is on a raid; 10% chance he is meeting with the Captains at the Red Lion Inn. The Seahawk is a master of disguise - treat him as equal to an Assassin of equivalent level. He often disguises himself and wanders around the area listening for promising rumors.

Others in the Hold:

Glorglas (M - Half Orc): Class: Assassin; Alignment: NE; LVL: 6; HTK: 20; AT: Leather; Social Level: 4; STR: 15; INT: 13; WIS: 10; CON: 15; DEX: 17; CHAR: 8; POW: 14; SPD: 18; END: 14; LED: 8; STA: 15; LCK: 8; AGIL: 16; GAM: 13; Weapon: Cutlass and Stiletto.

Astrahir (M): Class: Magic User; Alignment: NE; LVL: 6; HTK: 13; AT: Leather; Social Level: 6; STR: 5; INT: 17; WIS: 8; CON: 12; DEX: 14; CHAR: 9; POW: 4; SPD: 12; END: 11; LED: 10; STA: 13; LCK: 12; AGIL: 15; GAM: 13; Weapon: Dagger.

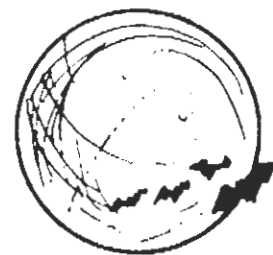
Nordak (M): Class: Cleric; Alignment: LE; LVL: 12; HTK: 42; AT: Plate; Social Level: 8; STR: 14; INT: 10; WIS: 17; CON: 13; DEX: 10; CHAR: 12; POW: 13; SPD: 10; END: 11; LED: 11; STA: 12; LCK: 14; AGIL: 9; GAM: 13; Weapon: +2 Mace.

Prog the Grim (Chief Mate - M): Class: Fighter; Alignment: LE; LVL: 6; HTK: 25; AT: Chainmail; Social Level: 5; STR: 16; INT: 14; WIS: 9; CON: 12; DEX: 15; CHAR: 13; POW: 16; SPD: 13; END: 12; LED: 8; STA: 11; LCK: 10; AGIL: 15; GAM: 10; Weapon: Cutlass.

Mak the Knife (1st Mate - M): Class: Fighter; Alignment: NE; LVL: 4; HTK: 21; AT: Leather; Social Level: 4; STR: 13; INT: 12; WIS: 11; CON: 14; DEX: 17; CHAR: 10; POW: 12; SPD: 16; END: 13; LED: 7; STA: 14; LCK: 12; AGIL: 17; GAM: 6; Weapon: 8 Throwing Knives.

Brother Clon (M): Class: Cleric; Alignment: LE; LVL: 2; HTK: 10; AT: Leather; Social Level: 5; STR: 12; INT: 16; WIS: 16; CON: 10; DEX: 10; CHAR: 11; POW: 12; SPD: 9; END: 11; LED: 7; STA: 11; LCK: 13; AGIL: 10; GAM: 7; Weapon: None.

Tardry Lan (Bosun - M): Class: Fighter; Alignment: LE; LVL: 2; HTK: 11; AT: Ringmail; Social Level: 4; STR: 15; INT: 10; WIS: 9; CON: 13; DEX: 13; CHAR: 12; POW: 14; SPD: 15; END: 14; LED: 14; STA: 11; LCK: 13; AGIL: 13; GAM: 12; Weapon: Cutlass.



The Golden Griffon

Glorglas disguises himself to appear as the Seahawk when the Seahawk is away on business. He also has been known to eliminate rivals of the Captain-General and is 98% loyal to the Seahawk. Prog is the second-in-command, and Mak is third on the Seahawk's ship, **The Golden Griffon**. Brother Clon is the chief accountant for the Brotherhood. Tardry Lan is the younger brother of the Seahawk, but only Glorglas knows this secret. Lan is the personal messenger and confidante of his brother. All have rooms on the second floor. The stairs are guarded at all times by two pirates, AT: Ringmail and Shield, HTK: 6, 5. A trapdoor in the Seahawk's room leads to a hidden stairway to a tunnel below ground level. The escape tunnel leads off to the north-east and is barred by a magically-locked, heavy door. Only the people who live at the Hold know the secret password required to deactivate the spell, as does Mumbles Mahon. Immediately to the left when the door is opened can be found a 25' by 50' room which contains the Seahawk's loot. If the door (locked by the same password as the other) is forced open, a 15' x 15' square pit opens at the door, and intruders will fall 25' into 20' deep water. The treasure is contained in locked strongboxes which line the walls. Treasure: 15,000 GP, 15,000 SP, 25,000 CP, 10,000 GP in jewelry, 15,000 GP in gems, and five potions: Ether Form, Dominate Birds, Flying, Vial of Persuasiveness, and Dragon Control. The treasure is guarded by an Iron Golem which always attacks unless the control word is spoken. This word is known only to the Seahawk, Nordak, Astrahir, and Tardry Lan.

The Seahawk's ship, **The Golden Griffon**, is manned by sixty seasoned veterans.

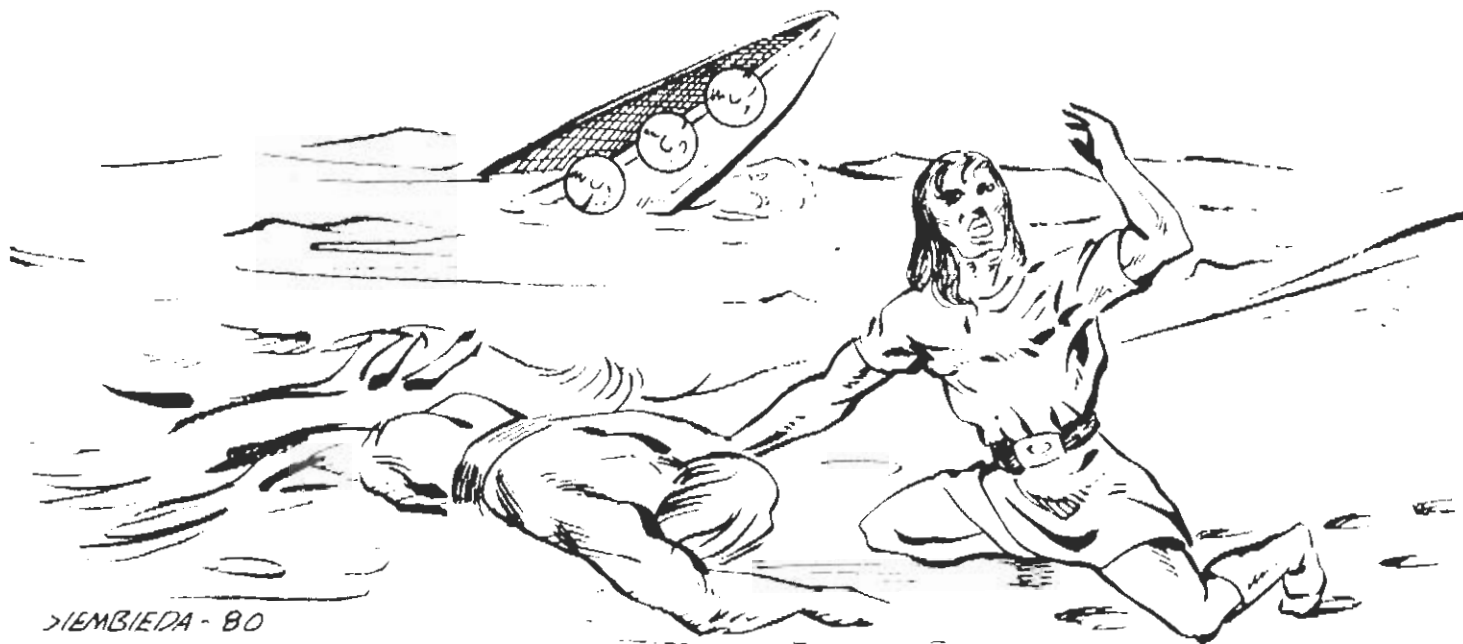


6 The Accounting House: Hex 2316. Employed here are:

Brother Sind (M): Class: Cleric; Alignment: LE; LVL: 2; AT: Leather; HTK: 8; Social Level: 3; STR: 12; INT: 15; WIS: 16; CON: 12; DEX: 12; CHAR: 10; POW: 11; SPD: 9; END: 12; LED: 13; STA: 11; LCK: 8; AGIL: 12; GAM: 7; Weapon: Mace.

Brother Korval (M): Class: Cleric; Alignment: LE; LVL: 2; AT: Leather; HTK: 6; Social Level: 2; STR: 14; INT: 14; WIS: 15; CON: 12; DEX: 15; CHAR: 10; POW: 13; SPD: 12; END: 13; LED: 10; STA: 14; LCK: 16; AGIL: 15; GAM: 15; Weapon: Mace.

One of the two will always be found consulting or writing papers. There are also two scribes (AT: None, HTK: 2, 1) and six slaves (AT: None, HTK: 5, 4, 4, 3, 2, 2) present. There is a 1% chance per five minutes that a literate character may find the control word for the Golem in area 5 in this place. There is then a further 40% chance that the paper on which the control word is found may connect the word to the Golem; otherwise, just the word has been found. There is also a 5% chance per fifteen minutes that a map of dungeon level one is found.



7 Temple of Neptune: Hex 2317. Presided over by Nordak, this is a local shrine to the patron of the river. There are two acolytes and three custodian/guards:

Fostick (M): Class: Cleric; Alignment: NE; LVL: 3; HTK: 13; AT: Chainmail; Social Level: 4; STR: 14; INT: 10; WIS: 15; CON: 10; DEX: 12; CHAR: 10; POW: 14; SPD: 11; END: 10; LED: 6; STA: 11; LCK: 12; AGIL: 12; GAM: 14; Weapon: Mace.

Istrim (M): Class: Cleric; Alignment: NE; LVL: 3; HTK: 13; AT: Chainmail; Social Level: 4; STR: 10; INT: 10; WIS: 14; CON: 12; DEX: 15; CHAR: 11; POW: 9; SPD: 10; END: 10; LED: 14; STA: 11; LCK: 9; AGIL: 15; GAM: 8; Weapon: Mace.

Falfour (M): Class: Fighter; Alignment: LE; LVL: 3; HTK: 10; AT: Ringmail; Social Level: 2; STR: 17; INT: 10; WIS: 10; CON: 12; DEX: 13; CHAR: 10; POW: 16; SPD: 13; END: 11; LED: 14; STA: 12; LCK: 16; AGIL: 13; GAM: 15; Weapon: Trident.

Trim Ardris (M): Class: Fighter; Alignment: NE; LVL: 2; HTK: 11; AT: Ringmail; Social Level: 2; STR: 16; INT: 9; WIS: 11; CON: 14; DEX: 14; CHAR: 9; POW: 15; SPD: 11; END: 14; LED: 8; STA: 13; LCK: 11; AGIL: 12; GAM: 11; Weapon: Trident.

Lyr Manan (M): Class: Thief; Alignment: NE; LVL: 2; HTK: 7; AT: Ringmail; Social Level: 2; STR: 12; INT: 13; WIS: 10; CON: 10; DEX: 17; CHAR: 13; POW: 11; SPD: 8; END: 9; LED: 16; STA: 8; LCK: 13; AGIL: 17; GAM: 9; Weapon: Cutlass.

All monetary donations are used to plate the marble statue of Neptune; all non-gold items are exchanged for gold plating. Its current value is 22,500 GP. Per five minutes of uninterrupted work, 450 GP value of plating may be removed. The statue is on a high dais surrounded by a 15' wide moat that is 30' deep. The moat is filled with river water.

- 8 The Armory: Hex 2317. Contents: 2 Light Ballistae, 25 casks of oil, 150 Ballista Bolts, 50 Heavy Crossbows, 100 Light Crossbows, 2,000 Crossbow Bolts, 300 Cutlasses, 500 Boarding Pikes, 200 Knives, 150 small Shields, 100 sets of Leather Armor, and 100 Grappling Hooks.

Clank Torgrim (Dwarf armorer): Class: Fighter; Alignment: N; LVL: 2; HTK: 10; AT: Ringmail; Social Level: 3; STR: 16; INT: 14; WIS: 10; CON: 13; DEX: 14; CHAR: 10; POW: 5; END: 12; STA: 13; AGIL: 15; SPD: 11; LED: 8; LCK: 11; GAM: 15; Weapon: Hammer.

Fourfingers Tralnor (M): Class: Fighter; Alignment: LE; LVL: 5; HTK: 28; AT: Chainmail; Social Level: 4; STR: 17; INT: 15; WIS: 12; CON: 12; DEX: 15; CHAR: 8; POW: 16; SPD: 11; END: 12; LED: 9; STA: 11; LCK: 16; AGIL: 15; GAM: 11; Weapon: Cutlass.

Guards: Five pirates, two of which are always on guard: AT: Leather, HTK: 6, 5, 5, 4, 3; Weapons: Cutlasses and Pikes.

- 9 Rope Maker: Hex 2417. Boldikker (Goblin): Class: Fighter; Alignment: CE; LVL: 1; HTK: 4; AT: Leather; Social Level: 2; STR: 13; INT: 12; WIS: 10; CON: 9; DEX: 15; CHAR: 12; POW: 13; SPD: 11; END: 10; LED: 10; STA: 8; LCK: 7; AGIL: 15; GAM: 6; Weapon: Dagger. Treasure is 56 GP hidden beneath a rope coiled in the upper loft. Rumor: An old temple may be found in the caverns beneath the ship cove, and much wealth lies undiscovered.



Leena



Aestar

- 10 Red Lion Inn: Hex 2116.

Big John Ferman (M): Class: Fighter; Alignment: NE; LVL: 4; HTK: 21; AT: Leather; Social Level: 3; STR: 17; INT: 11; WIS: 12; CON: 15; DEX: 15; CHAR: 15; POW: 16; SPD: 13; END: 14; LED: 14; STA: 15; LCK: 10; AGIL: 15; GAM: 14; Weapon: +1 Mace.

Fast Eddie (M): Class: Thief; Alignment: NE; LVL: 3; HTK: 11; AT: Leather; Social Level: 2; STR: 8; INT: 15; WIS: 12; CON: 14; DEX: 17; CHAR: 12; POW: 15; SPD: 8; END: 14; LED: 10; STA: 13; LCK: 10; AGIL: 17; GAM: 9; Weapon: +1 Dagger.

Lintner Gras (Orc): Class: Fighter; Alignment: CE; LVL: 4; HTK: 14; AT: Chainmail; Social Level: 2; STR: 14; INT: 10; WIS: 8; CON: 12; DEX: 13; CHAR: 9; POW: 15; SPD: 10; END: 12; LED: 13; STA: 11; LCK: 10; AGIL: 13; GAM: 8; Weapon: Sword.

Toke Simal (Orc): Class: Fighter; Alignment: CE; LVL: 4; HTK: 19; AT: Chainmail; Social Level: 2; STR: 14; INT: 11; WIS: 10; CON: 13; DEX: 12; CHAR: 12; POW: 14; SPD: 11; END: 13; LED: 16; STA: 12; LCK: 11; AGIL: 12; GAM: 12; Weapon: Sword.

Leena (F): Class: Thief; Alignment: NE; LVL: 3; HTK: 11; AT: Leather; Social Level: 3; STR: 10; INT: 13; WIS: 10; CON: 11; DEX: 17; CHAR: 15; POW: 9; SPD: 11; END: 9; LED: 14; STA: 10; LCK: 13; AGIL: 16; GAM: 11; Weapon: Dagger.

Aestar (F): Class: Thief; Alignment: N; LVL: 2; HTK: 4; AT: Leather; Social Level: 2; STR: 12; INT: 14; WIS: 9; CON: 13; DEX: 15; CHAR: 14; POW: 12; SPD: 12; END: 13; LED: 15; STA: 12; LCK: 18; AGIL: 14; GAM: 14; Weapon: Dagger.

Big John owns the inn. Fast Eddie runs knucklebones games in the corner. He often cheats, so add 1 to his total. The chance of detection is 5% cumulative per roll. Gras and Simal are the bouncers. Leena and Aestar are barmaids. Leena also works as the dancing girl. Rooms upstairs are available 40% of the time. Cost with food and drink is 2 SP per night. There is a 10% chance per night that Eddie, Leena, or Aestar will attempt to steal something. Usually present are 10 - 40 Pirates (AT: Leather, Cutlasses) and 1 - 20 visitors (Judge's choice of stats), and there is a 10% chance per night of a Captains' meeting (refer to area 5). The Seahawk is in love with Aestar who only knows him as Rolstir, a pirate in the Seahawk's crew. The Seahawk visits Aestar weekly (15% chance cumulative per day) and spends the night in her room. Each person mentioned above will have a stash of 20 - 40 GP. The establishment's till is kept in a locked cash box and equals 120 GP, 100 GP, and 55 CP.

11 Granary: Hex 2117. Contains 20 - 200 tons of grain. Watchman is Perf Ladir (M): Class: Fighter; Alignment: NE; LVL: 2; HTK: 8; AT: Leather; Social Level: 2; STR: 12; INT: 9; WIS: 8; CON: 12; DEX: 12; CHAR: 7; POW: 11; END: 12; STA: 13; AGIL: 13; SPD: 13; LED: 13; LCK: 12; GAM: 14; Weapon: Club.

12 Barracks: Hex 2216. Contains 50 + 1D20 pirates.

Captain One-Eye Blon (M): Class: Fighter; Alignment: NE; LVL: 5; HTK: 25; AT: Ringmail; Social Level: 4; STR: 16; INT: 12; WIS: 11; CON: 14; DEX: 15; CHAR: 13; POW: 16; SPD: 13; END: 14; LED: 12; STA: 13; LCK: 8; AGIL: 15; GAM: 7; Weapon: +1 Cutlass.

Bosun Skregor (M): Class: Fighter; Alignment: CE; LVL: 3; HTK: 16; AT: Ringmail; Social Level: 3; STR: 15; INT: 10; WIS: 9; CON: 10; DEX: 13; CHAR: 12; POW: 14; SPD: 11; END: 9; LED: 9; STA: 10; LCK: 13; AGIL: 14; GAM: 12; Weapon: Cutlass.

Crashwort (Orc): Class: Fighter; Alignment: LE; LVL: 3; HTK: 16; AT: Ringmail; Social Level: 3; STR: 13; INT: 12; WIS: 13; CON: 13; DEX: 14; CHAR: 8; POW: 12; SPD: 7; END: 12; LED: 10; STA: 13; LCK: 10; AGIL: 14; GAM: 9; Weapon: Cutlass.



Capt. Bigboot Lathey



Capt. One-Eye Blon

13 Lathey's Place: Hex 2317.

Captain Bigboot Lathey (Orc): Class: Fighter; Alignment: CE; LVL: 6; HTK: 25; AT: Chainmail and Shield; Social Level: 7; STR: 15; INT: 16; WIS: 10; CON: 13; DEX: 15; CHAR: 13; POW: 15; SPD: 11; END: 12; LED: 11; STA: 13; LCK: 10; AGIL: 15; GAM: 9; Weapon: +1 Cutlass.

Chief Mate Scron (Orc): Class: Fighter; Alignment: CE; LVL: 3; HTK: 15; AT: Leather; Social Level: 4; STR: 12; INT: 13; WIS: 9; CON: 12; DEX: 13; CHAR: 12; POW: 11; SPD: 10; END: 12; LED: 9; STA: 10; LCK: 9; AGIL: 13; GAM: 9; Weapon: Cutlass.

Scurvy Dan (Goblin): Class: Fighter; Alignment: CE; LVL: 2; HTK: 10; AT: Leather; Social Level: 3; STR: 13; INT: 10; WIS: 12; CON: 12; DEX: 14; CHAR: 10; POW: 16; SPD: 12; END: 11; LED: 12; STA: 12; LCK: 18; AGIL: 13; GAM: 13; Weapon: Cutlass.

Bosun Iblis Nard (Troll): Alignment: CE; LVL: 7; HTK: 26; AT: Chainmail and Shield; Social Level: 5; STR: 18; INT: 11; WIS: 6; CON: 18; DEX: 12; CHAR: 5; POW: 17; SPD: 8; END: 17; LED: 4; STA: 16; LCK: 17; AGIL: 11; GAM: 15; Weapon: Boarding Pike and Brass Knuckles.

Bigboot and his cronies are the Seahawk's main opposition. They control about a third of the Brotherhood's votes and are always trying to undermine the authority of the Seahawk. Their ship, *Grim Reaper*, is manned by 40 Orcs and 20 Goblins. Bigboot will pay money for any information which may prove damaging to the Seahawk.

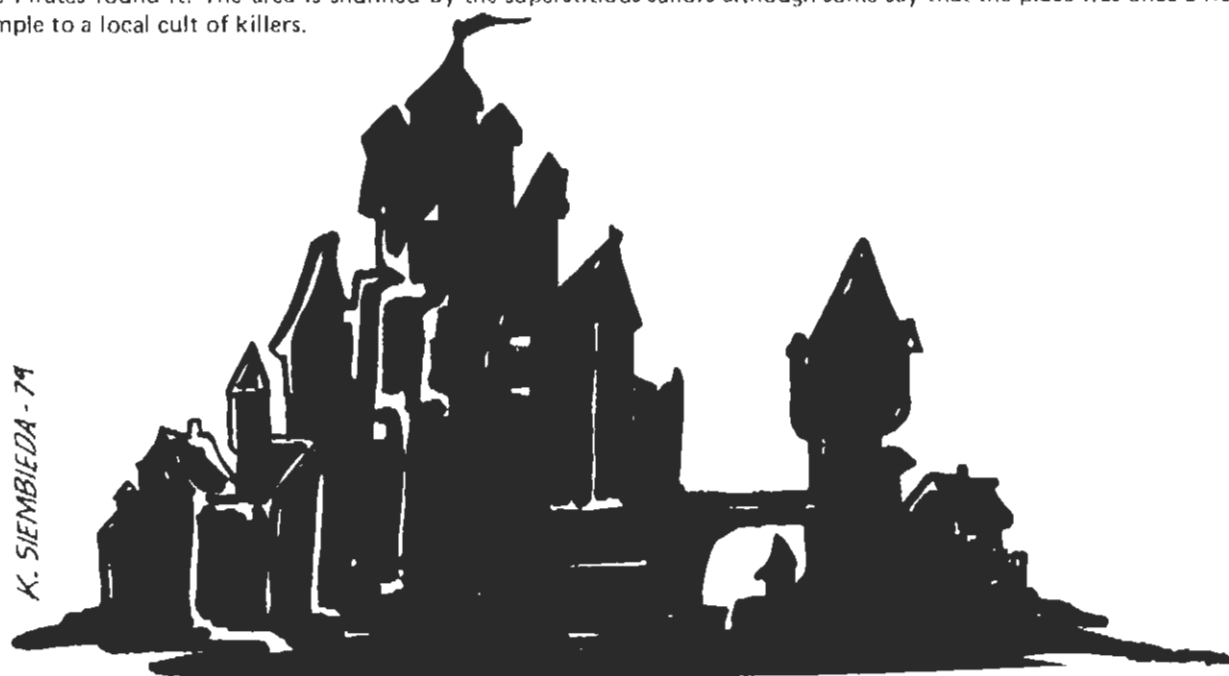
- 14 Bellagio's: Hex 2318.
 Captain Bellagio (M): Class: Fighter; Alignment: NE; LVL: 5; HTK: 38; AT: Chainmail; Social Level: 6; STR: 17; INT: 15; WIS: 14; CON: 14; DEX: 13; CHAR: 12; POW: 17; SPD: 9; END: 13; LED: 11; STA: 14; LCK: 6; AGIL: 12; GAM: 6; Weapon: Cutlass.
 First Mate Nameless (M): Class: Fighter; Alignment: LE; LVL: 3; HTK: 24; AT: Leather; Social Level: 4; STR: 18; INT: 10; WIS: 13; CON: 13; DEX: 14; CHAR: 10; POW: 17; SPD: 11; END: 13; LED: 8; STA: 13; LCK: 15; AGIL: 15; CAM: 9; Weapon: Cutlass.
 Bosun Uldr Kan (Elf): Class: Fighter- Magic User; Alignment: CG; LVL: 3; HTK: 20; AT: Ringmail; Social Level: 4; STR: 13; INT: 16; WIS: 12; CON: 15; DEX: 16; CHAR: 12; POW: 11; SPD: 6; END: 14; LED: 15; STA: 15; LCK: 12; AGIL: 16; GAM: 12; Weapon: Longbow and Sword.

Bellagio generally (85%) votes with the Seahawk on policy matters. His ship, *The Tarantis Princess* is crewed by 50 men and 10 Viking-type Berserkers.

- 15 Brig: Hex 2418.
 Scarface Druel (Ogre): Class: Fighter; Alignment: CE; LVL: 5; HTK: 23; AT: Chainmail; Social Level: 2; STR: 18; INT: 9; WIS: 8; CON: 15; DEX: 12; CHAR: 6; POW: 18; SPD: 13; END: 14; LED: 7; STA: 15; LCK: 17; AGIL: 12; GAM: 9; Weapon: Club.
 Ratty Zorf (Wererat): Class: Fighter; Alignment: LE; LVL: 4; HTK: 17; AT: None; Social Level: 2; STR: 13; INT: 15; WIS: 10; CON: 16; DEX: 13; CHAR: 7; POW: 12; SPD: 9; END: 15; LED: 6; STA: 16; LCK: 7; AGIL: 13; GAM: 9; Weapon: Sword.

Cells contain: 1 - 8 pirates (usually jailed for fighting), 2 - 12 prisoners (held for ransom. More important prisoners may be held by individual Captains on a 15% chance each.), and 1 - 4 others (miscellaneous outsiders, spies, etc.). All cells are on the upper level of the building. On the lower levels (ground floor and two levels below ground) are the quarters for the overseers and field slaves. There are quarters for 150 slaves who are chiefly employed in working on the nearby fields. There is one overseer (armed with Whip and Sword) per 15 slaves. The slaves are of all races: 85% Human, 10% Orc, 2% Elf, 2% Dwarf, 1% Halfling and miscellaneous. They are kept chained at all times. Attrition rate is high - 10% chance of disease cumulative per month held in slavery. Slave raiding is one of the Pirates' many activities.

- 16 Watchtower: Hex 3118. This is a wooden tower 20' high and 15' in diameter. There is a ten-man garrison, AT: Leather, HTK: 6, 6, 5, 5, 5, 4, 4, 4, 3, 2. There are always three men on duty, armed with Cutlasses and Light Crossbows. The others are armed with Cutlasses and Boarding Pikes.
- 17 The Keep: Hex 2612. This is a stone tower Keep, 30' in diameter and 50' high. There is a beacon fire on the roof which is sometimes used to guide ships to the camp or to relay signals. The normal garrison is 20 men, AT: Leather, HTK: 6, 6, 6, 6, 5, 5, 5, 4, 4, 4, 4, 3, 3, 3, 3, 2, 2, 1, 1, 1. There are ten Light Crossbows with the garrison. The duty shift consists of five men at all times. There is a trap door which leads to a shaft connecting to the cave below.
- 18 The Ruins: Hex 2610. Here are the remains of what was once a large building which was destroyed by fire long before the Pirates found it. The area is shunned by the superstitious sailors although some say that the place was once a rich temple to a local cult of killers.



Other Captains
(20% chance of being present)

- 1 Belis (F): Class: Fighter; Alignment CG; LVL: 7; HTK: 39; AT: Leather; Social Level: 6; STR: 16; INT: 15; WIS: 12; CON: 13; DEX: 16; CHAR: 13; POW: 16; SPD: 11; END: 12; LED: 6; STA: 13; LCK: 13; AGIL: 16; GAM: 11; Weapon: Longsword. Ship: **Revenger**. Crew: 60 Amazons. 20 Have Javelins and Cutlasses, 20 have Bows and Short Swords, and 20 have Boarding Pikes and Cutlasses, NOTE: Never ransoms male prisoners - sells them as slaves. Uncooperative with other Captains.
- 2 Agrin Ron (M): Class: Fighter; Alignment: LE; LVL: 6; AT: Leather; HTK: 30; Social Level: 5; STR: 17; INT: 10; WIS: 11; CON: 14; DEX: 15; CHAR: 9; POW: 17; SPD: 16; END: 14; LED: 9; STA: 13; LCK: 11; AGIL: 15; GAM: 12; Weapon: Cutlass. Ship: **Levantine Lady**. Crew: 58 men, 4 Dwarves. Twenty men have Longbows. The rest are armed with Cutlasses and Boarding Pikes. NOTE: Always votes against the Seahawk. Hates him with a passion.



Capt. Agrin Ron



Capt. Poldon



Capt. Belis

- 3 Zindar (M): Class: Cleric; Alignment: LE; LVL: 6; HTK: 27; AT: None; Social Level: 6; STR: 17; INT: 13; WIS: 17; CON: 13; DEX: 14; CHAR: 13; POW: 16; SPD: 11; END: 13; LED: 9; STA: 11; LCK: 10; AGIL: 15; GAM: 13; Weapon: Morning Star. Ship: **Soul Stealer**. Crew: 60 Hobgoblins.
- 4 Poldon (M): Class: Cleric; Alignment: LE; LVL: 7; HTK: 30; AT: None; Social Level: 6; STR: 15; INT: 15; WIS: 17; CON: 11; DEX: 13; CHAR: 14; POW: 14; SPD: 7; END: 11; LED: 12; STA: 10; LCK: 9; AGIL: 13; GAM: 16; Weapon: +1 Mace. Ship: **Knife of the Lord**. Crew: 50 Orcs, 6 Goblins, 4 Hobgoblins. The Goblins use Javelins. The Hobgoblins are armed in Chain and wield Two-handed Swords. (Judge's Note: Poldon is the inheritor of the position of the High Priest of Cutul-Nyar. None of the Pirates know this because he covers his true religion and pretends to worship another god. He is rumored to be seeking an able-bodied human First Mate.

Cutul-Nyar

Cutul-Nyar is a powerful demon. He is the personal servant of Asmodeus. The ruins at the top of the cliff are the remains of a long-destroyed temple to Cutul-Nyar. There are few servants and worshipers of this demon. The Pirate Captain, Poldon, is the current High Priest although this is not known to the rest of the Pirates.

Cutul-Nyar, for past offenses against his master, is locked into a cycle of earthly existence which lasts approximately 81 years. After this time, he is sent to Hell to become a minor demon for the same period of time. Unfortunately for Cutul-Nyar, this cycle was interrupted some 200 years ago by the actions of a human champion of the Gods of Light. The earthly focus for the gate to the earthly plane, a jeweled heart, was shattered into nine parts by the Sword, Razondil.

Since that time, Cutul-Nyar has not been able to return to the earth. His priests have used all their resources to discover a way to ensure his return. From their studies, they have found that a human host is required for the devil to enter, and the shattered heart must be rejoined. It is not clear, however, to the newer priests, exactly what else is required since many records were destroyed in the past.

The only surviving text is **The Scarlet Tome**, a record of the priests of Cutul-Nyar. This book has been severely damaged, and only short portions are readable. Poldon is the current guardian of the book, and he is resolved to make the attempt to recall Cutul-Nyar to this plane. He also knows a secret passage from the opposite side of the cliff which leads to the temple area beneath the ground.

The Scarlet Tome The Inscriptions and Legends of Cutul-Nyar



efore the beginning of history, before there was man, there was Cutul-Nyar. When the Lords of Evil contested with their opposites upon the barren plains of the Earth, Cutul-Nyar was charged with the promotion of their rule over the liquid mediums.

The creatures of the night and the depths of the seas found first his power. Subjected to his will were many. Subjected to his influence were many more. It has been said that true rivers of blood flowed to mingle with the waters of river and ocean.

THE GREAT LORD A [REDACTED] SAW AND WAS PLEASED.

HELL WAS ENRICHED. But time passed.

THE GREAT LORD A [REDACTED] became jealous. As the power of Cutul-Nyar grew, this envy increased. FOR THIS WAS HE CAST DOWN. Cutul-Nyar was summoned to serve himself in Hell.

Eons passed. The dark ways and rites were forgotten upon the Earth. Relenting, THE GREAT LORD A [REDACTED] allowed his servant to enter this plane again. New creatures felt the lash of Cutul-Nyar, the Orcs and Goblins of the depths. For his former presumptions, Cutul-Nyar was restricted to the bowels of the Earth, no more to rule the deep waters.

As the numbers of circles was nine, his sentence was nine nines of years. For nine nines of years was he to be given a body on the Earth. The ones of the Earth then named him That-which-walks-as-a-man. For nine nines of years was he recalled to Hell to serve.

In the breast of man was fashioned

(Here the book is damaged)

In the years measured by Cutul-Nyar numbered 72835 (this translates roughly to 400 years previous), the Scarlet Coven of the Priests had constructed the great temple of the East. Into the depths of the Earth was hewn chambers of worship, and those chambers were built with the blood of all the races of life. An edifice of strength and might grew above the subterranean vaults - a structure to rival any on Earth - a place of wonder.

Then, again, did THE GREAT LORD A take offense and his might was unleashed. The dread LORD struck at the temple and left a smoldering heap of ruins. The earthen body of That-which-walks-as-a-man was sundered for nine nines of years.

In the year numbered 73037, the sojourn in Hell had been completed by nine years. The powers of Cutul-Nyar increased in scope. Where once he flourished, his followers returned.

There arose at that time, in the lands of the west, a man favored by the GODS OF LIGHT (may their deeds be cursed). Endowed with RAZONDIL, a blade of fearsome potency, the man known as FORLINDEN (may his deeds be cursed) came to the domains of Cutul-Nyar.

Five score perished and the foundations of the mountain were shaken when RAZONDIL cleft the earthly heart of Cutul-Nyar. As it sundered That-which-walks-as-a-man, RAZONDIL was shattered. The Earth spoke, and Cutul-Nyar and FORLINDEN were no more.

Nine nines

(Here the writing is obscured)

CEREMONYES OF THE RED CO

In the beginning was then the orb of the soul.

(All praise his name)

Let it then be joined.

(All praise his name)

(Here the parchment is destroyed)

May his servants approach - the host awaits.

(All praise his body)

Ablution:

The washing of the host with the blood of Life. The waters mix with the blood of Life.

The spirit of the dread one will approach.

(All praise his spirit)

He draws nigh.

(All praise his word)

Fix the helm upon the gift.

(The waters mix with the blood of Life)

(Here the parchment is interrupted)

NOW the victim is given. THE KNIFE OF THE LORD performs the four cuts of life and death.

(All praise his life)

The waters mix with the blood of Life.

The clenched fist is armed with his sceptre.

The ROBE OF LIFE is fitted.

(All praise his coming and)

(Here the parchment is ripped away)

The remainder is recently written, approximately 30 years old:

It may then be inferred that, when the proper host is found, it may then be a relatively simple arrangement to invoke his presence.

It may be an involved ceremony then to manage his embodiment. But That-which-walks-as-a-man has the cycle of nine nines to contend with. Infernal politics may, therefore, be an assumed mechanism. This is, indeed, applicable according to the inferred writings of Shabad-niser IV (see volume IX, *Ceremonies of the Red Coven*, cycle 23).

However, the sundering of the orb of the soul by the thrice-cursed RAZONDIL may provide several obstacles to his coming. It is not clear if any damage was done - but we must not preclude any possibilities of complications which might arise in the ancient recorded procedure.

(Here the parchment is destroyed)

It is resolved, then, to forgo any procedural complications. The requirement of the NINE is not deemed functionally necessary. The competent focus is what is truly required. Of course, the host is also necessary. The earliest that we may begin is the second part of the 25th cycle, since this marks the passage of the current nine nines of years. He awaits the opening that we will provide and

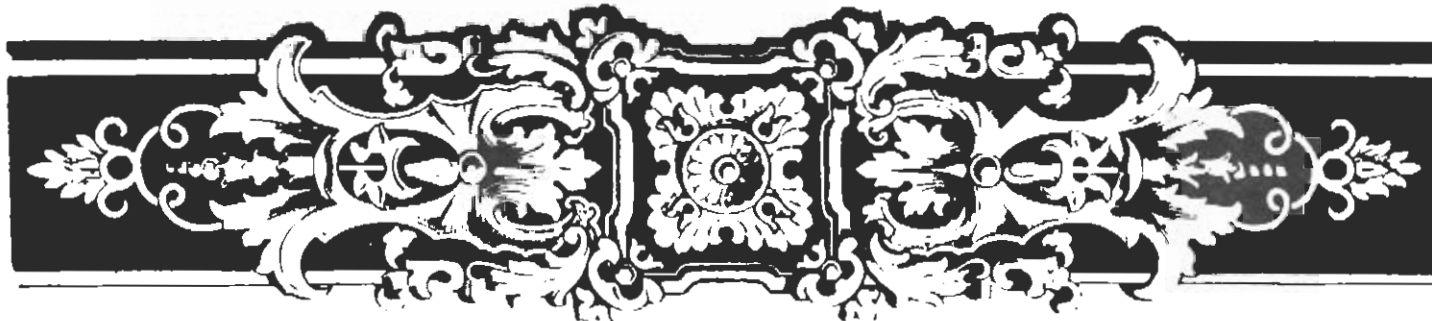
(Here the parchment is destroyed)

The end of the purpose comes. But I fail. My LORD fails me as I fail him. I pass this to one who may succeed.

Let him then seek the host.
MAY THE LORD COME
PRAISE HIS NAME.

(Here the book ends abruptly, save one entry following)

THE TIME IS NIGH. PRAISE HIM.



Judge's Notes

The nine pieces of the Heart of Cutul-Nyar necessary for the summoning of the devil are found in the following rooms:

- 1 - The left eye in the face in the crypt in the northeast corner of Room No. 3, Level Four.
- 1 - The left eye in the crypt in the southwest corner of Room No. 3, Level Four.
- 2 - The eyes in the northern crypt in Room No. 4, Level Four.
- 2 - The eyes in the southern crypt in the same room.
- 2 - The eyes of the face in Room No. 8, Level Four.
- 1 - The gem of the necklace worn by the inhabitant of Room No. 14, Level Four.

If found and taken by an adventurer, the gems will not be able to leave the level. A *Detect Magic* and *Detect Evil* will both register positive results if used on the gems. In times of stress or sleep (roll as if the gem was a magic sword with a score of 25 combined Intelligence and Ego scores), the gems will influence the possessor to return them.

Level 1



Down

13

1 Square = 10 feet

4

3

11

12

14

Down

10

To Tower Up

6

7

2

5

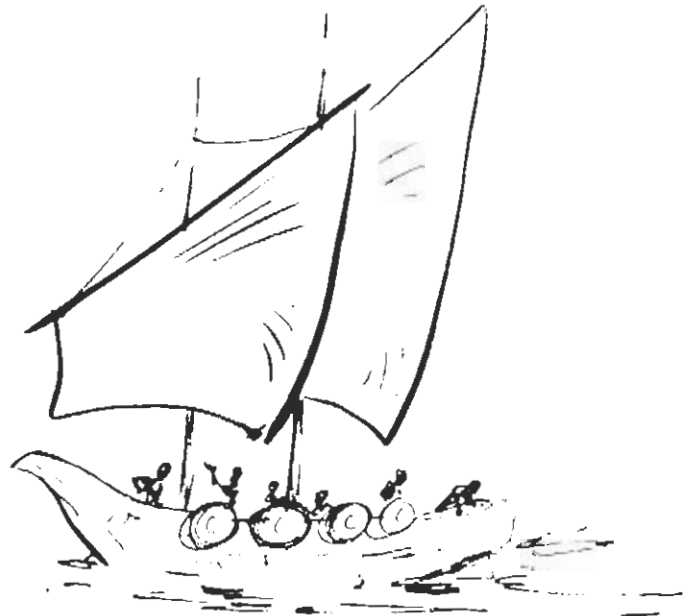
9

8

- = Doors
- S- = Secret Doors
- [Stippled Box] = Pit
- ~ = Water
- = Pillars
- = Stairway

Key Dungeon Level One

- 1 Steps lead up to the Keep on the top of the cliff.
- 2 Docking slips for the Brotherhood vessels. The basin under the cliff and the stream leading to the river have all been dredged to allow the easy passage of shallow-draft ships that the Pirates use. There is always one small rowboat tied to the dock. There is a 50% chance for one or two cargo-carrying river craft and a 25% chance for a warship. (If a warship, roll on table below).



K. SIEMBIEDA - 79

01 - 25	Golden Griffon
26 - 55	Tarantis Princess
56 - 80	Grim Reaper
81 - 90	Two of the above
91 - 95	All of above
96 - 99	One other
100	Two others

Guards are two Pirates, AT: Leather, HTK: 5, 4, armed with Cutlasses and Light Crossbows. Also, three men of the crew of each docked ship are normally posted as guards.

- 3 Stores: Contents: 20 - 30 kegs of salted meat. 10 - 20 cases of rum and other liquors. 30 - 40 cheese wheels (c. 40 lbs. each). 5 - 15 cases of bottled fruit juice. 50 - 60 barrels of flour. 5 - 15 crates of live chickens. 5 - 10 cases of dried peas and beans.
- 4 Stores: Contents: 25 - 35 barrels of oil. 6 Mast timbers. 15 - 25 kegs of nails. 30 - 50 oars. A stack of wood 20' x 20' x 30'.
- 5 Guard Room: Two medium Ballistae. They are always armed and manned.
 - Gornash (Orc): Class: Fighter; Alignment: CE; LVL: 3; HTK: 12; AT: None; Social Level: 3; STR: 12; INT: 13; WIS: 10; CON: 13; DEX: 10; CHAR: 9; POW: 13; SPD: 12; END: 12; LED: 8; STA: 13; LCK: 13; AGIL: 9; GAM: 12; Weapon: Cutlass and Ballista.
 - Barak (Orc): Class: Fighter; Alignment: CE; LVL: 3; HTK: 21; AT: None; Social Level: 3; STR: 13; INT: 10; WIS: 9; CON: 12; DEX: 14; CHAR: 13; POW: 12; SPD: 10; END: 11; LED: 7; STA: 10; LCK: 6; AGIL: 13; GAM: 9; Weapon: Cutlass and Ballista.
 - Zarab (Orc): Class: Fighter; Alignment: CE; LVL: 1; HTK: 3; AT: None; Social Level: 1; STR: 15; INT: 9; WIS: 12; CON: 14; DEX: 11; CHAR: 13; POW: 16; SPD: 9; END: 13; LED: 11; STA: 13; LCK: 17; AGIL: 10; GAM: 12; Weapon: Cutlass.
 - Pogork (Orc): Class: Fighter; Alignment: CE; LVL: 1; HTK: 6; AT: None; Social Level: 1; STR: 10; INT: 14; WIS: 10; CON: 15; DEX: 9; CHAR: 4; POW: 9; SPD: 10; END: 15; LED: 2; STA: 16; LCK: 9; AGIL: 8; GAM: 9; Weapon: Cutlass.

Gornash and Barak are trained artilleryists. They have orders to sink any unauthorized vessel coming into the dock area. Zarab and Pogork carry ammo. One crew (two men) is always on duty. Sleeping quarters 24' x 16' x 15' high adjoin the guardroom. Their loot is equal to 25 GP total.

- 6 Stores: Contents: 200 - 400 feet of heavy rope cable. 2,000 - 5,000 feet of medium rope.
- 7 Stores: Contents: Four anchors, 100 - 200 feet of heavy chain, 200 - 300 feet of chain, 10 - 20 harpoons, a 25' x 125' fishing net with floats. There is a secret door which leads to a passage to the Seahawk's lair (building No. 5). The storeroom is very dusty and not much used.
- 8 Well: The well shaft is about 45' deep and is used primarily in case of siege.
- 9 Barracks: 2 + 1D8 Pirates, AT: None, HTK: 6, 5, 4, 4, 4, 3, 3, 2, 1. If looted, their sea chests will bring 4 - 7 GP per Pirate. Their latrine is in the NE corner of the room. There is a 25% chance of a nasty, but true, rumor about the Orcs in Room No. 5 being scrawled on the latrine walls. Rumor: "The Orcs in the guardroom eat Dwarf meat.
- 10 Barracks: 3 - 1D10 Pirates, AT: None; HTK: 6, 6, 6, 5, 5, 4, 4, 4, 3, 2, 2, 1. Sea chests will bring 5 - 8 GP per Pirate. Twenty minutes of search will uncover a 50 GP gem hidden in a bed post by the crew chief.
- 11 Barracks and Mess Hall: 3 + 1D20 Pirates, AT: None, HTK: 6, 6, 6, 6, 5, 5, 4, 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1, 1. Loot is 4 GP per Pirate. There is a rack of Cutlasses (10 - 20) on the west wall.



Beans Aron



Baby Stewie

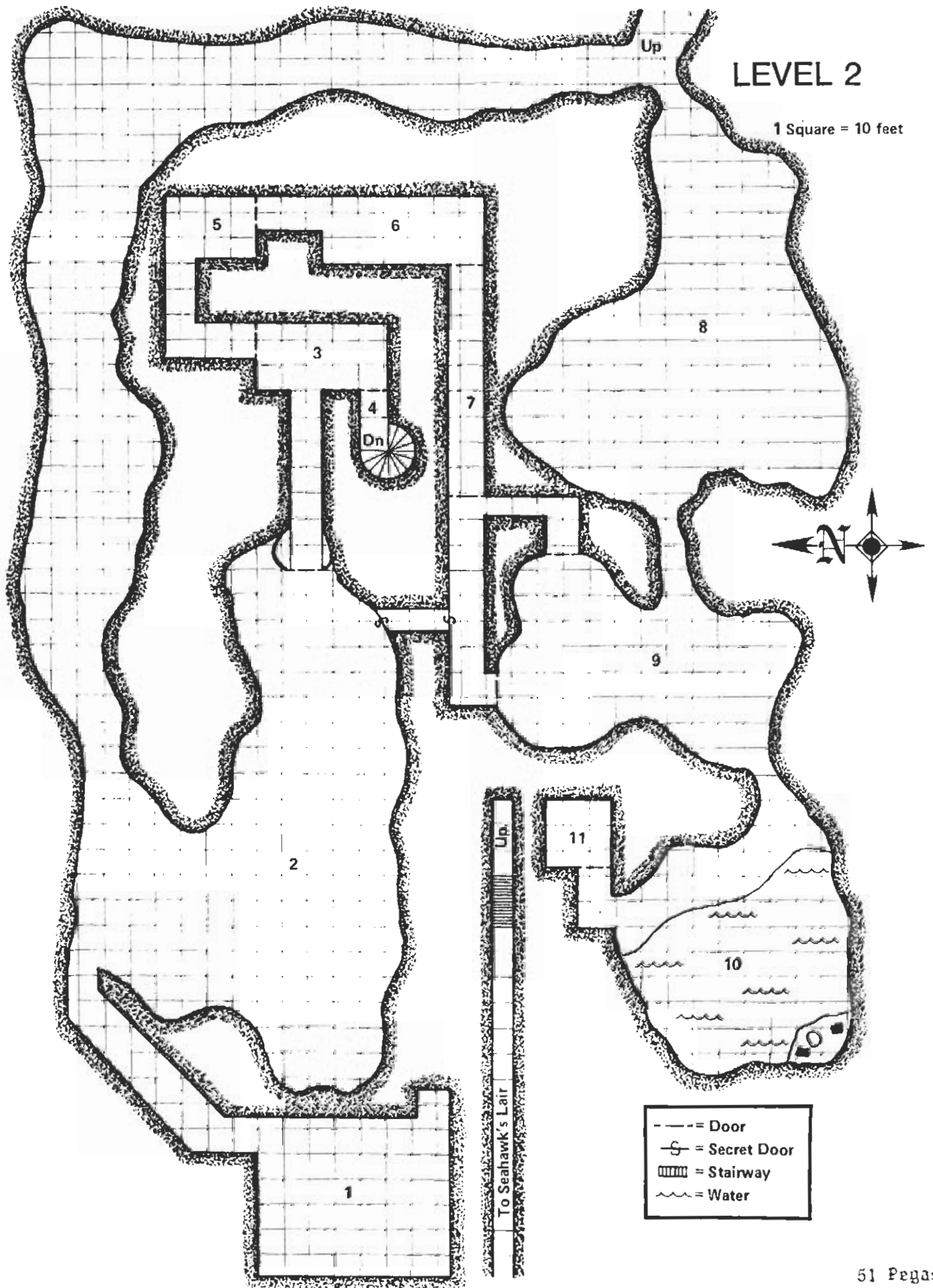
- 12 Kitchen: Two fireplaces are located on the east and south walls. 2 + 1D4 of the following are present:
- Beans Arno (Hobgoblin): Class: Fighter; Alignment: CE; LVL: 2; HTK: 13; AT: None; Social Level: 2; STR: 15; INT: 12; WIS: 11; CON: 13; DEX: 12; CHAR: 8; POW: 14; SPD: 7; END: 12; LED: 4; STA: 13; LCK: 12; AGIL: 12; GAM: 12; Weapon: Meat Cleaver (Battle Axe).
- Fishtunk (M): Class: Thief; Alignment: NE; LVL: 1; HTK: 3; AT: None; Social Level: 1; STR: 10; INT: 13; WIS: 10; CON: 12; DEX: 14; CHAR: 9; POW: 9; SPD: 7; END: 10; LED: 5; STA: 11; LCK: 11; AGIL: 13; GAM: 8; Weapon: Butcher Knife.
- Baby Stewie (M): Class: Fighter; Alignment: CG; LVL: 2; HTK: 14; AT: None; Social Level: 2; STR: 17; INT: 8; WIS: 10; CON: 15; DEX: 10; CHAR: 12; POW: 17; SPD: 5; END: 15; LED: 6; STA: 14; LCK: 5; AGIL: 8; GAM: 8; Weapon: Butcher Knife.
- Spitboy Lascar (Goblin): Class: Fighter; Alignment: CE; LVL: 1; HTK: 3; AT: None; Social Level: 1; STR: 10; INT: 10; WIS: 8; CON: 9; DEX: 12; CHAR: 12; POW: 10; SPD: 7; END: 8; LED: 9; STA: 9; LCK: 9; AGIL: 12; GAM: 14; No Weapon.
- Gruk (Goblin): Class: Fighter; Alignment: CE; LVL: 1; HTK: 1; AT: None; Social Level: 1; STR: 9; INT: 10; WIS: 11; CON: 12; DEX: 15; CHAR: 12; POW: 7; SPD: 11; END: 14; LED: 7; STA: 15; LCK: 8; AGIL: 14; GAM: 13; No Weapon.
- Heyboy (Goblin): Class: Thief; Alignment: NE; LVL: 1; HTK: 2; AT: None; Social Level: 1; STR: 12; INT: 11; WIS: 10; CON: 9; DEX: 15; CHAR: 14; POW: 11; SPD: 12; END: 7; LED: 8; STA: 9; LCK: 17; AGIL: 15; GAM: 11; Weapon: Dagger.

The first three are cooks. The second three are the mess boys and helpers. Beans sometimes whips up special dishes for the Ballista Room (see Room No. 9) in which he sometimes shares. Heyboy dreams of pirating although none of the Brotherhood would ever consider him a prospect. He would do anything to get out of the kitchen.

- 13 In this arm of the natural cavern is a heavy, bronze door embossed with the faces of leering demons and devils. This area is generally left alone by the Pirates. Occasionally, unransomed prisoners or Pirates who have committed especially vicious acts have been abandoned behind the huge doors.
- 14 Guard Room: 2 - 4 Pirates, AT: Leather, HTK: 6, 5, 5, 4, with two Light Crossbows and Cutlasses. Two men are always on duty. They watch the corridor to the east through Arrow slits. By pulling a lever, they can activate the floor pit in the corridor. The concealed pit is 20' deep and 10' x 10' in size.

LEVEL 2

1 Square = 10 feet



Dungeon Level Two

- 1 A pack of six Goblins is here, AT: Chainmail. Two have Spears (HTK: 7, 5); one has a Morningstar (HTK: 2); one has a Military Pick (HTK: 1); one has a Sling and lead bullets (HTK: 3); and the leader carries a Shortsword and a Pick (HTK: 4). 3 - 18 SP per Goblin. The leader has 3 GP. There is a 50% chance that they will join an adventuring party if asked. They will serve for 20 - 30 turns. At that time, if no treasure has been given to them, they will attempt to backstab the party, steal what they can, and then run. They know about the loose stalactites in Room No. 2 because they recently lost one of their party there.
- 2 Caverns: The western half of the room is made treacherous by the loose stalactities hanging from the ceiling. Any movement will cause 0 - 3 to fall each minute. Each one that falls has a 15% chance to hit anything in that half of the room (take 2 - 16 points of damage). At the eastern end of the Caverns is a doorway. This entrance is in the form of a mouth to a huge, grotesque face carved into the rock. The face is about 45' high.
- 3 Empty.
- 4 Stairs to the third level.
- 5 Empty.
- 6 Empty.
- 7 Trap: The passageway between the two doors is balanced on a central pivot. Shutting either door activates the point. The corridor floor tilts on the center axis, depositing trespassers into a chute to the fourth level.



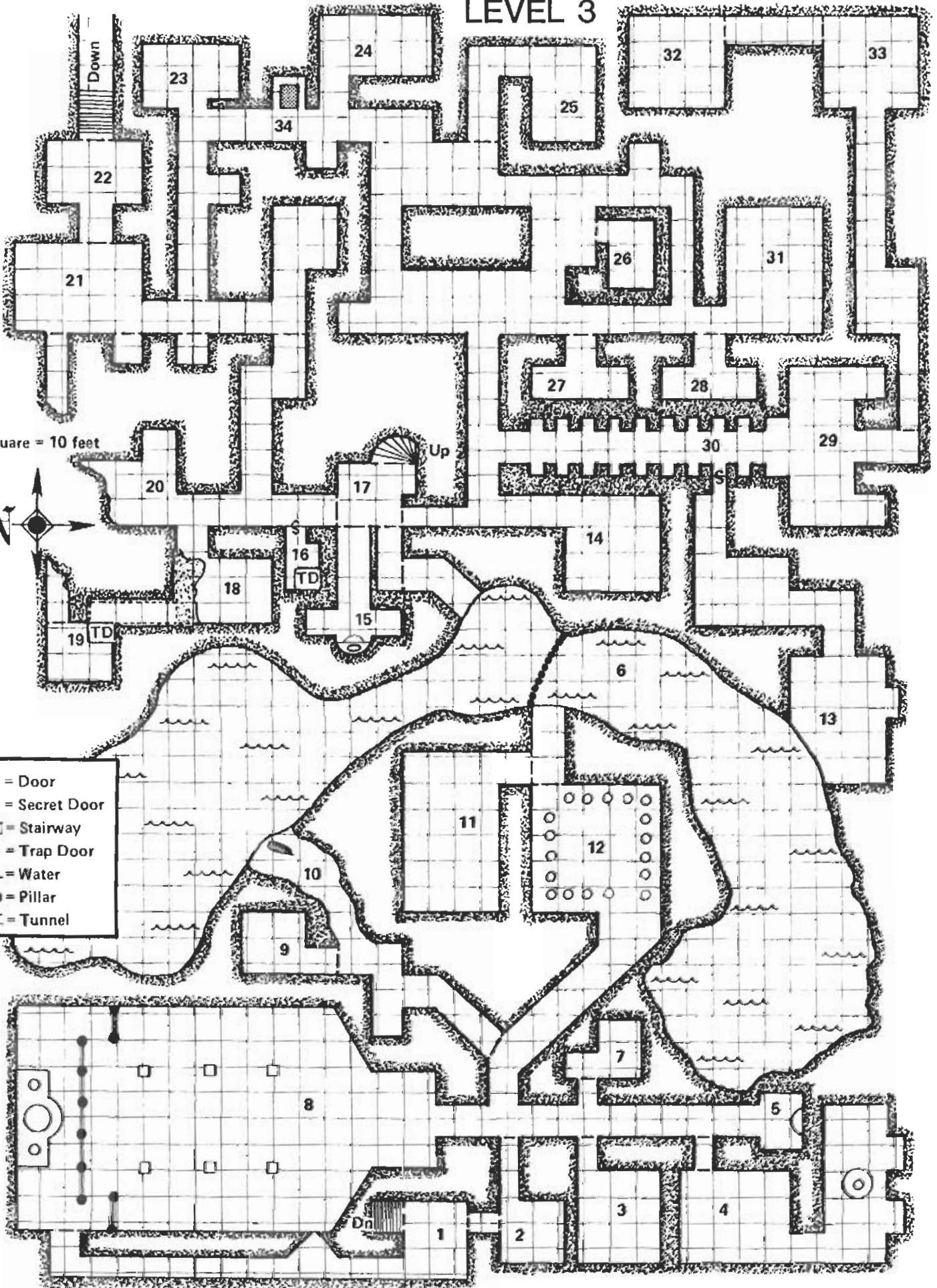
- 8 Cavern: Empty.
- 9 Cavern: Empty.
- 10 Two Giant Toads, AT: None, 5 HD, HTK: 22, 17, inhabit this area. Water covers the western part of the chamber. On the island in the southwestern corner is a stone statue with two half-buried wooden chests at its feet. Carved at the base of the statue is the word "CUTULNYAR." The face of this statue looks like that of the large face at the entrance in Room No. 2. One chest contains a poisonous Snake, AT: None, HTK: 7, and a 200 GP gem in an inside compartment. The other chest is empty.
- 11 Empty.

LEVEL 3

1 Square = 10 feet



- - - = Door
- ⊕ = Secret Door
- ▨ = Stairway
- TD = Trap Door
- ~ = Water
- = Pillar
- = Tunnel

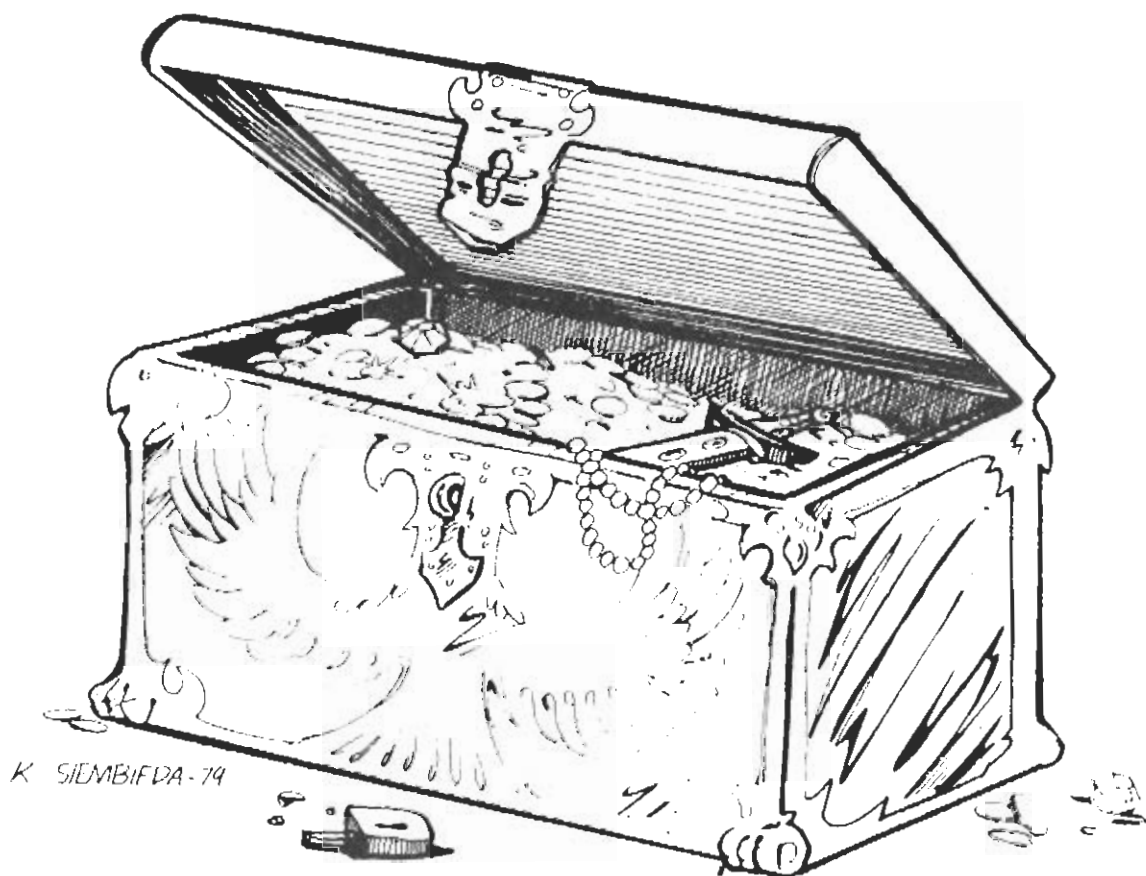


Dungeon Level Three

- 1 Robing room of the Priests of Cutul-Nyar: The stairs lead down to the fourth level. On the west wall of the room is a fresco badly molded with green slime. If the slime is scraped off, a map of this level will be visible. To the north of the room is a spy-hole to permit observation into Room No. 8.
- 2 Anteroom: Tattered clothes and ceremonial vestments can be found in the southeast corner of the room in a wooden chest.
- 3 Storeroom: There are five wine urns, each six feet high, in the southwest corner. The wine has turned to vinegar. In the bottom of the fifth urn is a golden figurine of Cutul-Nyar worth 200 GP. The rest of the room is littered with worthless junk.
- 4 Purification Chambers: Once-rich scarlet brocaded tapestries hang in tatters from the walls of the northern chamber. Four gold-plated brass face masks of Cutul-Nyar (value: 25 GP each, apparent weight: 300 GP each) hang, one on each wall. The southern chamber is paneled in a rich mahogany. The two niches once held statuettes of Cutul-Nyar. The pedestals are still there with the golden feet broken from the statuettes still attached. The fountain, 4' deep, is of pure marble with deep reddish stains inside and along the sides. The fountain is empty and a drain mechanism is visible at the bottom of the structure.
- 5 This is a 15' high statue of Cutul-Nyar carved of black basalt. The eye sockets are empty. The corridor to the north is 25' high.
- 6 Caverns: This is completely filled with water. In the southern arm of the cave lairs a Giant Eel (HD: 5, HTK: 26; DAM: 1 - 6). A wooden barrier prevents the passage of the Eel north of the entrance to Room No. 12.
- 7 Storeroom: There are ten strong boxes in the room. In the southeast corner is the body of a Human in Leather with a rusted Cutlass. There is a Dagger with four blades and a design of a clenched fist engraved on the blades embedded in the back of the body. The body lies face up and must be moved to see the Dagger. The body appears to be a few weeks old and is already infested with maggots. The body is draped over a 1½' square ebony coffer. There is a poisoned needle concealed in the lock of the chest. The poison is Type 7 (Ready Ref Sheets, Judges Guild product number JG 0014). The base chance of detection is 20%. Inside the chest is a pectoral collar of gold set with a large Fire Opal and 15 Bloodstones (value 3,250 GP).
- 8 Temple of Cutul-Nyar. The altar is constructed of blood-stained marble. There is a 25' high statue of Cutul-Nyar standing over a 10' diameter, water-filled pit. By the rusted remains of clamps and bolts, a character with INT of 12 or greater will discern that there was once a metallic sliding covering over the pit. A marble latticed screen is indicated by the line on the map. Six pillars support the ceiling, each carved with bas-reliefs of Cutul-Nyar.
- 9 Storeroom: Eight empty chests lie scattered about the room. It is obvious that the room has been ransacked. A usable brass lantern lies discarded (no oil) in the southeast corner.
- 10 A small, oared boat has been pulled into the corridor. Footprints lead toward the temple (appears to be two sets of footprints).
- 11 Storeroom: There are ten broken-open crates littering the floor. In a pile of rotted clothing lives a Giant Centipede (HTK: 3).



- 12 Colonnades: There are eighteen marble pillars which reach the ceiling of the chamber. There are rusted iron rings about eight feet from the ground on nine of these pillars. The pillars are badly stained a red color from about nine feet from the ground to the ground. There are what appear to be drains in the floor under the pillars.
- 13 Nine Neanderthals lair in this room. There are three adult males (HTK: 15, 12, 11; one has two Javelins; one has a stone Battle Axe). There are four adult females (HTK: 7, 5, 3, 3) and two young females (HTK: 3, 2). Treasure: 150 CP, 100 SP, 25 GP, 1 gem worth 100 GP.
- 14 Empty.
- 15 This is a T-shaped corridor, ten feet high. At one end is a statue of Cutul-Nyar, about nine feet tall. In front of the statue is a water-filled basin.
- 16 Concealed chamber behind a secret door: In the corner is a trap door which leads in a short passage to an area beneath the statue in Room 15. The statue is hollow and can be entered by a ladder from below. Slits near the idol's eyes allow vision into the passage. A megaphone is attached to the mouth of the statue, and it is evidently used to impress worshippers.
- 17 Empty.



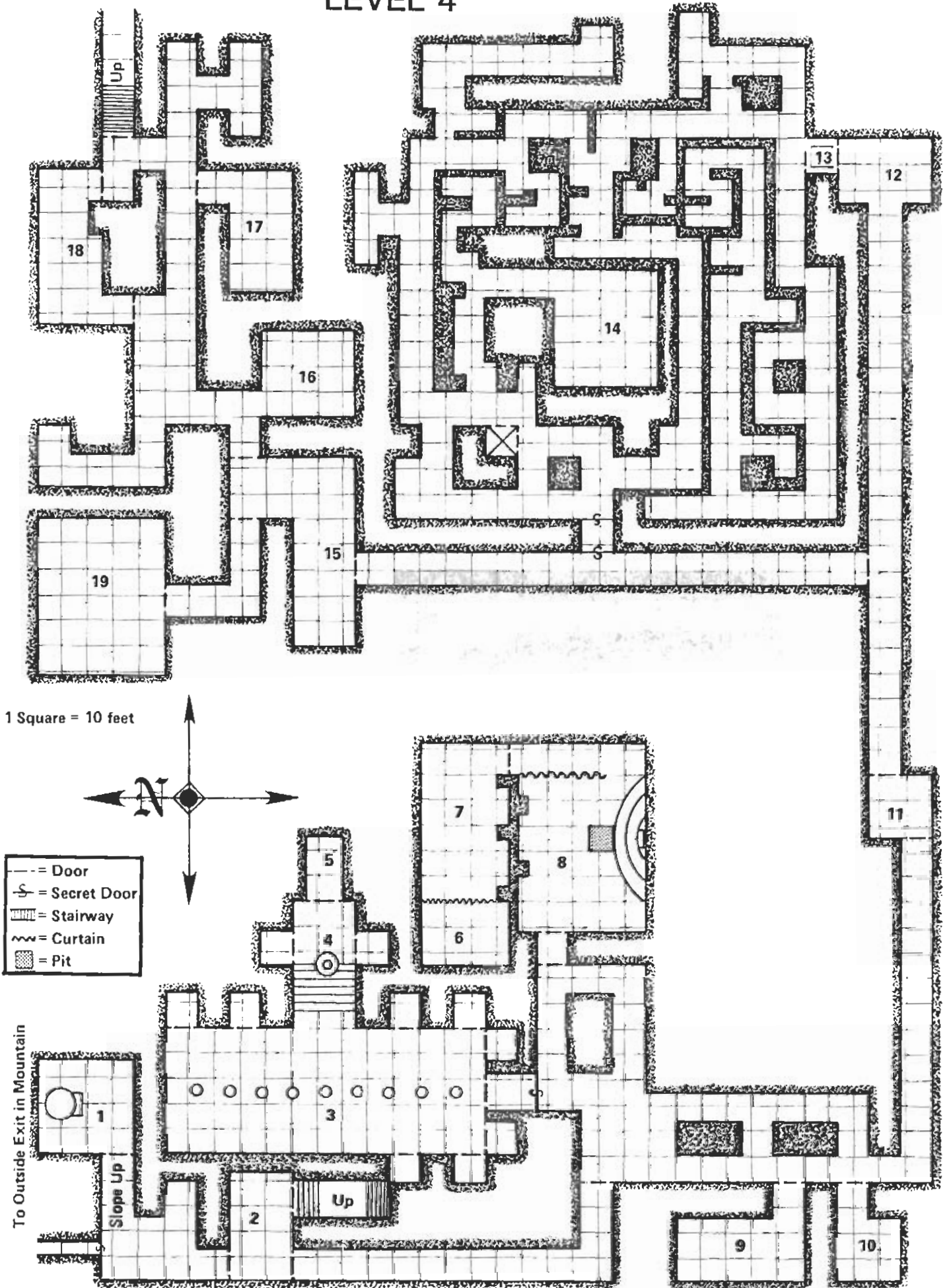
- 18 The northern part of the room is filled with rubble from an apparent cave-in. The entrance is only about 2' x 2'. The room is inhabited by 8 Giant Rats (HD: 1; HTK: 6, 6, 6, 5, 5, 4, 4, 2). In the northwest corner of the room is a trap door covered with rubble and Rats' nest. If cleared away (about 25 minutes work by one man; reduce proportionately for more), a 5' x 4' trap door is revealed. Underneath is a short passage leading to room 19. The floor of the passage is filled with 3' deep, cold water. There is a 2' diameter Rat hole in the southeast corner of Room 18 which leads to Room 27.
- 19 There are two chests in the northwest corner of this room. The one on the right is covered with sheet bronze embossed with the face of Cutul-Nyar. The other is similarly covered, but the images are of four-bladed weapons. Inside the right one is a ceremonial mask of gold plate (value: 300 GP); it is the mask of an high acolyte. In the left chest are ceremonial robes once richly embroidered but now a little tattered. Underneath the robes is a studded leather belt with semi-precious stones embedded in it (value: 150 GP). Attached to the front of the belt is a four-bladed Throwing Knife plated in silver (value: 100 GP). Treat it as a normal Throwing Knife but add one to the number to hit and damage because of the weight and design. The roof of the passage to the east has collapsed.

- 20 This rubble-filled chamber is empty of anything of worth or interest.
- 21 Empty.
- 22 Empty.
- 23 Three Ghouls (LVL: 3; HTK: 14, 12, 12) live here. They also patrol rooms 21, 22, 23, and 24. Action such as combat, breaking open doors, or loud noises will draw a Ghoul 40% of the time (60% in Room 23). This will increase by 10% per minute of continued noise. If a wandering monster is rolled in this area, it will automatically be a Ghoul. The Ghouls will retreat to Room 22 if they are heavily outnumbered. Their stash is in Room 23. Amid moldering meats from varying sources can be found a 100 GP gem, 150 SP, 50 GP, and a scroll of two Third Level spells. The Ghouls know about the trap at Room 34 and, if cornered, try to trick their enemies into using the area.
- 24 Empty.
- 25 Empty.
- 26 The bones of an ex-adventurer lie in the northwest corner. The Chainmail that he wears is rusted and useless. He carries a +1 Sword, a brass lantern (no oil), a Dagger, and 56 GP. The door is magically locked to open only from the outside. If the door is shut accidentally or by the adventurers, it will be considered to be magically locked.



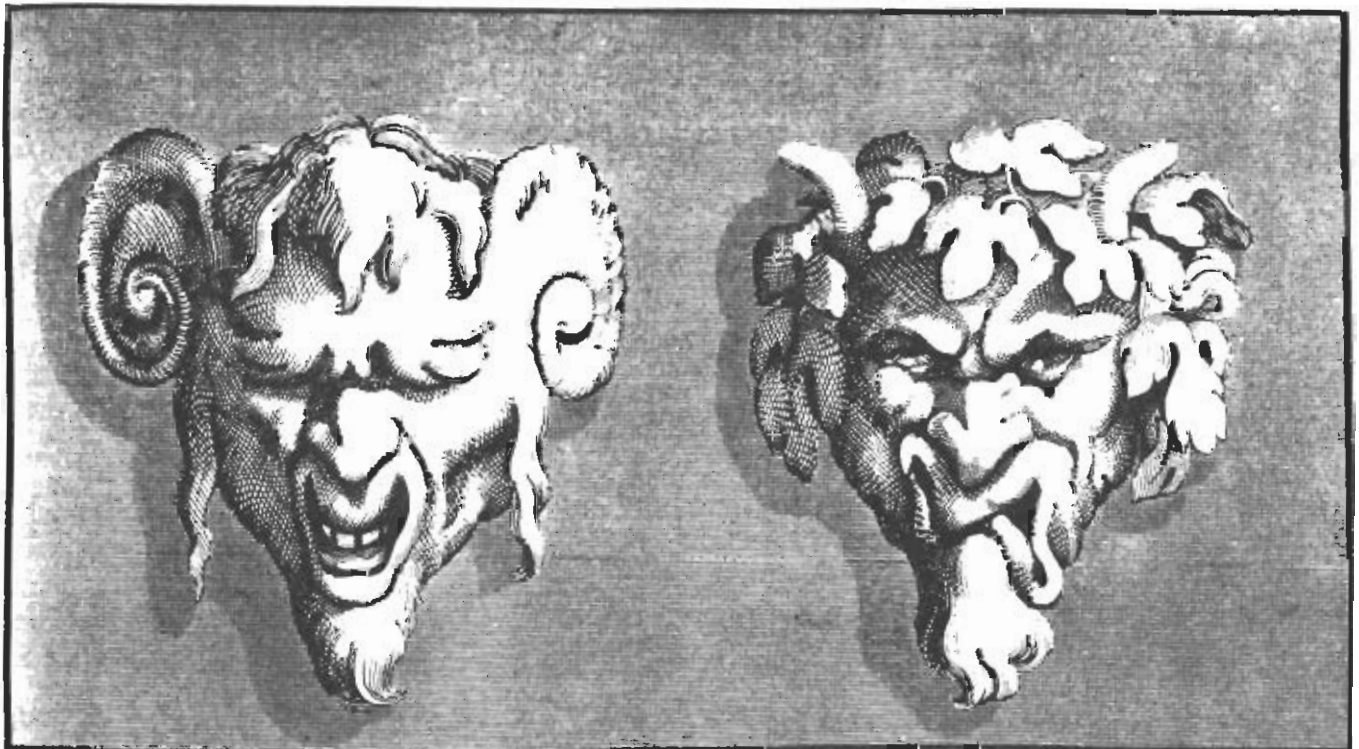
- 27 Three Wererats live here (LVL: 4, HTK: 21, 18, 15). There is a 2' diameter hole in the northeast corner which leads to Room 18. If outnumbered, the Wererats will summon the Giant Rats to help them. Treasure: 250 GP and 3 gems valued at 100 GP each.
- 28 Empty.
- 29 There is a false door in the southwest passage. The room is filled with a high-pitched, whistling noise.
- 30 The niches along the walls of this 15' high passage all once contained statues of Cutul-Nyar. One half-broken statue remains in the northern-most niche on the eastern side. The others have only pedestals with wierd carvings on them.
- 31 Empty.
- 32 Empty.
- 33 Empty in appearance only. On the wall directly above the door is a Giant Amoeba (HD: 8; HTK: 33; DAM: 1 - 12; MOVE: 6"; AT: None).
- 34 Trap: On the east wall is hung a glowing Sword. Above it is inscribed something in glowing letters which are unreadable by any means. Touching the Sword with metal or flesh will trigger the floor pit - a 15' drop into 20' deep water. The Sword is fastened to the wall and cannot be removed. If a *Magic Detection* spell is used, a positive answer will result.

LEVEL 4

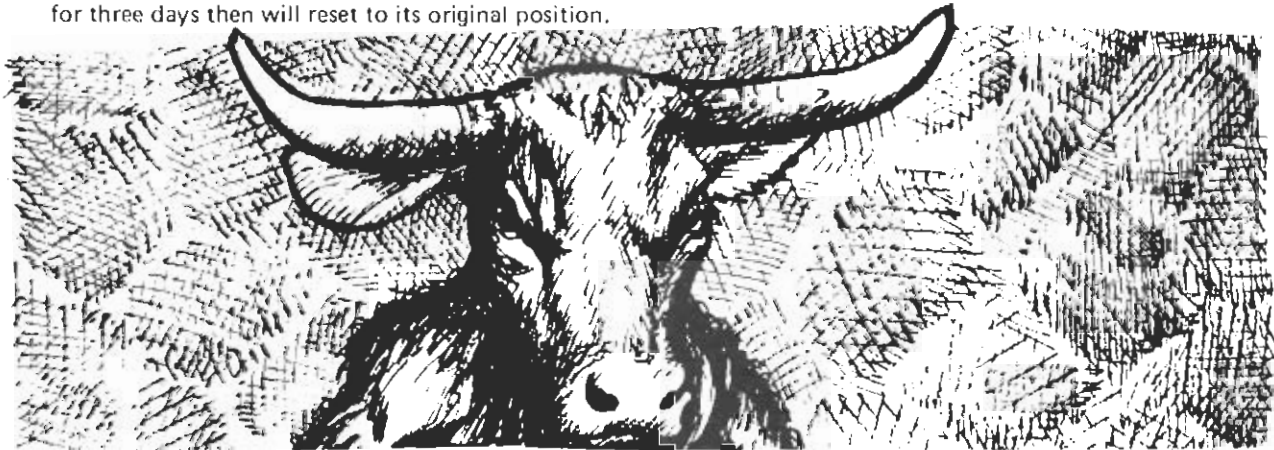


Dungeon Level Four

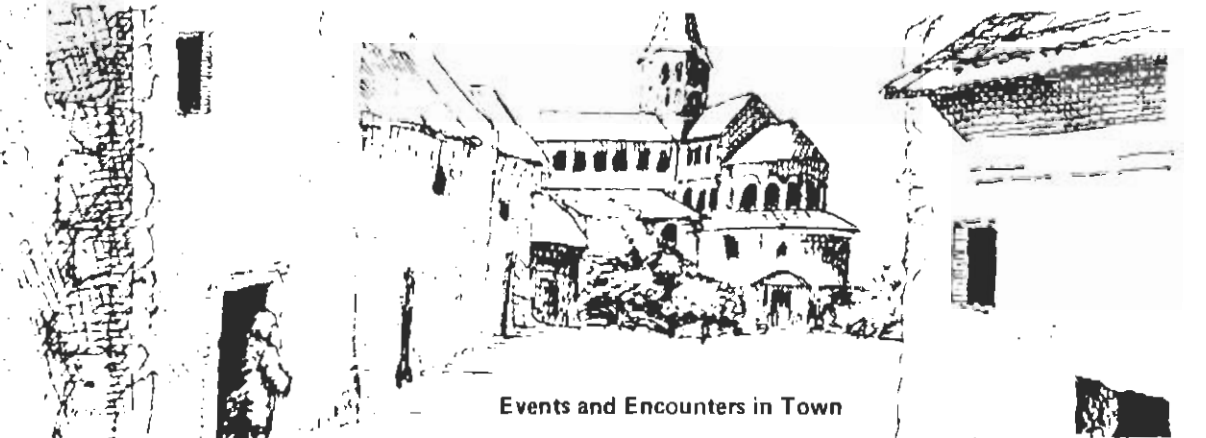
- 1 In the well shaft from the upper level sacrificial altar is found a watertight door. In front of the shaft is a pump which is used to reduce the water level in the well. When the door is opened, a grating may be found which is used to salvage valuables that may have been offered as sacrifices. The well itself continues down at least 45' past this point. The door is constructed of heavy bronze with leather seals and is embossed with a leering face of Cutul-Nyar. The room is otherwise empty.
- 2 Empty. On the west wall is a mural of Cutul-Nyar accepting victims of all races.
- 3 Crypts of Cutul-Nyar: Ten Ghouls (LVL: 3; HTK: 16, 14, 13, 13, 12, 11, 11, 10, 9, 7) lair here, and they are under the command of the inhabitant of Room 5. They have cleaned out the crypts. Their food is stored in the northeast corner of the room. Discarded atop a rubbish heap in the northwest corner is a Scroll of Undead Protection still enclosed in a carved, wooden case. Within each crypt is a stone sarcophagus with a carved face of Cutul-Nyar atop the lid. The eyes of the faces are each red garnets worth 150 GP each.
- 4 Each of the two doors (north and south) is silver-plated to a value of 100 GP. Inside the northern door is the skeletal body of a man in rusted ceremonial armor with a 4 - bladed Knife clenched in his left fist. Within the other door is a skeleton clothed in embroidered robes with a similar Knife in his right hand. Atop the lid of each sarcophagus is a carved face with eyes of red garnets each worth 200 GP.
- 5 This crypt is the lair of a Wraith (HTK: 29). The Wraith will summon the Ghouls if a party enters this chamber. Within the marble sarcophagus is the skeleton of the last High Priest of Cutul-Nyar. He is clothed in rich, brocaded robes. A jeweled pectoral collar lies on his breast (value: 2,000 GP). Claspd in his hands, which are folded over his breast, is a gilded Dagger of four blades (valued at 500 GP). Upon his head is a horned, golden mask fashioned to look like Cutul-Nyar. This is a Helm of Linguistics Magic Comprehension. Within a silver coffer (value: 250 GP) at his feet are a Potion of Shrinking, a scroll of three spells (LVLS: 1, 2, and 4), and a copy of the diagram to a mystic pentacle to be used in calling Cutul-Nyar. Hangin on the eastern wall is a Cursed Sword of Disease. Anyone who wields it will develop a case a bubonic plague within three hours.
- 6 Living Quarters of the High Priest: A tapestry forms the eastern boundary. There are many furnishings, all once very beautiful but now tattered and moldy. There are four chests, all empty.
- 7 More living quarters for the priests of the temple. There are several beds and chairs, all badly decayed. There are ten chests scattered around the room, all of which are broken and empty.



- 8 Audience Room of the High Priest: On the south wall is a gold-plated throne (value 200 GP) atop three raised steps, each 1½' high. The arms of the throne are movable and produce varied effects. If the right one is pulled upward, the floor area in the doorway to the left will rise to block the passage with an 8' x 8' stone pillar. If the left arm is raised, the pit area in front of the throne will open. This 8' x 8' pit is 25' deep, with the bottom 15' filled with cold water. Returning the position of either arm to its original state will reverse the effects. Above the throne is a gilded face of Cutul-Nyar (value 250 GP) with two red garnets for eyes (value 250 GP each). Seated upon the lowest step of the throne platform are two statues of horned, female demons. These statues will become real demons if any unauthorized persons approach within 20' of the throne platform. The demons are HD: 8; HTK: 39, 28; AT: None, but they can only be hit by magic or silver weapons.
- 9 This room is lined with black obsidian. On the north wall is a face of Cutul-Nyar carved into the rock. The eye sockets are empty. Centered in the room is a red granite table, about 3' high and 8' x 4' at the top. The form of a man is carved into the top of the table, recessed to a depth of about 5 inches. If measured, the man's height appears to be 6' 4". There is a lip around the top of the table which is 10" high. There appear to be holes in the corners of the table, and, if a liquid is poured on the table, it will be discovered that the holes are drains. A secret compartment hidden in the side of the table contains four red-stained, ivory plugs filigreed in gold (total value: 800 GP).
- 10 Empty.
- 11 The floor of this chamber is filled with cold water to a depth of one foot. The floor is slippery; roll DEX or less to avoid falling. The floor is a mosaic of Cutul-Nyar.
- 12 Empty.
- 13 Trap: Closing the door causes the 10' x 8' floor section to raise to the ceiling of the corridor. It will remain in place for three days then will reset to its original position.



- 14 Minotaur Lair: Gotzbad the Minotaur (HD: 7, HTK: 31) can speak Common (in a horrible, growling voice) and carries a huge, double-bladed Axe. He will not harm any person wearing any priestly garments of Cutul-Nyar or anyone who mentions his name favorably. He will escort them to the secret door in the west wall of the labyrinth. Any others he will save to eat. Treasure: 8,000 CP, 2,000 SP, 1 red garnet and gold necklace (which he wears) valued at 825 GP, and a map to the crypts of Cutul-Nyar (Room 3). The area to the northeast of this room indicated by the X is the place where the chute from Level Two empties. It recloses and locks into position after it has deposited the victims into the maze.
- 15 This room is used as the garbage disposer for the Minotaur in Room No. 16. Gotzbad hauls all the things remaining from his feasts here. Rummaging around, an adventurer will find three broken Swords, a bent, metal-covered Shield, a crow-bar, two old, leather backpacks, a crushed Helmet, two Chain shirts that have been ripped to pieces, about 850 assorted, gnawed bones, and numerous pieces of ripped Leather, metal plates, and broken weaponry.
- 16 Two Devil-Dogs (HTK: 28, 20, 8 HD, DAM: 3 - 12 + Breath Fire for 2 - 8) are stationed in his room. They will admit anyone in the garments of a priest of Cutul-Nyar or anyone who calls out his name when the Dogs first appear. The two Dogs patrol Rooms 17, 18, and 19. If a wandering monster is rolled for in this area, it will be one of the Dogs.
- 17 Empty. The walls of the room have been burned in some manner; a layer of soot is visible on the south wall.
- 18 Empty. There is a face of Cutul-Nyar carved into the east wall. On the west wall is carved the figure of a bull-headed man flanked by two huge dogs.
- 19 Empty.



Events and Encounters in Town

If an encounter is rolled for in the town, roll 1D20 for the type of occurrence.

- 1 A party of drunken Pirates (HTK: 8, 6, 4, 3, and 3) accost the party and demand that they buy a round for them at the Red Lion. They will fight if the party doesn't come across.
- 2 Old Wilf, a one-legged retired Pirate offers the party a secret map (fake) of the dungeons below the Seahawk's house for 200 GP. If pressed, he will say that he is not able to search them himself because of his bum leg. (This encounter may only happen once. If it is rolled a second time, roll again.)
- 3 Mother Juju, an old hag, offers good luck charms to the party, 1 SP each. They are worthless.
- 4 A band of slaves is being led to work in the fields, and one attempts to escape. He runs toward the party while the overseer chases him. It is a serious crime to aid a slave and a duty to capture all escaping ones.
- 5 A drunken Pirate is observed being robbed by a small boy. The boy, Grido, knows all about a secret tunnel that leads beneath the mountain to a hidden temple.
- 6 An impressment gang has a 35% chance of noticing a player-character and will seek to capture him.
- 7 Party is offered employment by a representative of the Tarentine Merchants' Association as a crew member for a raiding expedition.
- 8 An Elf, chained to a wagon, whispers to the party leader that he will pay handsomely if they will release him.
- 9 A scantily-clad woman (Argelis, Class: Fighter; Alignment: CG; LVL: 4; Social Level: 4; STR: 15; INT: 12; WIS: 11; CON: 13; DEX: 15; CHAR: 17; POW: 16; END: 14; STA: 13; AGIL: 16; SPD: 16; LED: 18; LCK: 8; GAM: 7; Weapon: Longbow) walks toward the party. If the party says anything suggestive or improper, Argelis will fight. She is a member of the crew of the *Revenger*. HTK: 23.
- 10 A rough-looking character gives the party leader a scrap of paper and whispers, "It must be done tonite, matey." The paper has a large black spot, and beneath it is written: Prog the Grim. (This encounter may only happen once. If rolled a second time, roll again.)
- 11 A beautiful woman asks the party leader to help her to find her father who is rumored to be a prisoner of Bigboot Lathey. She will pay 1,000 GP if her father is released. Lathey demands 2,000 GP for the ransom of the prisoner.
- 12 A ship-less Captain, Tindel the Red, Class: Fighter; Alignment: LG; LVL: 3; Social Level: 3; STR: 17; INT: 11; WIS: 14; CON: 14; DEX: 9; CHAR: 11; POW: 17; SPD: 13; END: 14; LED: 11; STA: 15; LCK: 8; AGIL: 8; GAM: 14; HTK: 16, approaches the party and confides that he is a little down on his luck but is seeking investors to help him get a new ship. He shows the party half of a treasure map showing the legendary island of Dariabar where fabled riches are concealed. (This encounter may only happen once. If rolled a second time, roll again.)
- 13 A street vendor approaches, selling "official" Pirate head scarves for 2 CP each. He is very persistent.
- 14 Two Pirates begin a fierce brawl as the party passes. There is a 25% chance that one of the party is struck by one of the combatants.
- 15 A rum-seller runs past the party yelling, "Stop, Thief!" to a fugitive disappearing into a doorway ahead.
- 16 A lady of the evening propositions the party leader.
- 17 A drunken Pirate lies sprawled in the gutter muttering about men and "a dead man's chest." He has 3 SP in his pocket and a treasure map (fake) hidden under his bandana. (This encounter may only happen once. If rolled a second time, roll again.)

ARGELIS



- 18 A recruiter for the ship, **Levantine Lady**, accosts the party and seeks a trained archer for the ship's company.
- 19 A Pirate walks past the party carrying a woman over his shoulder. The woman appears drugged. If aided, the woman will pay the party 100 GP.
- 20 A mounted messenger knocks down the party leader. He carries a list of unlicensed shipping to the **Seahawk**.

Wandering Monster Encounter Table

Roll 1D6 once every 15 minutes. A roll of 1 or 2 indicates an encounter

- | | |
|---|---|
| 1 | 1 - 4 Pirates (from Rooms 9, 10, 11, or 12, Level One) |
| 2 | 1 - 4 Neanderthals (from Room 13, Level Three) |
| 3 | 1 - 4 Giant Rats (from Room 18, Level Three) |
| 4 | 1 - 4 Ghouls (from Room 3, Level Four) |
| 5 | 1 Minotaur (from Room 14, Level Four) |
| 6 | 1 - 8 Giant Centipedes (HD: 1; HTK: 2, 4, 3, 5, 1, 2, 1, 3; DAM: 1 + Poison: 1 - 4 points unless Save is made; MOVE: 15"; AT: None) |

Tower Captain



Shanghai Sam