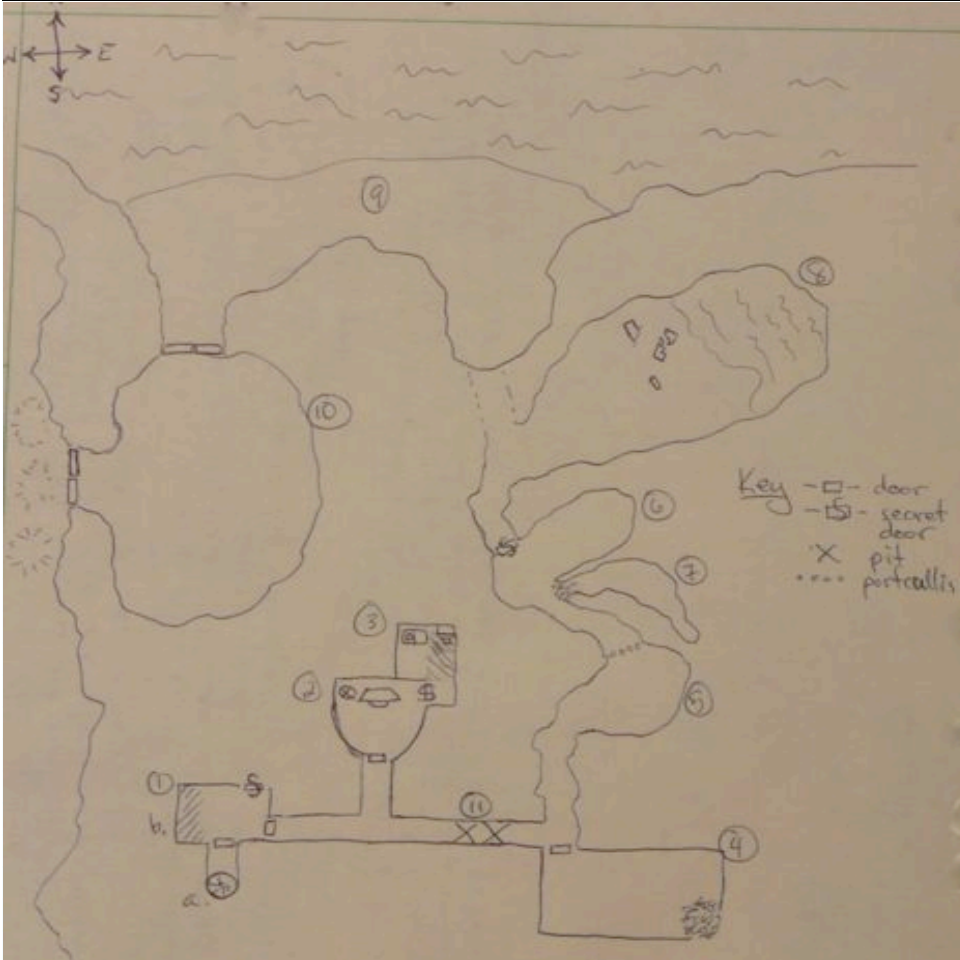


The Smugglers' Caverns – Level 5



Wandering Monsters

□d2 Rust monsters
1d4 Zombies
1d3 Brain slugs

Legend

S – Secret Door
X – Pit in floor
/// - Target area
.... - Portcullis
~~ - Water

Brain Slugs

Brain slugs are undead creatures formed from whatever bits of unused flesh a necromancer has lying around after a larger creation. They crawl on any surface and drop onto their prey. They then grapple it and attempt to insert themselves into the prey's brain. Such a maneuver causes severe damage to the character for 2 rounds and makes it braindead after 3. Then the slug takes over control of its host's body, functionally becoming a zombie.

Introduction

The smugglers set up shop here recently. They were drawn to the cave and natural beach, which they modified into a semi-fortified hideout. They were unaware of the ancient cult that once built its temple and burial grounds in the same cave system, and thus had no qualms about looting some of the dark artifacts they found. Because they never found the other caves they have yet to be scared off by the undead cultists still lurking there. The Captain and spell caster may be tied to a reincarnation of the cult, or they could simply visit the same tattoo parlor. Either way, it's a tough crew and a spooky place.

Room Key

- Entrance Chamber:** a) Spiral stairs covered in slime. Move at half speed or slip and fall for 10 ft. b) Rat swarm disturbed if characters enter hatched region. False secret door in NE corner (relatively easy to find).
- Chapel:** S door locked (Difficult) – needs key from (8). A wraith appears at (x) if the altar is disturbed. The altar is desecrated and must be purified to work holy magic in the room. A sacrificial knife of bone w/ gold inlay and handle (worth 300 gold pieces on the open market or 500 gold pieces to a temple or collector) and 4 black everburning candles (worth 10 gold pieces in total) rest on the altar.
- Priest's Chamber:** Desk contains 2 rubies, 1 sapphire, and pieces of rotted vellum. The drawer is trapped with a potent poison cloud (Reaver's Breath) that covers the hatched region.
- Old Barracks:** 2 zombies per character shamble about the demolished room. A +1 *dagger* is embedded in one zombie's leg. A sack of 570 silver coins and 112 gold coins is spilled across the floor. Underneath the rubble in the SE corner is the switch for the portcullis in (5).
- Storage:** 1 specter haunts the cave. The simple iron portcullis may be opened by the lever in (4) or may be broken. The ensuing noise increases the chance of drawing a wandering monster by 20% each round.
- More Storage:** 5 skeletons stand idle but are awoken by any intruder. A *potion of Cure Light Wounds* and a *ring of protection +1* lie in the sand by their feet. A secret door is built into the NW corner of the cave.
- Rubble Room:** Empty once the rubble is cleared away. 50% chance of two flasks of holy water in the rubble along with a skeletal hand.
- Flooded Burial Chamber:** Half-buried and broken coffins are everywhere. 1d6 zombies and 3d4 skeletons (half wielding melee weapons, half with ranged) shamble and clack around the chamber. Approximately half the room is filled to floor level with sea water out of which several broken grave stones protrude. If the characters search they find the key to (2) and up to 4 random treasures. In the NW corner is a pool of seawater that laps and bubbles. It is actually a (mostly) flooded tunnel onto the beach. If the characters explore, they discover that it leads to the back of the smugglers' grotto.
- The Beach:** Five bandits are moving cargo on the beach. Stealthy characters may surprise them around the corner. If they are outnumbered they make a fighting retreat to the doors. If matched or in greater numbers, they all fight. If two fall in combat, their fellows run for the cave entrance to (10). The cargo contains mostly foodstuffs and basic supplies worth 200 gold pieces. There are also 2 masterwork hand axes, 2 short swords, and 2 masterwork light crossbows. One crate also contains a small idol of no stone known to the characters. It is, in fact, Infernal obsidian. The idol causes one unlucky event to occur each week to anyone possessing it. It is difficult to sell, and possession of the idol ultimately draws the attention of powerful good and evil forces seeking to destroy or possess it. The door to (10) is open unless the characters alerted the bandits or were slower in the chase.
- Bandits' Hideout:** 4 bandits, the Captain, and 1 arcane spell caster are on duty here. They are all armed and ready to exit on a raid. They are not fanatics – if 3 bandits die, the rest try to cut a deal or escape. The captain has a *flaming scimitar* and a *potion of invisibility* (that he will use to escape), as well as a purse with 30 gold coins and 50 silver coins. The caster has 2 diamonds worth 50 gold coins each and a *scroll of web*. The Captain and spell caster are both tattooed with a similar insignia – that of a grinning minotaur – on the right deltoid. The W door is locked from the outside (Difficult) and hidden by trees (Difficult to notice).