

SALT & STINK!

Shipwrecked among pirates, parasites & the paranormal inside an undead whale. For 1st level adventurers.

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SHIPWRECKED, SOAKING WET, BUT ALIVE!

After a violent storm, a naval attack or some other marine mishap, the adventurers are washed ashore a small, stinking beach (A) littered with the remains of countless ships.

By searching the trash-filled beach, the adventurers might be able to find something useful...

"What do I find on this sad excuse for a beach?" (Roll 1d12)

Everyone gets to roll twice. Treat duplicates as "1".

- Rusted weapon.** Will break after a couple of uses.
- Shrimp-filled Leather Armor.** Itchy but protective.
- Letter in a bottle.** Contains random 1st level spell.
- Muddy Backpack.** Contains 1d6 torches, flint & tinder.
- Mast, sticking out of the rubble.** On it, 60 feet of damp rope!
- Flintlock Gun!** Great damage, but 1-in-6 risk of exploding.
- Random potion inside small bag.** Roll 1d4: 1. Grow Gills! 2. Gain Limited Flight! 3. Turn Invisible! 4. Breathe Fire!
- Peg-Leg.** As club. Contains hidden treasure map!
- Half Drowned Goblin.** Cowardly, friendly, low on HP.
- Skeleton.** A nearby **sabre**, **eye patch** and parrot skeleton.

Inside the parrot skull is a small but valuable **ruby**. Anyone who

- takes the ruby is haunted by a squawking parrot ghost.
- 11. Fishing net.** +1d6 dead fish.
- 12. Oil Lamp.** Nothing happens if polished, as the genie inside has drowned. Light
 - turns on/off on command.
 - Endless use.

ALL ABOARD THE TERRIBLE ROT-WHALE!

A. Trash-filled beach. (Start Here!)

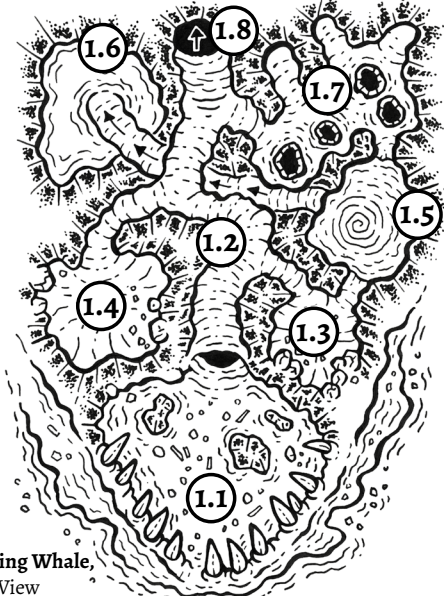
Everything is covered in mud, barnacles & algae. 2 distinct landmarks can be seen from here: A massive **mouth-like cave** & a small **opening** at the peak of a **mountain of trash**...

B. Reeking "Cave Mouth" - Entrance to 1.1

An overpowering stench followed by a rhythmic, warm wind. Filthy "stalactites" surround the edges. The "cave" occasionally closes, slowly crushing anything stuck in between...

C. Trash Mountain - Entrance to 2.1

Travelling to the top of the mountain is hard & hazardous. It's easy to slip & slide down to the base of the mountain, risking to cut oneself on something sharp on the way down. 2 surly undead **Duck-Pirates** guard the entrance. **All Ducks in this adventure are armed with sabres & flintlock guns.**



Rotting Whale, Top View

INSIDE THE DECAYING ROT-WHALE

1.1 Inside the Stinking Cave Mouth

Murky, waist high water that gets inside of everything. Everything reeks, but this place is particularly bad. A skeleton sits grinning on the small island in the middle.

Anyone searching the waters gets to roll **1d6**:

- Rancid Eel.** Sharp teeth. Bites down hard & won't let go!
- Poisonous Puffer Fish.** Sting causes nausea and vomiting.
- Barnacle Covered Shield.** Barnacles adds extra protection!
- Slimy Egg Cluster.** Great lure for predators & quite tasty.
- Helpful Crabling.** Follows party. Stronger than you think!
- Golden Sable.** Value decreases if used in combat.

1.2 Disgusting, Fleshy Tunnels

The walls pulsate with dark magic. 1d8 Giant isopods greet the adventurers by harmlessly nibbling on their feet. Any violence towards them makes them nibble harmfully!

1.3 Rubble & Rot

The roof has partly collapsed. 4 undead **duck-pirates** are excavating the chamber with pickaxes. They will ignore anyone if left undisturbed.

1.4 Grumpy Oyster, planning and scheming

Home to a huge **Oyster**. She will try to persuade anyone to commit mutiny and overthrow **The Captain** (2.6). She doesn't want to become the new captain but rather prove a point that spitting out valuable pearls is hard work, dangit!

1.5 Swirling Vortex & Slip-n-Slide

The vortex will suck the careless into the **Acid Pool** (1.6) below.

1.6 (Slow acting) Acid Pool

Anything organic falling into this chamber will be dissolved in a few hours. The walls are slick, so getting out is hard! **1d10** valuable **pearls** are found on the bottom, covered in goop.

1.7 Hard Working Parasites

Here, the 20-something-strong workforce of the "ship" - a collective of parasitic **Lamprey-Folk** - are hard at work. They feed on the rotting husk of the whale corpse and in return make it move by stimulating its many nerve ends. They are a hungry bunch, and will lure adventurers to their personal chambers for a snack. They swear like sailors!

1.8 / 2.8 The Great Barnacle-Guard (Impervious to damage)

A massive, burly **Barnacle-Man** blocks the path to the "upper/lower chambers", as it calls it. Will summon 1d6 Undead **Duck-Pirates** to escort anyone to either the **Acid Pool** (1.6) or the **Prison Cells** (2.6), depending on how it's been treated. Tunnel leads up to 2.8 /down to 1.8 depending on approach.

TRASH MOUNTAIN, A HUGE PILE OF JUNK

2.1 Guarded Entrance

2 Undead **Duck-Pirates** guard the entrance. They insist on escorting any intruders to the **Prison Cells** (2.4) to be dealt with later, by the **Captain**. They won't abandon their post.

2.2 Poorly Constructed Tunnel

In disrepair & prone to collapse!

2.3 Haunted Cargo Hold

Filled with crates and barrels and home to a depressed **poltergeist** that will lift a barrel to throw, but shortly put it back down with a loud sigh. If anyone could just cheer it up...

2.4 Dilapidated Prison Cells

Rusty bars, and a small barred window to look through. A skeleton is chained to the wall. The **Prison Guard Duck** with the key sits snoring on a chair juuust out of reach...

2.5 Crew Quarters

10-or-so Ducks are here at any given time, complaining about the **captain**, playing cards, arm-wrestling or resting in hammocks. They will act surprised, but not immediately hostile if approached by the adventurers.

2.6 Captain's Quarters

Eye-patch, peg-leg. Talks like a famous duck, only evil. This bearded, lich-like **Duck** is pure evil, but short of good manpower. The undead **Duck-Pirates** are hard to motivate, you see? Will try to convince any able bodied adventurer to work for him. Or else! Backs up all his threats with awe-inspiring displays of dark magic and powerful spells.

"If you want freedom, you'll have to work for it!" (Roll 1d6)

1. "Someone please cheer up the poltergeist!" (2.3)

I'm sure a good joke or two will do the trick."

2. "The tunnels (2.2) are in disrepair. Grab a pick-axe & go fix them!"

3. "Someone please convince the Oyster (1.4) that life on the sea isn't so bad, and that she is very much replaceable..."

4. "I feel like my men... well ducks, are out of line. Make an example out of one of them in front of the others, please."

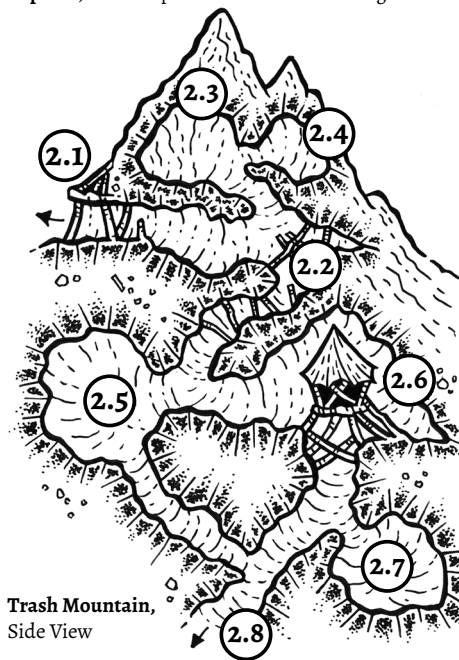
5. "I'm so bored. You there! *Points at random adventurer* Let's see who can drink the most of this ancient rum!"

6. "The Lamprey-Folk (1.7) are complaining about malnourishment and the risk of scurvy. "Donate" some of your blood, will you?"

If the adventurers successful finish 3 of the **Captain's** requests, they will be offered freedom after one last job: The raiding and looting of a nearby, lawful coastal town... Perhaps they will have become so accustomed to the life on the sea that they'd like to continue working for the **Captain**, or maybe even take the "ship" for themselves? Play to find out!

2.7 Poorly Hidden (but well guarded) Treasure Chamber

A fat, well-fed **Chest-Mimic** guards thousands of gold coins and assorted treasure inside of it. It only obeys its master, the **Captain**, and has perfected the art of biting off limbs...



Trash Mountain, Side View

