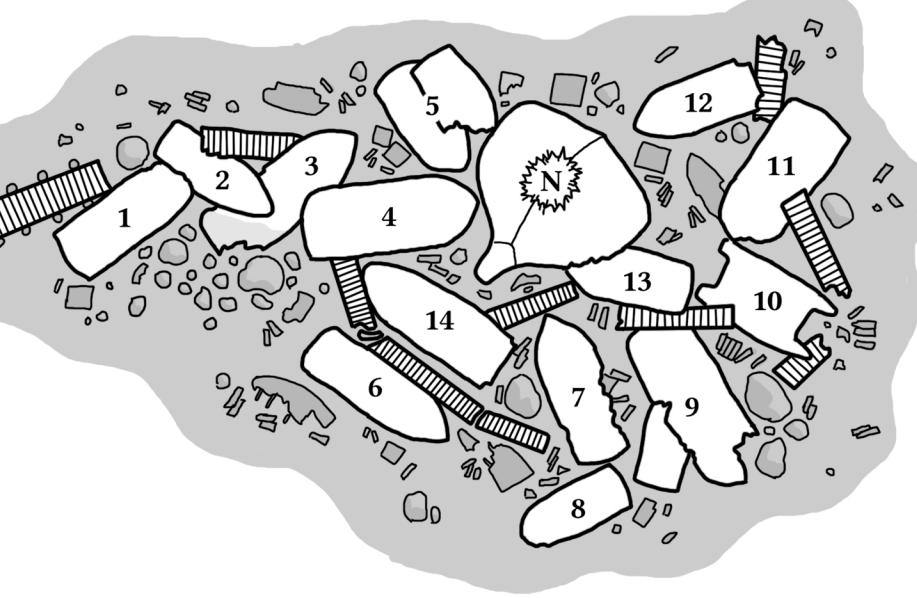


The Floating Graveyard

A Low-Level “Dungeon” For Old-School Post-Apocalyptic Games

BY IAN ANDREWS

When the Old World came to an end, the lands swallowed by gouts of nuclear fire, some tried in vain to escape by sea, only to watch the oceans ripple and boil beneath them. Their vessels became their coffins as busy harbors were crushed by killer tides, tearing mighty ships apart and tossing smaller ships together in a conglomeration of wood, steel, and fiberglass. As time went on, these mass wrecks became the hunting grounds of all manner of mutant creatures, and popular treasure-hunting spots for foolish adventurers.



- ① The loose, swaying dock leads out to a wrecked sailboat, empty inside save for a few life jackets and about 20' of rope stowed underneath the bench seats.
- ② This speedboat is completely beached on top of the rocks and Boat 3. Decades of abrasion has worn the bottom of its hull apart, revealing jagged rocks beneath.
- ③ A group of 6 **Softshell Crabmen** (stats as Hobgoblins) stand on the submerged portion of the boat, fishing amongst the rocky shallows. Two are armed with nets, the rest use their natural claws. 50% chance they don't spot the party.
- ④ A hatchery of sorts; 10 **Crabmen** are tending to eggs that plaster the damp interior of this ruined yacht. They will attack intruders on sight, and harming any eggs will enrage the group, giving them +1 to hit and damage.
- ⑤ From the sunken boat, 5 bloated corpses will surface and shamble towards any organic matter on the floating wreck beside them. Their skeletal forms are bloated, and sponge-like material bursts forth from their mouths and eyes. They are **Sponge Ghouls** (stats as Zombies), and dismembering them will reveal their insides to be completely filled with a mass of blood-thirsty sea sponge.

- ⑥ The crabmen in area 14 wait atop the tall sides of their boat for prey to walk along the dock between their position and Boat 6. They will then attempt to rock the boat towards the dock, crushing and scraping any caught betwixt against the barnacle-encrusted hulls. Treat as standard crushing block trap.
- ⑦ A coast-guard ship lies stranded, pierced by stones and timbers. Aboard it is a large spotlight, which will still function if supplied with a power cell. The spotlight is very powerful, illuminating a 40' diameter circle at night. During day or night, the spotlight can be aimed at a creature, requiring a saving throw to avoid being blinded.
- ⑧ A wrecked speedboat, loosely tied onto a bit of remaining dock, bobs around in the waves. Searching it reveals a metal detector, beach clothes, fishing poles, and two bottles of rum (still potable).
- ⑨ The inside of this cargo boat is almost completely dark if not for the few stray beams of light peeking in from the myriad holes in the ceiling. Only slow sloshing sounds can be heard from among the crates of decayed food that litter the flooded interior. The sound is coming from 7 **Sponge Ghouls**. Interestingly, one appears to be a former crabman, puffs of sponge bursting out from the gaps in its armored carapace (its AC is 2 points better than the others).

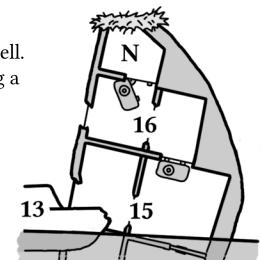
⑩ This pontoon boat is in mostly good repair, but is missing a sail. Its open deck is in plain view of the **Heron Beast**'s nest.

- | WANDERING MONSTERS | |
|--------------------|-----------------------|
| 1d8 | Result |
| 1 | 1d6 Softshell Crabmen |
| 2 | 1d6 Sponge Ghouls |
| 3 | 1d8 Stirges |
| 4 | 1 Terrified Scavenger |
| 5 | 1 Sea Snake |
| 6-8 | Heron Attack* |
- ⑪ A dead scavenger's body lies half-submerged in this flooded yacht. Just above the waterline is a tripwire from the a trap set by the deceased. Triggering it will cause a heavy anchor to swing down from the ceiling, dealing 1d8 damage to any in the doorway.
 - ⑫ This professional-looking boat is locked from the inside. If the party manages to get inside, they will find a sophisticated setup, with (now destroyed) monitors and radio equipment. Still unscavenged is a crate of preserved food rations. A skeleton at the wheel has a revolver at his hip, and clutches a GPS system. Supplyin g a power cell will reveal that the device has a destination marked for a nearby island. What was this man so desperate to reach during the Old World's final moments?
 - ⑬ A crash with the large ship has opened up a large hold leading inside, but has also damaged Boat 13 in the process. The remains of an old SCUBA diver's boat, a tank of compressed oxygen is on the brink of rupturing. Any attack made within 5' of the tank has a 50% chance of piercing it, creating an explosion dealing 3d6 damage to those adjacent to it, and 1d6 damage in shrapnel to all in the area.

⑭ If the players set off the trap on Boat 6, these 4 **Crabmen** will leap down and attack. Otherwise, they still lay waiting, and are twice as easy to surprise.

⑮ The “floor” (formerly a bulkhead of the ship) is partially submerged at its far end. The surface of the water is covered in thick algae, which is actually a concealed **Green Slime**. Due to its moist condition, it takes only 1/4 damage from fire.

⑯ If the party manages to climb up to this level, they will reveal an area caked with grisly remains, feathers, and dripping excrement. Partially buried in the mess are the remains of a body in a diving suit, holding an intact Speargun (stats as crossbow, with a respective +1/-1 to hit when under/above water). Nested in the broken ceiling above is the nest of the **Heron Beast**.



HERON BEAST

Nesting on the bow of the large upturned ship (Area N) in the center is a large, mutant heron with leathery, claw-tipped wings and oily, matted feathers. It will eat any living prey, including humans and crabmen. It will attack sponge ghouls, but will spit them out when it discovers the body lacking in savory meat stuffs. Stats as an Owlbear, but with clumsy flight.

* Roll for this encounter both as normal, as well as at the start of any outdoor combat. The Heron Beast will attack by swooping down on a random creature. After an attack (hit or miss), it will fly back to its nest.