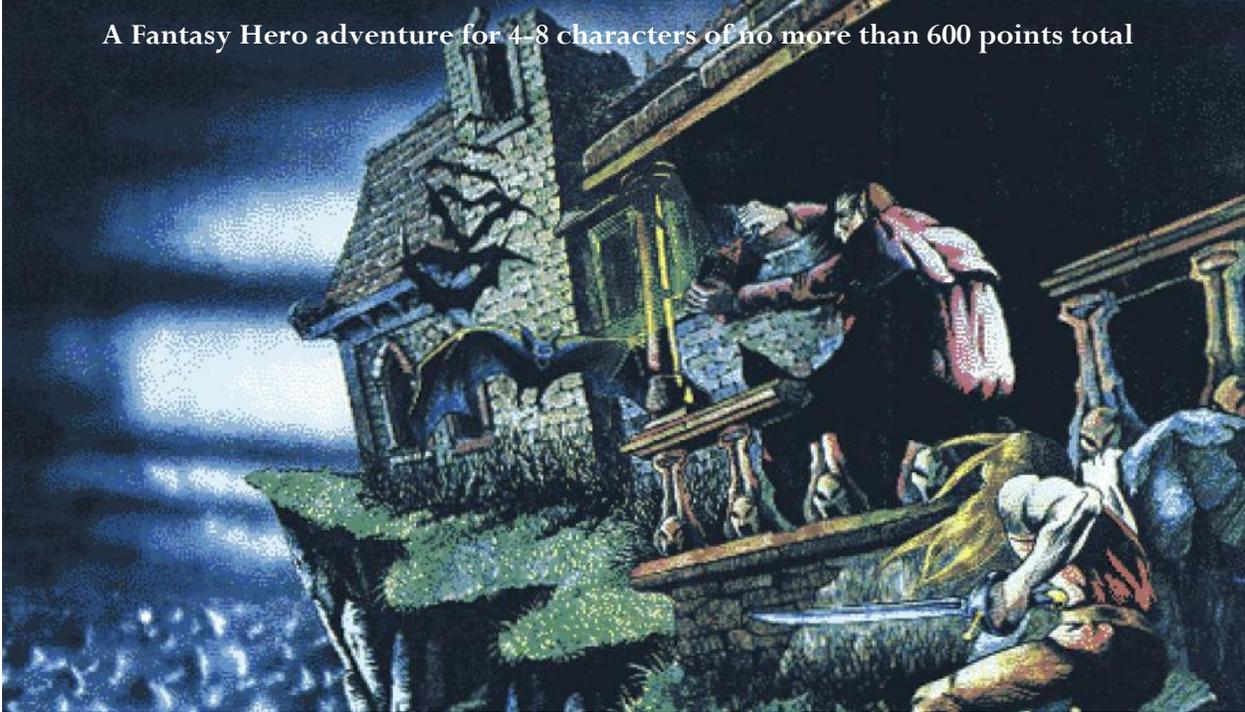


THE SINISTER SECRET OF SALTMARSH

A Fantasy Hero adventure for 4-8 characters of no more than 600 points total



One of the lesser known modules that TSR put out for AD&D was The Sinister Secret of Saltmarsh, U1. The first module produced by TSR's UK division (the same folks who put out the Fiend Folio), this was an offbeat module for low level characters. Involving a haunted mansion, pirates, and a secret, it had an odd Scooby Do kind of feel but it was distinctly British and was a break from the usual dungeon crawls of the American TSR efforts.

The first part of a three-part series, U1-U3 followed a single story much like the Giants series had before it. It was able to stand alone and did not immediately present its self as only part of a trilogy. In fact, the haunted house portion could be played separate from the following pirate ship section.

In Jolrhos Fantasy Hero, this is set on the pirate-plagued coast of the Westermark, in the many small islands that make up the Shattered Isles.

Pirates have long used the passageways and hidden harbors of this area for their bases, and this is one such instance.

Some of the monsters and some elements of the scenario have been changed to fit the setting more closely, and the haunted house's secret has been changed significantly. The basic plot and storyline have been retained, however. Players who long ago played this module will find familiar elements while still facing new challenges and mysteries.

Here is the original adventure description from the module cover and interior:

Desolate and abandoned, the evil alchemist's mansion stands alone on the cliff, looking out towards the sea. Mysterious lights and ghostly hauntings have kept away the people of Saltmarsh, despite rumors of a fabulous, forgotten treasure. What is the mansion's sinister secret?

The original module was copyright TSR, and this has been significantly altered to the point of being a separate product, but is so tied to the original, I still want to give the writers credit. D&D is a copyright of Wizards of the Coast, and Fantasy Hero is a copyright of Hero Games. The original scenario was written by David J. Brown and Donald Trumbull in 1981.

THE LEGEND OF SALTMARSH

Four miles east of Saltmarsh, just inland of the old coast road and looking out to sea, stands the Haunted House. Until twenty years ago it had been the residence of an aged alchemist/magician of sinister reputation, and even then had been shunned by reason of its owner's mysterious occupations. Now, two decades after the sudden and unexplained disappearance of its occupant, the house has acquired an even greater air of evil and mystery with the passing years.

Dilapidated and now long-abandoned, the house presents an unwholesome appearance to the eye. Those hardy souls who have on infrequent occasion sought entry to it (for rumors of a secret hoard of alchemical gold have persisted since the old man's disappearance) have all returned with naught save grim tales of decay presided over by monstrous perils. In more recent years there have been reports of fearsome hauntings--ghastly shrieks and eerie lights emanating from within the dismal place. Now not even the bravest dare so much as to approach the house, leave alone enter it. Indeed, such is the reputation of the house that the fields around it, though prime agricultural land, remain untended and rank with weeds.

Should the adventurers, after learning about the house, seek anyone in the town who has been in the place, they will initially find no one. Persistent questioning of the town's inhabitants will tend to make them frightened and apprehensive, but will not yield any concrete information. If the party pursue their questioning, characters may (DM's discretion) find an aged poacher who will, after suitable inducement (money and/or ale), confess to having wandered into the back door of the house a couple of years before, hoping to 'acquire' some food. Diverted by the prospect of free wine in the cellar, he started to descend the stairs, heard ghastly shrieks and piercing wails--and ran, frightened out of his wits.

He knows where the back door is and will have noticed the well. He will be able to describe, roughly, the kitchen and scullery and the passage which leads to them from the back door, but he knows nothing else of the layout of the place.

Furthermore, his memory of what frightened him has become elaborated over the years, so he is as likely as not to tell the party of a horde of ghosts coming up the stairs to the scullery or a vampire with many rats.

He discovered soon after his escapade that the telling of his tale, in lurid and exaggerated detail, was a simple means of obtaining free ale, plied upon him by eager listeners, but there have been none recently who have asked him to tell and, once his tongue is loosened, he will be eager to restore some lost prestige. Apart from alerting adventurers to sinister and grave dangers (which don't in fact exist) and telling them a little about the layout of the house, he will provide no useful information.

GETTING CHARACTERS INVOLVED

One or more of the characters might be originally from the Saltmarsh area, and remember the old haunted house. Now that they have some training and ability, they might decide now is the time to take a look at the old place.

Another possibility is that one of the characters inherits the place, approached by a legal professional with some documents and a series of papers to sign. Now the ancient mansion is yours thanks to some distant relative - can you clean it out? And what is going on here anyway? The house ultimately isn't worth much any more but it would be something a few dozen gold could rebuild into a very nice place, even one that would earn money with some people working the old fields.

The players might get hired by someone from Saltmarsh, a family who bought or owns the property but can't get anything out of it until the place is cleared out.

A third possibility is that merchants from the area hire the PCs to find the pirates preying on shipping in this area with the Sea Ghost, a small, fast ship. The PCs only know it has been sighted several times near Saltmarsh, so that's the place they can start. Maybe the strange haunted house is connected?

Another possibility is to have the characters just stumble upon the place. A shipwreck or just a really horrible storm might drive the characters to the only lights they see: a storm-battered building on a cliff. Turns out this place is haunted....

A final option is to have the characters hired by the villagers who finally want the place cleared out. This could have a real *Magnificent Seven* feel to it, with poor villagers asking for help without much to pay, but promising great wealth in the mansion, somewhere, supposedly. They pay should be minimal, a few copper each PC plus food and lodging. The GM could even work in a raiding group from the Sea Ghost to attack the town while the PCs try to defend it.

However the PCs become involved, the town of Saltmarsh is a small, minor town without need of much detail. It will serve as a minimal place for the PCs to rest and repair, with a smith that can do basic repairs, an inn with lodging and food, and a market where minor objects can be sold. No one can afford to buy treasures that the PCs find in the mansion or elsewhere, that's got to wait for a bigger town or city.

ADVENTURE SUMMARY

A gang of smugglers and pirates are running contraband on the ship Sea Ghost to a sleepy coastal area from where it can be distributed to a wider market. They have chosen an old house, locally reputed to be haunted, on the cliff near the small fishing town of Saltmarsh as their landing-point for they can obtain easy and secret access to the cellars without attracting local attention via a sea cave. To further cover their activities, they have taken steps to encourage the sinister reputation of the house and a former member of the shore-based part of the gang, being an mage, has used his spell powers to make the house a frightening place to visit, so the locals shun it completely.

Unfortunately, the mage did his job too well, and managed to summon something worse than he intended using an old book he found in a shipwreck years ago. The mage was destroyed by this evil, and now the house that seemed haunted a few weeks ago really is haunted and a large shipment of the pirates' goods are trapped in the mansion.

One of the 'receivers' of the contraband is a prominent merchant in Saltmarsh. The smugglers are, additionally, running arms to a colony of saurian for reasons which are explained in module U2, Danger at Dunwater. The frequent visits of the ship have gone unnoticed by the people of Saltmarsh but they have aroused the curiosity of a tribe of Merfolk nearby and a member of the town has been sent to investigate.

At present, the smugglers have their ship in the cave, trying to find a way safely into the house to get their cache of loot out. They are still using the cave areas of the mansion to store loot, but preferred the mansion since it was much less likely to be explored by a curious child.

Though they are too frightened to do anything themselves about the haunted mansion, the people of Saltmarsh would be very grateful if its menace were removed!

GENERAL NOTES

It will be noticed that encounter descriptions are divided into 'boxed' and 'open' sections. The information in the 'boxed' sections should be read to the players together with approximate dimensions of the area (these can be given more accurately if the party is willing to take time in measurement). Even if not specifically mentioned in the 'boxed' text, describe other features of the area (steps, pillars, etc.) which would be seen without difficulty. Initially the party can act only on this information - hints are sometimes provided in this text, and the GM should only provide vague supporting information if requested. The remaining 'open' sections and all the introductory paragraphs are for the GM alone and should not be conveyed to the players until they discover the facts for themselves.

Until the adventurers find the smugglers, try to make their experience an eerie one, using the room descriptions as the bare bones on which to work. Try to scare them! In both adventures, there will be activity at the location of the adventure when the party arrives. Neither the smugglers nor the crew should simply be left at their original starting locations until discovered by party members, unless of course the party is fortunate enough to take unawares and in turn each small group before significant activity has taken place.

Even then it should be remembered that the smugglers and crew are in 'motion'; for instance, surprising the group of smugglers in cavern area 27 will soon be common knowledge to the other smugglers as they bring contraband up from the lower caves.

The GM must use imagination and discretion to have them react in a manner fitting the prevailing circumstances and not regard them simply as fixtures in their separate areas.

The GM should also note that the smugglers are quite intelligent, well organized and conversant with the House, caverns and surroundings, except for secret area 24 of which they know nothing. Consequently, if they should become aware of the party's intrusion they will react in a co-operative and efficient manner to locate and destroy the intruders.

In a similar vein, even after the adventurers have discovered the smugglers, they should be given no clues other than those they find for themselves, either about the nature of the seagoing side of the smugglers' organization or about the weapon-running aspect of the Sea Ghost's operation.

Thus, have the smugglers and crew go about their normal business until such time as they realize their activities have been discovered; then have them react in coordinated fashion to deal with the menace and to preserve their illicit secret. Sanbalet the smuggler chief is intelligent and shrewd enough to have prepared an emergency plan in the event of discovery and to train his men in carrying it out; the GM would be well advised to follow his example.

Should the party elect to leave the House before completing the adventure and then seek to return at a later time, there are two possibilities and it is for the DM to decide which should apply. Obviously, the smugglers will realize fairly soon that there have been intruders in the House. If they have no reason to suspect their activities have been discovered, they will continue about their business, perhaps posting extra guards for a short time. Alternatively, if they have good reason to believe their activities have been discovered, they will flee the locale, taking all their contraband and possessions with them, so that on return the party will find no trace of them.

It is unlikely that the same will apply to the Sea Ghost. Once a party has bearded the ship, it is almost inconceivable that they will leave without discovering something. In this extremely unlikely event the GM will have to decide how to deal with such an obviously dense, unadventurous party of characters!

SURROUNDING AREA

Saltmarsh is a small village of just over 100 souls perched around a small natural harbor. The town is near a large marshy area next to the sea, a lowland to the south of the town with reeds and marshes which lends it name to the area and the village.

West of the village stands the mansion on a rapidly rising cliff over the sea. At the base of the cliff is a rocky pile that is wet with constantly crashing waves.

This part of the island faces into the ocean but some other islands are still visible in the misty distance at the edges of vision.

The island that Saltmarsh is set on is one of the larger ones of the Shattered Isle, about thirty miles across. The island itself only rises as high as four hundred feet on the south side with forested, wind-swept hills. The primary business on the island is fishing, although there are merchants who have settled here as a home when they aren't on the seas shipping goods and people.

The Saltmarsh itself is several dozen miles across and in times of high waters and storms is mostly submerged in the seas. It is a good spot for ocean shore herbs, with +1 to rolls to discover herbs in the area. It is also somewhat dangerous to travel in because the ground is unsafe and soft. Small trees grow on low hillocks surrounded by reeds and low growing plants, with few solid areas. Most of the Saltmarsh is mud several feet deep which makes travel very slow.

Unless characters are on dry land, they move at -4" running *base* (noncombat multiples are based off the reduced speed). It takes survival at -2 to find a path that is not swampy as well as good light to see by. More of the surrounding area will be revealed in subsequent adventures in the U series.

THE TOWN OF SALTMARSH

The little town of Saltmarsh plays a pivotal role in all four adventures -- the two presented here and those presented in U2 and U3. The 'secret' of Saltmarsh derives from the nature of the town and its surroundings. The Town Council of Saltmarsh will encourage the party to undertake the various adventures (and, to a limited extent, support it financially). It is to Saltmarsh that the party will repair between adventures; it is within the town, and with its people, that the characters will spend several weeks or even months of their adventuring careers.

Furthermore, there is a web of intrigue in the town, woven long before the adventures begin, which will only become apparent to the players as the series develops. Indeed, if the players are particularly obtuse, they may not be aware of this at all, until too late....

Saltmarsh is a small enough town that it does not require a map. The GM should feel free to sketch out a map if they desire, but there are only a few dozen buildings, including homes of locals. The town is clustered on the docks that jut out into natural harbor, a round inlet that reduces the worst of the effect of waves and is deep enough for all but the most gigantic ships. Typically there are D3 large boats at the dock plus 2D6 smaller boats in the harbor at any given time. On rare occasions a larger ship will be docked for repairs, particularly in a storm or after sustaining damage from weather, monsters, poor navigation, or piracy.

The Princess appointed a governor for the islands and in turn this governor appoints mayors for larger towns that report to him. Saltmarsh is too small a town for a mayor and instead is run by a council made up of seven of the most prominent members of the area. Every few months or in emergencies the council meets to discuss local matters and prepare a semiannual report for the mayor of the nearby island town called Fendish.

This council is made up of local men of importance and wealth, none of which are nobility or particularly rich by city standards, but they stand out in this town.

The present council is made up of the following members:



Barbera Fest: Retired from years of fishing, he has a small fleet of 3 boats and a steady, lucrative business running other fishermen under him. Barbera is the most wealthy man in Saltmarsh.

Coel Fenthien: Elven settler, Coel is the oldest person on the island. He was living here before Marton Isle was destroyed, and has a great wealth of quiet wisdom. If the PCs are particularly stuck, this would be a good person to consult. He is not very wealthy, at least as far as the town knows, nor is he a mighty mage although he knows some magic he uses to keep himself in comfort.

Mavron Yenson: Once a pirate, Mavron settled on the island with his wealth and lived a life of comfort. In the process he met and married a local girl and became part of the community. His money is still notable, but he is starting to run low and is eyeing the sea once more at 54.

Sorthen Istharr: The most powerful mage on the island, Sorthen is considered a wise man and an expert on all matters arcane. In fact he is quite learned but his magical abilities are not any better than any mage PC (and he studied primarily commerce and castle magic).

Jorne Shon: A retired bard who gave up the city life when his voice was damaged in a fight. Now he spends his money writing ballads and keeping a long detailed history of the islands in the area. The recordkeeper for Saltmarsh and the town's clerk, Jorne is a treasure trove of information about the town with a husky, rough voice.

Wayn Kensas: The disowned younger son of a noble, Wayn has changed his name and abandoned his old family. He moved here to get away from the city and the frustrations of nobility, and while he's not wealthy is comfortable. Wayn is the head of the council due to his natural charisma and organizational skills. He also owns much of the local farmland.

Manfred Ringeweld: The silent partner in a shipping firm based out of Arundel, Manfred gave the man who runs the firm his start and uses contacts to help bring in business. In return, he lives a life of comfort and quiet on this small island and is in charge of the docks and harbor.

The only other major citizens are Father Semple, Olan Colast, and Jase Mangon. Father Semple is a priest of purity that lives in the area. Quite aged, he was once on the town council but now only helps people with problems, does minor rituals, and helps with healing. He doesn't have the command he once did of magic, but can do a Greater Cure and Balm spell still. He doesn't need money but will guilt people into donating to the church fund that helps indigent sailors find work and clothing and the orphan fund for the island's children who lost fathers at sea.

Olan Colast is a merchant who runs a warehouse on the docks. Materials that are stored here are either kept at individual houses or in the Colast warehouse. Olan also is involved with the smugglers, as is revealed in more detail later.

The final NPC of note is Jase Mangon who runs the Fishbone Inn, the only place to stay in town for strangers. Jase runs a good place, but he doesn't have a lot of business. As a result he has one common room (1 ip a night), two dorms (4 beds in each, 2 ip a night), and one suite of two rooms connected with a washroom (1 cp a night). Meals are extra. This is likely where the PCs will stay when not adventuring.

THE HAUNTED MANSION

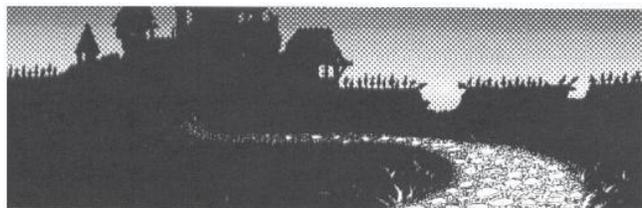
Located a few hundred yards south of town on a rapidly rising hill, this was once the home of a noted alchemist and merchant. The man was so successful with his potions and remedies that he moved here to study his craft in peace. The mansion has a weathered stone wall around it, and beneath it are several large fields of crops that now are owned and managed by Wayn Kensas.

The Haunted House stands on the cliff top 70 feet above sea level and about 80 feet from the cliff edge. The 6' high stone wall surrounding the garden has partially collapsed in a number of places, so access to any part of the garden is simple even if the main gate on the cliff road is ignored. This gate, of a heavy and ornate metal construction, is still functional and stands open. The garden itself is overgrown and shows no sign of any care for years. However, any part of the garden and the main earth driveway can be easily traversed.

The well to the east of the rear of the House is 5' in diameter and 15' deep with 3' of water at the bottom and a rocky floor. An arrowhead rattler lives in a hole in the well side about 2' above the floor and will attack anyone who reaches the water level.

The house is 35' high from ground level to roof ridge; the roof is peak-pointed and gabled, with several holes from missing slates. The interior is very dilapidated, damp and with patches of harmless mold everywhere. Cobwebs festoon the place; the woodwork is generally rotten, while dust and dirt are thick and rubbish is scattered about in profusion. Plaster fallen from ceilings and walls lies on the floor in several places; many floorboards are loose and some are missing entirely, while there is liberal evidence of rodent and insect infestation.

Many rooms have fireplaces and chimneys, which show no signs of recent use. The chimneys are too narrow and twisting for anyone human sized to climb.



All house corridors are 5' wide and 10' high; all rooms are 10' high except for the attic level where, because of the sloping roof, the height ranges from 1' at the sides to 15' in the center.

All doors are 5' wide and 7' high, of normal wood construction; all are closed but unlocked (exception -- see room 15) and easy to open. Most of the windows have panes broken and all are easy to open.

Light is excellent on the ground and first floors of the House. In the attic, due to sundry holes in the roof, the illumination is dim but adequate though leaving plenty of dark shadows in corners. In areas 20, 23, 24, 25 and 26 there is no light at all. In areas 21, 22, 27, 28 and 29 the light is good since there are torches set in crude brackets on the walls.

The interior walls in the house are sturdy, with 4 defense and 6 body. The exterior walls are slightly tougher with 5 defense and 8 body. Unless otherwise noted, the floors and ceilings are stable and will carry normal PC weight. Inside the house will provide some protection from the elements but there is no heat unless the PCs start a fire.

There are no wandering monsters in the Haunted Mansion. All encounters are static, they will be in the rooms or areas as described when the PCs first arrive. Later encounters may find the areas changed or with new inhabitants as the GM desires. After all these years, the structure has attracted various creatures.



THE HAUNTED MANSION KEY

FIRST FLOOR

1. ENTRANCE HALL

The front door opens onto a musty, dirty entrance hall. To your left a corridor leads into the west wing of the house. On either side of the corridor opening the walls are bare but some pieces of wood in the corner near the window indicate that a small wooden table or chair once stood there. Ahead of you, another corridor leads towards the rear of the house.

To your right a staircase climbs to the next story, reaching it at a balcony which overlooks the hall along its north and west sides; the stairs appear safe to climb though the balcony rail is broken in several places. Under the stairs at the rear of the hall a third corridor leads east.

So long as it is done before the party move into the hall proper, a careful examination of the floor (-3 PER roll) will reveal two 'paths' along which there has been occasional human movement - one from the foot of the stairs to the corridor towards the kitchen, the other from the foot of the stairs to the western corridor. These were made by the smugglers when moving between the cellar and their signaling point in room 14.

Should the tracks be discovered here and followed in any of the three directions (upstairs to room 14 or to the cellar via either route), they will take a -2 check to tracking to follow successfully. Should the party, now or later, ascend the stairs...

The stairs creak ominously as you ascend but they are safe enough. At the top you reach the gallery which is on the north and west walls of the hall. To east and west the corridor appears to stretch the full width of the house, doors leading off it to the south. Opposite the western portion of the gallery is another corridor leading north.

The stairs will not collapse under the party's weight but at a point on the gallery 10' to the west of the head of the stairs the floorboards are so rotten that they will collapse if any party member steps on them (the fall causing 1-6 hit points of damage) leaving a gap stretching from the wall clear to the gallery edge and 7' across.

2. LIBRARY

You can tell that this room was once a library, with bookshelves around the walls. Most of the bookshelves are broken now and in many places have come away from the wall altogether. Those few shelves still intact are empty but there is a pile of books in the southwest corner.

There are 14 books in the pile untidily thrown into the corner and now covered with cobwebs, vermin droppings and harmless mould. All have been partially spoiled by damp, mould and mice but are still legible. Only three are of any interest, the other eleven being of a routine nature (histories, collections of romantic poems and so forth). These three are clearly titled on the spine:

The Magical Properties of Gemstones by Tenser
The Magical Properties of Herbs and Flowers by Tenser
The Metaphysics of Mathematics by Nystul

These three books can be sold for 15 sp each or studied for their informative properties. The GM should note that no one in Saltmarsh has the funds or interest to buy these books.

If the players want their characters to read the books and demand to know something of their contents, the GM's imagination may be stretched! However reading the books will convey no special advantage to the characters and most of their contents will be too obscure for comprehension.

Inside the third volume can be found a sheet of parchment obviously torn from a larger sheet, on which are a few lines of handwritten text in the common tongue. It has been spoiled by damp so that only two words are still legible:

".....*beyond skeletons*....."

3. STUDY

This room was once a writing room or study. Against the wall under the windows is a large wooden writing desk partially broken and riddled with damp rot. There are three drawers in each pedestal and a large central drawer; the latter is closed but the others are all open -- two obviously broken open forcibly.

The central drawer (which is locked at -1 to pick - the key has been lost for years) contains nothing but valueless documents, all written in the common tongue: receipts for payments on the purchase of various chemicals and laboratory equipment. A careful search of the cavity in which the central drawer fits will reveal a small secret compartment. Inside, wrapped in cloth, is a glass phial containing a watery, rose-colored liquid with a spicy aroma (*Potion of Antidote*, two doses). The other drawers are all empty.

4. LIVING AREA

A door in the north wall leads onto a small paved patio, the paving now cracked and over-run with weeds. There is a pile of refuse in the south east corner. Otherwise, the room is bare.

The secret trap door in the floor at S (detect as secret door) leads via a staircase down into cellar area 21. A permanent illusion has been cast in the area by the mage who used to work for the smugglers. It shouts "**Welcome, fools -- welcome to your deaths!**" followed by a prolonged burst of insane and fiendish laughter from the ceiling above.

The pile of refuse contains nothing of value except a single large gold earring, value 2 sp. Should the party manage to follow the tracks from the entrance hall, they will lead to the trap door.

5. LIVING AREA

The only thing of any note in the room is a clump of tiny red mushrooms apparently growing out of the floor all around the fireplace in a roughly semicircular formation. Otherwise the room is bare.

The mushrooms are perfectly harmless though their presence may cause any adventurer wishing to step into the fireplace to do so carefully to avoid touching them. Up the chimney, about 3' above the top of the fireplace, is a loose stone concealing a small cavity. Inside the cavity is a small, cracked leather pouch containing an amethyst, value 12 sp.

At night this room also contains a Feral Haunt that is summoned each nightfall and is destroyed by the sun each day. It will attack any who enter, relying on its frightening presence against superior numbers.

6. LIVING AREA

This room is empty. The only matter of interest is that the quantity of fallen plaster on the floor is significantly greater than elsewhere.

The floors in the two rooms above (see rooms 14 and 15) are considerably weaker than elsewhere. There is nothing else of interest and nothing of value here.

7. DINING ROOM

At one time a long table stands in the center of this room; A broken chair stands against the wall between the windows and there is a heap of broken china in the northwest corner. Something is lying on the table, covered by a sheet.

The "something" under the sheet is the partially devoured body of a smuggler. Under the table are crouched two ghouls, concealed by the chairs, tablecloth, and the six foot wide by fifteen foot long table. The ghouls heard the PCs moving around, covered their feast and hid til they could ambush the party, preferably by pulling one of them under the table. The GM may reduce this to 1 ghoul if the party is not up to the challenge, or increase it to more if they are particularly capable.

8. DRAWING ROOM

Two stuffed armchairs stand near the fireplace of this room. The covers of both have been torn or cut and the stuffing has been pulled out; however, the wooden frames are still intact. The pieces of a broken table lie on the floor near the north wall.

Lying on top of the mantel of the fireplace is a stone that fell loose from the chimney. Above it is an empty space where the stone was, and the gleam of something metal can be seen in the cavity. This is a Ring of Protection but it is in a niche that leads all the way through to the chimney, a full foot into the stone, and the ring is in the back. It was left there long ago by the alchemist's mistress and forgotten. Over time the loose stone worked its way loose and fell.

A spiderling lives inside the chimney and will attack anyone investigating the loose stone. It will attack anyone who reaches in to try to grab the ring, biting them with a poisonous bite. The area is too small to reach inside with a glove of heavier armor than cloth, which makes the hand particularly vulnerable. PCs will be 1/2 DCV while groping into the chimney for this ring. If the characters use an object to try to retrieve the shiny object, it will be knocked back into the fireplace and can be heard ringing as it bounces off rocks. Beneath each of the fireplaces is a chute for ashes and dust for easy cleanup: the ring fell into that and is irretrievably gone.

9. KITCHEN

This was obviously the kitchen. It is dirty and damp, with patches of grey mold and a few cobwebs on the floor, walls and ceiling. In the corner to your left is some iron cooking equipment with a chimney above. Next to it, under the window, is a cracked and discolored stone sink.

To the right of the sink a small, closed wooden cupboard is fixed to the wall about 5' above floor level.

Against the far wall a flight of wooden stairs leads upwards from left to right; even from the door it is obvious that the woodwork is decayed and a few of the treads are missing.

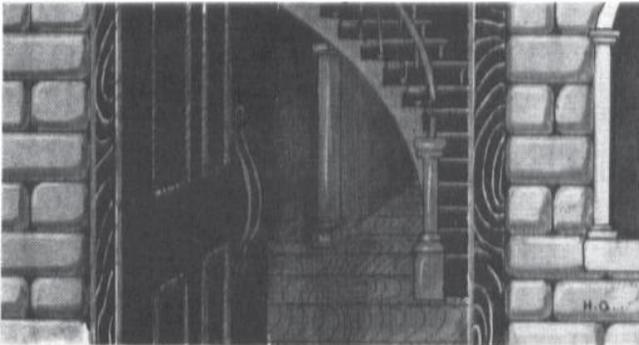
A family of 5 skeletal rats live in a nest under the floor below the sink, with access to the room via a hole at floor level. They will attack any character coming close to the sink or investigating the cupboard. These creatures are simply undead versions of rats (they take no stun and do not bleed, have no hit locations, and have full life support; they also have no CON, EGO, or Stun, and all abilities are 0 END Cost).

10. SCULLERY

This room has suffered the effects of damp and decay more than most in the house. Mould grows in patches on the floor, walls and ceiling; there are many cobwebs, though even these appear to be decaying. A large copper boiler, dented, split, discolored and empty, stands under the window; a small heap of crockery shards is on the floor beside it. Stairs lead down into the darkness of what is presumably a cellar.

Another illusion enchantment has been cast on the stairs and will be triggered when anyone treads on the top step. If the spell is set off, hideous screams -- as if of a soul in torment -- will rise from the cellar area below. They last a few seconds at most, then die away in hideous whimpering and a gasping rattle.

At night, this room is also haunted by a Feral Haunt. If the GM decides this is not dangerous enough for the PCs, more might be added. During daytime there is no haunt here as the light destroys it each dawn to be re-summoned at nightfall.



SECOND FLOOR

11. BEDROOM

What was once a fine master bedroom now stands dirty and decayed. Some of the floorboards are missing and there is rubbish scattered around. A tall wooden cupboard stands against the wall opposite the fireplace, its door closed.

The cupboard contains two items in addition to the bones of a few rats and bats: a pair of old, cracked leather boots with no value or special properties, and a dirty, ragged, stained cloak hanging on a peg. The cloak has been enchanted with a spirit in an early experiment by the mage, and if anything living comes within two meters of the thing, it attacks. The cloak has 17 DEX and 4 speed, it attacks by wrapping around the victim and smothering them, acting as a 2D6, 4 Body entangle that has no energy defense. While it is on a victim it covers their head entirely, blinding them and doing a 1D6 NND normal attack each phase, full damage as it suffocates them. Attacks on the cloak will of course hit the victim as well. When destroyed, the cloak falls to the ground and the spell is broken.

There is nothing of value in the room.

12. BEDROOM

Once perhaps a fine guest bedroom, this is now decayed like the rest of the house. Rubbish is scattered around; there is some evidence of rodent infestation and some webs hang torpid in the corners. A four-poster bed, once a grand piece of furniture, is against the wall opposite the fireplace. Its woodwork is worm-ridden and the curtains which once screened the bed are torn and stained. There is no bed linen, but the carcass of the bed is relatively intact.

While the PCs are in here, they hear whispering just at the edge of their hearing, almost as if spirits are speaking to them personally. They hear what sounds like their name and can see brief movement out of the corner of their eye that is not there when the PC turns to look directly in that area.

There is nothing of interest or value here.

13. BEDROOM

This bedroom is dirty and decayed; the floorboards appear intact but rubbish is scattered everywhere and webs are profuse on the walls and ceiling. From the doorway, you can see a glint of light in the fireplace from what appears to be a small, highly reflective object. There is no furniture in here.

The object in the fireplace is simply a fist-sized chunk of crystal. It has no value though it is superficially attractive. In the webs live two Spiderlings. These Spiderlings only have paralysis poison and no lethal venom. They are able to leap 3" in a half move, however.

14. BEDROOM

Another dirty, decaying bedroom without furniture. From the doorway the floor in here does not look particularly safe; some floorboards are missing while others appear to have suffered partial collapse.

The 'safe area' is a 3-5' wide strip from the door down the west wall and across to the window. Adventurers may stand in this area without danger but anyone moving into another part of the room may precipitate a collapse of the floor. There is a base 11- chance each move on this section of flooring, +1 to this chance per 25 pounds over 150. Characters that fall the land in room 6 Below, a 3" drop with chunks of plaster, wood, and nails making the fall do penetrating damage.

If the party has been able to follow the tracks leading upstairs from the entrance hall (room 1) they will be found to lead into this room, around the safe area and to the window. A combination of the position of the house and the topography of the cliff results in this room providing the best view of the sea from any part of the house, and it is from here that the smugglers signal to their colleagues out at sea. Careful examination of the window area will give small clues to this fact -- fresh scratches on the sill where the lantern has been placed, scuffing of the floor dust immediately by the window and so forth. However, these signs cannot be seen from the door; they require close observation for discovery.

15. BEDROOM

The door to this room appears to be locked or held by some means.

The lock is a normal one and the key can be found quite easily on the sill of the window at the eastern end of the corridor. The key turns very smoothly and an alert party may deduce that the lock has been oiled recently.

This is a dirty, decayed bedroom and the floor looks rather unsafe.

The 'safe area' in here is a 4' strip from the door to the east wall and along that wall to the front of the house.

In the far corner covers a ragged, crazed-looking man. He is clad only in undergarments and appears to have no weapons or equipment.

This unfortunate is named Ned Shakeshaft and was once a smuggler. He was part of a group trying to get to their loot in the house who fell prey to the evil that dwells here. He appears simply to be a fellow who is terrified out of his wits, barely able to string together a sentence and cowering from the PCs. He will back away from them with wide eyes unless very well assured and carefully dealt with. He seems harmless, if a bit crazed and frightened.

However, Ned has a secret. He was possessed by a ghost, the most powerful creature in the house. The ghost used up all of its ectoplasm to gain human form and in the process became trapped. It picked a wretched form and hasn't got much power any more, but is still troublesome. Ned Shakeshaft will go along with the PCs, cowering and hanging back until they get near an exit, then he will manifest his true nature.

The man called Ned speaks to you with a new voice, a hollow, evil voice different than he sounded like earlier.

"YOU WILL NEVER ESCAPE THIS DOOMED PLACE ALIVE"

Ned lifts off the floor a foot and his head slowly rotates completely in a circle while laughing a deep, evil cackle.

Ned's stats and abilities are listed in the NPC section at the end of this adventure, on page 38. He will be a handful for the PCs, and should be played up as spooky and bizarre as possible, crawling backwards up a wall like a spider, levitating, and so on. Whatever Ned once was, he is no longer.

16. BEDROOM

A large bedroom, now decaying and dirty. Damp mould covers portions of the walls and ceiling and rubbish is strewn liberally round the floor. In the center is a single mattress which has been badly torn and from which the stuffing protrudes. Under the window is a large wooden chest, the timbers split, its lid closed.

The mattress contains nothing but stuffing.

The chest is not locked and will open easily. Inside is a pile of moldy ragged clothing -- nothing of value -- and a bundle of documents, mostly moldy and stained.

Most of these documents are old letters which appear to relate to the original purchase of the house; details are unclear, though their general tenor can be deduced. Under the chest is a loose floorboard which conceals a small cavity in the floor. Within the cavity is a small leather bag containing 4 small agates, value 25 CP each.

17. STORAGE ROOM

This room appears to have been used for storage. A large oak chest stands under the window, its lid closed. Elsewhere in the room are three wooden chairs, all broken, two splintered wooden buckets and a mildewed sack. Just inside the door is a bundle of what looks like clothing; this bundle carries no dust and appears to have been put here recently.

The chest contains bolts of silk and assorted women's clothing, in total worth 4D6 in D6 (4-144) copper. This has sat for more than two months, placed here for storage between shipments by the smugglers then lost when the house was taken over by evil spirits. The smugglers are trying to recover the 150 pound chest but have not been successful thus far.

18. LANDING

Along the north wall of this area a staircase descends to ground floor of the rear of the house. The treads appear to be insecure.

Another staircase along the east wall climbs to the upper level. This has mostly collapsed -- only the lowest six steps are still intact and there is no easy access to the hole in the ceiling to where the staircase used to lead. A heap of rotten timber lies in the northeast corner.

Closer examination of the staircase down to the kitchen reveals that a few of the treads are missing. These stairs are, however, passable with difficulty, whereas the party will have to find other ways of ascending to the attic if they wish to do so. The ceiling is 12 feet up and the ceiling hole is 3' from the nearest wall. There is nothing above for a rope to snag on if somehow a loop is thrown through the opening (8 DCV).

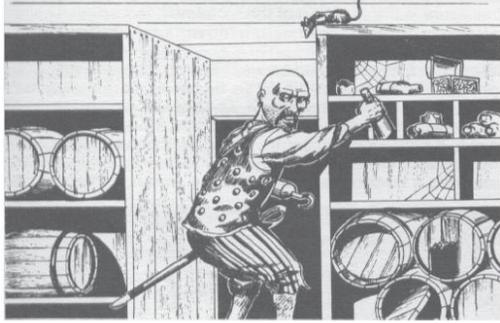
19. ATTIC

The attic is not shown in the house plan on the inside of the module folder. It occupies the entire area under the roof of the House and is thus a large, T-shaped area. As the party enters from area 18...

A gaping hole in the floor shows where the top of the staircase used to lead before its collapse. There are grimy cobwebs on the walls and ceiling and the floor is liberally strewn with dust and rubbish.

Several holes in the roof allow dim light to enter this large, dirty room which appears to extend from the back to the front of the House. There are pieces of broken furniture here and there, and rubbish is heaped about the floor. There are two large sacks in the northwest corner. Otherwise there appears to be nothing of interest here.

The sacks contain old clothing and rags. There is nothing of interest or value in this area. The entry of the party into the attic will alert the monsters in the southern area unless the PCs are unusually stealthy, but they will not attack in the northern section; instead they will wait for potential victims to reach the southern area, where they will have more freedom for attack.



As you approach the southern part of the attic you can see that it appears to extend over the whole of the front portion of the house. It is a storage room where the bric-a-brac of many years has been left. There are more broken pieces of furniture, a few sacks and piles of old clothes, but in general the room appears to contain nothing of interest.

In the southeast corner, up in the rafters, is a nest of 4 Rotwing Bats. The creatures will wait until their victims reach the open area before attacking, though their need for blood is such that they will pursue fleeing victims into the northern area if necessary later. In the pocket of a desiccated pirate's body is a charm, an enchanted scarf. There are two small kegs in this room with ale in each (3 gallons each) weighing 25 pounds each and selling for 3D6 copper each.

CELLAR AND CAVERN AREAS

20. CELLAR

This was obviously a wine cellar. Wooden bottle racks -mostly broken -- line the north and west walls to a height of 6'. There appear to be no intact bottles left in the racks though there are several with broken necks. Broken bottles cover the floor beneath and near the racks. Against the east wall, at the foot of the stairs, are two large metal storage bins which appear to be empty.

In the center of the room lies a human corpse clad in plate mail; a long sword lies by the corpse's right hand and a large shield lies across the legs.

The wine and contents of the storage bins have long since been appropriated by the smugglers. One of the bins now contains some refuse which will prove to be foul-smelling if disturbed.

The corpse is that of a fighting man, dead about 3 weeks. His sword and shield are non-magical but his armor is *Quality Plate Mail*. His belt pouch has been cut open and is empty, but there is an emerald worth 25 SP in the hollow heel of his right boot. His body also carries other normal, non-magical items such as a dagger, a backpack containing rotted provisions and a silver mirror.

The corpse is infested with Ghoul Worms. There are a number of them equal to the party and they will be activated by any search of the body and associated items. There are three zombies in the refuse pile, covered by trash and rotting material, if the Ghoul Worms attack or the refuse is disturbed, they will rise, groaning, from the rotting material. Each zombie has 2 Ghoul Worms living in it that will burst out once they are killed. The Zombies will lie quiet if undisturbed.

Should the party have been successful in following the tracks from the entrance hall, they will lead to the secret door on the south wall.

21. CELLAR

If the party penetrates to this area it will be of crucial importance for the GM to determine whether the smuggler in this room is aware of the intrusion. Since his position (see below) is such that he is partially turned away both from the stairs to room 4 and from the secret door to room 20, and since a long period of easy crime has made him careless, the smuggler will not notice a quiet, cautious intrusion from either quarter. He cannot, however, fail to notice a noisy entrance and indeed is certain to hear noisy activity either in the lounge or in the wine cellar (including burning away ghoul worms and zombies, if they attack).

Between these extremes, the GM should make a rational judgment.

If the smuggler is alerted, and if he has time to do so, he will immediately go through the secret door to the cavern area to warn his colleagues. This means that adventurers entering this room might find it empty -- whatever Sanbalet's plans to deal with intruders, they will take a little time to initiate.

You have entered a room which is so unlike anything else you have seen in the House that for a moment you pause, somewhat taken aback. The illumination here is good since several lighted torches are held in shoulder-high brackets around the walls.

This was obviously a cellar, but equally obviously it is now used for an entirely different purpose; your first impression is that it is the living quarters for about ten people. The door has a chalk word scrawled on it on the cellar side: DANGER.

If the smuggler is present, indicate his presence and position (seated at the north side of the central table, engaged in carving a model boat from a hunk of wood) to the party, together with any immediate actions he takes. The smuggler will be terrified at first, anything coming *from* the house has tended to be horrific in the past.

If the smuggler is absent, or after he has been dealt with, read the full description of this area.

Ten single beds (crude affairs -- little more than thin mattresses on boards) stand with heads to the south wall, each with a small wooden locker at its foot. In the center of the flagged floor is a long wooden trestle table on which there is a variety of cheap metal cutlery and earthenware crockery together with a large jug about half full of a light brown liquid. There are a dozen wooden stools round the table.

Against the north wall are two casks, one larger than the other and both broached. The larger one is nearly full of a clear liquid, the smaller one about half full of a light brown liquid. A metal dipper hangs on the outside of the rim of the larger cask.

Next to the casks is a large wooden bin. Above it, hanging on hooks on the wall, are a large ham, a long string of sausages and a small side of meat. Next to the bin is what appears to be a crude, metal wood-fired stove standing in a fireplace. Above the stove, on a shelf, are some iron and earthenware-cooking utensils, while next to it is a small pile of logs.

Near the foot of the stairs are two small, unbroached casks; next to them is a bolt of cloth.

The contents of the room are mostly innocuous. The jug and small broached cask contain cheap ale, the large cask water.

The side of meat is salted mutton. The unbroached casks both contain brandy (value 5 CP each) and the bolt is of fine silk (value 1 SP). The lockers, all unlocked, contain only clothing and small personal effects of no value, beyond indicating that all the residents of this room are male and probably human.

The stove is cool and unlit. The wooden bin contains a considerable food supply -- black bread, dried beans, flour, dried fruit, animal fats, salt and a small amount of honey.

If and when the party looks towards the door to room 23, read the following:

The door to your left appears normal but the one ahead of you has a strong wooden bar across it, carried in brackets on the frame and the door itself. On the door has been written the single word 'DANGER' in the common tongue; this has been inscribed in large letters using chalk.

22. SANBALET'S QUARTERS

This small room is clearly the quarters of a person senior to those who live in the 'barracks' main room, since the furnishing is less crude and the place is clean and tidy, as if cared for by a servant. There is a comfortable-looking bed in the northwest corner with a wooden locker at its foot. A small wooden table stands against the east wall, and beside it is a padded leather chair. On the table is a brass 9-branch candlestick and in it burn 3 candles, giving the room good illumination. The candles, though not fresh, are far from spent.

Under the table is a small wooden box and a bullseye lantern with a moveable shutter over the lens; the lantern is unlit.

On a shelf above the table are stacked three books.

In the northeast corner is a wooden cupboard with the door closed.

The wooden locker contains clothing and personal effects - nothing of value or of particular interest. The wooden box under the table contains 3 flasks of oil, a tinderbox with flint and steel, 8 new candles and a piece of parchment with a rough map and an arrow depicting a ship's progression on it (handout 3).

The books are:

1. a volume of erotic poetry, fully illustrated;
2. a naval almanac listing tide times for the area of coast containing Saltmarsh (a total of 100 miles of coastline is covered);
3. A diary or log. Most of the log is boring information about sailings and the passage of days aboard a ship. However, inside this book is a sheet of parchment carrying some simple words and phrases in the common tongue and transliterated words in the Shark clan Beastman language. Note that unless one of the characters speaks Shark Clan Beastman it will not be identified as such, but will be "some foreign language."

The first two items can be sold locally for 1 SP each. The third item is more specialized, it might sell for up to 2 cp to a collector but customers are most unlikely to be found in Saltmarsh or any other small town. The sheet of parchment has no monetary value, though it is a curiosity. Examples of the words it carries 'in translation' are "Stop!," "Fight," "Buy" and so forth - clearly key words used by Sanbalet for interacting with Beastmen (the sequels to this adventure explain the significance of this). The cupboard contains only an oilskin coat hanging on a hook.



There is a secret cavity in the underside of the tabletop in which is hidden some of Sanbalet's loot. It is kept in a small iron box, locked and needle-trapped (the key is in Sanbalet's belt-pouch). In the box are flat glass phials bedded in wood shavings. The slim phials each contain one draught of a potion: - three *Potions of Healing* (pale yellow), a *Potion of the Sea* (light blue) and a *Potion of Haste* (deep green).

The lock of this box is simple, only -1 to lockpicking. The trap only triggers if someone tries to open the box without unlocking it or fails to pick the lock. The needle of the trap is discolored, having been tipped with a blue dye. It is not poisonous and has no other harmful effects, but the dye will spread under the skin, forming an obvious blue patch (Sanbalet does not entirely trust his henchmen where such valuables are concerned).

23. DEAD ROOM

The door to this room is barred with boards nailed across the door. (see the last paragraph of the description of room 21). If players ask about the barring, tell them the wooden bar appears to have been in place a long time. The smugglers, if asked, say the room is evil and they wanted to keep it sealed up.

This room is dark. Light from the large room behind you spills faintly to show that the room is only about 12' across, but to your left there is only darkness. What little you can see is dingy and dirty. A body sits in the middle of a large arcane symbol, stinking of rot.

This room is where the mage who was working with the smugglers died. His name was Olandar and he experimented with magic he was unable to control. Due to this unfortunate turn of events he ended up unleashing a lot of powerful, dark magic on the mansion but not enough to spread beyond its boundaries. Thus the house main area is haunted by a variety of horrors, but the cellar and caves are safe, for now.

The body of the mage lies in here rotted for weeks and reeking horribly. It is slumped in a circle of odd design (necromantic) with black candles at strategic points totally melted out. The ground and walls are scribed with words in arcanum and scrolls lie around the body like they were laid out to read in sequence. A bloody dagger lies on the floor by Olandar's dead hand.

Olandar's palms are cut, and he used the blood to scribe words inside the necromantic diagram. If his face (looking at the floor) is examined, it is frozen in an expression of absolute, mind-wracking terror.

If anyone has aura vision they see the diagram is positively throbbing with evil. Anyone who detects magic finds it strongly centered on the diagram. The diagram is drawn with a special paint made from spinal fluid, blood, and lead and will be difficult to scrub away, but any solvent will do it after a turn of work.

However Olandar is not entirely gone. Anyone who enters the room feels a *presence* they cannot exactly describe, one that cannot leave the room. It will do nothing unless the body or the diagram are disturbed. The candles and scrolls are irrelevant. First, a Gravemist forms from Olandar's body, it is tied to his spirit and cannot leave the room, but can reach anywhere in it. It will try to kill the first person to disturb either the body or the diagram.

If this fails to stop the PCs, the body bends backwards with a horrible screaming and crunching sound like bones are being ground to powder, and from his bowels pours a swarm of spiders - a ground-based insect swarm. If this is destroyed, all is quiet for nearly a full turn - just enough time to *almost* break the diagram. Then two feral haunts appear and attack. They will chase the party all the way outside, but will not leave the house or the underground area. Each turn two more will be summoned, until the diagram is broken.

When the diagram is finally broken, the corpse's mouth opens and a deep, rushing sigh is heard, the lights flicker and blow with a wind, and a thousand distant screams can be heard to disappear into the distance: the haunting of the Mansion is ended.

There is nothing of value in the room except the necromantic texts, which will get the seller arrested and possibly burned by an angry mob unless they can find a very discreet collector or a necromancer (who can be trusted, at least temporarily). For these buyers, each of the seven sheets is worth 5 silver.

The secret door to room 24 Olandar never even saw, it is -3 PER to spot, assuming the walls are even searched.

24. LABORATORY

Assuming some illumination is provided by the party when they open the secret door:

The secret door opens towards you to reveal, piled on the floor of this room, a clutter of old and broken glass and earthenware. There are three small copper pots amidst the debris and these appear to be intact.

There is nothing of value in this debris piled by the north wall of the laboratory. As the party gets a view of the rest of the room...

A bench runs down the west wall of what was obviously a laboratory. On the bench are various jars of powders and liquids and several pieces of chemical apparatus, some stained in different colors as the liquids they contained dried up long ago.

There is a table against the south wall, forming an i-shape with the bench. In the chair before the table sits a human figure with its back to you, apparently studying a book which is open on the table. The figure wears a robe, embroidered with a variety of mystic symbols, and a pointed hat.

On the table is a candlestick, a tiny stump of unlit candle remaining in it, and a variety of other items which, even in the dim light, shine with the warmth of pure gold. One of these objects looks like a human skull.

The figure is the skeleton of the alchemist and original owner of the House struck dead during his work by a heart attack.

Before the alchemist died he was reading the book which lies open on the table.

Its title is *Ye Secret of Ye Philosopher's Stone*, no author acknowledged. The book is very valuable and any alchemist will gladly pay 3D6 GP for it (though the party will have to travel to a larger center of population than Saltmarsh to find a customer). In the main, the book is too profound and recondite a work to be understood by anyone other than the appropriate specialist (and even that specialist would have to be very learned), but the party will be able to deduce the general subject matter.



Broadly, the book instructs on the making of a 'Philosopher's Stone', then describes how that stone can be used to convert base metal into gold. Words like 'stone,' 'gold,' 'transmuting' and so forth will be recognizable and will recur frequently - the DM must decide how quickly and how accurately the party can deduce the tenor of the book's contents.

The golden objects are in fact of pure gold. So far as the party is aware, these objects are the results of several successful experiments. They are:

- a human skull, value 75 SP
- an apple, value 15 SP
- a rose, value 15 SP
- a set of five small discs (actually balance weights), value 5 SP in total.

A secret drawer in the table contains the alchemist's spell book (he was a genuine magic-user), but the book has been badly damaged at some time and the only spells still legible are

The skeleton wears a leather belt pouch in which there are 47 CP.

In the clenched left fist of the skeleton can be found a smooth, ovoid pebble about 4 ounces in weight and having a lustrous pale gold color. It emits a faint glow (and indeterminate magical power) if detect magic is cast on it.

Though the party might assume it is the Philosopher's Stone, but the stone itself is dissolved and imbibed by the alchemist to work its power, and is not a rock that can be discovered any more. This stone is in fact a cursed luck-stone which will elect as its 'owner' the first character to handle it.

On the table is an alembic, mortar and pestle, and other alchemical apparatus that are worth 2D6 silver each piece of the five pieces that weigh 10 pounds each. There are various pieces of wire, flasks, bottles, and so on as well as many boxes and various storage items containing valueless odds and ends such as fingernails, hair, dried grass, bark, sand, and so on.

THE PASSAGES AND CAVERNS

The passages and caverns beyond the secret door in the south wall of room 21 all decline perceptibly towards the sea. The main passage plus areas 27, 28 and 29 are all well lit by torches set into crude brackets on the walls. Areas 25 and 26 are dark. Area 30 is open to daylight (when working there at night, the smugglers take care to conceal their lights). The passage and cavern walls are wet and slimy and the floors are moist, though the smugglers have laid coarse matting in various places along the main passage to the sea in an effort to make it more easily passable.

All these passages and caverns are natural, though there are signs of human working here and there -- the stairs immediately by the secret door, for instance, and in places where an inconveniently narrow passage has been widened. The GM should remember that Sanbalet is acutely conscious of the need to keep the secret door in the south wall of area 21 secret. The smugglers therefore take great care to clean up all tracks inside the room. However, when the party reaches the foot of the stairs it will be obvious that the passages to areas 25 and 26 are not much used. Note that if smugglers are unaware of intrusion, they will be found in the approximate positions stated in the text which follows. However if they have been alerted, their positions will change as they execute Sanbalet's orders.

25. NATURAL CAVERN

Your lights show a natural cavern, roughly circular and about 20-25' in diameter. There appears to be nothing of interest here.

A trap has been rigged in the doorway here by the smugglers to deal with overly inquisitive people. The floor holds a net seven feet across (one hex) made of strong fiber. It is hidden by dust and dirt so that it looks like the ordinary cave floor, and only a sight perception roll at a -3 penalty will see the floor is different from the rest of the cave. Any weight over 50 pounds on the floor here will cause the net to trigger after a slight delay, acting as a 3 OCV attack (vs 0 DCV, although if the character says they dive for cover when they feel the floor is slightly springy they might get away). The net lifts the captured PC(s) five feet off the floor in an entangle of 5 DEF and 2 Body.

PCs caught in the net can try to free themselves with any small weapon (or personal weapon such as claws) and anyone outside can help cut them free as well. Attacking the net rather than the PCs requires a successful hit against a 6 DCV. The net's counterweight is a tangle of metal scraps and old cans, which makes a terrible racket when the trap triggers. On a 14-chance, D6+2 smugglers will come investigate the sound in D6+1 segments.

26. NATURAL CAVERN

Your lights show a natural cavern, roughly circular and 25-30' in diameter. There appears to be nothing of interest here.

The appearance is accurate -- there is nothing of interest in the cavern.

The alerted smugglers will be hiding behind crates in a V pattern, the point away from the entrance the PCs come through. They have 1/2 DCV but also have cover: any attack that hits below area 11 hits what they are hiding behind instead.

27. NATURAL CAVERN

This cavern, like the passage leading to it, is well lit by torches held in brackets round the walls. Stacked against the wall to your left, as you enter, you can see five small bolts of cloth, while to your right are eight small casks in a neat row.

Unless they have previously been alerted, there will be two humans and two Shark Clan Beastmen in this cavern.

If the smugglers are aware of intruders and ready for the PCs, then the cave will look empty at first, but it will immediately become obvious that there are figures behind cover ready to attack.

The first human is Sanbalet, the smuggler chief. Assisted by the other smuggler, he is checking a manifest of contraband received the previous night as it is carried up from the sea by his assistants. Also here are a pair of beastmen wearing coral armbands that give them the ability to breathe air and function on land (LS: breathe air, Environmental Movement: dry land). The Sharkmen are working with Sanbalat as his bodyguards as he convinced their clan leader that he was working with them but was in danger from Saurian assassins. They speak no language except their own and can only communicate, at a basic level, with Sanbalat. The armbands were created by Olander before he died.

There will be a number of smugglers equal to half the party in number in addition to the shark clan and Sanbalat. Sanbalat will be in the most distant point of the V from the PCs, one shark clan Beastman on either side of him. The smugglers will be using crossbows, firing at the PCs in alternate pattern as the other reloads. Thus, every other smuggler will fire each phase they move while the alternate ones reload and crank their bow. If the PCs charge, they drop their crossbows and pull short swords.

The Beastmen are armed with aztec-style coral swords and wear light armor, but they prefer to bite their foes if they can. Sanbalat will try to flee if either of his Beastmen guards fall or half the smugglers are defeated. He will flee the other cave exit and head to his ship.

28. SLOPING PASSAGE

The incline of the passage is perceptibly greater in this and coarse matting has been laid in various places on the floor. The passage narrows to 5-6' in places.

If the smugglers are unaware of the party's intrusion, three of them will be found in this area, each carrying contraband up the slope to area 27.

The first and second smugglers are just north of the right-angle bend, carrying a platform on which are two small casks of brandy (value 5 SP).

The third is some 20' behind the two and carries a small cask of brandy (value 5 SP).

29. NATURAL CAVERN

The passage widens to the south at this point to form a small cavern. There are three bolts of cloth and five small casks in the middle of the floor, resting on a piece of coarse matting.

The bolts and casks are, as before, worth 10 SP and 5 SP each respectively. The other three human smugglers are here taking a rest before continuing the transportation of the contraband. One is about to lift one of the bolts of silk. The others are obviously reluctant to continue their work for a few moments and are squatting with their backs to the east wall.

30. SEA CAVE

The passage leads into a cave which opens directly to the sea. The tide is out at present and there is little water in the cave, but there is an obvious high water mark which in places is 3' above the floor. Pulled up onto the sloping cave floor is a small boat - perhaps large enough for eight men -- with oars, a step-down mast and a neatly furled sail. A rope tied to the bow has been weighed down by a large boulder which serves as an anchor.

There is nothing of value here apart from the jolly boat, which might fetch as much as 9 SP in Saltmarsh. The boat has 5 DEF and takes but 4 body to damage sufficiently to sink, although it has 24 total body. There is nothing aboard apart from the normal tackle. Since bolts of silk and casks of brandy are cumbersome as well as heavy, the party may well use this boat to transport the contraband to Saltmarsh.

Should the party succeed in wiping out the smuggling ring, a dividedly grateful Saltmarsh Town Council will vote them a reward of 15 SP per surviving party member. Should they also succeed in killing or capturing Sanbalet, the reward will be doubled.

They will be allowed to keep any treasure they find but will not get full value for silk and brandy in Saltmarsh. Since this material has not cleared customs, they'll have to play taxes and various duties on it when they take it to any area large enough to buy the items.

The party will need to rest and recuperate for a while before they can pursue the second part of this module. Again, ensure they pay for their food, accommodation and other living expenses before they are invited by the Town Council to the meeting which starts the next adventure.

The PCs might find themselves in trouble with the law depending on how easy and quickly this has gone. Olan Colost has lost a lot of money if the Smuggling ring has been dealt with, and he might contact the authorities. With the smuggling ring gone, the PCs have merely their word against the accusing town member that they in fact were not trying to smuggle goods.

Olan will claim the PCs (however they came into town) showed up with all these goods trying to sell them. Where did they get this stuff from? They say it's from the mansion and smugglers in the caves, but nobody has seen any smugglers, and there are no caves under the mansion.

He will press his case, trying to get the PCs arrested and the goods impounded to his warehouse (it's the only place to store this kind of thing) where he'll replace the goods with inferior material, even "lose" some, particularly if careful records are not kept. He's mostly after petty revenge and a way to make some extra money with the rest of the goods, but if he can ruin the PCs that's great too. How the PCs deal with this is up to them, but the GM should at least try to make them sweat if this option is pursued.

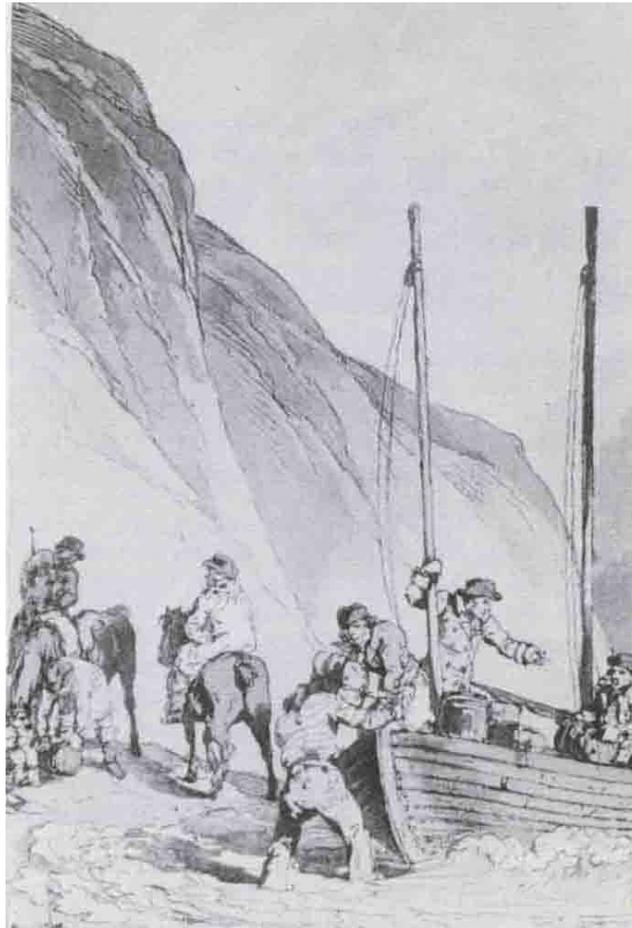
However, the GM should take care not to push things so far that Olan's cover is blown as the receiver of smuggled goods in town. He should play the part of the concerned skeptic, not the villain.

PART TWO: THE SEA GHOST

A few days after their triumphant return from the destruction of the smugglers' ring at the Haunted House, the party is hastily summoned to an emergency meeting of the Saltmarsh Town Council. Here it is explained to them that, though the land-based operation of the smuggling ring has been quashed, there must be a seagoing vessel by which the contraband was originally conveyed and this is still at large. The City Fathers, fearful that any surviving smugglers may seek to re-establish their operation from some other base, wish to apprehend this vessel and so put an end, once and for all, to the smuggling. (If, for whatever reason, the party actually failed to return from the Haunted House, this second adventure is suitable for a similar size and powered party). The party is asked to undertake this task and, as an inducement, a reward of 25 SP is offered to each member of the party for the successful conclusion of the mission (they may of course keep whatever other loot they find).

It is reasoned by the Council that the surviving smugglers on the vessel will, as yet, be unaware of the capture and/or death of their land based colleagues, and a return visit by them with a further cargo of contraband may well be expected. As the last consignment was off-loaded only a short while ago, the next is not reasonably to be expected for two weeks time. The Council will arrange for two local men from a part-time corps of 'excise officers' to patrol the potential rendezvous points each night for the next two weeks in case the smugglers return earlier than expected.

However, their resources are slight and the Council is unwilling to risk the lives of volunteers by ordering them to take the ship and its crew by force -- they anticipate the smugglers would put up a fight to protect themselves and their cargo, and could easily overpower a couple of local men (equal to Mercenary Footmen). The proposal is therefore that the excise men will undertake a patrol each night but that as soon as an approaching vessel is spotted, the party should perform the actual task of boarding, the excise men going with them for added support.



PREPARATION

It is best if the PCs are the ones who come up with the ideas behind the attack and who work out the signaling pattern and how to deal with the incoming ship. The signal to tell the Sea Ghost that all is clear is shown from the Mansion second floor window (room 14) in response to lights from the ship. Cargo is then unloaded from the ship by boats to the cave. However, since the last shipment, the mage died and the house became *really* haunted, making the signaling problematic. Once the house is cleared again, the signaling can be done as normal.

If Sanbalat or any of the smugglers got away, fleeing the PCs, they will try to signal the ship from elsewhere, giving the danger signal. PCs examining the area might find traces of this leftover smuggler's activities to stay alive, he's tried to contact Olan but has been unsuccessful because he doesn't know exactly who the contact in town is unless he's Sanbalat. If the PCs try to hunt down this guy, they'll find him hiding in a barn near the Mansion fields. He will not fight if outnumbered, but surrenders and gives up, presuming the receiver in town will save him or face exposure.

If Sanbalat is the man captured, he'll be quiet and wait for Olan to take action, which if not soon in coming will be met with hints of something he knows that he'll reveal if he's not well treated. Olan will then pack up all his goods and sail away, he can't help Sanbalat but will be ruined if his part is revealed.

Once the party accepts the undertaking, the Council will put a small fishing boat at their disposal and provide them with any reasonable amount of mundane equipment that they feel they may require. The boat is large enough to accommodate the entire party plus the two local volunteers. The Council will also provide the services of two of their excise men named Tim and Will Stoutly to accompany the party and sail the boat for them. These men are not the equal of the PCs, but are not incompetent in combat.

Will and Tim fight hard and courageously and, though they will not undertake actions of a suicidal nature at the behest of party members, they will carry out their nightly patrols efficiently and regularly and will advise members of the party of the approach of the ship. The planning on what to do and when is left up to the PCs, but the city council will suggest some actions if they are needed to move the plot along and the players have not thought of them.

For example, the party may determine the general area within which the nightly patrols are to be carried out, but if not the councilmen will offer suggest (correctly) - that the general area to be patrolled should be about half a mile or so out to sea and in line of sight of the old Haunted House.

Clever party members will seek beforehand to see plans and designs of typical seagoing vessels of this time and place in order to obtain some prior understanding of the type of 'dungeon' they will be entering. Though the Dungeon Master must never volunteer this information a rough description should be provided at the party's request. However, the GM should include a number of differences from the Sea Ghost's actual layout -- different cabin arrangements, variations in dimensions, doors and hatches in different places etc. After all, ships of this kind are not made to a rigidly prescribed design! On no account should the presence of the secret doors/cabins be revealed or even hinted at.

Local sailors know of the Sea Ghost and it's type of ship, although having not been aboard they do not know the exactly layout. They can provide a basic sketch of the ships general design (handout 1), and will do so on request. With this and some intelligence rolls, the PCs may be able to find blank spots or gaps on the map where hidden cargo might be found. It is a smuggling ship, so the local sailors will wink and tell the PCs that there's probably hidden cargo holds, again only if prompted.

If any of the smugglers were captured they can be interrogated or questioned, using the appropriate skills. The smugglers will be kept one week in Saltmarsh then shipped to Arindel for trial and punishment. They haven't done anything horrible, so their punishment will likely be hard labor or service aboard the King's Navy (which amounts to the same thing). The sailors will not be able to add much beyond the basics about the plot.

The GM should give none of this away, players will have to work for it. The exact skill or power used will vary based on the abilities of the PCs, be it presence attacks, conversation, persuasion, interrogation, mind control, and so on. Consult this table for the information gained based on the quality of ability and its success. 1 level of success would be equal to the sailor's presence, or equal to EGO for mind control, or making the skill roll by equal to their skill, level 2 would be the next step up or by +1 then +2, and so on.

SUCCESS LEVEL	RESULT
1	The Sea Ghost is due within 2 weeks
2	The ground based signal is shown from the mansion 2nd floor after the ship signals
3	The signal is after the ship shows 2 lights, and it is 3 lights for all clear
4	The signal should be repeated from shore every ten minutes to show the all clear
5	The Sea Ghost has a shipment of weapons hidden aboard it, they do not know for whom.

If the information is not on this chart, the smugglers do not know, no matter who they are. None of them except Sanbalat know who their contact is in town to move smuggled goods and he will reserve this for the emergencies. If a character uses telepathy, he will learn 2 steps on the chart for each level of telepathy he succeeds by (so if he gets EGO+10, then he learns 1-4).

The smugglers have rarely been on the ship and do not know where the hidden bulkhead is nor that there are Saurian aboard. They are not aware that a mage has been hired on the ship, and they do not know how many men are on board. Even Sanbalat cannot answer these questions.

The ship will show up at an undetermined time. It will not be before the PCs have everything prepared and decided, but it will be within two weeks time. The GM should have at least one or two nights go by with no ships, perhaps even a ship that sails by but does not signal, to keep the players guessing. Was that the Sea Ghost? Did it notice something wrong? The ship will finally show up and show it's signal, to which the exercise men will alert the PCs if they are not on watch. It will be at 3 in the morning.

BOARDING THE SEA GHOST

Rowing out to the ship takes half an hour without magical assistance. The men will not fly a sail, as it is more visible at a distance and the wind is not favorable in any case. Add five minutes to the time to circle around the far side of the ship. Each PC should make an EGO roll to avoid making noises or doing something that would alert the ship unless they have transport familiarity ships or some sort of sailing past: they aren't used to this kind of discipline or activity. The ego roll can be increased by 1-3 depending on how careful they say they are being and if any leader is reminding them to be quiet.

If any PC has unluck, now is the time to roll it, any levels will alert the ship. 1 level will just be a loud noise from the ship like an oar snapping in half or someone falling overboard. 2 levels is something particularly bad, like the outgoing boat headed to shore runs into the PCs and lets out an alarm while fighting, a group of sailors equal in number to the PCs. 3 levels would be either of these (or both) plus an aquatic encounter of something nasty such as a Deep One raid or a sea creature. Hey, it's worth points for a reason.

If the party approaches darkly and silently from the port side they will be totally unobserved -- the smugglers on deck are watching the coast from the starboard side, and will not see or hear intruders unless there is a light in the boat or noise from it. Thus, whether the alarm is raised or not will depend on a number of factors: from which direction the boat approaches the ship, whether the watchers on the ship are alerted to possible danger (an incorrect response to the signal or no response at all) and whether the party has taken precautions to conceal its approach (no lights, muffled rowlocks, a silence spell, etc.).

Between the extremes outlined above (automatic detection of a direct approach, no detection of a silent and dark approach from the seaward side) the GM must judge the circumstances, decide on the probability of detection and determine the outcome by rolling dice against that probability. The sailors will have straight up Perception rolls to hear anything, but are busy about their tasks of moving cargo, preparing ships, and so on and aren't paying any special attention. Thus, even if they hear something odd like the squeak of an oar in an oarlock they only have an 11-chance of responding appropriately unless it is clearly a problem (someone shouting and falling overboard, for instance).

If the party makes a direct approach, they may try to bluff their way aboard once they have been detected. For instance, they may say they are a party from the Haunted House base, that the lamp has been accidentally smashed, that a new recruit to the gang, unused to the codes, has made a mistake with the signaling, or something of a similar nature. If the story is reasonably convincing, allow them a 65% or greater chance of being believed up to the point when the first three members of the party actually get aboard via a rope ladder which will be lowered for them. Once these three are aboard, the deception will automatically be discovered -- the smugglers will take alarm and will attempt to repel the boarders while at the same time getting their vessel under way. A detected approach will mean that the entire crew will attempt to repel boarders with the utmost vigor.

As strange as it may sound, it is very difficult to prevent a ship from being boarded, there are too many sides to defend and the thing isn't built to keep out intruders. They haven't set up any netting to protect the sides because they didn't expect a boarding party. The anchor is down, and climbing it is a +2 skill roll and leads right up into the ship. Any character who fails their climbing roll by more than 1 falls into the sea, and must make an EGO roll not to cry out. The splash will be heard and investigated by D6 sailors, who will likely see the boat and men climbing the rope. All of the boat's contents at once can climb the anchor rope, it's made to hold a ship and won't notice the weight.

Other means of boarding may be attempted. The DM must determine the outcome according to the circumstances. Characters may, if they so elect, try to climb onto any of the three deck areas, through either or both of the open portholes in the stern, or even onto the bowsprit, but note that anyone climbing up the rigging will probably likely be noticed (and fired on!) by the smuggler in the crow's nest because he's specifically looking for trouble and has a +1 to his perception roll. This increases by +2 if someone's climbing the rigging because he'll feel the vibrations.

Of course, if the party gains undetected access to the ship and the requisite signaling period passes, then the anchor will be raised and the Sea Ghost will sail away. The fishing boat is not as fast as the Sea Ghost so attempts to pursue by anyone left in the boat will be fruitless.

FEATURES OF THE SEA GHOST

The name of the vessel, 'Sea Ghost', is painted on both sides of the prow. She has a length of nearly 90', a beam of 26', a draught of 8' and stands 9' above the waterline to the top of her main deck rails and 17' above the waterline to the top of both her forecastle and poop rails. She has 5 defense with 11 body to hull, and any pounding on any part of the ship will be heard immediately by everyone on board. It might take a while to figure out exactly where, but the general area is almost instantly known.

All doors are 6' high, 4' wide and of stout wood construction; all are normally shut but none are locked and all can be readily opened without die rolling. All secret doors may be detected in the same way as normal secret doors. All portholes are 2' square and have no glass, being simply square openings cut into the ship's timbers which can be closed and fastened from the inside by hinged and bolted wooden hatches; all are closed and bolted except for the two in the ship's stern which give onto areas 8 and 9.

Crawling through the stern portholes can be managed by all creatures of sizes S and M, but only creatures with a level of shrinking or more can do so freely; all other characters must rid themselves of their shields and extraneous gear and contrive to either push or pull these items ahead or after them. The sternlights of the captain's great cabin are glazed and closed.

The stairways leading down from area 1 to areas 12 and 13 are separated from each other by a stout wood partition and take the form of wood-enclosed companionways so that they are completely sealed off from areas 8 and 9, while the stairway from area 1 to area 10 is likewise enclosed in wood partitions and sealed off from area 6. All enclosed areas have a height of 8' except for the bilge (area 16) which is 4' high. The cargo hold hatch in area 1 is closed but not fastened. The bilge hatch in area 11 is closed and bolted from the hold side only. Above decks (when the party arrives) the light is poor and normal vision is obscured to within a 20' range; below decks there is no light at all except for area 11 where a single lit lantern, hanging from the center ceiling, provides normal illumination. Smugglers moving around below decks will carry a lantern each.

The Sea Ghost is mainly of wood construction so that fire is always something of a hazard. She could, with some difficulty, be set ablaze and burnt down to the waterline. The ship is made up of old wood waterproofed largely with tar and pitch, and is festooned with rope and cloth. This is wet to varying degrees, however, and does not instantly light up like a matchstick.

Deliberate attempts to set her ablaze may only be undertaken while aboard her. This will involve the use of at least two flasks of oil to two cubic feet of dry combustible materials such as sacking, cloth, wool or wood kindling. Once the fire gets going it is nearly impossible to stop, and may not be noticed immediately by the sailors unless they are near the room on the same level. The smell of fire will fill the sailors with terror and cause the entire ship to sound the alarm and go into frantic, organized activity, manning pumps to flood the ship and bucket brigades to put out the fire.

Burning the ship will not help the PCs find the information they came for, however. It won't capture the papers, it will not find the secret cargo, it will not answer any questions, and it will annoy the owners greatly who will deny any smuggling and demand proof, which is now at the bottom of the sea.

Thus, sinking the ship will not help any either, unless it is done after the PCs get proof of nefarious action and learn what is going on.

The fishermen and smugglers, but not the saurian or the mage Punketah, can climb the rigging and move along the spars and yards with complete success and only -1" movement because they have environmental movement (rigging); those without this skill are -2 OCV, -2 DCV, their attacks are -2 damage classes in damage, and their movement is halved. Each phase a character moves, they need to make a DEX roll at +2 or fall. Where they fall and how far depends on their location on the rigging. All characters without the environmental movement talent will need to use one hand to hold on and can only use one hand to fight with, or make a DEX roll at -2 to successfully fight two handed each phase (or fall).

The Saurian on board the Sea Ghost have no familiarity with climbing rigging and will only do so in an extreme emergency. Note the presence of the crow's nest (area 17) and its occupant. The main rigging is shown in the rigging diagram.

RANDOM ENCOUNTERS

There are no regular patrols or patterns of the smugglers on the Sea Ghost, but the occupants of the ship move regularly about it and might be encountered in any area. Each new area the characters move into or each minute they remain in that area, roll a D6. On a 1 or 2 there is an encounter in addition to the contents of the given area. Roll on the table below for what:

ROLL	ENCOUNTER	No.
1-2	First Mate, Smugglers	D3+1
3-5	Bosun, Smugglers	D3+1
6	Mage and Saurian	D2+1

The GM should keep in mind that the smugglers are competent and capable sailors and have been at this enterprise some time. Being boarded is not new to them, nor is fighting aboard a ship. Thus, the individual sailors will not remain in their locations ignoring events aboard ship. They know each other and will both recognize and react intelligently to intruders.

If a body is found, an alarm will be raised, and if an alarm is raised, the sailors will move to battle stations, not remain in their bunks. The ship's bell is used to raise an alarm; if it is removed they will instead shout and rouse fellow sailors, passing word along one to

The smugglers will not respond with military precision, but they will rapidly take action. If, for example, a battle breaks out in a cabin, all nearby sailors will hear easily (normal PER roll) and join in as soon as they can, bearing weapons. Unless noted in the text, no character is wearing armor; it is uncomfortable and needless aboard the ship unless they expect trouble.

Making a loud or an unusual noise is easy to hear in the dark, quiet ship on a quiet night at sea; all hearing perception rolls are +1 to negate range modifiers (this applies for the PCs as well as the smugglers).

Battle stations for the smugglers is simple: all sailors get a weapon, arrange themselves on the deck and rigging, and prepare for trouble. The Captain, First Mate, and Bosun, are all able to organize the sailors intelligently and capably, in that order of command. Should one of the leaders be taken out, the next in line will step in ably. If all three are taken out, then there will be little discipline or ability to react well (such as search the ship or put out fires) and reaction time will be slower, as slow as a minute more as the smugglers argue.

Light is low in all the ship. They have little light showing because the Sea Ghost does not want to be spotted from shore. There will be only starlight, which causes a penalty of -2 to sight Perception rolls on deck. Below decks are either unlit (-4 sight perception penalty) or pitch black (no ordinary sight possible).

Remember, aboard a ship left and right have little meaning: they are relative to which direction you're facing. Use fore (toward the prow of the ship) and aft (toward the rudder) for front and back, and use starboard (the right side, facing fore) and port (the left side) for the two sides. It might help to write these on the player map to keep them straight. To complicate matters, there are alternate names like stern and larboard which should be avoided to prevent confusion.



The ship stinks. It smells like unwashed men, fish, and other basic human functions. The deeper one gets in the ship, the worse the smell becomes, as the bilge has not been cleaned for some time. Characters with any physical limitation involving smells or weak constitutions will be affected, possibly requiring a CON roll to continue.

Although the Sea Ghost is afloat, the seas are calm and the ship is not moving, so seasickness will not be an issue for any characters to deal with. Nor will a pitching deck require any skill to stay afloat or move comfortably.

SEA GHOST ENCOUNTER AREAS

1. MAIN DECK

Though the light is not good, you can see that this is the ship's main deck. In the center, forward of the mast, is a boat apparently lashed to the deck with ropes. Aft of the mast is a raised area - perhaps something lying on the deck or a hatchway to the below-decks area. In the corners formed by the forward upper deck and the port rail, and by the aft upper deck and the starboard rail there appear to be smallish objects lying on the deck.

Leaning against the port rail, about midway along this deck, are two human figures. They appear to be staring towards the coast. Between them and at deck level is what appears to be perhaps a roll of cloth, canvas or rope. To fore and aft, below the upper decks, are vague outlines of doors. You can also see ladders which lead to the upper decks, the aft one on the port side, the forward one on the starboard.

The raised area to stern of the mast is indeed the hatch which leads to the hold (area 11) below. The smallish objects on the deck are 25' lengths of rope, neatly coiled. The object between the two men is a rope ladder, 25' long, at present neatly coiled but ready to be thrown over the side. The two men (who, unless they are aware of the party's intrusion, will be looking towards the House, waiting for another signal and watching for signs of the boat sent for goods) are the ship's Mate 'Bloody' Bjorn and a smuggler. See also the note below the description of area 3.

2. FORECASTLE (FO'C'SLE)

The deck area is dominated by a massive shape in the center which you can identify as the ship's capstan. From it, the anchor chain runs down the chain vent to port of the prow.

Standing just to starboard of the prow and leaning against the bowsprit is a human figure. He appears to be scanning to starboard.

The man in view is a smuggler just keeping a weather eye out. Depending on the exact position of the observer it may be possible to discern details of area 1. See also the note below the description of area 3. Note that the capstan arms can be removed and might be used as heavy clubs. They have been left in the capstan by express orders of the Captain who wants to be able to make a quick get-away if this should prove necessary.

3. POOP DECK

The tiller is the most obvious feature of this area, rising from the deck about 6' from the stern and having a horizontal arm some 6' long. Against this arm, on the starboard side and apparently looking coastwards, leans a human figure.

Leaning on the port rail and looking towards the coast are three human figures. The one nearest the stern seems to be holding something in his hand at shoulder level; occasionally he seems to adjust it in some way.

The man leaning against the tiller bar is a smuggler. The others, from fore to aft, are the magic-user Punctah, the ship's captain Sigurd 'Snake Eyes' and another smuggler. The latter holds a lantern, which has a signaling shutter over its lens; from time to time he moves the shutter as he gives the prearranged signal.

NOTE: if the agreed period of signaling is over by the time an invading party observes areas 1, 2 or 3, the positions of the smugglers will have changed. The captain (having given orders to set sail) and the magic-user will have returned to their respective cabins, while the mate will be organizing four smugglers in their tasks preparatory to sailing.

Three smugglers along with the Bosun will be on their way to the main deck from area 11 via area 10. In extreme circumstances the party may not arrive and be in a position to observe until the ship is on the point of getting under way, in which case all the smugglers plus the mate and Bosun will be on deck and going about their various tasks.

4. GALLEY STORES

From iron hooks set into the ceiling hang three long strings of sausages, a large ham and a hunk of meat. Against the hull are three sacks. Set against the bulkhead beside the door are a cask and a ceramic jar. Against the other bulkhead are set a large and a small cask and another ceramic jar. There is an opening in the latter bulkhead about 3' square and with its lower edge about 3' above the deck.

There seems to be nothing of value here and the area is apparently unoccupied. The meat is salt beef, the sacks contain dried beans, and the casks contain flour, salt and ale respectively. The jars contain honey and olive oil respectively.

5. SHIP'S STORES

Two coiled lengths of rope and three rolls of sail-cloth lie on the deck alongside a large box. A large wooden cask stands next to six lengths of wood planking. Set into a wooden rack, fastened to the bulkhead by the door are two metal-headed hammers, two wooden mallets, two saws and an adze. There is an opening, about 3' square and with its lower edge about 3' above the deck, in the other bulkhead. There seems to be nothing of value here and the area is apparently unoccupied.

Each rope is 100' long. The box contains copper nails and the cask is three quarters full of hard, dry tar.

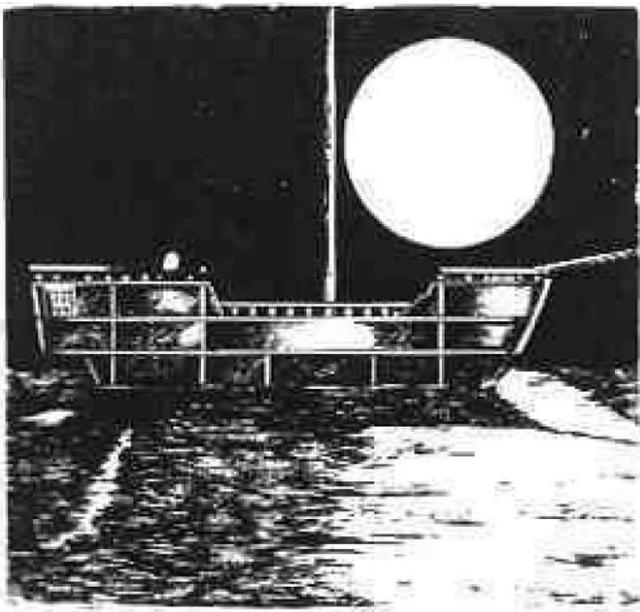
6. SHIP'S GALLEY

You have obviously entered some kind of kitchen.

There is a crude metal stove (unlit) against the hull beneath the porthole. It has an adjustable metal chimney which can be placed through the porthole when this is opened. Beside the stove is an open metal bin containing sticks of wood kindling, and beside this is a large wood table, bolted firmly to the deck with a thick top criss-crossed with score marks. The table has a large drawer.

Hanging from hooks set into the hull above the table are two iron frying pans, two saucepans and a skillet. Set against the bulkhead opposite is a large cask which seems to be full of a clear liquid. Beside this stands a wooden cupboard. Against the bulkhead beside the forward door is a wooden upright chair, while hanging from the center of the deck above is an unlit lantern.

Again there is nothing of significant value and the area is unoccupied. The drawer, which is unlocked, holds an assortment of butcher's knives, saws and choppers. The cask contains water while the cupboard contains a miscellany of tin mugs, small and large tin plates, wooden platters and a metal dipper.



7. SAURIAN QUARTERS

There is a distinct odor about this room which reminds you of a marsh or swamp -- not fetid, not oppressive, but certainly noticeable.

In the center of the area is a wood table, bolted to the deck. On the table is a silver jug half full of a red liquid; with it are three pewter mugs. Round the table are set three wooden, upright chairs while an unlit lantern hangs from the deck above

In the gloom you can see that there are three hammocks--one at each end of the cabin (slung between the bulkhead and one of the ship's ribs), the third across the corner of the cabin from next to the aft door to the central bulkhead. Each hammock appears to be 'occupied'.

A small chest or box of some sort is lying under the most forward hammock. There appear to be weapons under each of the hammocks.

The silver jug on the table contains wine and is worth 10 SP but the pewter mugs are of no value. A saurian is asleep in each hammock. If there has been little or no noise on the main deck and adjacent rooms, and if the party enters quietly, the Saurian will not be aroused (but the Fae Drake will alert one of them - see below).

Under the hammocks are arms and armor:

1. Large shield and broadsword -- under hammock by aft door (lizard man no. 2)
2. Three javelins -- under hammock in corner (lizard man no.3)
3. Large shield and broadsword -- under forward hammock (lizard man no. 1)
4. There is also a chest -- wooden with iron bands -- under the third hammock. The chest is locked and the lock is trapped with a poisoned needle (Wignoth poison) and is -3 to pick the lock. The chest contains 100 CP (this is the second part-payment for the consignment of weapons, to be handed over on completion of delivery). The key to the chest is fastened to the inside of the shield under the same hammock.

Lying in a small, special nest in the corner behind the chest is a Fae Drake. This is the companion and pet of the leader of the Saurian. Because the creature is in its nest and behind the chest, the little dragonling will not be seen by players. With its exceptional perception and ability to see invisible and in any darkness, it is highly unlikely anyone will be able to enter the room unnoticed by the Fae Drake, as it will be awake.

The little Drake will peek around the chest (cover and its size making it -6 perception to spot, in addition to the darkness), and spot the PCs easily if it hears them. When it does so, the Fae Drake will cry out with a keening, trilling noise that is not unpleasing but will be loud enough to wake the Saurian (particularly its companion, who will be only -1 PER rather than -3 due to sleep because he knows what that sound means).

As long as its companion lizard man is alive it will fight to defend him and his treasure from all his enemies. Once the lizard man is dead the pseudo-dragon will only fight if attacked first and only for as long as an attack is sustained on it.

If the Fae Drake is unharmed and its companion is dead, it might bond with a PC. Each character should make a presence roll, the one to make theirs by the best will find a new friend, but if none succeed it simply flies away. It will also leave if not fed every six hours or so with sweets such as candy or honey, it feeds on nearby nectar between meals when it can.

Note on Melee: This room has dimensions of 10' x 10' and contains three lizard men, three hammocks, a chest, a table and chairs. It is cluttered, which causes a -1 OCV penalty to anyone using weapons larger than a dagger, a -2 for any two-handed weapon unless the character has the Tunnel Fighting familiarity. All characters without Defense Maneuver are also -1 DCV because of the cramped space. The Saurian won't even go for their weapons, they will use bare handed attacks, grappling and punching foes (each one is +1 OCV with unarmed combat instead of a weapon). However, they will not sound an alarm, as they have a hard time telling humans apart and think this is simply betrayal by the smugglers and no help will be coming.

8. PUNKETAH'S QUARTERS

This seems to be one of the 'master' cabins. The furnishings and fittings are of good quality and the place is clean and tidy.

A single bunk, made-up with bed linen, has its head against the bulkhead running along the center-line of the ship next to what appears to be a wooden partition squaring off the corner near the main deck.

In the center of the room is a polished wood table, apparently bolted to the deck. On the table is a silver bowl containing an assortment of fruit, a silver carafe half full of a light red liquid and a silver goblet.

Against the table are set two upright, wooden chairs and a padded, leather chair. On the deck under the porthole in the stern is a wooden, brassbound chest. Beside it is a pair of highly polished black leather boots.

From the center of the deck above, over the table, hangs a hooded lantern (unlit). The cabin appears to be unoccupied.

This cabin is the private cabin of Punketah, the ship's mage.

The values of the 'obvious' items are:

Silver bowl 15 SP

Silver carafe 15 SP

Silver goblet 10 SP

The carafe contains a pleasant, good quality wine

On a peg behind the door hangs a robe, maroon in color but of no particular value.

The chest is locked for -2 to lockpick. It contains various items of clothing, none of any value, and a leather purse holding 50 CP.

In a secret compartment in the lid of the chest (detect as secret door) is *Punketah's Spell Book*. With the spell book there is also a hollow metal tube, sealed with a cap at one end, which contains a *Scroll of Gust*.

The left boot has a hollow swivel heel inside which is the key to the chest. Using the key to open the chest will set off the trap unless the latter is detected and disarmed.

In normal circumstances Punketah will not be in his cabin, but if events are such that the DM decides he has returned from the poop deck, he will be sitting at the table, apparently deep in thought (probably considering research of new spells). Note the secret door connecting this cabin to the captain's.

9. CAPTAIN'S CABIN

This seems to be one of the 'master' cabins. The furnishing and fittings are of good quality and the place is clean, though somewhat untidy. A single bunk, made-up with bed linen, has its head against the bulkhead running along the center-line of the ship next to what appears to be a wooden partition squaring off the corner near the main deck.

A writing desk is set against the hull below the stern porthole; it has a drawer on each side and three trays on the top. Also on the desktop, just in front of the trays, there is an inkpot, two quill pens, a small knife and a pewter, pepper-pot-like container. Against the desk is set a wooden, upright chair, while beside the desk is set a wooden, brassbound chest.

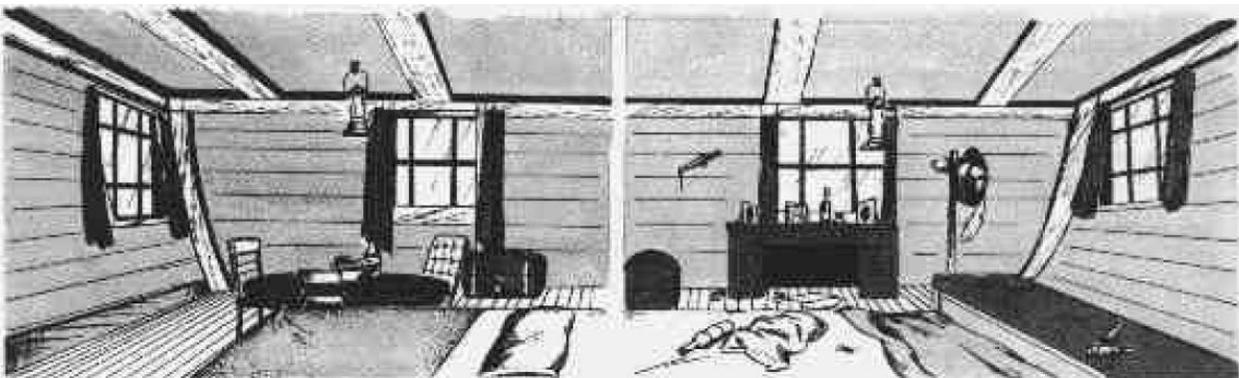
Against the hull, on the starboard side, is a padded leather couch. In front of it a bearskin rug lies on the deck while beneath the couch can be seen a fairly large metal box. An unlit lantern hangs from the center of the deck above.

The cabin appears to be unoccupied.

Of the trays on the desk top next to the pepper-pot container (which is nearly full of fine sand), one is empty, another pertains bills and receipts for various items of marine supply. The last contains several letters of a personal and alarmingly intimate nature from three different ladies in three different ports (each of whom is under the common misapprehension that she is Mrs. Sigurd 'Snake Eyes') and a curious, semi-literate document (handout 2). The last item is of course a request from the Saurian for further weapons to be supplied. The writer was not being deliberately misleading, he is just barely literate, but the effect is the same: it's not clear what the cargo is or where it's meant to go.

The two desk drawers are locked and the key for them is in Sigurd's belt pouch. The first drawer contains four small, crystal phials containing potions, two of healing, one of cure disease and one of neutralize poison. These are labeled in the common tongue. The drawer also contains four dirty glass tumblers, a half empty bottle of brandy and the key that unlocks the chains holding the Merfolk prisoner (see room 14). The second drawer contains a number of charts of various sea and coastal localities, all obviously prepared by professional cartographers, but behind these there is a last and crudely drawn chart (see Handout 5). This chart indicates that the rendezvous point with the lizard men is at a small promontory beside a river in the tidal marshes, 10 miles south southwest of the town of Saltmarsh. The bearskin rug covers the hatch in the floor which provides access to area 13.

A grey cloak (no special properties) hangs on a peg on the back of the door. The wooden chest beside the desk is unlocked and untrapped. It contains items of clothing including a well-worn but comfortable pair of carpet slippers. The iron box under the couch is trapped: a scything blade for D6 killing damage. It is also locked (-2 to lockpicking).



The key is in Sigurd's belt pouch, but opening the box with the key will set off the trap unless the latter is detected and disarmed. The box contains 100 CP--the first half of the payment from the lizard men for the weapons. Note the possibilities afforded by the secret door to cabin 8.

10. CREW'S QUARTERS

Various unpleasant odors of human occupation compete for recognition here, stale perspiration emerging as (just) dominant. This is obviously the crew's quarters and appears to fill the entire forward part of this deck. There is a companionway staircase leading upwards from a point about 6' from the bulkhead. Near it, more to starboard, is a door.

Around the perimeter of the cabin, slung between hooks on the bulkhead and on supporting poles, are ten hammocks. To judge from the heavy way in which they hang, the hammocks appear to be occupied at present. Beneath each hammock is a brassbound wooden sea chest -- most are closed but two have open lids, and appear to contain clothes.

In the center of the cabin is a long plain wooden table with a bench along each of its long sides. These items appear to be bolted to the deck. The table is stained and dirty and has an untidy pile of dirty tin plates and cups roughly stacked in a large tin bucket below it. Over the table, hanging from the deck above, is an unlit hooded lantern. Against the starboard side, adjoining the porthole, is an area which appears to have been closed off by cheap, dirty cloth hangings extending from ceiling to floor.

The cabin is smelly, dirty and untidy and most unpleasant to be in. There is nothing of value and little of interest here. The curtained area contains two large tin buckets standing side by side on the floor. Both are empty but they are stained and dirty and emit a foul smell. Perhaps this section should be given no further explanation....

Ten smugglers are sleeping here, -4 PER to sense any intruders. They are unarmed (weapons under their hammocks) and will be groggy for -3 DEX and -1 CV which fades at 1 CV and 1 DEX penalty per phase.

The sea chests all contain clothes and other personal effects. The garments are all stained, grubby and in poor condition. Of minor interest among the remaining items to be found are the following (the chests are not numbered in any particular order):

Chest 1: a pack of well-used, greasy playing cards (examination will reveal two identical aces of spades).

Chest 5: two sets of dice, one set being 'loaded'.

Chest 7: a book of addresses and names of ladies in various parts of the local area; a number of these have brief comments by them concerning the 'merits' of the ladies in question.

11. CARGO HOLD

There is some source of light in here, which shows that this is a cargo hold. Through the center runs a section of the main mast; beside it, narrow wooden stairs lead up to the hatch above. Against the aft bulkhead are stacked bolts of cloth, lashed by ropes to brackets bolted to the deck so they are secure. On each side there are stacked a large number of small casks, again secured by ropes to the deck. In places the walking-space between stacks of merchandise is restricted, but the place is obviously well organized.

The light source is a lantern hanging from the deck above just forward of the main mast.

The bolts are of silk; there are 90 of them, each 3' long by 1' diameter and each worth 10 SP. The casks are each 1' 6" high by 1' diameter; there are 304 casks in total, of which 81 contain brandy, 219 fine wine, three scented soaps and one salt. These casks are worth 50 CP, 10 CP, 75 CP and 15 CP each respectively. All this contraband is securely stowed. None of this material has gone through customs or been taxed, and to sell this material usually takes an agent who takes 15% of the profit, which means the PCs will get about half the listed amount unless they somehow avoid these costs. The total potential profit here is 6,065 copper!

The map of the hold shows barrel shapes which are intended to illustrate the area of deck taken up by these casks. They do not represent the actual sizes of the casks.

Unless the alarm has been raised on deck, there will be four smugglers in the hold when the party arrives. Leaning on the stack of casks immediately to port of the main mast, clutching some (mundane inventory) documents, is the ship's Bosun - 'Foul' Frithoff. Near him, aft of the main mast and talking raucously to each other about their female 'conquests' are two smugglers. Just inside the forward door, apparently counting the casks on the starboard side, is a smuggler.

12. BOSUN'S CABIN

This cabin appears to fill half the stern section of this deck, with one bulkhead running along the centerline of the ship. Along this bulkhead, leading upwards and forward, is an enclosed companionway. At its foot, a door in the central bulkhead seems to lead to the other half of the stern section.

In the center of the cabin there is a plain wood table on which stands a pewter flagon and a pewter mug. Beside the table is a wooden chair and over the table, hanging from the deck above, is an unlit hooded lantern. Also hanging from the deck above, at the aft end of the cabin, is a large cage in which there is a parrot, apparently asleep. Next to the porthole hangs a hammock, apparently unoccupied. Beneath it is a brassbound, wooden sea chest.

The cabin appears to be unoccupied (except for the parrot).

The sea chest is neither locked nor trapped. It contains only some garments -- grubby and of no value. Concealed by the garments is a locked (-1 to lockpicking) iron box which contains 3 pearls each worth 25 CP, a spear, a dagger and a suit of Coral Armor (The merman's gear from room 14). The key is in the bosun's belt pouch. The flagon is almost full of rough cider.

When anyone enters the cabin, the parrot will immediately wake, squawk, say "*Pieces of Gold, Pieces of Gold!*", squawk again and then go back to sleep. Its cries will in no way alert or alarm the smugglers -- they are accustomed to it and most regard it as a nuisance.

Note the secret door to area 14. It is possible that the prisoner in that area (see below) will hear the party in the Bosun's cabin. Whether he shouts to try to attract their attention in these circumstances depends a great deal on what he hears, and the GM must judge according to the circumstances. It should be kept in mind that the Merfolk only speaks his own language. As guidelines, amongst the things he might overhear which would encourage him to shout are:

- A voice speaking merfolk (unlikely, but you never can predict players)
- A merfolk voice (even less likely)
- A clear indication that the party is anxious to put a stop to the smuggler's activities.

While some of the things which would discourage him are:

- Anything apparently hostile to Merfolk or to non-humans in general;
- Talk of murder or other violent brutality;

13. FIRST MATE'S CABIN

This cabin appears to occupy half the stern section of this deck, with one bulkhead running along the centerline of the ship. Along this bulkhead, leading upward in the direction of the bow, is an enclosed companionway. At its foot a door in the central bulkhead seems to lead to the other part of the stern section. On a peg on this door hangs a dark blue cloak.

A single bunk, the bed linen heaped in an untidy pile, is set against the hull under the porthole. At its foot is a brassbound wooden sea chest, its lid closed. Under the bunk is a brass box, also closed. In the center of the cabin is a plain wooden table apparently bolted to the deck. On it are two books, one open and propped up against the other. Beside the table is a wooden chair.

Hanging from the center of the deck above, over the table, is an unlit lantern. Just aft of the hook which carries the lantern is an obvious hatch, 3' square.

The cabin appears to be unoccupied.

The sea chest is neither locked nor trapped and contains some garments and a pair of boots -- mostly quite old but reasonably clean.

The brass box under the bed is locked (-2 to lockpicking). The key is in the Mate's belt pouch. The box contains 50 CP. The books on the table are a book on navigation and a discussion of legal distinctions in letters of marque.

Each book can be sold for 25 CP in any port or fishing town/village - it will be simple to find a purchaser in Saltmarsh. The cloak has no special properties and no significant value.

14. SECRET PRISON CELL

A small, dark, oppressively cramped area only 4' wide at the most, squeezed in between the ship's stern and the adjacent cabin, this appears to be used as a cell for there is a slim, human-like figure cowering in the far corner. The prisoner appears to be chained to the hull.

The figure is that of a Merfolk who is chained to the hull; the key to unlock his chains is the one in the Captain's writing desk drawer. His fin is not immediately obvious as his lower body is covered with sailcloth that used to be wet.

If the characters demonstrate friendship and release him, this Elf will have an interesting story to relate and will, furthermore, assist the party to the best of his ability in their undertaking. However, he speaks and understands only the Merfolk tongue, and the following must be kept from the party unless/until communication is possible.

His name is Oollooshheel and he is a member of the tribe of Manaan who inhabit the coastal waters about 15 miles southwest of Saltmarsh. He was stripped of his weapons and armor when imprisoned, but though bruised and hungry, he has suffered no great injury and his spirit is undaunted.

His tribe has noted, from a distance, the periodic arrival of the Sea Ghost at night at a supposedly deserted, coastal area.

Suspicious of this mysterious behavior, the tribal chief detailed this Merman to follow the ship back to her port of origin and to discover what he could of these strange proceedings. This the Merman did, and at the vessel's homeport witnessed the purchase and stowing aboard of a large amount of weaponry.

The same night, the Merman slipped aboard the ship to investigate things further, but he was no sooner on deck than he was surprised and stunned, to awaken some time later chained to this very spot.

He is uncertain as to how long he has been a prisoner or what his ultimate fate would have been, but if asked he will surmise about 48 hours for the former and unpleasant for the latter. He has no knowledge of the lizard men aboard (he has not seen them) nor does he or any member of his tribe know of the colony of lizard men for whom the arms are intended, as this colony is a new one only recently reoccupied and the Saurian there have taken pains to ensure that their presence is unnoticed by any of the local inhabitants.

During his imprisonment he has been brought rather unpleasant food three times and a cup of brackish, stale water about six times and had seawater poured over him. On each occasion the bearer has been a large bully of a person with a hook instead of a left hand (the Bosun, though the Merman does not know this) accompanied by another member of the ship's crew (a smuggler) who has done nothing but hover uncertainly in the background. These visitations apart, he has been left to his own devices.

If invited to do so, he will join the party with enthusiasm and will stay with them throughout their remaining adventures, only then - and reluctantly - leaving them to return home, for he has been fired with the spirit of adventure. Indeed he will, if requested to do so, remain with the party for the adventures in modules U2 and U3, in which circumstances the GM can run him as an NPC ask one of the players to do so instead for the rest of the adventure(s). At all times he will be as co-operative and as helpful as possible, playing a full role in the party's undertakings (he will, of course, expect a normal proportion of treasure).

15. THE SECRET CACHE

This cramped area, only 4' wide at the widest, is sandwiched between the adjacent cabin and the ship's stern. It contains a number of large, irregularly shaped bundles, wrapped in oilskins and bound with light rope. These are piled apparently at random on the deck, as though thrown in casually from the door.

This is the place in which the weapons are housed during their journey to the customers (the lizard men).

There are eight bundles here at the moment:

1. contains five morning stars
- 2 contains five broad swords
- 3 contains five small shields
- 4 contains 10 javelins
- 5 contains 10 javelins
- 6 contains five broad swords
- 7 contains five morning stars
- 8 contains four small shields and a large shield; this latter is emblazoned on the front with the design of a lizard, with forked tongue extended.

There is no identification of any sort on any of the bundles, nor is there anything else in this area.

16. THE BILGE

This is the lowest level of the ship where the ballast is kept and all the water in the ship that isn't pumped out eventually ends up. The ballast consists of pieces of lead laid carefully and gravel poured together into the hull of the ship. This weight helps keep the ship upright in poor weather despite pressure on the sails from wind. In this mess lives a lot of rats and in the gloom an herb grows that is known only to a few sailing herbalists called Bilgeweed. The herb looks like a thick gray spiderweb and is a fungus. It grows rarely in ship's bilges, feeding on the rot and salty moisture but dying rapidly in sunlight. If the Bilgeweed is dried and crushed, it can be put on any food to grant rapid healing and puts an immediate stop to bleeding. For a full week the imbiber of this odd tasting material has double recovery for healing body, and heals 1D6 to all reduced primary stats per day (the healing takes all day).

The bilge is very cramped, it runs the length of the ship but has only 2' of headroom.



Few herbalists are even able to identify Bilgeweed, let alone know how to use it. If undried Bilgeweed is exposed to sunlight it rapidly decays and is ruined by five minutes.

17. CROW'S NEST

This is not shown on the main plans, but is - predictably enough - high up the mast, 40' above the main deck. Access to it is achieved by either climbing the rigging over the side or underneath through the lubber's hole. It is an all-wood open platform, 10' square with wooden 'walls' 3' high and having a 2' square hatch (the lubber's hole) which in turn descends to the main deck.

The single occupant of this dangerous area at the start of the adventure (when the 'invading party' first approaches the ship) is a smuggler. He, like his colleagues on the deck below, is looking towards the Haunted House and awaiting a signal. This smuggler is armed with a medium self bow and forty arrows as well as a dagger and a short sword (saber).

There is no chance that he will detect the party's approach to, or boarding of the ship if his colleagues below fail to do so - his gaze is fixed at a higher level. He has a 12- perception roll (which is why he was chosen for the lookout position) and has a +1 hearing roll to notice odd sounds on deck such as a fight or someone crying out. Otherwise he will be oblivious to the party's intrusion unless and until someone climbs the rigging towards his position; he will always detect such an approach by the mast's trembling and the sound of creaking ropes when the climber is below him, and will investigate - attacking if circumstances demand it with his shortbow. He will stay in the crow's nest and attack from above, he is indifferently skilled with the bow, but has a good vantage point to surprise people on deck.

The cover of the crow's nest gives some protection. Any attack that hits areas 11-18 hits the wooden barrier instead, which has 5 defense and 4 body to be pierced. Any attack that punches through this (as arrows are very likely to) will deliver their damage to the smuggler, who is likely 1/2 DCV from firing his bow. If he takes too much damage, he'll duck out of sight and it's just luck if you manage to even hit the area he's crouching at.



DEFEATING THE SMUGGLERS

If and when the ship's Captain, the Mate, the Bosun and the magic-user are all dead or have fled, and if the party then outnumber the surviving crewmen and saurian combined, then the human smugglers will offer to surrender the ship to the party. They will seek the most advantageous terms they can get, but their minimum requirements will be their lives and liberty and the ship's jolly boat in which to flee. If the party refuses these minimum conditions then the smugglers will offer to trade information in exchange for treasure. Again, they will seek the most advantageous terms they can obtain and their minimum requirements, in this case, will be 10 SP to disclose the whereabouts of the secret cache of weapons and the fact they were to deliver these arms to the saurian. They do not know the exact location of the rendezvous point for their arms running, only that it is about ten miles or so along the coast and west of the Haunted House, near the mouth of a small river. For a further minimum amount of 5 SP they will reveal the presence of the Merfolk prisoner in area 14.

Of course, characters may be able to find other means of persuading the smugglers to reveal what they want to know, but note all the smugglers have some Resistance and will be difficult to break: they are hardened bad men and have seen a rough life.

If the party refuses to meet any of these minimum demands, the smugglers will refuse the related information. They know nothing of importance other than stated above.

The smugglers' leaders and the saurian will not surrender or sell information; they will either fight to the death or, if things are going very badly for them, seek to escape either in the jolly boat or by diving overboard and swimming to the shore (shedding armor and equipment as necessary).

The Saurian do not trust humans and will not make deals; the leaders are guilty of a rather wide array of crimes and know that silence is their best friend. They have some friends in the Shadow House and will rely on that slim chance over making those friends mad by talking. Selling arms to the Saurian is not illegal, but it is questionable, and smuggling weapons is illegal.

OWNING THE SEA GHOST

This ship is owned by the smugglers, it is registered in Dornica and supposedly is owned by a certain merchant, but upon investigation it will be discovered that this man does not exist. Thus, by sea law, the ship now belongs to the PCs if they choose to keep it. The *intact* ship is worth 50 gold with all of its rigging and full equipment. However, the new owners will have to pay 10 gold tax on this sudden new wealth - and that covers the ship alone.

Monthly upkeep on the ship (tarring, stores, sails, cordage, wood, water, pay for sailors, etc) equals at least 2 gold, and that does not include pay for the officers, of which the ship will require at least four (captain, bosun, sailing master, first mate). The Sea Ghost is a good ship (it is detailed in the NPC section) and can be used for ordinary mercantile sailing for no small profit each month. This small shipment alone was worth more than six gold.

This completes the description of the SEA GHOST adventure.

If the party has successfully completed its mission, the seagoing side of the smuggling operation will have been rendered inoperative, and in addition the party will have gained some or all of the following information:

- a) in addition to smuggling contraband of the more conventional sort, the smugglers are running weapons to a colony of Saurian, for reasons which are at present obscure;
- b) the location of the lizard men's colony; and
- e) the fact that this weapon smuggling appears to have been going on for some months.

If they have enough information, the party should be able to deduce that the lizard men are planning either an attack on Saltmarsh (the only human habitation within miles of the lizard men's lair) or on some other place, location at present unknown.

The possibility, at least, of the former should provoke the party into warning the Saltmarsh Council (if they do not, the excise men will certainly do so if they are still alive) and this should lead directly to the adventure described in module U2: DANGER AT DUNWATER.



TROUBLESHOOTING

If the party fails to gain enough information, or makes the wrong deductions (or no deductions at all) then the GM must decide whether the party should be coaxed towards the U2 adventure. If not, then adventuring in the Saltmarsh area would appear to be at an end! If the DM wishes to coax the party towards module U2 and further adventuring, this must be done craftily without 'giving the game away' too much, for a party with too much information will probably have an unsatisfactory adventure.

If the PCs consult the town council they will find wise counsel in Coel Fenthüien about possible courses of action. The two excise men are locals with good sailing knowledge who can help steer players the right way, but the GM should be careful to use conversation and hints rather than directly pulling the players around by the nose. The Players are the stars, the main characters of this story, and they must be the ones who come up with the plan of action.

Remember that U1 is a 'thinking players module' - neither the smugglers in the Haunted House nor their colleagues aboard the Sea Ghost should present a serious challenge to a well organized, intelligent party, though deductions of the truth (or at least as much of it as is exposed here) from the scraps of evidence will pose a greater challenge, as will the formulation of the correct policy to pursue for the next stage of this series of adventures.

It's possible the ship will sail away without the PCs ever finding out what happened, if this happens, have a contingent from the ship (the Bosun, the First Mate, and three smugglers) come to town looking for answers. A confrontation between them and the PCs shouldn't be difficult, even if they ship sails, they can find out the basics of the scheme and enough to lead to U2 if the GM desires.

If the party is overcome by the small crew and defeated, they should be rather embarrassed, but they won't be put to death. Any particularly and obviously wealthy character will be treated well and ransom demanded for their safe return. The others will be chained in the hold, which leaves a lot of possibilities for escape.

Once the ship is far enough out to sea that no land is visible, the PCs are set free and put to work under guard. Unless they are especially incompetent, they ought to be able to break free and overcome their captors who barely outnumber them. One smuggler might be having second thoughts and help them out, or the merman could break free and set them free as well.

Once free, the PCs need help to sail the ship, and some sort of deal would have to be reached with the smugglers. They are not a particularly bloodthirsty group and would be willing to set the PCs ashore somewhere distant from a city and leave them to their own devices. If the officers are all dead, the PCs can take over the ship and run it as they will, but will have no ability to sail the thing and will need the smugglers' help. Unfortunately, none of the smugglers are particularly skilled with navigation so who knows where they might end up?

The GM should be careful in the Haunted Mansion. No sane PC will tackle a haunted house at night, but if they do, the place is significantly more dangerous. Not only is it harder to see in (and thus the weak floors might be more dangerous) but there are extra spooks in the place. The PCs can escape the monsters at any time by leaving the house, none of the monsters will follow outside, but it might be challenging and even dangerous in some places. Fleeing the house will not be viewed with derision by anyone in Saltmarsh, they will consider it a sensible thing to do. If the PCs are particularly hard pressed and might be defeated by the ruthless haunts, a contingent of smugglers trying to gain their loot might show up and lend a hand at the last minute. This would be an uncomfortable solution, since it means the PCs are the rescuees rather than the rescuers, but it also might lead to them being captured by the land-based smugglers.

Should the PCs be grabbed by the land-based smugglers, they will hold them until the Sea Ghost arrives, sail them to the boat, and see above for that eventuality. For a full week the PCs will have opportunities to escape or have someone from town investigate if they are not getting out any other way.

'BLOODY' BJORN, FIRST MATE (Sea Ghost)

Val	Char	Cost	Roll	Notes
17	STR	7	12-	Lift 280kg; 3D6
15	DEX	15	12-	OCV: 6 DCV: 5
16	CON	12	12-	
11	BOD	2	11-	
10	INT	0	11-	PER Roll: 11-
9	EGO	-2	11-	EGO Roll: 11- ECV: 3
12	PRE	2	11-	PRE Attack: 2D6
8	COM	-1	11-	
5	PD	2		Total: 11 (6 rPD; +2 head only)
3	ED	0		Total: 7 (4 rED; +2 head only)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
32	END	0		
28	STN	0		
				Total Characteristics Cost: 40

Movement: Running: 6"/12"
Leaping: 3"/6"

Cost Skills and Talents

3	Environmental Movement: rigging
3	Resistance (3)
4	Weapon Familiarity: all common weapons
1	Weapon Familiarity: Offhand
2	PS: Sailor 11-
3	Navigation 11-
1	Perk: First Mate
3	Combat Driving: Ships 12-
2	Transport Familiarity: aquatic craft
5	Combat Skill Level: +1 OCV

Total Powers & Skills Cost: 20**Total Cost: 60****PTS Disadvantages**

-15 Psych Lim: vengeful, casual killer C/S

Total Disadvantage Points: -15

Ecology: 'Bloody' Bjorn is an accomplished sailor, having been at sea since he was eight years old. He managed to claw his way to second in command through a combination of luck, personal ability, and brutality. The nickname he got was from his days before the mast when he'd kill a man just as soon as fight him, although he's since mellowed some. Should anything happen to the captain, Bjorn will take command.

Personality/Motivation: Bjorn is driven by the desire for a ship of his own, and after a few more prosperous trips in the Sea Ghost the captain plans on getting a tender which Bjorn would take charge of. He will attempt to kill anyone who gets in his way of this ambition.

Powers/Tactics: Bjorn is a fairly skilled fighter, but is not up to the PCs' standards. He's able to sail a ship well enough but is not as good as the captain. Bjorn is a man on his way up but he hasn't gotten there yet. He'll fight with his longsword and dagger and wears his chainmail shirt at all times while awake because it looks impressive and he's made a few enemies of the men.

Campaign Use: Bjorn is a leader for the smugglers and a fill in for the captain. Should Sigurd fall, Bjorn will take up the tactics and lead the men ably.

Appearance: Bjorn is blonde and tall and strong, but ugly and angry looking. He wears a metal helmet and a chainmail shirt over his rough clothes and always has his weapons close at hand. His only nod to style is a red sash around his waist like all the smugglers on the Sea Ghost.

Equipment: Chainmail Shirt (areas 8-13)

Well Crafted Star Iron Longsword (light)

Plate helmet

Gold ring worth 15 sp

Belt pouch containing 5 cp, 17 ip, and the key to his chest in room 13 aboard ship

'FOUL' FRITHOFF (Bosun) (Sea Ghost)

Val	Char	Cost	Roll	Notes	
17	STR	7	12-	Lift 280kg: 3D6	
15	DEX	15	12-	OCV: 5 DCV: 6	
15	CON	10	12-		
10	BOD	0	11-		
8	INT	-2	11-	PER Roll: 11-	
10	EGO	0	11-	EGO Roll: 11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3D6	
6	COM	-2	10-		
6	PD	3		Total: 9 (3 rPD)	
3	ED	0		Total: 8 (3 rED)	
3	SPD	5		Phases: 4,8,12	
6	REC	0			
30	END	0			
30	STN	3			
				Total Characteristics Cost: 44	

Movement: Running: 7"/14"
Leaping: 3"/6"

Cost	Powers	END
10	Hook: HKA 1/2D6 (D6+1 w/STR)	1
2	Swift: Running +1" (7" total)	1

Cost	Skills and Talents
6	Combat Luck (3 PD, 3 ED armor)
3	Environmental Movement: rigging
2	Resistance (2)
4	Weapon Familiarity: all common weapons
1	Weapon Familiarity: Offhand
2	PS: Sailor 11-
1	Navigation 8-
2	Transport Familiarity: aquatic craft
5	Combat Skill Level: +1 DCV

Total Powers & Skills Cost: 38

Total Cost: 82

PTS	Disadvantages
-20	Psych Lim: loyal to captain VC/S
-10	Physical Lim: Hook for left hand F/S

Total Disadvantage Points: -30

Ecology: Frithoff is a squat, broad, strong man bald as a boulder and as hard as one. He is physically tough enough to handle any of the men should they get out of line, and that's why he got the job of boatswain, the leader of the sailors.

Personality/Motivation: Frithoff is very loyal to the captain and will fight to the death for him. He also loves s fight and will not back down from one.

Powers/Tactics: 'Foul' Frithoff is fairly able in combat, but is noteworthy only because he's so tough. He can take a significant beating without noticing much effect and dish out a lot of damage. Unfortunately, he lost a hand in a fight years ago and has a hook in its place. Unwilling to get the hand regrown with magic, he likes the menace it generates and the help in a fight.

Frithoff will fight with both attacks, although he's not very accurate with his hook (-3 OCV), making presence attacks and talking trash the whole time.

Campaign Use: The Bosun is the last step in the chain of command. An indifferent sailor and not much of a leader, Frithoff can nevertheless intimidate the sailors into proper action should the other leaders be killed or incapacitated.

Appearance: A short man, Frithoff only reaches 5'4 although he's broad and burly enough to weigh over 200 pounds and none of it is fat. His left hand is gone, a cruel steel hook in its place. Frithoff is bald and has a few teeth missing as well.

Equipment: Earring (left ear) worth 1 sp
Belt pouch containing 3 sp, 15 cp, and 7 ip, plus the key to his chest in room 12 aboard the Sea Ghost.

Hand axe
3 Daggers

NED SHAKESHAFT (area 15 Haunted House)

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400kg; 4D6
19	DEX	27	13-	OCV: 6 DCV: 6
0	CON	-	12-	
10	BOD	0	11-	
11	INT	2	11-	PER Roll: 11-
18	EGO	16	13-	EGO Roll: 13- ECV: 6
12	PRE	2	11-	PRE Attack: 2D6
10	COM	0	11-	
4	PD	0		Total: 7 (3 rPD; 25%)
4	ED	12		Total: 7 (3 rED; 25%)
5	SPD	21		Phases:
4	REC	0		
30	END	0		
0	STN	-		Total Characteristics Cost: 96

Movement: Running: 4"/8"
Leaping: 2"/4"

Cost	Powers	END
8	Undead: Elemental Control (8 pts)	
37	Undead: Life Support (full)	-
42	Undead: Cannot be Knocked Out (loses no powers)	
7	Undead: No Hit Locations	-
7	Undead: Does Not Bleed	-
7	Spirit: Damage Resistance 25% rED	-
7	Spirit: Damage Resistance 25% rPD	-
3	Ghostly: Flight 2"; 0 END Cost, no noncombat move, concentrate 1/2 DCV full time	0
10	Spooky: Clinging	0
22	Boneless: Shapeshift up to 4 shapes, vs sight; 0 END Cost	0
7	Scream: Presence +25; instant, only for attack	-
34	Gloom: Change Environment (sadness), -1 OCV, -1 DCV, -1" running, -2 all presence skills, +1" radius; 0 END Cost, Personal Immunity, No Range	0
22	Despair: Drain 1D6 Presence; Recover per turn, Ranged, 0 END Cost	0
20	Undead Strength: Hand-to-Hand Attack 4D6 (8D6 with strength); 0 END Cost, Only to add to Strength damage	0
14	Blink: Teleport 7"; 0 END Cost, Invisible to sound and sight, only when nobody is observing	0
27	Tough: Armor 3 PD, 3 ED	-
6	Tireless: Strength 0 END Cost	0
4	Tireless: Running 0 END Cost	0
-4	Running -2"	

Total Powers & Skills Cost: 280
Total Cost: 376

PTS Disadvantages

- 10 Vulnerability: x1 1/2 effect from Holy attacks
- 10 Vulnerability: x1 1/2 Body from Holy attacks
- 10 Vulnerability: x2 effect from presence attacks by Holy Men

Total Disadvantage Points: -30

Ecology: Ned Shakeshaft is a smuggler who was caught by a powerful spirit and possessed while trying to recover the smuggler loot in the Haunted Mansion. He no longer is a human being, but is a possessed haunt, a unique monster that lurks in the mansion. Ned lives only to terrify and inflict pain on anyone who comes in the house, to ultimately kill them.

Personality/Motivation: Ned is filled with a desire to kill and harm and frighten, to destroy the hope, confidence, souls, and finally bodies of all intruders.

Powers/Tactics: In combat, Ned Shakeshaft will hit foes with incredibly hard blows but is not particularly dangerous himself. He cannot be knocked out but suffers damage from nearly any attack, just without pain. Before he reveals his nature, Ned will seem like a very, very frightened man who cowers from every sound and movement and has no confidence at all.

Ned has several supernatural abilities that make him seem scarier, such as the ability to climb up walls, float in the air, scream to terrify others, sap confidence, and move as if he is boneless, or at least his joints don't work normally (such as spin his head completely around or bend his legs backwards without harm). Ned, when he reveals his supernatural abilities, will generate an area of Gloom around him that looks like a more shadowy area in which sound is strange and echoes slightly, and everyone within is so filled with dread and misery they move and attack more poorly. The area is centered on Ned, and naturally he's unaffected by it.

If people aren't keeping a close on on Ned, he can vanish and show up somewhere else, and he will use this to confuse and unnerve people while they are "trying to help him leave the mansion." Ned is also very fast in combat, and quite strong.

Campaign Use: Ned's point value is gaudy and might seem daunting, but he's not really that lethal in combat. He is not difficult to defeat, but will be spooky enough while he's active. GMs should use his abilities and actions for maximum disturbance to the PCs, to scare them, or at least their characters, as much as possible.

Appearance: Ned looks like a ragged man in rough spun clothes who has had the living hell scared out of him. He seems to have aged from the experience. Once he manifests his powers, Ned becomes supernatural, as if weightless, his hair moving slowly like he's underwater, his eyes pure blank white, his voice echoing in reverse.

Equipment: none.

OOLLOOSHHEEL (area 15, Sea Ghost)

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 320kg: 3 1/2D6
14	DEX	12	12-	OCV: 5 DCV: 6
14	CON	8	12-	
11	BOD	2	11-	
10	INT	0	11-	PER Roll: 11-/13-
11	EGO	2	11-	EGO Roll: 11- ECV: 3
13	PRE	3	12-	PRE Attack: 2 1/2D6
14	COM	2	12-	
5	PD	1		Total: 6 (1 rPD)
4	ED	1		Total: 5 (1 rED)
3	SPD	6		Phases: 4, 8, 12
7	REC	0		
28	END	0		
30	STN	3		Total Characteristics Cost: 51

Movement: Running: 3"/6"
Leaping: 3 1/2"/7"
Swimming: 7"/28"

Cost	Powers	END
7	Aquatic: Life Support: High Pressure, Breathe Air	-
12	Swift: Swimming +5" x2 NC (7" total)	1
7	Spines: HKA 1/2D6 (D6+1 w/STR); Reduced Penetration	1
7	Sonar: Detect, sense objects	-
10	Sonar: Targeting Sense (detect)	-
4	Keen Ears: Enhanced Perception +2 (hearing)	-
5	Underwater Vision: Water Vision	-
3	Scales: Armor 1 PD, 1 ED	-
7	Display fins: Presence +10; Offensive Only	-
-6	Running -3"	

Cost	Skills and Talents
4	Weapon Familiarity: Common Merfolk Weapons
2	AK: Home reefs 11-
5	Combat Skill Level: DCV +1
2	Herbalism 12- (oceans)

Total Powers & Skills Cost: 69
Total Cost: 120

PTS	Disadvantages
-5	Vulnerability: x1 1/2 Body from dehydration attacks
-5	Susceptibility: D6/hour when dry
-5	Vulnerability x1 1/2 Effect Sonic Flash attacks

Total Disadvantage Points: -15

Ecology: Merfolk are sea dwelling creatures that tend to live near shore. They are generally friendly and trade with land dwellers, although some are hostile. Oolloo was sent as a scout to determine what the Sea Ghost was doing by his tribal leader, and got captured by the smugglers.

Personality/Motivation: Oollooshheel is pragmatic, he'll adapt to any situation and is very patient. He will be friendly enough with anyone who is friendly, and lethal to enemies with the same level of detachment, like its all just a job to do.

Powers/Tactics: Merfolk are very strong and tough, they are used to living in the sea and can dive to incredible depths yet move comfortably. Normally a merman would be at a great disadvantage out of water, but Oolloo has a magical item to help him avoid the worst effects.

Oolloo can fight hand to hand (using his arm spines) but prefers a spear or trident if he can get one. He can't wear human armor, and didn't bring coral armor along so he'll try to avoid being hit if he can. Like all merfolk, he can sense nearby objects with sonar and has incredible hearing.

Campaign Use: Oollooshheel is a helpful source of information for the PCs and potentially an ally in a fight, although he's not particularly effective without any equipment.

Appearance: Oolloo looks like a bright blue and yellow scaled man with a large fin for his lower body, from the waist down. Because of his Earring of the Sea he can change into legs, which he's able to move around on comfortably again because of the magic. He wears no armor or clothing, but has fantastic fins and crests on his body that he can retract and extend for maximum effect on enemies.

Equipment: Earring of the Sea (in a fin)

PUNKHETA (area 8, Sea Ghost)

Val	Char	Cost	Roll	Notes
7	STR	-3	10-	Lift 70kg; 1D6
11	DEX	3	11-	OCV: 4 DCV: 5
9	CON	-2	11-	
8	BOD	-4	11-	
17	INT	7	12-	PER Roll: 12-
14	EGO	8	12-	EGO Roll: 12- ECV: 5
13	PRE	3	12-	PRE Attack: 2 1/2D6
10	COM	0	11-	
2	PD	1		Total: 2 (0 rPD)
4	ED	2		Total: 2 (0 rED)
3	SPD	9		Phases: 4, 8, 12
3	REC	0		
18	END	0		
17	STN	0		
35	MANA	2		
7	MREC	0		
Total Characteristics Cost: 26				

Movement: Running: 5"/10"
Leaping: 1"/2"

Cost Powers
13 Magic: 40 pts of spells

-2 Running -1"

Cost Skills and Talents
11 Magic Skill 16-
2 PS: Mage 11-
2 Transport Familiarity: aquatic
3 Riding 11-
2 KS: Aquatic threats and events 11-
5 Combat Skill Level: DCV +1

Total Powers & Skills Cost:

Total Cost:

PTS Disadvantages
-20 Psych Lim: hates women VC/S

Total Disadvantage Points: -20

Ecology: Punkheta is a mage for hire, a water mage who works ships and helps the crew with supernatural situations and to make best time. Always welcome, these men can command a very high price for their services, unless they've done so much wrong as to fall into disgrace, such as Punkheta. He is working for the smugglers in hopes that he can find advancement and glory on the other side of the law after some events regarding young women and murder in his past.

Personality/Motivation: Punkheta is ambitious and is trying to earn status and notoriety with the less than lawful portion of the sea going community so that he can live a life of comfort and ease once more. He despises women, although he'll use them for his pleasure, and delights in terrifying, harming and killing them.

Powers/Tactics: Punkheta is not a very powerful combatant. He does not have much in the way of combat skills, although he is good at dodging. He will use his spells to protect himself and harm others, but most of his magic is actually non combat spells that help with sailing and ship related effects.

Punkheta's focus is an ornate rod made of coral and shells he keeps tucked in his belt when not in use for spells.

Campaign Use: Punkheta makes the sailors more dangerous and keeps the feel of fantasy on board the ship rather than just a pirate ship. He would be a useful ship-board ally were he not so twisted and hateful.

Appearance: Punkheta looks like a small, thin man in blue robes that clearly were very expensive but have gotten a bit threadbare over the years. He is in his mid forties and wears a long goatee with beads and such woven into it, hanging several inches from his chin.

Equipment: Wand of Detect Magic
Sash of Warding
Belt Pouch with 2 sp, 5 cp, two gems (rubies worth 20 sp and 75 cp respectively), and foci for his spells

PUNKHETA'S SPELLS			
NAME	EFFECT	ROLL	MNA
Breathe Water	Breathe water on self	-1	(2)
Becalm	Drain Swimming on ship	-2	2
Create Water	Creates water	-1	1
Drown	2D6 continuous NND	3	(6)
Fog Cloud	Creates megascale fog	-4	4
Sail	Enhance ship's speed	-1	(2)
Still Waters	Calms water around ship	-3	(6)
Call Water Spite	Summon devoted water spite	-4	4
Blur	+2 DCV	-1	(2)
Lesser Cure	Heal minor wounds	-1	1

SANBALET (Mansion room 27)

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 160kg: 2 1/2D6
17	DEX	21	12-	OCV: 6 DCV: 6
11	CON	2	11-	
10	BOD	0	11-	
14	INT	4	12-	PER Roll: 12-
11	EGO	2	11-	EGO Roll: 11- ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2D6
10	COM	0	11-	
5	PD	2		Total: 6 (1 rPD)
3	ED	1		Total: 4 (1 rED)
4	SPD	13		Phases: 3, 6, 9, 12
5	REC	0		
22	END	0		
23	STN	0		
				Total Characteristics Cost: 51

Movement: Running: 7"/14"
Leaping: 2 1/2"/5"

Cost	Powers	END
11	Missile Deflection (thrown items) +2 OCV	-
2	Swift: Running +1" (7" total)	1

Cost	Skills and Talents
6	Skill Levels: +2 Dex based skills
5	Stealth 13-
3	Shadowing 12-
3	Climbing 12-
5	Concealment 13-
3	Sleight of Hand 12-
5	Lockpicking 13-
3	Gambling 11-
3	Persuasion 12-
3	Breakfall 12-
12	Combat Sense 13-
10	Defense Maneuver IV
20	Knife Fighting Martial Arts

MANEUVER	DCV	OCV	EFFECTS
Block	+2	+2	Block, abort
Foist	+2	0	Attack, +2 DC
Thrust	+1	+3	Strike
Reversal	0	-1	Grab, +10 STR, only to redirect weapon
Disarm	-1	+1	Disarm, +10 STR to disarm

Total Powers & Skills Cost: 94
Total Cost: 145

PTS	Disadvantages
-15	Psych Lim: Greedy VC/M
-10	Psych Lim: Untrusting C/M

Total Disadvantage Points: -25

Ecology: Sanbalet runs the land-based operation of the smugglers in this area. He quickly rose to the top of the organization and was put here by Captain Sigurd to keep him from getting too ambitious. He runs the locals efficiently and without incident, and has formed a good partnership with one of the local businessmen.

Personality/Motivation: Sanbalet is greedy and untrustworthy, so he is also untrusting. However, he's amiable and easy to like, dashing and daring in his own way.

Powers/Tactics: No bruiser, Sanbalet prefers to fight with skill and speed. He fights with daggers, and is very skilled with them although he knows his limitations and is willing to run and hide as well as stand and fight. Sanbalet is well trained in knife fighting from Moskend and is a very accomplished thief as well. He is well aware of his surroundings, even when blinded or surrounded.

Sanbalet keeps his lockpick and at least one dagger hidden on himself with all his skill (15- roll) at all times, just in case he needs to escape.

Campaign Use: Sanbalet is the leader of the smugglers near Saltmarsh and the "boss" of the first part of this adventure. He is a tough fight when with his men, but no match for several adventurers.

Appearance: Slim, tall, and dark, Sanbalet is originally from Moskend and he shows it with dusky skin and dark hair. His features are slightly exotic, but not handsome. Sanbalet tends to dress well, if a bit odd for the area he finds himself - he looks like a swashbuckler.

Equipment: padded cloth armor areas 7-16
Soft leather armor areas 4, 6, 17-18
6 daggers, including 1 *adarcer* dagger enchanted to be +1 OCV
Belt pouch containing a set of loaded dice, the key to the chest in his room (area 21 in the Haunted Mansion), three pearl worth 35 sp each, 7 sp, 5 cp, and 3 ip.

SIGURD 'SNAKE EYES' (Sea Ghost)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200kg: 3D6
16	DEX	18	12-	OCV: 5 DCV: 5
14	CON	8	12-	
11	BOD	2	11-	
10	INT	0	11-	PER Roll: 11-
13	EGO	6	12-	EGO Roll: 12- ECV: 4
18	PRE	8	13-	PRE Attack: 3 1/2D6
12	COM	1	11-	
6	PD	3		Total: 12 (6 rPD)
4	ED	1		Total: 8 (4 rED)
4	SPD	14		Phases: 3, 6, 9, 12
6	REC	0		
28	END	0		
30	STN	4		Total Characteristics Cost: 70

Movement: Running: 6"/12"
Leaping: 3"/6"

Cost Skills and Talents

3	Environmental Movement: rigging
5	Resistance (5)
4	Weapon Familiarity: all common weapons
1	Weapon Familiarity: Offhand
4	PS: Sailor 13-
5	Navigation 12-
2	Perk: Ship's Captain
5	Combat Driving: Ships 13-
2	Transport Familiarity: aquatic craft
5	Combat Skill Level: +1 OCV
6	Combat Skill Levels: +2 OCV with Swords
10	Two Weapon Fighting
3	Oratory 13-
3	Persuasion 13-

Total Powers & Skills Cost: 58

Total Cost: 128

PTS Disadvantages

-15	Psych Lim: Greedy C/S
-20	Psych Lim: ambitious VC/S

Total Disadvantage Points: -35

Ecology: 'Snake Eyes' is a man who has been at sea all his life. Born on a pirate ship, raised by buccaneers, and trained in every aspect of sailing, Sigurd rose through the ranks and finally took some of his booty to buy his own ship for merchant work. On the side he smuggled and this entire operation is his brainchild. Piracy is risky, smuggling can gain the trust and cooperation of the locals, if you move the right goods.

Personality/Motivation: Sigurd seen more campaigns and battles than most adventurers have years, and has learned much in his time. This has made him cautious and somewhat paranoid, he plans carefully and trusts none of his men. However, he has big plans for a larger and larger operation with many ships and him at the head, eventually running it all from land as others do the sailing and the hard work.

Powers/Tactics: 'Snake Eyes' Sigurd is a very capable navigator and captain as well as a skilled sword fighter. He fights with his sword seadragon in one hand and a dagger in the other with great skill and speed, and enjoys doing so. He'll engage more than one enemy at once in this manner if he must, using sweeps and attacking both targets, one with each weapon. He'll rely on his men and his armor to keep him going while he deals with intruders.

Campaign Use: The captain is the leader of the entire smuggling ring, he is the boss of the adventure, although he's not the most dangerous foe the PCs will face in combat. Sigurd is the leader and even if the rest of the smugglers get away his loss will destroy the ring with infighting and poor planning.

Appearance: Sigurd is a tall, broad man in his fifties who still has a lot of fight left in him. He wears a chainmail suit covered with light cloth pants and shirt to keep the sun off, and a broad hat on his head over the cowl. Sigurd's eyes are unusually, icy pale and his men think they are reptilian.

Equipment: Seadragon longsword

Two daggers

Chain mail suit

Gold ring set with rubies (25 sp value)

Belt pouch with 5 sp, 3 cp, 2 ip, a topaz worth 10 sp, the keys to the chest and the desk drawer in room 9, and a lucky tooth charm

SMUGGLERS

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 160kg: 2 1/2D6
13	DEX	9	12-	OCV: 4 DCV: 4
11	CON	2	11-	
10	BOD	0	11-	
10	INT	0	11-	PER Roll: 11-
10	EGO	0	11-	EGO Roll: 11-
11	PRE	1	11-	PRE Attack: 2D6
10	COM	0	11-	
ECV: 3				
4	PD	1		Total: 4 (0 rPD)
3	ED	1		Total: 3 (0 rED)
3	SPD	7		Phases: 4, 8, 12
5	REC	0		
22	END	0		
23	STN	0		
Total Characteristics Cost: 42				

Movement: Running: 6"/12"
Leaping: 2 1/2"/5"

Cost Skills and Talents

3	Environmental Movement: rigging
2	Transport familiarity: aquatic craft
2	PS: Sailor
4	Weapon Familiarity: common weapons
1	Navigation 8-

Total Powers & Skills Cost: 12

Total Cost: 54

PTS Disadvantages

-10 Watched by the officers 11-, NCI, mild punishment

Total Disadvantage Points: -10

There are 18 total smugglers on the ship and 8 more on the land. 4 smugglers are on the boat from the Sea Ghost headed to shore when the PCs go to the ship.

Ecology: The smugglers vary greatly by individual but all have this in common: they are criminal sailors who work under Captain Sigurd and are loyal to him, so long as the money keeps coming.

Personality/Motivation: Individuals vary but all are bound by greed and a desire for easy money.

Powers/Tactics: The sailors and smugglers use whatever weapons they have at hand, usually a saber or club. If no weapon is handy on the ship a belaying pin or a bar from the capstan will serve as a club, even a marlinspike will work for a dagger. They are not great fighters and will drop easy to seasoned adventurers, but are fairly numerous.

Campaign Use: This is the cannon fodder of the adventure, the base NPCs who drop easy and don't get back up. The GM may even just want to assign them 2 or 3 good hits rather than keeping track of damage. They take this many hits, they drop.

Appearance: The smugglers are a ragged looking crew, just men wearing what they can cobble together. All wear a crimson sash as part of their identifying mark, however.

Equipment: The sailors will have the equipment listed for them when encountered, but if nothing is detailed, they have a saber (short sword) and dagger. None will be wearing any armor. Each smuggler that is put down will have some personal effects, roll on the table below for their treasure:

ROLL	RESULT
2	Roll twice, ignore this roll
3	Coins: D6 sp, 3D6 cp
4	Thong with lucky charm (2D6 sp value)
5	Silver ring (2D6-1 value)
6	Copper ring (3D6 cp value)
7	Copper neck chain (D6 sp value)
8	Coins: D6 cp, 2D6 ip
9	Thong with lucky charm (2D6 cp value)
10	Coins: D6-1 (0-5) sp, 2D6 cp, 3D6 ip
11	Large gold earring (3D6 sp value)
12	Roll twice, ignore this roll

Note: the two excise men Tom and Will Stoutly will be identical in stats to the smugglers, but will wear hard leather armor (areas 3-4, 7-14). They have no treasure on them, having left it all home.



SKELETAL RAT

Undead

Val	Char	Cost	Roll	Notes	
13	STR	3	12-	Lift 160kg; 2 1/2D6	
16	DEX	18	12-	OCV: 5 DCV: 7*	
0	CON	0	-		
13	BOD	6	12-		
8	INT	-2	11-	PER Roll: 11-	
6	EGO	-4	-	EGO Roll: 10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3D6	
2	COM	-8	9-		
4	PD	3		Total: 4 (1 rPD)	
4	ED	12		Total: 4 (1 rED)	
4	SPD	14		Phases: 3, 6, 9, 12	
3	REC	0			
0	END	0			
0	STN	-			
Total Characteristics Cost: 47					

Movement: Running: 8"/16"
Leaping: 2 1/2"/5"
Tunneling: 1"/2"

Cost	Powers	END
8	Undead: Elemental Control (8 pts)	-
7a	Undead: No Hit Locations	-
37b	Undead: Life Support (full)	-
52c	Undead: Cannot be knocked out (lose no powers)	-
7d	Undead: Does Not Bleed	-
15	Small: Shrinking (1 level) +2" KB, -2 PER to be seen; Inherent, Persistent, 0 END Cost, Always On (*)	0
6	Scurry: Running +2" (8" total); 0 END Cost	0
7	Climbing: Clinging (13 STR); Only to represent super-climbing	-
5	Heat Sight: Infrared Vision	-
11	Chew: Tunneling 1", 5 DEF; 0 END Cost, Extra Time Full Turn focus, Concentrate 1/2 DCV full time	0
5	Tough: Power Defense 5	-
3	Damage Resistance 1 PD, 1 ED	-
15	Gnaw: HKA 1D6-1 (D6+1 w/STR); 0 END Cost	0
6	Tireless: Running 0 END Cost	0
6	Tireless: Strength 0 END Cost	0

Total Powers & Skills Cost: 190

Total Cost: 237

PTS Disadvantages

- 15 Physical Limitation: Animal Intelligence
- 5 Vulnerability: x1 1/2 Effect Presence Attacks by Holy Men
- 15 Susceptibility: x1 1/2 D6/Phase from direct sunlight
- 10 Vulnerability: x1 1/2 Body Holy Attacks
- 10 Vulnerability: x1 1/2 Effect Holy Attacks
- 10 Vulnerability: x1 1/2 Effect Holy Attacks

Total Disadvantage Points: -10

Ecology: These are rats who died and have been given unlife, animated by evil magic and evil spirits. They are not usually created deliberately, but are sometimes will form spontaneously as the result of a more powerful necromantic spell. Skeletal Rats act much like ordinary rats, although they do not need to eat they still will attack and chew on targets.

Personality/Motivation: Skeletal Rats tend to be angry, hateful, and destructive. They will skulk in dark corners and fearlessly, even self-destructively attack any living that they encounter.

Powers/Tactics: A Skeletal Rat is undead, so it does not need to breathe or eat, cannot feel pain, and so on. They attack much like any ordinary rat, chewing and leaping on targets. Skeletal Rats are able to chew through all but the harder materials and will do so simply out of spite and a love of destruction.

Campaign Use: Skeletal Rats are a minor threat, something to add trivial creatures to any haunted or spooky area.

Appearance: Skeletal Rats look like an undead rat with little if any tissue left. They may have tatters of rotting, desiccated skin left, but are primarily skeletal. These rats are huge, up to four feet long - they are undead Sewer Rats.



MERCHANT SHIP

Val	Char	Cost	Notes
12	Size	55	12"x6", -11" KB, -7 DCV
65	STR	0	Lift 200 tons: 13D6 HTH
21	Body	0	
10	DEX	0	OCV: 3 DCV: 3 ECV: --
6	DEF	12	
2	SPD	0	Phases: 6, 12
			Total Characteristics Cost: 67

Movement: Running: 0"
Leaping: 0"
Swimming: 6"/12"

Cost	Powers	END
1	Sailed Watercraft: Swimming +4"; Surface Only (-1/4), OIF sails (-1/2), Sailed (-1), Limited Maneuverability (-1/4), Cannot go backwards (-1/4)	0
12	Anchor: Strength 65, 0 END Cost (+1/2), OAF Bulky (-1 1/2), Only to hold by rope (-1 1/2)	0

-12 Water Vehicle: Running -6"

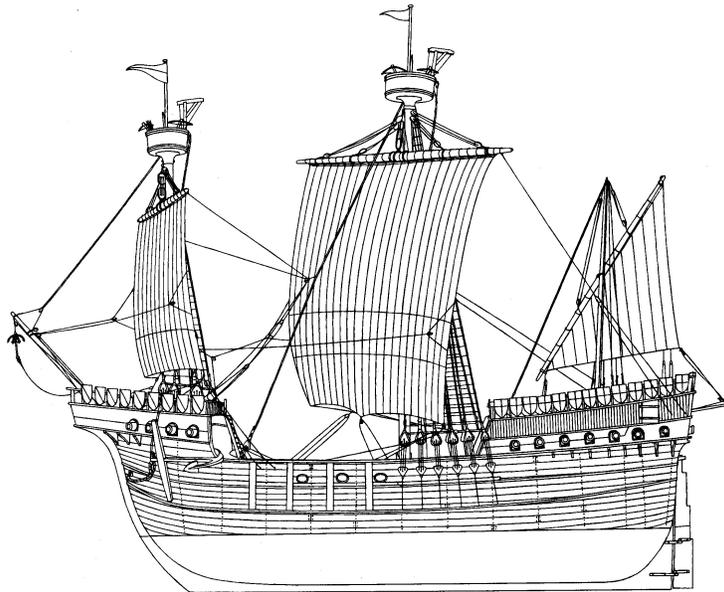
Total Powers & Skills Cost: 1
Total Cost: 68

PTS Disadvantages

-15 Distinctive: prey to pirates, rich merchant ship, not concealable, noticed

Total Disadvantage Points: -15

Description: The Sea Ghost is a small frigate, similar in size and layout to the HMS Surprise in the movie Master and Commander. It is a bit undermanned at the moment, with most of it's crew ashore after a big score. The full compliment is 100 men, although Sigurd rarely has that many at once. The present crew of 12 men and four officers is the bare minimum to run the ship in any normal weather.



TREASURES IN THIS ADVENTURE

CURSED LUCK-STONE

Cursed items are not very common in Jolrhos, because most of them are destroyed when they are made. Mages will on occasion fail an enchantment and create this kind of item, and demons are not above creating cursed items and seeding the world with them. Over time people who discover this kind of thing will take the time to destroy them, and thus few are around to be found. The old alchemist in this adventure found one such item and decided to use his newly created philosopher's stone to turn the stone to gold, which ought to break the curse. After practicing on a few other items, he was going to try the stone, but had a fatal aneurism and died before he had the chance.

On first glance, the stone might be taken for a philosopher's stone. The Cursed Luck-Stone looks like a Burnstone rock, smooth and rounded to fit well in the palm and almost be concealed. One side is flatter and is etched with a complex symbol that is unfamiliar (it's just a line pattern and means nothing) but magical looking. Once the stone is taken possession of, it bonds with the character as it was enchanted to do. Unfortunately, instead of being lucky, the stone instead causes all skill rolls, damage rolls (only to one die), to hit rolls, characteristic rolls - any random roll - to suffer a -1 penalty and be worse or harder to accomplish. The character will not be immediately aware of its effect; in fact the stone will detect as what it was supposed to be: a stone that makes you more lucky. The GM should keep that effect vague, since the exact effect is uncertain unless the mage who examines it makes their perception roll by 5 or more. The GM is in control of how all rolls affect the world and should just privately mark the effect as one less. If the character would have hit a 5, now he hits a 4. If he would have just made his perception roll, he misses by 1. If he would have done 8 Body to that monster, he now does 7. It might take a while for the PC to work out exactly what's happening.

The Cursed Luck-Stone cannot be thrown or given away as it will always, within the hour, return magically to the owner without his or her knowledge, turning up in a pocket, belt pouch or whatever. It might even cause friction in the party by making it seem like someone stole the item or took it back.

The stone has 15 hard defense, 3 body, and 14 power defense. It takes a 70 active point dispel to destroy. An alchemist will recognize that this is not the Philosopher's Stone but will know nothing else of it, nor will the luckless owner be able to persuade anyone to buy it. It can, however, be stolen and then bond its self to the new owner.

The character can always die to lose control of it as well.

HEALING POTION

This is a weaker healing potion than most that are encountered, healing only 3D6 as if it is doing damage. However, it has the characteristic citrus smell and taste and is orange in color. There is only one dose in the bottle unless the text states otherwise.

LUCKY TOOTH CHARM

This is a gold-dipped shark's tooth on a thong. It grants anyone who wears it 1D6 luck and one overall level to represent luck. The wearer has to rub the tooth and concentrate on being lucky for it to take effect (gestures), thus representing the need to apply the level before use.

THE MAGICAL PROPERTIES OF GEMSTONES

This is a long, dry book about gems, geology, and the magical properties based on cuts, angles, types of stones, purity, and so on. It is not very interesting reading, but will sell for a decent amount to any book collector or seller. It also is a +2 circumstance bonus to any gem-related skill such as geology, assaying value, and even enchanting gems (for the magic skill roll). If the entire book is read and studied, it grants a +1 to any gem-related skill permanently. Studying the book takes at least a week of time spent reading and taking notes.

THE MAGICAL PROPERTIES OF HERBS AND FLOWERS

This text is also valuable to booksellers and collectors, and is an easier read than the gems book. Well illustrated with paintings and easy to read, this book acts as a +1 circumstance bonus to herbalism rolls and further can be used, with a minute of study, to give +2 to the character's skill roll with areas they do not have a familiarity with (thus, the roll becomes 11- instead of 8- in these areas)

The book can only help in areas it covers in the text: forest, plains, mountains, fresh water, lakeshore, and caves. If a character takes a week of studying and reading this book, they gain a permanent +1 to their herbalism skill.

THE METAPHYSICS OF MATHEMATICS

This incredibly dry and tedious book is about math and numbers, which is an area few characters have much familiarity with. However, after two weeks of study and reading, the character can gain the familiarity "Higher Mathematics" from this book. If the character already has this skill, he gains nothing tangible.

OLANDAR'S SPELLBOOK

This book has a long list of spells in it: all spells from Illusion, Castle, Mysticism, and Air of 30 active point cost or less. Any mage can learn spells from the book at half the normal point cost because of the notes and clarity of the spell information. This book would sell for 1 copper per real point value of the total of spells within (cp total) to any mage.

POTION OF ANTIDOTE

This watery rose-colored liquid tastes spicy, but it has D3+1 doses of magical fluid that do an 18D6 dispel on all poisons and toxins in the victim's body at once, immediately upon being drunk.

POTION OF HASTE

A blue liquid that swirls with silver, this potion has no taste at all, but when the entire contents are drunk, it grants +1 speed for a full hour before fading.

POTION OF THE SEA

This potion smells and tastes like seas spray and is deep green in color with foam flecked on the top. For one full day after drinking this potion, the character gains the ability to breathe water, survive crushing high pressure areas, water vision, and +2" swimming speed.

PUNKHETA'S SPELL BOOK

This book has all of Punkheta's spells listed in it, plus a lot of doodling and a list of magic he wants to learn, some day. It is locked shut by a simple 3-number combination lock which can be broken (4 defense, 1 body) or picked (-1 lockpicking). The numbers are 3, 5, 1 in sequence, but he won't tell anyone. Any mage can learn the spells from this book for half the point cost because of the source. Tucked near the back of the book is a scrap of paper with the word "ABRACAPHAGIC" written on it: the command word for his Wand of Detect Magic, see below.

QUALITY PLATE MAIL

This suit of armor is very well made material, specially crafted so that it is quicker and easier to put on. The entire suit of armor takes but eight phases to put on (as opposed to four minutes or more for ordinary plate mail).

RING OF PROTECTION

This simple silver ring has an endless knot design scribed around the outside. While worn it grants +1 DCV and 1 PD, 1 ED armor.

RING OF THE SEA

This coral band is attractive but very difficult to remove without cutting the merman's finger off. It has an enchantment, but is not useful for anyone but him: it grants environmental movement on land, allows him to split his tail into legs, and negates the susceptibility that all merfolk have to being dry. While wearing this any merfolk can function normally and comfortably on land.

SCARF CHARM

This simple cloth scarf is checkered brown and green and is enchanted to grant +1 OCV with the weapon being held one hour a day. It takes a phase of concentration at 1/2 DCV to take effect.

SEADRAGON

This is a longsword made of green-streaked Dwarven Steel featuring a large green jade dragon inlay on the crosspiece. It is very valuable, but is also enchanted to be +1 OCV and do 1DC more damage. This is Sigurd's prize possession.

SCROLL OF GUST

This parchment scroll is folded flat like a letter rather than rolled up, which technically makes it not a scroll at all. When read, this casts the Air Magic spell Gust and does not require a magic skill roll or the ability to read arcanum; anyone literate can read it and cast the spell. However, the spell takes 3 mana per phase to maintain, and most non-casters will not have much mana.

YE SECRET OF YE PHILOSOPHER'S STONE

This is a treatise on alchemy that is long and dry, and largely written in code. It is laden with symbols and jargon, and will be largely incomprehensible to anyone not trained in alchemy. However, it has the recipe and directions to create a philosopher's stone which is an extraordinary treasure. The book is worth quite a bit to any book seller (4D6x10 silver), but to an alchemist it is nearly without price, since they can all but make their own gold up with it. The problem is, it's so valuable that the alchemist might decide it's cheaper to hire a thief than pay the cover price.

Reading and studying this tome for two weeks grants a +1 permanent bonus to alchemy skill. Using the book grants a +2 circumstance bonus to any alchemy skill roll. It has the recipe to most common potions, the GM can decide what those potions are but should include Breath, Healing, and Warding potions and at least 9 more. An alchemist can also make a philosopher's stone with this book. This will be a complex recipe requiring great skill (at least -7 to the alchemy skill roll), expense (at least several gold), and involving rare or expensive ingredients, including things that are difficult or dangerous to acquire like dragon spleens.

The stone its self is dissolved on the tongue and grants the ability to change objects into any non-enchanted metal (gold is just the most useful). This takes effect as a transformation; the alchemist gains a pool of Minor transformation points (it can't affect living matter, it changes the entire object into a single metal), a total of 30D6. Each time the transformation is used, out of this pool as many dice as it takes to change the item as a cumulative effect (1D6 per phase, with 0 DCV black-out concentration) until all the dice have been used up.

Then another stone must be crafted. Golden items tend to sell for 1 sp per ounce of weight, adjusted by the novelty and shape of the object. A block of gold will not sell for as much as a spiderweb or a paintbrush, for example.

WAND OF DETECT MAGIC

This slim wand of willow wood has black paint along most of its length, fading out at the last two inches of the 12" to bare wood. It has 86 mana left in it to cast the simple spell Detect Magic, and can be used in a half phase with a gesture. The wand takes a word to activate it, spoken loudly enough to be heard nearby; the word is in Punkheta's spellbook.

WEAPONS AND ARMOR

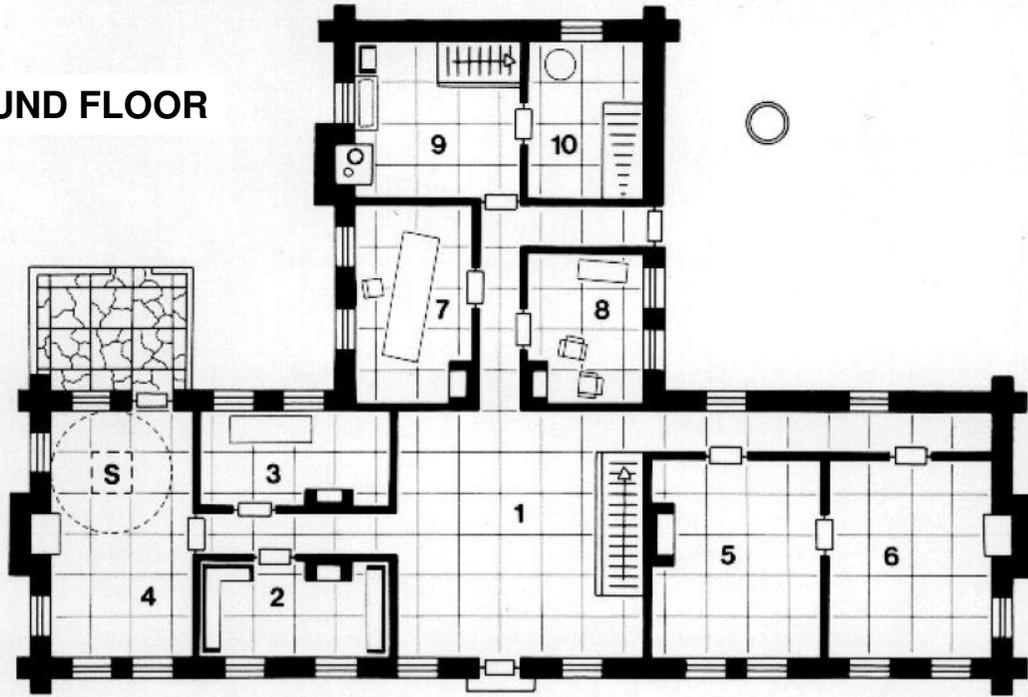
Here is a summary list of all the unique or special weapons and armor used by characters in this adventure.

ARMOR TABLE								
ARMOR	rPD	rED	PD	ED	KG WT	Amr DEF	BOD	CP VALUE
Quality Plate Mail suit	8	5	7	7	22.4	8	13	420

WEAPON TABLE									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Saurian Coral Sword	--	--	1½D6 _{rp}	--	12	5	5	2.15	60
Star Iron Longsword	+1	--	D6+1	--	10	6	5	2.00	70
Seadragon Longsword	+2	--	1½D6	--	10	7	6	1.70	275

rp = reduced penetration damage

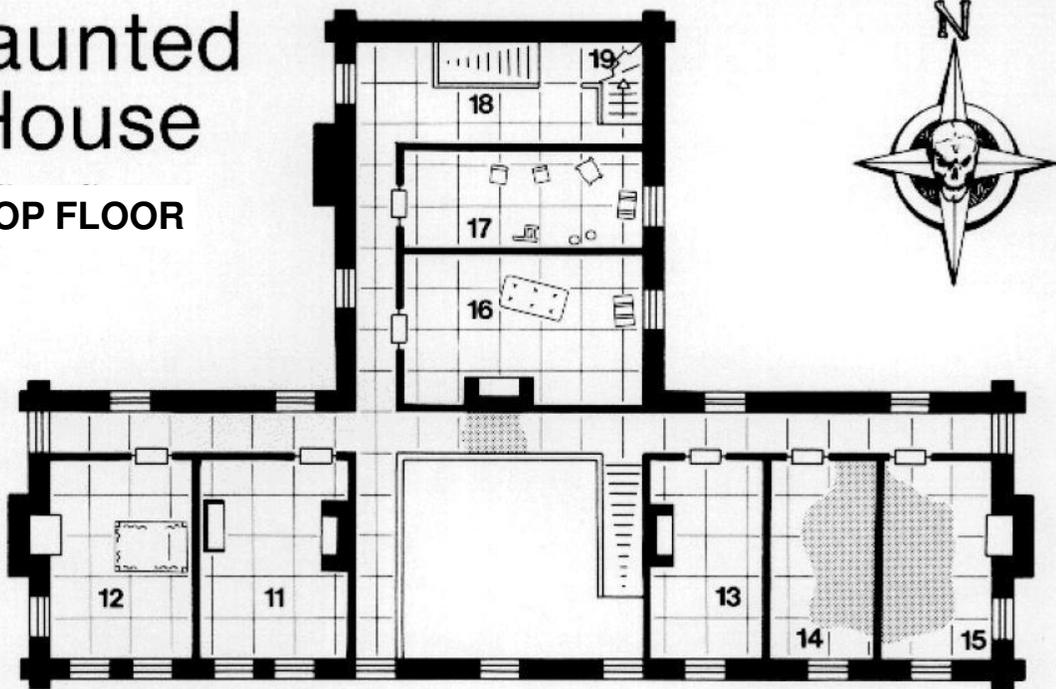
GROUND FLOOR



- | | | | |
|--|-------------------------------------|--|-----------------|
| | cupboard, wine rack, bookcase, etc. | | bench and stool |
| | bin, box | | sack |
| | cask, bucket, jar | | chest |
| | well | | bed |

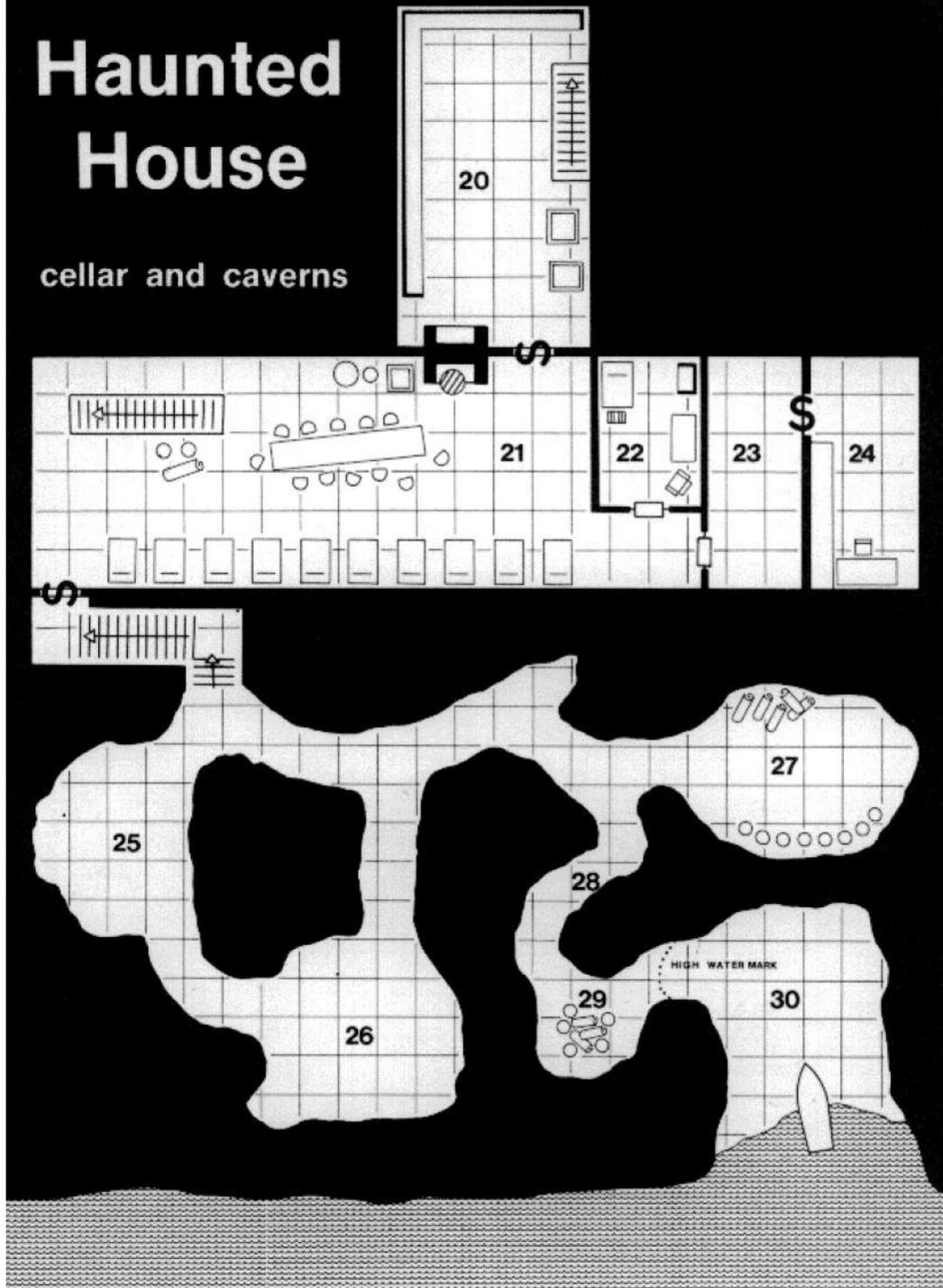
Haunted House

TOP FLOOR



Haunted House

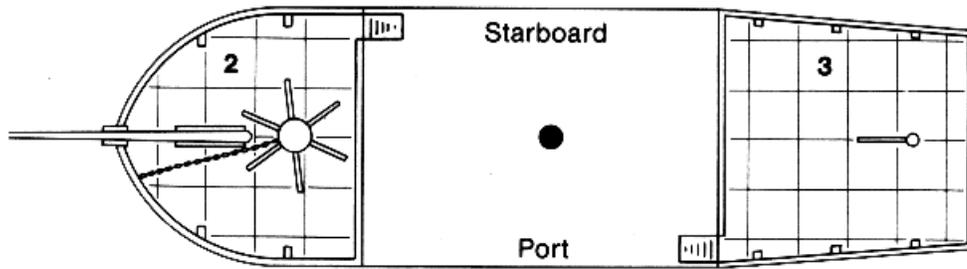
cellar and caverns



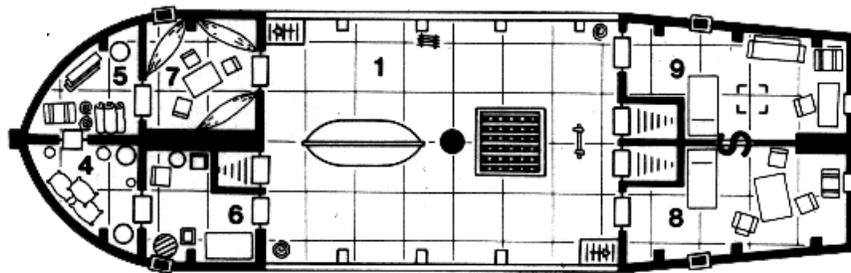
-  hammock
-  sink
-  cage
-  stove

-  coil of rope
-  roll of cloth
-  cask
-  curtain

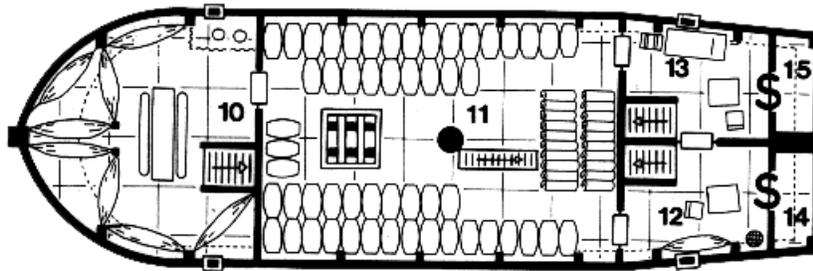
THE SEA GHOST MAP



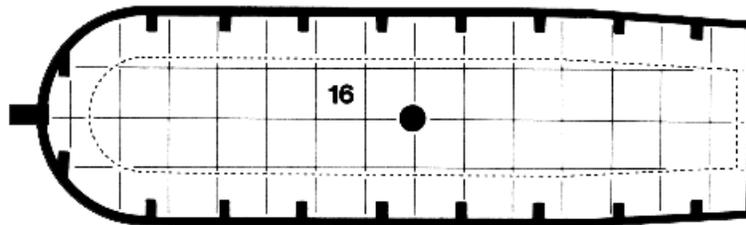
Upper Deck Level



Main Deck Level



Hold Level

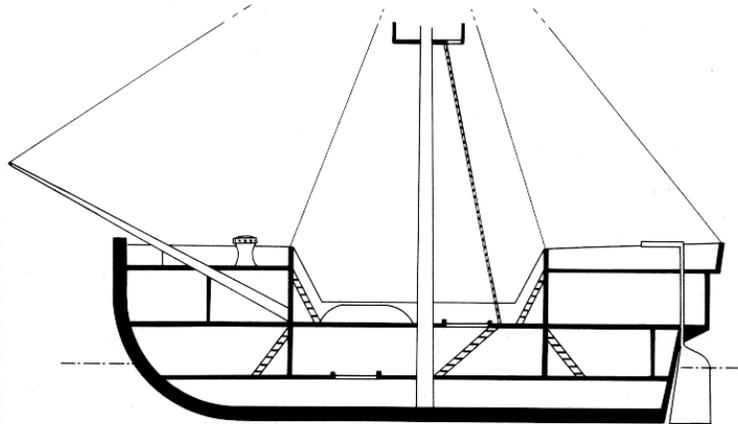
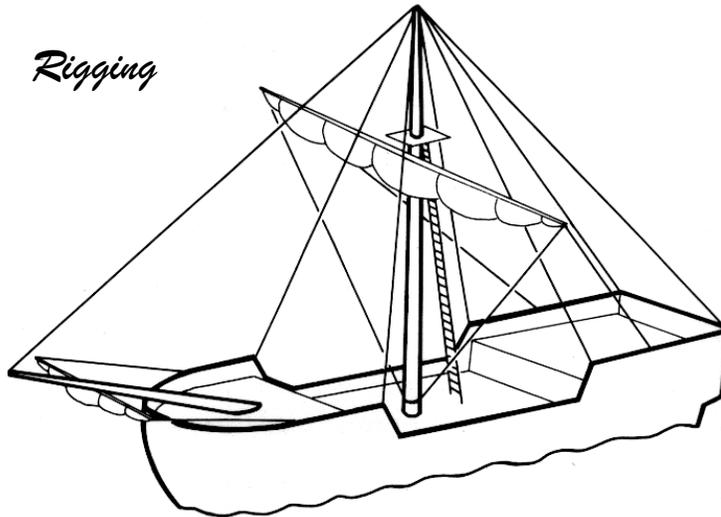


Bilges

- | | | | | | |
|-------------------------------------------------------------------------------------|----------------------------|-------------------------------------------------------------------------------------|------------------------|---------------------------------------------------------------------------------------|---------------|
|  | door |  | stairs up |  | table |
|  | window |  | stairs down |  | upright chair |
|  | secret door (double-sided) |  | unsafe floor |  | padded chair |
|  | secret door (single-sided) |  | deck edge/curving hull | | |
|  | open porthole | | | | |
|  | closed porthole | | | | |
- 1 square = 5 feet

HANDOUT ONE

Rigging



Decks cross section

HANDOUT TWO

YOU SEND IRON TO PLACE WE SAID
WE PAY YOU SILVERS
MAKE SURE LOTS LIKE BEFORE
WE SEND WARRIORS WITH HALF SILVERS
YOU GIVE IRON
WE PAY LAST SILVERS
WE USE IRON TO DESTROY INVADERS



HANDOUT THREE

