

## PART TWO - THE SEA GHOST

Wherein the plot is unravelled...and thickens.

### PREAMBLE

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 medium-sized party (5-10 characters) of 1-3 experience levels each.

The party is asked to undertake this task and, as an inducement, a reward of 500 gp 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 some time, probably during the next 'dark of the moon' which begins in about 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. 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.

Note: if you wish to play in this adventure, read no further! What follows is for the eyes of the Dungeon Master only! For the information of the Dungeon Master (only) a summary of the plot of this module is given in the Appendix.

### PREPARATIONS

The Dungeon Master should allow intelligent participation by party members in the Council meeting and reward it appropriately. For example, if they have deduced or inferred that there is normally a signalling arrangement between the two groups of smugglers, they may wish to arrange for a prompt response from the House to any light signal from the ship; if so, experience points should be awarded to the player making the suggestion, and the reward should be proportionately greater if correct deductions are made about the code on the parchment in Sanbalet's room. The Dungeon Master must exercise considerable discretion in this. Too small a reward, or none at all, could inhibit creative thinking by the party, while overgenerous rewards quickly become self-defeating. 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 non-magical 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, a corporal and a private, to accompany the party and sail the boat for them. The characteristics of these men and of the cutter are fully detailed in the Appendix. The local men will 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. Presumably the party members will make prior arrangements for a suitable course of action at this time - how the men are to signal the ship's arrival, where they are to pick up the party in the boat and so forth; if they fail to make such advance plans, the corporal will (respectfully) suggest they do so!

Again, the party may determine the general area within which the nightly patrols are to be carried out, but if not the corporal will offer his opinion on the matter (which will be correct) - 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 sea-going 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 DM 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.

### SPECIAL NOTES ABOUT RUNNING THIS ADVENTURE

Much of what has already been said in relation to the first part of this module should apply equally to the adventure aboard the Sea Ghost. In particular, remember that the crew on the ship - with the exception of those who are on deck signalling and watching for the return signal - do not have fixed posts but are mobile, going about their routine preparations for off-loading cargo. If the party's presence aboard the vessel goes undetected by those below-decks, the adventurers should find it quite a simple task to take the smugglers unaware, either singly or in small groups as they go about their business. On the other hand, if the alarm is raised don't forget that the smugglers know the ship's layout intimately and will be able to organise a swift and perhaps unexpected reprisal.

During the time spent on patrol the weather will be fine and clear although when there is no moon, light will be poor and normal vision obscured beyond twenty feet. The ship will arrive, as predicted, during the dark moon period. The party is to receive the benefit of favourable winds, tides and currents as the objective is to get them aboard the smugglers' ship and not involve them in a complicated exercise involving the finer points of seamanship and navigation. Besides, the local men are in fact a fisherman and his brother (both experienced sailors) and quite capable of dealing with these matters expeditiously.

On no account is the Dungeon Master to inform the players that the smugglers are running arms to the lizard men (see THE PLOT in the Appendix) as well as dealing in contraband. They must discover this for themselves as they play through the module, by the presence of the lizard men aboard the ship, by finding the Aquatic Elf prisoner and learning what he knows, by deciphering the special chart and letter in the captain's cabin, by finding the secret cache of weapons and by putting all these clues together to come up with the correct

conclusions. Additionally, captured smugglers can be bribed or threatened for information (watch alignment behaviour if coercion is suggested or actually used!). Should all this fail to trigger the correct conclusions then the Dungeon Master may, at the end of the adventure, be forced to 'give away' the arms-running information, if only to ensure that the party is tempted to continue adventuring in modules U2 and U3. The method of revealing this information must be left at the discretion of the DM who is luckless enough to be dealing with an obtuse bunch of players!

## THE SIGNALLING SYSTEM

The signalling system is simple but effective (see Appendix for the signals). The arrangement is for someone aboard the ship to flash the first signal (which takes about four seconds) up to three times within a period of one minute. The shore party would reply with the second signal and would flash this twice, whereupon the third signal would be flashed once only from the ship, and the unloading operation would begin. A pair of smugglers would row the jolly boat out from shore to the ship at the same time as a ship's boat is dropped, and these two vessels would alternate in carrying the contraband ashore, one of them remaining in the shore cave at the end of the operation.

It has been arranged (though this does not appear on the parchment) that the first signal should be repeated at intervals of 10 minutes (three times in each case) for an hour. If there is no response from the shore, it will be assumed that there is some problem ashore and the Sea Ghost will sail away, returning the next night to repeat the procedure. If the response from the shore is not the agreed one, the first signal will be repeated after the requisite 10 minutes, and if the response is again incorrect the Sea Ghost will depart, again returning the next night to repeat the procedure.

The local men in the fishing boat will each have an automatic 20% chance per signal burst to see the first signal; party members, whether in the house, on the cliff or in the cave, must first indicate to the Dungeon Master, by their words and/or behaviour, that they are indeed actively looking for the vessel. If any players are being inattentive during play, then these players' characters will have no chance at all to see the signal light; others will have a 15% chance each per signal burst of making a sighting.

## BOARDING THE SEA GHOST

How long it takes the party to reach the ship depends on what arrangements they have made beforehand with the excise men. If, for example, it is arranged that the excise men, once they have seen the ship, will row ashore and pick the party up (say in the cave below the Haunted House), that will take about 15-20 minutes. The party would then board the fishing boat that would be rowed out towards the ship. The journey direct to the ship would take about 30-40 minutes (20-30 minutes with more than two rowing), but if the boat is to approach the Sea Ghost from the seaward side another five minutes should be added. The ship will be lying broadside to the coastline, the starboard side facing landwards and if the characters approach her from this side they will automatically be seen when within 20', even if they approach silently and without light.

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 DM must judge the circumstances, decide on the probability of detection and determine the outcome by rolling dice against that probability.

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 signalling, 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 vigour.

Even if the party's approach is not detected, they must still get aboard. The most obvious method is to climb the anchor chain that will be easy for relatively unencumbered characters (no chance of slipping and falling) while for characters with heavy gear there will be a 10%-25% chance (depending on the encumbrance) of slipping and falling into the sea (in which case the character must be pulled to safety within one melee round or sink and drown in four rounds). The watchers on deck will hear the noise of a character falling into the sea unless it is covered by (for instance) a silence spell. 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 (70% chance) be noticed (and fired on!) by the smuggler in the crow's nest (see below).

Of course, if the party gains undetected access to the ship and the requisite signalling 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 SMUGGLERS' SHIP

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. 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 gnomes and halflings may do so freely; all other races must rid themselves of their shields and extraneous gear and contrive to either push or pull these items ahead or after them.

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) that 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 centre 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. However, it is not to be imagined that the vessel will burn readily for her hull, rigging, spars and sails are all in varying degrees of dampness. 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 and still has only a 60% chance of successfully creating a blaze. Additional flasks of oil and combustibles will increase the chances by 10% for each extra flask of oil plus a further cubic foot of combustibles. Brandy-soaked silk bolts make excellent combustibles and do not require the addition of oil to ignite. It will take a full 10 minutes before the fire takes hold, during which period it may be extinguished with a 15% chance for every person helping in the attempt. On the next 10 minutes after ignition the chance of successfully extinguishing the fire goes down to 10% per person involved; after 20 minutes the fire will be out of control and will burn the ship down to the waterline in a further turn. In the event of successful extinguishment the Dungeon Master has discretion to decide the extent of damage to the ship, cargo and, possibly, other treasures, and reduce their values accordingly.

Spells that cost 4 PP and above which involve the creation of fire have a 25% chance per use of creating a blaze; the chances of extinguishing it remain the same as those for a normal fire. Fire spells that cost 3 PP or less will not create a fire hazard to the ship, nor will attempts with normal fire if undertaken by characters not aboard her. Throwing torches and lanterns onto the ship from the fishing boat will serve no useful purpose and will certainly alert the smugglers. Attempts to hole the ship and so sink her will require the use of axes and/or similar implements applied with force and vigour. The time necessary to complete this undertaking will be four minutes and the noise will be sufficient to alert the smugglers. Two of them will be sent to investigate and will raise the alarm at the end of the second minute; the rest of the crew will then rapidly converge to that area and attack any intruders there by the end of the fourth minute.

The fishermen and smugglers, but not the lizard men or the mage Punctah, can climb the rigging and move along the spars and yards with complete success and mobility; all others must roll a Light (+20) Climb MM to succeed. Failure means a fall with a 50% chance of going either into the sea (those wearing armour or otherwise encumbered sink within one melee round and drown in four) or onto the deck (roll +10 Fall/Crush per 10' fallen, see page 76 HARP for details). Fighting, when aloft, will be as normal for all excise men, lizard men, smugglers and party members with a Climb skill. Others, including the mage Punctah, will have -10 on their 'to hit' die rolls and will have a -10 DB, though this will not lower their DB below 0. All

missile attacks aloft will, due to the poor light, be at a basic -5 'to hit' for characters with normal vision (-10 if the character lacks a Climb or seamanship skill). It will not be possible for any character to employ both shield and weapon (or any two-handed weapon) at the same time while aloft; nor will it be possible to cast spells other than those with a verbal component only. Note the presence of the crow's nest (area 17) and its occupant. The main rigging is shown in the rigging diagram.

## SURRENDER BY THE SMUGGLERS

If and when the ship's Captain, the Mate, the Bosun and the wizard are all dead or have fled, and if the party then outnumbers the surviving crewmen and lizard men 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 100 gp to disclose the whereabouts of the secret cache of weapons and the fact they were to deliver these arms to the lizard men. 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 50 gp they will reveal the presence of the Aquatic Elf prisoner in area 14.

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 lizard men 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 armour and equipment as necessary).

## RANDOM ENCOUNTERS ABOARD THE SEA GHOST

There will be no random encounters other than aboard the ship. No sea monsters, etc., will plague the excise officers on patrol or the party on its way to the boarding attempt. The Dungeon Master must keep in mind that the smugglers are a successful band of organised and intelligent criminals, and their behaviour must reflect this at all times. Once they become aware of the presence of intruders aboard their ship, they will react in an aggressive, efficient and organised manner to seek out and subdue or slay the intruders. They will not be content to simply remain in their respective starting areas, but will rouse their comrades, band together and actively seek out party members. In this event the Random Encounters table should no longer be used.

Random encounters aboard the ship will be with persons and /or creatures also based in specific encounter areas. Thus if a smuggler is killed or captured as a 'wanderer' he will not be found in his normal encounter area, nor may he occur again as a 'random encounter'. Conversely if a smuggler is killed or captured in his encounter area he cannot later be involved in a random encounter. Because of the small size and restricted nature of the ship, there is one chance in eight each turn of a random encounter. If a random encounter is indicated, roll d10 and check the following table to show who has been encountered.

Roll	Encounter
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1-4	Mate, Smuggler 1	Both in area 1
5-7	Bosun, Smuggler 2, Smuggler 3	All in area 11
8-10	Magic-User, lizard man 2	Area 3, area 7

See the Appendix for complete details of these characters and creatures. If an encounter rolled at random makes obvious nonsense in the prevailing circumstances ignore it and treat it as no encounter. If, for instance, the DM has judged that the party has managed to board the forecastle (area 2) without being detected, then a random encounter is indicated with the mate and smuggler on the main deck, who are still in fact looking landward to await a signal, then ignore it and treat it as 'no encounter'.

## KEY TO THE SEA GHOST

### 1. MAIN DECK

*Though the light is not good, you can see that this is the ship's main deck. In the centre, forward of the mast, is a jolly 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. Aft of the area provisionally identified as a hatchway you can see a diagonal line going upwards - presumably a rope ladder to a crow's nest above.*

*Leaning against the 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 that lead to the upper decks, the aft one on the port side, and the forward one on the starboard.*

The raised area to stern of the mast is indeed the hatch that 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 a signal) are the ship's Mate 'Bloody' Bjorn and smuggler no. 1 (see the Appendix for full details of these two men). See also the note below the description of area 3.

### 2. FORECASTLE

*The deck area is dominated by a massive shape in the centre that 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 smuggler no. 4 (see the Appendix for full details). Depending on the exact position of the observer it may be possible to discern details of area 1 (q.v.). See also the note below the description of area 3. Note that the capstan arms can be removed and might be used as 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 starboard 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 smuggler no. 6. The others, from fore to aft, are the magic-user Punketah, the ship's captain Sigurd 'Snake Eyes' and smuggler no. 5. The latter holds a bullseye lantern that has a signalling shutter over its lens; from time to time he moves the shutter as he gives the prearranged signal.

NOTE: if the agreed period of signalling 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 organising smugglers nos. 1, 4, 5 and 6 in their tasks preparatory to sailing. Smugglers 2, 3 and 7, 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, the casks contain flour, salt and ale respectively. The jars contain honey and olive oil respectively.

### 5. SHIPS STORES

*Two coiled lengths of rope and three rolls of sailcloth 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 the galley. There is a crude metal stove (unlit) against the hull beneath the porthole. It has an adjustable metal*

*chimney that 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 that 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 centre of the deck above is an unlit, hooded 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. LIZARD MEN'S QUARTERS

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

*In the centre 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, hooded 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 100 gp but the pewter mugs are of no value. A lizard man 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 lizard men will not be aroused (but the Fey Drake will alert one of them - see below).

Under the hammocks are arms and armour:

- Large shield and broadsword - under hammock by aft door (lizard man no. 2)
- Three javelins - under hammock in corner (lizard man no.3)
- Large shield and broadsword - under forward hammock (lizard man no. 1)

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 (Scorpion Venom; (RR vs. Poison (PB +35); failure indicates a -50 to all activities). The chest contains 1,000 sp (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 Fey Drake (see Monsters: A Field Guide pg. 72). This is the companion and pet of lizard man no. 1. Due to the presence of this little creature, it will be impossible for anyone to enter this area unnoticed, and

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 Fey Drake will only fight if attacked first and only for as long as an attack is sustained on it.

Note that the Fey Drake will normally fight independently. Once lizard man no. 1 is dead, there is a basic 50% chance that the Fey Drake will select one human/humanoid party member as its new companion. This member must be one who has not actually attacked lizard man no. 1 or the Fey Drake itself, and the little creature's order of preference from among the party members will be (1) a Vivamancer (see College of Magics) (2) a Cleric that worships a Nature based deity (3) a Ranger (4) any magic using character with a positive slant towards nature. (5) any character with a generally positive view towards nature.

Where two or more party members have equally valid claims to preference then the Dungeon Master must decide the issue. Basically, the character that is most in tune with Nature will be the desired companion. All other things being equal, the Fey Drake will choose a party member that does not already have an animal companion over one that does. There will only be one chance for the entire party and not one for each eligible party member. Should there be no eligible party member present, or should the percentage die roll be a failure, then the Fey Drake will seek to escape by flying away at the earliest opportunity. If the Presence score of the individual concerned is above 75 it enhances the basic 50% chance by a further 1% for each point of Presence over 75. Non-player characters are not eligible for selection by the Fey Drake.

Note: the DM may query how long it takes the Fey Drake to awaken and alert its lizard man companion, assuming the latter is not alerted by the party's entry. It will immediately fly over to the lizard man (one round). However, it will take the lizard man two additional rounds to waken and become aware of the actuality. At the end of three rounds he will be fully awake and alert (though not, of course, carrying his sword and shield).

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 will also, in the event of melee, contain some party members. Melee with weapons longer than 3' will normally be impossible and the DM should enforce this strictly. If a character insists on using a weapon that would, in the circumstances, be virtually impossible to wield properly, penalise that character's 'to hit' roll severely. The lizard men will not even attempt to use their javelins, broadswords or shields, instead relying on teeth and claws.

Lizard man no. 1 (sleeping in the hammock furthest from the main deck) is obviously the leader of this group. He wears a silver collar around his neck, value 5 gp; on it is a crudely engraved emblem of a lizard with forked tongue extended (cf. the pictoglyph on the document in the captain's cabin and the large shield in area 15).

### Lizardmen (pg 153 HARP Rulebook)

Lvl	4	Size	M
BMR	14	Init	15
DB	50	Hits	115
Attacks	85 M-Slash; 70 We		
Outlook	Aggr.		
Stamina	80	Will	50
Magic	55		

Skills: Perception (15) 70

## Dragonet - Fey Drake (pg 72 Monsters: a Field Guide)

Lvl	1	Size	T
BMR	5	Init	20
DB	45	Hits	60
Attacks	50 T-Puncture; 40 T-Slash		
Outlook	Aloof/Aggress.		
Stamina	20	Will	25
Magic	25		

Skills: Perception (6) 43, Tracking (6) 93

### 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 bulk-head running along the centre-line of the ship next to what appears to be a wooden partition squaring off the corner near the main deck.*

*In the centre 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, brass bound chest. Beside it is a pair of highly polished black leather boots.*

*From the centre of the deck above, over the table, hangs a hooded lantern (unlit).*

*The cabin appears to be unoccupied.*

This is the private cabin of Punketah, the mage (See Appendix).

The values of the 'obvious' items are:

- Silver bowl 150 gp
- Silver carafe 150 gp
- Silver goblet 100 gp

The carafe contains a pleasant wine, very mild in its effects. On a peg behind the door hangs a robe, maroon in colour but of no particular value. The chest is locked and trapped (Acidic Gas. RR Poison (PB +40) or lose 11 to 21 points from appearance permanently). It contains various items of clothing, none of any value, and a leather purse holding 50 gp. In a secret compartment in the lid of the chest (detect as secret door) is Punketah's spell book, contents:

#### **Air Wall, Icy Mist Wall, Elemental Ball and Elemental Bolt (+40)**

On the last page of the book there is written, in the common tongue, the word 'ABRACAPHAGIC' which is the command word for his Wand of Magic Detection. With the spell book there is also a hollow metal tube, sealed with a cap at one end, which contains a mage's scroll of **Air Wall** - scaled with Increased Churning +4 PP (see HARP Rulebook page 125). 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 connect-

ing 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 bulk-head running along the centre-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 desk top, 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 hooded lantern hangs from the centre of the deck above.*

*The cabin appears to be unoccupied.*

Of the trays on the desktop next to the pepper-pot container (which is nearly full of fine sand), one is empty, another contains 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 requesting a further supply of ironware "as per previous consignments and at the agreed terms." The signature here is in the form of a pictoglyph and shows a lizard with forked tongue extended. The last item is of course a request from the lizard men for further weapons to be supplied. The DM must exercise caution here in not making the document too explicit - the lizard men would not want the document to fall into the wrong hands and will have concealed as much of the real meaning of the request as possible consistent with making the request clear to the Captain. Use words like 'goods' - on no account 'weapons'.

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 **Major Healing**, one of **Cure Disease** and one of **Neutralise Poison**. These are labelled 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 Aquatic Elf 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 the Appendix). 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 south west of the town of Saltmarsh. The bearskin rug covers the hatch in the floor that 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 - scything blade for +40 Dagger Attack with slash criticals.. 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 1,000 sp - 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 odours 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 eight hammocks. To judge from the slack way in which they hang, the hammocks appear to be unoccupied 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 centre 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 that appears to have been closed off by cheap, dirty cloth hangings extending from ceiling to floor.*

*The cabin appears to be unoccupied at present. It 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....

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):

- In chest 1: a pack of well-used, greasy playing cards (examination will reveal two identical aces of spades).
- In chest 5: two sets of dice, one set being 'loaded'.
- In 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 that shows that this is a cargo hold. Through the centre 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 organised.*

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 100 gp. 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 gp, 10 gp, 75 gp and 15 gp each respectively. All this contraband is securely stowed.

(Note that, though the total value of the contraband is 15,480 gp, a 25% excise duty will be levied on this merchandise by the people of Saltmarsh, making the haul worth 11,610 gp to the party.)

The map of the hold shows barrel shapes that 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 (See the Appendix for full statistics). Leaning on the stack of casks immediately to port of the main mast, clutching some 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 smugglers nos. 2 and 3. Just inside the forward door, apparently counting the casks on the starboard side is smuggler no. 7.

Note what has been said in the section FEATURES OF THE SMUGGLERS' SHIP about the combustibility of some of the contraband. The party must be careful in this area if naked flames are employed for any reason. Note also that the party will probably see the hatch covering the access to the bilge. Forward of the mast is a plain wooden hatch cover.

## 12. BOSUN'S CABIN

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

*In the centre of the cabin there is a plain wood table on which stand 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 (but not trapped) iron box that contains 200 sp, a spear, a dagger and a crossbow (the Aquatic Elf's weapons). The crossbow is damaged beyond repair. The key is in the bosun's belt pouch. The flagon is almost full of rough cider - a strong brew that is classified as a strong intoxicant.

When anyone enters the cabin, the parrot will immediately wake, squawk, say "Pieces of Eight - Pieces of Eight", 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 DM must judge according to the circumstances. As guidelines, amongst the things he might overhear which would encourage him to shout are:

- An Elven voice;
- The Elven tongue;
- A clear indication that the party is anxious to put a stop to the smuggler's activities.

Some of the things that would discourage him are:

- Anything apparently hostile to the Elven race or to non-humans in general;
- Talk of murder or other violent brutality;
- Anything apparently hostile to aquatic creatures.

However, it should be noted that the prisoner speaks and understands the elvish tongue only.

### 13. MATE'S CABIN

*This cabin appears to occupy half the stern section of this deck, with one bulkhead running along the centre line of the ship. Along this bulkhead, leading upwards in the direction of the bow, is an enclosed companion way. 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 centre 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 centre of the deck above, over the table, is an unlit, hooded lantern.*

*Just aft of the hook that 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 but not trapped. The key is in the Mate's belt pouch. The box contains 500 sp. The books on the table are:

- Principles of Navigation by Da Korma (open) and
- Legal Distinctions in Letters of Marque by Tazaar (closed).

Each book can be sold for 10 gp 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 an Aquatic Elf who is chained to the hull; the key to unlock his chains is the one in the Captain's writing desk drawer. 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 elvish tongue, and the following must be kept from the party unless/until communication is possible.

His name is Oceanus and he is a member of the tribe of Mana who inhabit the coastal waters about 15 miles southwest of Saltmarsh. He was stripped of his weapons and armour 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 behaviour, the tribal chief detailed Oceanus to follow the ship back to her port of origin and to discover what he could of these strange proceedings. This Oceanus did, and at the vessel's home port witnessed the purchase and stowing aboard of a large amount of weaponry. The same night, Oceanus 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 lizard men 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. On each occasion the bearer has been a large bully of a person with a hook instead of a left hand (the Bosun, though Oceanus does not know this) accompanied by another member of the ship's crew (actually smuggler no. 7) 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 DM should ask one of the players to 'run' Oceanus for the rest of the adventure(s). At all times he will be as cooperative and as helpful as possible, playing a full role in the party's undertakings (he will, of course, expect a normal proportion of treasure).

#### **Oceanus - Aquatic Elf Rogue (5)**

**Hits:** +92 **PP:** +89 **Init:** +14 **DB:** +10 **BMR:** 5

**RR Bonuses:** Stamina +31 Will +25 Magic +58

**St:** 90 +8 **SD:** 50 +0

**Co:** 60 +3 **Qu:** 60 +5

**Ag:** 90 +9 **Re:** 50 +1

**In:** 90 +9 **Pr:** 60 +6

#### **Weapon Skills:**

Weapon: (melee) Spear +67

Weapon: (missile) dagger +72

Weapon: Heavy Crossbow +67

**Armor:** No armor.

**Talents/Abilities:** Enhanced Senses, Amphibian, Night Vision, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal)

**Key Skills:** Dancing (1) 20, Singing (1) 20, Climbing (3) 32, Brawling (1) 22, Appraisal (1) 15, Healing (1) 15, Herbcraft (1) 15, Lore: Local Region (2) 12, Perception (5) 44, Resistance: Magic (4) 58, Resistance: Stamina (4) 31, Resistance: Will (4) 25, Power Point Development (9) 89, Runes (1) 15, Foraging/Survival: Under Water (3) 25, Navigation (2) 20, Endurance (17) 92, Swimming (14) 75, Disguise (2) 16, Locks & Traps (1) 23, Stalking & Hiding (2) 19, Projected Light (4) (4) 21, Water (Air) Breathing (5) CoM (15) 61

**Resistance:** Magic (4) 58, Stamina (4) 31, Will (4) 25

**Languages:** Elvish (S5/W6): 35/40, Undersea Common (S4/W3): 30/25

## 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 ten morning stars
- 2: Contains ten broad swords
- 3: Contains eight small shields
- 4: Contains 20 javelins
- 5: Contains 20 javelins
- 6: Contains ten broad swords
- 7: Contains ten 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

*From the hatchway you can see a little in the gloom below. The area seems to stretch the full width of the ship and, for all you can see, the full length, for no bulkheads are in view. What must be the bottom of the ship is covered with a thick layer of wet sand (presumably the ballast) on top of which is an inch or so of greenish, greasy water. A scuttling noise towards the stern indicates there is some life here - perhaps living off the garbage thrown in occasionally by lazy crew, for there are heaps of garbage near the area immediately below the hatch, which have formed small 'islands' in the 'sea,' a particularly large one having formed at the base of the main mast. As you move your light source back and forward, you catch a yellowish reflection some 15' forward and to port of your position, in one of the garbage piles.*

A number of rats eke out a precarious existence here, but they are of the normal variety and harmless.

The yellowish glint comes from two gold pieces partially embedded in a garbage 'island'. However, this particular islet also contains six **Tomb Scarabs** that will attack any character incautious enough to rummage through the garbage. Simply picking out the two exposed

coins will not render the character vulnerable. Note that there is only 2' headroom in the bilge. There is nothing else of interest or value in this area.

## Tomb Scarab

Lvl	1	Size	S
BMR	3	Init	17
DB	20	Hits	15
Attacks	50 T-Slash	Outlook	Hungry/Berserk
Stamina	25	Will	15
Magic	15		

Skills: Perception (6) 40

## 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 the rope ladder whose foot is by the hatch on the main deck. It is an all-wood open platform, 10' square with wooden 'walls' 3' high and having a 2' square hatch which lets onto the rope ladder that 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 smuggler no. 8. He, like his colleagues on the deck below, is looking towards the Haunted House and awaiting a signal. 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. If those on the deck below detect the party's intrusion, his attention will be attracted (even if his colleagues forget to alert him) and he will descend with all speed to the deck to assist his mates. Otherwise he will be oblivious to the party's intrusion unless and until someone climbs the rope ladder or the rigging towards his position; he will always detect such an approach when the climber is 11'16' below him, and will investigate - attacking if circumstances demand it with his short bow. Attacks made from outside the crow's nest on characters inside it are made at -3 'to hit' in addition to any other penalties that may also be in effect. This reflects the defensive bonus the 3' high walls of the crow's nest impart to any occupants.

## TREASURE FROM THE SEA GHOST

Note what has been said in the DM's descriptive section relating to area 11 about the value of the contraband and how much the party can expect to realise for it. With that exception, all treasure may be collected in full by the party members - the Saltmarsh authorities will gladly give the reward in addition. The prize money value of the Sea Ghost herself (assuming she is not damaged) is 5,000 gp. There will be no excise duty levied on this amount.

The two fishermen (should they survive) should be given equal shares of all treasure collected, the calculation for them being the same as for any other member of the party (they cannot make any claim for magical items of any kind, however). Should one be slain in the course of the adventure, his surviving colleague will claim the deceased man's share on behalf of the bereaved dependents, and it may be a test of alignment within the party as to whether this claim is allowed. If both are killed, it will be for the party (failing them, the Town Council) to make the claim on behalf of both sets of dependents; the Council members will fight (orally only, of course) for this and again this could prove a test of the alignment of party members.

## CONCLUSION

That 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:

1. In addition to smuggling contraband of the more conventional sort, the smugglers are running weapons to a colony of lizard men, for reasons which are at present obscure;
2. The location of the lizard men's colony; and the fact that this weapon smuggling appears to have been going on for some months;
3. 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. If the party fails to gain enough information, or makes the wrong deductions (or no deductions at all) then the DM 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. Rather, the DM must slyly bend the conversation this way and that amongst the players until at least a vestige of the right train of thought appears.

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 organised, 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.





## APPENDIX

### THE PLOT (précis for the Dungeon Master)

A gang of smugglers are running contraband (brandy, silk and such) 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 the leader of the shore-based part of the gang, being an illusionist, has used his spell powers to make the house a frightening place to visit, so the locals shun it completely.

One of the 'receivers' of the contraband is a prominent merchant in Saltmarsh. The smugglers are, additionally, running arms to a colony of lizard men for reasons that 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 Aquatic Elves nearby and a member of the tribe has been sent to investigate. Though they are too frightened to do anything themselves about the Haunted House, the people of Saltmarsh would be very grateful if its menace were removed!

### THE HAUNTED HOUSE

#### Human Smugglers

There are eight human smugglers in total. Each smuggler carries a small amount of personal wealth about his person:

No. 1: Large gold earring in right ear-lobe (15 gp); belt pouch with 3 gp, 13 sp, 7 cp, gem worth 20 gp.

No. 2: Gold chain with 'lucky charm' round neck (6 gp); large gold earring (1.5 gp)

No. 3: Pair of large gold earrings (50 gp the pair); belt pouch containing 15 sp.

No. 4: Gold ring on finger (75 gp); belt pouch containing 6 sp.

No. 5: Gold bracelet (75 gp) on right forearm; belt pouch containing 3 gp.

No. 6: Large gold ear-ring (25 gp) in right ear lobe; belt pouch containing 9 sp.

No. 7: 'Lucky charm' on chain around neck (6 gp); belt pouch containing 2 sp.

No. 8: 'Lucky charm' on chain round neck (6 gp); no other treasure.

#### SMUGGLERS - 1<sup>st</sup> level Fighters

Level 1

Hits 40      Init 8

DB +20      Shield N

OB +50 1HE Missile OB +40 Dagger

BMR 8

Skills + 20 Swimming, +10 Gambling

Special Skills: +20 Climb

### Sanbalet's Parchment and Signalling System

-	Long flash (1-2 seconds)
x	Short flash (1/4 second approx)
- x x x (line 1)	Initial signal from ship to shore, this means roughly "We are here with another load, is it safe?" It is flashed three times per hour.
x - x - (line 2)	Reply from shore to ship, meaning "Everything is safe". To be flashed twice.
- - - (line 3)	Confirmatory signal from ship meaning "We are beginning the unloading, come out to the ship".

### THE SEA GHOST

#### Excise Men and fishing boat

#### CORPORAL WILL STOUTLY - 2<sup>nd</sup> level human fighter

Hit Dice	2d10+2 (19 hit points)
Initiative	+1 (Dex)
Speed	30 feet
AC	17 (+5 Chainmail, +1 Shield, +1 Dex)
Attacks ranged	Longsword +5 melee, light crossbow +3
Damage	Longsword 1d8+2, Light Crossbow 1d8
Saves	Fort +4, Ref +1, Will +1
Abilities	Str 15, Dex 12, Con 13, Int 13, Wis 12,
Cha 13	
Skills	Climb +5, Jump +5, Profession (Fisherman) +5, Ride +2, Rope Use +5, Spot +3,
	Swim +7
Feats	Weapon focus (longsword), Expertise,
Point Blank Shot	

#### PRIVATE TOM STOUTLY - 1<sup>st</sup> level human fighter

Hit Dice	1d10+3 (13 hit points)
Initiative	+0
Speed	30 feet
AC	14 (+3 Studded Leather, +1 Shield)
Attacks ranged	Longsword +5 melee, light crossbow +1
Damage	Longsword 1d8+3, Light Crossbow 1d8
Saves	Fort +5, Ref +0, Will +1
Abilities	Str 17, Dex 10, Con 16, Int 10, Wis 12,
Cha 10	
Skills	Climb +5, Jump +5, Profession (Fisherman) +4, Ride +1, Swim +6
Feats	Cleave, Power Attack

The fishing boat is a small craft but still large enough to transport the entire party with both the fishermen. It has four sets of oars and a single, step-down mast; the oars and rowlocks are muffled with sacking and the sail is of a dark coloured material. There are on board several lengths of rope (about 25' long) with a grappling hook, also muffled with sacking, at one end of each.

## Smugglers

### CAPTAIN SIGURD 'SNAKE EYES' - 5th level human fighter

Hit Dice	5d10+10 (42 hit points)
Initiative	+1 (Dex)
Speed	30 feet
AC	16 (+5 Chainmail, +1 Dex)
Attacks	Longsword +10 melee, Dagger +8 melee
Damage	Longsword 1d8+7, Dagger 1d4+3
Saves	Fort +6, Ref +2, Will +1
Abilities	Str 17, Dex 13, Con 15, Int 12, Wis 10, Cha 13
Skills	Climb +7, Jump +7, Hide +3, Intimidate +3, Listen +2, Profession (sailor) +5, Spot +4, Swim +7
Feats	Weapon Focus (longsword), Weapon specialisation (longsword), Two-weapon fighting, Alertness, Combat Reflexes, Quick Draw
Notes	Sigurd is armed with long sword +1 and normal dagger. He wears a gold ring set with small gem (50 gp). His belt pouch contains 5 gp, 3 sp, 2 cp, a gem worth 100 gp and two keys (one for his desk drawers, the other for his iron treasure chest).

### MATE 'BLOODY' BJORN - 3rd level human fighter

Hit Dice	3d10+3 (23 hit points)
Initiative	+0
Speed	30 feet
AC	15 (+5 Chainmail)
Attacks	Longsword +6 melee, Dagger +5 melee
Damage	Longsword 1d8+2, Dagger 1d4+2
Saves	Fort +4, Ref +1, Will +0
Abilities	Str 15, Dex 10, Con 13, Int 10, Wis 9, Cha 12
Skills	Climb +6, Jump +5, Intimidate +5, Profession (sailor) +2, Spot +1, Swim +5
Feats	Weapon focus (longsword), Power Attack, Dodge, Cleave, Sunder
Notes	Bjorn wears a gold finger ring (15 gp). His belt pouch contains 5 sp, 7 cp and the key to his brass treasure chest.

### BOSUN 'FOUL' FRITHOFF, 3rd level human fighter

Hit Dice	3d10+3 (22 hit points)
Initiative	+3 (Dex)

Speed	30 feet
AC	18 (+5 Chainmail, +3 Dex)
Attacks	Scimitar +4 melee, Iron hook +4 melee
Damage	Scimitar 1d6+2, Iron hook 1d4+2
Saves	Fort +4, Ref +4, Will +1
Abilities	Str 13, Dex 17, Con 13, Int 13, Wis 10, Cha 7
Skills	Climb -1, Jump +4, Hide +6, Intimidate +2, Profession (sailor) +3, Spot +2, Swim +6
Feats	Ambidexterity, Two-weapon fighting, Expertise, Improved Disarm
Notes	Frithoff is armed with a normal scimitar. His left hand is missing and has been replaced with an iron hook. He wears a gold earring in his left earlobe (10 gp); his belt pouch contains 3 gp, 5 sp, 7 cp and the key to his small iron treasure chest.

### Human smugglers

There are eight human smugglers, all 1st level warriors. Each wears leather armour and is armed with short sword and dagger. In addition, smuggler no. 4 (on the forecastle) carries a light crossbow and eight bolts. Smuggler no. 8 has a short bow and eight arrows.

### SMUGGLERS - 1<sup>s</sup> level Fighters

Level 1	
Hits 40	Init 8
DB +20	Shield N
OB +50	1HE Missile OB +40
BMR 8	Dagger
Skills + 20	Swimming, +10 Gambling
Special Skills:	+20 Climb

Each smuggler carries a small amount of personal wealth about his person:

- No. 1: gold armband round left fore-arm (20 gp); belt pouch containing 3 sp, 7 cp.
- No. 2: gold chain with 'lucky charm' around neck (10 gp); belt pouch containing 1 gp, 7 sp.
- No. 3: gold finger-ring (5 gp); belt pouch contains 9 sp.
- No. 4: gold chain with 'lucky charm' around neck (10 gp); belt pouch containing 50 gp gem.
- No. 5: gold earring in right earlobe (5 gp); belt pouch containing 11sp.
- No. 6: gold armband round left forearm (20 gp); belt pouch containing 11sp.
- No. 7: belt pouch containing 4 gp, 8 sp.
- No. 8: gold finger-ring with small gems (75 gp); no belt pouch.

### PUNKETAH - 3rd level human mage

<b>Hits:</b>	+52	<b>PP:</b>	+92	<b>Init:</b>	+14	<b>DB:</b>	+12	<b>BMR:</b>	11		
<b>RR Bonuses:</b>	Stamina +19 Will +15 Magic +31										
<b>St:</b>	50	<b>+0</b>	<b>SD:</b>	50	<b>+0</b>	<b>Co:</b>	60	<b>+2</b>	<b>Qu:</b>	80	<b>+6</b>
<b>Ag:</b>	80	<b>+6</b>	<b>Re:</b>	90	<b>+8</b>	<b>In:</b>	90	<b>+8</b>	<b>Pr:</b>	50	<b>+0</b>

**Weapon Skills:**

Weapon: (melee) Dagger +16

Weapon: (missile) Dart +11

Weapon: \_\_\_\_\_ -19

Weapon: \_\_\_\_\_ -19

**Armor:** No armor.**Talents/Abilities:** Profession Adaptability, Bonus Skill Ranks, Skill Specialization, Sense Magic, Tap Personal Mana, Focus Style (Gestural), Focus Style (Verbal)**Key Skills:** Storytelling (2) 18, Appraisal (2) 26, Crafts: \_\_\_\_\_ (3) 29, Healing (1) 21, Lore: Local Region (2) 26, Perception (2) 18, Resistance: Magic (1) 31, Resistance: Stamina (1) 19, Resistance: Will (1) 15, Signaling (2) 26, Trading (2) 18, Attunement (4) 36, Power Point Development (12) 92, Runes (10) 66, Navigation (1) 21, Armor Skills (1) 11, Endurance (4) 52, Jumping (1) 11, Swimming (4) 26, Stalking & Hiding (1) 11, Water Breathing (5) CoM (5) 33, Air Wall (5) (5) 33, Elemental Ball: Water (6) (8) 48, Elemental Bolt: Water (4) (4) 28, Icy Mist Wall (4) (4) 28, Rune Mastery (10) (10) 58, Sleep (4) (4) 28, Water Wall (5) (5) 33**Resistance:** Magic (1) 31, Stamina (1) 19, Will (1) 15**Languages:** (Choice) (S4/W3): 36/31, Common (S6/W5): 46/41**Notes**

Punketah wears a [Cloak of Protection +1](#) and is armed with a dagger and six darts. He carries a [Wand of Detect Magic \(37 charges, 3<sup>rd</sup> level equivalent\)](#), the command word (which he has memorised) is written in the back of his spell book. His belt pouch contains 2 gp, 5 sp and two gems (200 gp and 75 gp)

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### Ned Shakeshaft - Human Thief (3)

**Hits:** +73      **PP:** +15      **Init:** +14  
**DB:** +8      **BMR:** 10

**RR Bonuses:** Stamina +31 Will +25 Magic +45

**St:** 90      +8      **SD:** 50      +0

**Co:** 62      +3      **Qu:** 55      +4

**Ag:** 90      +11      **Re:** 55      +1

**In:** 90      +10      **Pr:** 60      +2

#### Weapon Skills:

Weapon: (melee) Dagger      +73

Weapon: (missile) Dagger      +71

**Key Skills:** Acting (3) 27, Climbing (1) 24, Contortions (3) 26, Brawling (4) 39, Appraisal (2) 21, Healing (1) 16, Lore: Local Region (2) 12, Perception (3) 25, Resistance: Magic (3) 45, Resistance: Stamina (3) 31, Resistance: Will (3) 25, Rope Mastery (1) 17, Signaling (4) 31, Duping (6) 42, Trading (1) 17, Power Point Development (0) 15, Runes (1) 16, Navigation (1) 16, Sailing (1) 17, Armor Skills (1) 24, Endurance (8) 73, Jumping (3) 34, Swimming (2) 29, Ambush (10) 71, Disguise (4) 32, Locks & Traps (1) 36, Pick Pockets (1) 30, Stalking & Hiding (1) 26, Streetwise (3) 37, Trickery (4) 32

**Resistance:** Magic (3) 45, Stamina (3) 31, Will (3) 25

**Languages:** (Choice) (S4/W3): 31/26, Common (S6/W5): 41/36