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 rumours of a fabulous forgotten treasure. What is its sinister secret?

The Sinister Secret of Saltmarsh is the first installment in a series of three modules designed and developed in the United Kingdom, beginning adventures with the AD&D® rules. The adventure can be played by 5-10 characters of level 1-3. This module contains large-scale maps, full background information and detailed encounter descriptions for the players and DM.

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THE SINISTER SECRET OF SALTMARSH

PREFACE

It is with a great deal of pride that I introduce this module, not simply because it is partially my own work but also because it is the first AD&D® module to have been written in the United Kingdom. In the Epilogue to the FIEND FOLIO® Tome I said that TSR Hobbies (UK) Limited had plans, and this module represents the first fruit of those plans. We sincerely hope you like it and the others that will follow.

There is, I suppose inevitably, one drawback. Though at TSR UK we know how popular the AD&D game has become and have a pretty good idea of how much more popular it will become in the next year or so, the fact remains that the majority of readers of this module, and ‘our’ others to follow, will not be UK citizens; most will be Americans and there will be others who live elsewhere, in non-English-speaking countries or otherwise. Which raises the problem of varying usage of English language. It came as something of a surprise to me to discover that the English language - theoretically the same in both countries - enjoys far wider deviations in usage than I had realised between the UK and the USA. The differences are not solely products of differing slang and jargon; there are much more subtle differences in emphasis, in the recognition of what is ‘correct’ use of the language, in the nuance of the meanings of certain words.

Now this module is written in the English that I use and may therefore appear slightly different in flavour from the language to which the majority of its readers will be accustomed. In one sense I make no apologies for this; it is an English module and it would be less than representative if it did not carry something of that atmosphere. In another sense, I am aware that some readers might therefore find the reading slightly unfamiliar, and if this in any way detracts from their enjoyment of the module, then my apologies are due.

So, American readers - if you find the text too flowery and florid or too plain and stilted, the structure of the language slightly unusual, the use of certain words apparently slightly off-beat, these are the reasons. Perhaps you will take solace in knowing that UK readers of all the other TSR® modules have the same reaction in reverse!

I sincerely hope you enjoy it.

Don Turnbull
Managing Director, TSR Hobbies (UK) Limited
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 adventurous 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...

Therefore, if there is to be an adequate background to the series, the DM is recommended to 'prepare' the town quite thoroughly, using the guidelines presented in this module as the basis for that preparation. The DM’s own style and preferences will govern just how much preparation is done and in how much detail, but it is suggested that attention be given to at least some of the following:

1. The Town Council. Name the members; determine their trades/occupations and something of their backgrounds; decide how powerful and wealthy each member is, relative to the local community.
2. Treat other prominent local citizens who are not members of the Council in a way similar to Council members (in particular the merchant-receiver whose part in the plot is explained in the description of room 15).
3. Draw a map of the town, locating prominent buildings and the places where Council members and other important people carry on their business.
4. Decide where the characters could stay when resting in the town between adventures (the best inn? the only inn?); draw up a tariff (list of expenditures) for their accommodation and food.
5. Decide where to locate the town’s place(s) of worship and which deity is worshipped there.

The HARP rulebook, particularly the relevant sections of Chapter 15, should prove helpful in these tasks. Don’t skimp them, for in this series of modules the events that take place between adventures are nearly as important as the adventures themselves. Your players’ characters will spend a lot of time in Saltmarsh, so do it - and them - justice!

The Town is a small, respectable fishing town. The inhabitants are relatively sober, hard working and amiable. There are adequate facilities for justice and law-enforcement — debtors and bankrupts are dealt with particularly harshly. Fishing is the main industry but there are some tiny farms in the neighbouring countryside. The town boasts a small weekly market to which traders are attracted from two larger towns, Burle and Seaton, each some twenty miles away (Burle inland to the northwest, Seaton along the coast to the east). In general, be guided by any small south-coast English fishing town of the 14th Century and with population about 2,000. On the WORLD OF GREYHAWK® map, Saltmarsh is placed in the southernmost part of Keoland, at the western edge of hex U4/123.

THE LEGEND

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 rumours 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 that 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
be seen without difficulty. Initially the party can act only on this information — hints are sometimes provided in this text, and the DM should only provide vague supporting information if requested. The remaining ‘open’ sections and all the introductory paragraphs are for the DM alone and should not be conveyed to the players until they discover the facts for themselves.

Where monsters are mentioned in the text, abbreviated statistics are included for quick reference. For full details, consult the HARP Rulebook or Monsters: A Field Guide as appropriate.

Don’t forget the house has the reputation of being haunted, and the people of Saltmarsh have good reason for this belief. 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 DM 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 DM should also note that the smugglers are quite intelligent, well organised 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’ organisation 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 realise their activities have been discovered; then have them react in co-ordinated 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 DM 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 realise 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 boarded the ship, it is almost inconceivable that they will leave without discovering something. In this extremely unlikely event the DM will have to decide how to deal with such an obviously dense, unadventurous party of characters!

The Dungeon Master should also be careful, for similar reasons. If the adventures are prepared casually and laconically, the party could easily become impatient or bored. The DM should prepare the ground thoroughly and ‘supervise’ the play inventively, sustaining some tension in the atmosphere without giving away any secrets. In particular, the thief (see part 1, room 15) should be handled very carefully; premature discovery of his real nature as a result of lack of caution on the DM’s part might make the entire smuggling operation transparent to the party, and hence vulnerable.

It is recommended that the DM read both parts of the module thoroughly before play starts, making notes in the margin or a notebook where an aide memoir would be useful. Even if only THE HAUNTED HOUSE is to be played immediately, read SEA GHOST too, for this will give an important perspective.

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.) that would exist) and telling them a little about the layout of the house, he will provide no useful information.

**GENERAL NOTES**

The secret of the Haunted House is that the house is not in fact haunted but is the shore base for a band of smugglers whose leader is an Illusionist of the fourth experience level. The eerie lights seen at night by residents of Saltmarsh are the smugglers’ signals to a ship out at sea. The unearthly shrieks and other sounds are caused by Trap Runes (College of Magics pg 63) inscribed with Phantasms spells (HARP pg 129) appropriately placed within the building. This is why, in recent times, the House’s reputation for evil has increased; the smugglers, in about three years of successful operations, have by these means completely frightened away all local investigation, official and unofficial. It is paramount that the players are given no obvious clues that would lead them to believe the house is not haunted; they must deduce the truth for themselves or simply stumble upon it. They might even wander around the house, finding a little treasure but never discovering what actually takes place there.

This module and the other two in the series are designed for thinking players. Those who tackle the adventures imaginatively and thoughtfully will not only obtain good rewards for their characters but will derive the satisfaction of seeing the various layers of the plot peel fully will not only obtain good rewards for their characters but will obtain good rewards for their characters but will players. Those who tackle the adventures imaginatively and thoughtfully will not only obtain good rewards for their characters but will.

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PART ONE - THE HAUNTED HOUSE

... Wherein the party discovers the first part of THE SINISTER SECRET OF SALTMARSH.

PREAMBLE

It is suggested that the Dungeon Master should introduce the players to the adventure in the following way:

A. Have the party meet at Saltmarsh as a result of vague rumours that there is worthy work for adventurers in the neighbourhood.
B. Describe the town - provide the players with maps and other information you have prepared, such as they could reasonably be expected to observe for themselves on arriving.
C. Have them lodge at an inn, but do not let them hear of the Haunted House yet.
D. Let them stay in town, vainly pursuing information and spending their money (according to the list of expenses you have prepared) for a day or two before you arrange for them to hear of the legend of the House - perhaps in casual conversation with the landlord of the inn, with whom they should by then have struck up an affable relationship.
E. Tell them the Legend and perhaps let the poacher talk to them if you feel this to be appropriate.
F. Once they have decided to visit the House, have the innkeeper introduce them to a prominent member of the Town Council so that this august body will be aware of the imminent attempt to stamp out the local menace. The Council will not in any way sponsor the quest at this stage, though there will be hints of rewards if the party accomplishes the task. Note: at this time one of the leading personalities of Saltmarsh (who is secretly a 'receiver' for the smugglers) will learn of the party's intent from a casual remark in conversation with a Council member and the assassin will be hurriedly planted (see particularly the notes to part 1, room 15).
G. Have the party equip themselves by dealing with local traders, then let them set out along the old coast road. For part of the way they will be accompanied by encouraging and admiring townsfolk and hero-worshipping children, though the followers will retire to the town as the house looms in view.

THE HOUSE

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. A poisonous snake 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 mould 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 that show no signs of recent use. The chimneys are too narrow and twisting for anyone 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 centre. 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.

The passages in the cavern complex are generally about 7-8’ wide and 8’ high and have a marked, but not precipitous, downward incline. All caverns are roughly 12’ high. All walls, ceilings and floors in the caverns and their connecting passages are slimy, wet and discoloured. 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.

WANDERING MONSTERS

No wandering monsters will be encountered in the garden though there will be numerous small and harmless animals - mice, voles, rabbits and the like. Nor are there any wandering monsters in the cellar, caverns and passages below the House. In the House proper an encounter takes place 1 chance in 12, checking each turn. For each encounter roll d100 and use the listing below:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-25</td>
<td>4 Goblins</td>
</tr>
<tr>
<td>26-50</td>
<td>2 Giant Rats</td>
</tr>
<tr>
<td>51-75</td>
<td>2 Giant Ants</td>
</tr>
<tr>
<td>76-100</td>
<td>1 Badger</td>
</tr>
</tbody>
</table>
KEY TO THE GROUND FLOOR OF THE HOUSE

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 storey, 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 with a successful light (+20) Tracking Maneuver will reveal two ‘paths’ along which there has been occasional and recent 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 have been made by the smugglers when moving between the cellar and their signalling 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), a character with any Tracking skill will have to make a very hard (-40) Tracking Maneuver per turn of losing the track, while other characters will be unable to follow it more than a few yards. Should the party, now or later, ascend the stairs…

The stairs creak ominously as you ascend but they seem 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 +10 Fall/Crush Attack) 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 Mage Tenser (+10 Bonus to Gem Lore)
- The Magical Properties of Herbs and Flowers, by Mage Tenser (+10 to Herb Lore Skills if studied for 3 months)
- The Metaphysics of Mathematics, by Mage Nystul (+10 to Mathematical Skills)

These three books can be sold for 150 gp each (though not in Saltmarsh - the vendor will have to seek a larger community if a purchaser is to be found). If the players want their characters to read the books and demand to know something of their contents, the Dungeon Master’s imagination may be stretched! The Language Table in the HARP Rulebook (page 176) will be helpful. 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 spoilt 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 rid-
dled with dam p ro t. 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 — 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-coloured liquid with a spicy aroma (A potion of Neutralise Poison with two doses. Imbibing this potion gives the user a second RR vs. any poison ingested at +40) The other drawers are all empty.

4. LIVING AREA I

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 southeast corner. Otherwise, the room is bare.

The secret trapdoor in the floor at S (A Hard (-10) Perception roll is required to find) leads via a staircase down into cellar area 21. A Trap Rune (College of Magics pg 63) inscribed with a Phantasms spell (HARP pg 129) is placed so as to trigger when anyone moves within 5’ of the trapdoor. If triggered a voice, coming from the ceiling above, will say “Welcome, fools — welcome to your deaths!” followed by a prolonged burst of insane and fiendish laughter and a burst of sickly yellow smoke.

GM’s option: have each party member an RR vs. a magical attack. Failure results in the character suffering the effects of a Fear spell (see HARP Rule book page 123).

The pile of refuse contains nothing of value except a single large gold earring (value 20 gp). Should the party manage to follow the tracks from the entrance hall, they will lead to the trapdoor.

5. LIVING AREA II

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 leather pouch containing an amethyst, value 120 gp.

6. LIVING AREA III

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 stood in the centre of this room; now it lies broken - though still recognisable - on the floor. A broken chair stands against the wall between the windows and there is a heap of broken china in the northwest corner.

There is nothing of interest or value here.

8. WITHDRAWING 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.

In the chimney, about 3' above the top of the fireplace, is a loose stone; this is locked but the key is nowhere to be found. The box contains a ring (Ring of Protection which offers continual magical protection in the form of a +10 defensive bonus to the wearer).

A Lesser Spider lives inside the chimney and will attack anyone investigating the loose stone.

<table>
<thead>
<tr>
<th>Spider, Lesser</th>
<th>Size</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>BMR</td>
<td>12</td>
<td>Init 20</td>
</tr>
<tr>
<td>DB</td>
<td>75</td>
<td>Hits 95</td>
</tr>
<tr>
<td>Attacks</td>
<td>80 S-Puncture; 65 S-Puncture (Poison)</td>
<td></td>
</tr>
</tbody>
</table>

9. KITCHEN

This was obviously the kitchen. It is dirty and damp, with patches of grey mould 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 discoloured 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 centipedes lives 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. The cupboard is empty.

<table>
<thead>
<tr>
<th>CENTIPEDE</th>
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<tbody>
<tr>
<td>Lvl 0</td>
</tr>
<tr>
<td>BMR 4</td>
</tr>
<tr>
<td>DB 5</td>
</tr>
<tr>
<td>Attacks 25 T-Sting</td>
</tr>
<tr>
<td>Stamina 35</td>
</tr>
<tr>
<td>Magic 35</td>
</tr>
</tbody>
</table>

Notes: The centipede's bite is poisonous, any character bitten must make a RR PB +10 or victim is at -20 for 1 to 4 hours (cumulative) (new monster, may need to replace)

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, discoloured 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.

A Trap Runes (College of Magics pg 63) inscribed with Phantasms spells (HARP pg 129) spell 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.

DM's option: treat as a fear spell as in Living Area 1, room 4.
KEY TO THE UPPER PART OF THE HOUSE

When and if the characters climb the main stairs, refer to the second part of the description of the Entrance Hall, ground floor, Room 1.

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: 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 appears harmless but the inner folds are covered with Yellow Mould, which examination of the cloak will disturb. If the mould is disturbed, all within 10 feet must make a RR vs. poison (PB +25) or take 2-20 points of Concussion damage. One minute later, everyone exposed to the initial burst must save again or take 3-30 points of temporary Constitution damage.

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 that once screened the bed are torn and stained. There is no bed linen, but the carcase of the bed is relatively intact.

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 lesser spiders which are 90% likely to attack (check each round anyone is in the room).

Spider, Lesser
Lv. 3 Size S
BMR 12 Init 20
DB 75 Hits 95
Attacks 80 S-Puncture; 65 S-Puncture (Poison) Outlook Bellig.
Stamina 35 Will 35
Magic 35
Skills: Perception (12) 64
Notes: The spider’s bite is poisonous, any character bitten must make a CRR on the chart on page 154 of the HARP Rulebook. The spiders’ poison is relatively weak - CRR’s against poison are at a bonus of +20 and the effects of a bite are less severe than most.

Thus a failure on the CRR roll should result in a maximum effect of 100 on the Internal Poison Critical Table (HARP Rulebook page 104). Results above 100 should be reduced to 100.

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 (60% base chance for a light character, increase incrementally to 100% chance for a very heavy character) precipitate a collapse of the floor, the character falling into room 6 below and taking normal falling damage (+10 Fall/Crush attack). Refer to HARP rulebook page 25 for determination of character weight.

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 lies a man; he is obviously alive, though bound and gagged. He is clad only in undergarments and appears to have no weapons or equipment.

The 'prisoner' is Ned Shakeshaft, a 3rd level thief. Ned has been 'planted' here, at short notice, by a prominent merchant in Saltmarsh who is secretly a receiver of the smugglers' contraband (see PRE-AMBLE note). Ned's task is simply to do his utmost to prevent the party from learning about the smuggling operation and generally so to weaken the party - by promoting dissent, causing 'accidents' while not appearing to do so, and so forth - as to lead them to abandon their mission. However, his fear for his own skin is such that he will not attempt an ambush except in the last resort and in circumstances which give him an excellent chance of escaping and/or avoiding detection.

Unfortunately for the merchant, he does not know how to contact the smugglers at short notice - Sanbalet (the smugglers' leader) always initiates their infrequent meetings and never arranges for them to take place in the House. Thus the merchant knows the smugglers' base is somewhere in the House but has never been able to find it. Planting the thief in one of the upstairs rooms was the best plan he could conceive at short notice.

Ned's 'story' is simply that he is a thief from Seaton who entered the House under cover of darkness the previous night to find a place to sleep during his journey to Saltmarsh where, he had heard, there was possible work for adventurers. He entered through the back door and had only reached the kitchen when he was attacked from behind, overcome and knocked unconscious. He awoke some hours ago - bound, gagged and stripped of his possessions - in this room. He did not see his attackers nor, until the party came along, had he heard any sounds in the House. Now he would like to be released and to join the party in their adventure. Neither Ned nor his merchant-mentor are fools and they will have given some rapid thought to preparing this story - it will not be possible for the party to unmask Ned simply. Indeed, to add verisimilitude to the story, Ned will have a lump on the back of his head, inflicted (with some sadistic delight) by the merchant. An alert party may, however, realise fairly soon that Ned is not what he appears to be. Hasty preparations have led the merchant to overlook the fact that Ned's 'imprisonment' will actually draw the party's attention to the probable presence of other people in the house, whereas they might otherwise have found no clue to the smugglers at all.

The DM must play Ned carefully. Obvious attempts to sow discord or to lead the party into unnecessary danger will 'give the game away'. On the other hand, Ned's instructions are clear, and the more the party make deductions about the presence of the smugglers, the greater will be Ned's efforts to prevent them. If in the final analysis discovery of the smugglers is inevitable, have Ned attempt to ambush a party member and make good his escape. Before leaving the room Ned will ask for the loan of clothing and a dagger from the party. As soon as he has the dagger he will exchange it for an envenomed dagger he has hidden in the fireplace (Coated with spider venom. CRR +30 attack). If he cannot borrow a dagger, he will retrieve the envenomed blade in any case and do his best to conceal it about his person.

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
Co: 62 +3
Ag: 90 +11
In: 90 +10

Re: 55 +1
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

Resistances:
- Magic (3) 45, Stamina (3) 31, Will (3) 25
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 centre 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 mouldy ragged clothing — nothing of value — and a bundle of documents, mostly mouldy and stained. Most of these documents are old letters that appear to relate to the original purchase of the house; details are unclear, though their general tenor can be deduced. One sheet, towards the bottom of the bundle, is a clerical scroll of Calm scaled at 14 PP (HARP Rulebook pg 116). Under the chest is a loose floorboard that conceals a small cavity in the floor. Within the cavity is a small leather bag containing 4 small diamonds, value 25 gp each.

17. BOX 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 is empty, while the sack contains old, rotted clothing. The bundle of clothes (which also contains some non-incriminating personal effects, including 11 gp) is the property of Ned Shakeshaft, supposedly imprisoned in room 15.

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.

19. ATTIC

The attic is not shown in the house plan. 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 that 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 Stirges in the southern area, 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 Stirges. 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 Stirges' nest can be found an old, cracked leather purse containing a ring (Ring of Protection which offers continual magical protection in the form of a +10 defensive bonus to the wearer).

STIRGE

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<th>Lvl</th>
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<tr>
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<tr>
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</tr>
<tr>
<td>Skills: Flight; Survival Instinct; Night Vision</td>
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</tbody>
</table>

Notes: Stirges have an innate ability to find weaknesses in their prey’s defenses and are quick to exploit these openings. A long, hollow beak can strike through any chink that might be found in any type of armor, and if any critical causes bleeding damage, the Stirge will attach to that wound and cause triple damage from bleeding every round thereafter. When a Stirge drains a total number of points of blood from a victim equal to its own hits, it becomes bloated and flies off to digest its protein-rich meal.

Due to their strong grip, the only way to remove a Stirge is to kill it. If an attack against an attacked Stirge misses, make another attack roll against the victim to see if the attack hits the victim instead. Many friendships have been tested by this process of removing a Stirge.

KEY TO THE CELLAR AND CAVERN AREAS

Note the lighting in these areas - see THE HOUSE.

20. WINECELLAR

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 that appear to be empty. In the centre of the room lies a human corpse clad in chain mail; a long sword lies by the corpse’s right hand and a large shield lies across the legs.
The smugglers have long since appropriated the wine and contents of the storage bins. One of the bins now contains some refuse that will prove to be foul smelling if disturbed. In this refuse lives a colony of 18 rot grubs.

The corpse is that of a fighting man, dead about 3 weeks. His sword and shield are non-magical but his armour is Chain Mail +10 (DB & MM). His belt pouch has been cut open and is empty, but there is an emerald worth 250 gp in the hollow heel of his right boot. His body also carries other normal, non-magical items such as a dagger, a backpack containing provisions and so forth. The corpse is infested with 7 Tomb Scarabs.

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

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

If the party penetrates to this area it will be of crucial importance for the DM to determine whether the smuggler in this room (no. 1 on the roster) 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 fighting tomb scarabs, if they attack). Between these extremes, the DM should make a rational judgement.

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. It is at this stage that Ned will, in desperation, attempt an ambush in the conviction that the smugglers are about to be discovered.

You have entered a room that 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.

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 centre 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 50 gp each) and the bolt is of fine silk (value 100 gp). 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. See the Appendix for details of the smuggler guard (no. 1 on the roster). 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 PRIVATE 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 bulleye 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; this has some curious marks on it which represent the code used by the smugglers to signal to their colleagues out at sea. (For a facsimile and an explanation see the Appendix).

The books are:

1. A volume of erotic poetry, fully illustrated;
2. A naval almanac listing tide times for the area containing Saltmarsh (a total of 100 miles of coastline is covered); and
3. A learned volume concerning mesmerism and its effects. Inside this book is a sheet of parchment carrying some simple words and phrases in the common tongue and their equivalents in the Hobgoblin language. Note that unless one of the characters speaks Hobgoblin it will not be identified as such, but will be "some foreign language."

The first two items can be sold locally for 10 gp each. The third item is more specialised; it will sell for up to 20 gp 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," "Lift" and so forth - clearly key words used by Sanbalet in instructing his Hobgoblin slaves.

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 Sanbalet's spell book. This contains the following spells:

- **Phantasm**, **Air Wall**, **Trap Runes**, **Light** and **Rune Mastery**

Under the bed there is a loose flagstone (detect as concealed portal) above a small cavity. In the cavity there is a small iron box, locked and needle-trapped (the key is in Sanbalet's belt pouch). In the box are five glass phials bedded in wood shavings and a small leather purse containing 11 pp. The phials each contain one draught of a potion:

- Three Potions of Heal 10 (pale yellow).
- Potion of Spider Climb (light blue) +30 Climbing Manoeuvres for 1 to 6 hours)
- Potion of Haste (deep green). Lasts for 6 to 15 rounds (1d10 +5)

The needle of the trap is discoloured, 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 men where such valuables are concerned).

### 23. SKELETONS' ROOM

The door to this room is barred (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 explored here when they first took over the house as a base, but were frightened by the skeletons and have not ventured to release the bar since.

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.

Six skeletons occupy this room, placed here by the alchemist to guard his private laboratory. It is some time since they were aroused so they will be a little sluggish to make their initial reaction to intrusion, but they will attack after a short pause.

### SKELETONS

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### 24. LABORATORY

Assuming the party provides some illumination 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 colours 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 that 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 that 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 500 gp for it (though the party will have to travel to a larger centre of popula-
tion 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 recognisable 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 750 gp
- An apple, value 150 gp
- A rose, value 150 gp
- A set of five small discs (actually balance weights), value 50 gp 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:

Elemental Shields, Realm Imbedding, Organic Skills, Liquid/ Gas Skills, Elemental Ball. (See: College of Magic)

The skeleton wears a leather belt pouch in which there are 47 gp. 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 colour. It emits a faint glow (as well as dweomer) if detect magic is cast on it. Though the party might assume it is the Philosopher’s Stone, it is in fact a cursed luckstone that will elect as its ‘owner’ the first character to handle it. It 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. No type of physical blow will harm it; nor will cold, heat, electricity or acid. The owner will suffer a penalty of -10 from all attack rolls, Manoeuvres and Resistance Rolls while the stone is possessed (even if it is temporarily absent). A Remove Curse spell cast on the stone will cause it to vanish absolutely and forever. An alchemist will recognise 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. The chemical apparatus and materials on the bench are of no particular interest or value.

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 DM 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 that 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.

At a point on the ceiling roughly halfway between the two passage mouths is a large green slime that will almost certainly (95% chance) drop on the party if they pass below. Green slime attaches itself to living flesh and in 1-4 melee rounds turns the victim into green slime (no resurrection possible). It can be scraped off quickly, excised, frozen or burned. A cure disease spell kills green slime. Other spells and physical attacks do it no harm.

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.

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 Gnolls in this cavern. The first human is Sanbalet, the smuggler chief and a 4th level wizard (specialist Illusionist). He is checking a manifest of contraband received the previous night as his assistants carry it up from the sea. A human smuggler (no. 2 on the roster) is assisting his chief in checking inventory.

The Gnolls are under Sanbalet’s hypnotic influence; they will unquestioningly obey him as their master, and they cannot be coerced or charmed into betraying him. (Note that the hypnotism is not the result of the spell of the same name. Sanbalet has some mastery of non-magical mesmerism as a result of reading his book in room 22.) (note: Need to add this as a skill to the character or change to be charm spell, also, magical equipment has not been worked into stats yet)

SANBALET - 4th level Human Mage

Hits: +71 PP: +95 Init: +17 DB: +12 BMR: 11
RR Bonuses: Stamina +17 Will -15 Magic +37
St: 50 +0 SD: 50 +0
Co: 50 +1 Qu: 75 +6
Ag: 75 +5 Re: 90 +11
In: 90 +11 Pr: 70 +4

Weapon Skills:
Weapon: (melee) Dagger +30
Weapon: (missile) Dagger +15
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: Acting (1) 20, Singing (1) 20, Appraisal (2) 32, Crafts: (3) 31, Healing (2) 32, Lore: Local Region (2) 32, Perception (2) 21, Resistance: Magic (1) 37, Resistance: Stamina (1) 17, Signaling (5) 47, Duping (1) 20, Trading (1) 20, Attunement (2) 32, Cantrips (CoM) (3) 26, Power Point Development (12) 95, Runes (12) 76, Navigation (1) 27, Sailing (1) 21, Armor Skills (2) 15, Endurance (8) 71, Jumping (1) 10, Swimming (2) 15, Stalking & Hiding (1) 10, Streetwise (1) 20, Trickery (2) 14

Spells: Light (6) (6) 41, Water Breathing (5) CoM (5) 36, Air Wall (5) (6) 41, Invisibility (4) (4) 31, Phantasm (5) (7) 46, Rune Mastery (10) (7) 46

Resistance: Magic (1) 37, Stamina (1) 17, Will (0) -15

Languages: Hobgoblin (S4/W3): 42/37, Common (S6/W5): 52/47

Notes: Sanbalet wears an old, faded robe and soft shoes. An old leather belt round his waist carries two daggers (the one he normally uses is in a sheath strapped to his left forearm, concealed by the sleeve of his robe) and a belt pouch containing 7 gp, 5 sp, 3 ep, the key to his chest, a set of ‘loaded’ dice and three gems each worth 250 gp.

Hobgoblins (pg 152 HARP Rulebook)

<table>
<thead>
<tr>
<th>Lvl</th>
<th>Size</th>
<th>M</th>
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<td>2</td>
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<tr>
<td>BMR</td>
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<td>Init 15</td>
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<tr>
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<td>Outlook Domin.</td>
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<tr>
<td>Stamina</td>
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<td>Will 40</td>
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<tr>
<td>Magic</td>
<td>40</td>
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<tr>
<td>Skills: Perception (9) 65; Stalk &amp; Hide (6) 40</td>
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</table>

If the smugglers, alerted to the party’s intrusion earlier, stage an attack, the Hobgoblins will be at the front. One Hobgoblin has a gold bracelet on its arm (value 75 gp). Each bolt is of silk and valued at 100 gp. Each cask contains brandy and is valued at 50 gp.

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 (no. 3 on the roster) just north of the right-angle bend, carries a small cask of brandy (value 50 gp). The third (no. 5 on the roster) is some 20’ behind the second and carries a small cask of brandy (value 50 gp). See the Appendix for details of the smugglers.

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 100 gp and 50 gp each respectively. The other three human smugglers are here taking a rest before continuing the transportation of the contraband. One (no. 6 on the roster) is about to lift one of the bolts of silk. The others (nos. 7 and 8 on the roster) are obviously reluctant to continue their work for a few moments and are squatting with their backs to the east wall.

30. SEA CAVE

There is nothing of value here apart from the jolly boat that might fetch as much as 90 gp in Saltmarsh. 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.

CONCLUDING NOTES

Should the party succeed in wiping out the smuggling ring, a grateful Saltmarsh Town Council will vote them a reward of 500 gp 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 - they will be asked, politely but firmly, to pay 25% excise duty on the value of any contraband, thus retaining only 75% for themselves.

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 that starts the next adventure.

THIS CONCLUDES THE FIRST PART OF THE SINISTER SECRET OF SALTMARSH.
THE HAUNTED HOUSE APPENDIX

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 - 1st level warriors

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