

SEAFARE

v6.5 (rules) 2-8-96

by Roger Barnette

1st-4th levels
six players
total levels 19
7 hour game

Risk: 4
Fighting: 3
Mental: 3

Novice Rule is in effect
Fate Point Rule is in effect

edited (2-8-96) by Melanie Hill
revised (8/31/1999) - rb

Table of Contents

<u>Section</u>	<u>Page</u>
Lore	3
Encounter 1: City Gate	4
Encounter 2: Port of Marista	5
Encounter 3: Sea Attack	6
Encounter 4: Visions	8
Encounter 5: Beached	9
Encounter 6: Lake	10
Encounter 7: Shipwreck	11
Encounter 8: Mermaid	14
Encounter 9: Bubble Tunnel	15
Encounter 10: Sea Troll	16
Encounter 11: Necro Cavern	17
Encounter 12: Rescue Fleet	19
Appendix A: Treasure	20
Appendix B: NPCs	21
Appendix C: Treasure Breakdown	22
Appendix D: Props and Budget	23
Appendix E: BOON/BANE and GOOD/EVIL	24

LORE:

Greetings from Marista, I have just launched my final shipment of wine into the waters of the Southern Sea, and am giddy with the resolution of my business and personal matters. May I sthea bless their voyage!

I am now prepared to offer you each 100gp for a half of a day's journey in the company of my daughter and her retinue. The trip, as I have said, is a short distance from Marista to Raven's Glen, but as this trip is for my Sabra to meet her husband-to-be, I wish there to be no delays or misadventures. I would like to hire those interested to insure that the trip remains as usual UN-noteworthy.

Her betrothed is Sir Grande, the son of the Marquise de Tampaste. You can reach him in the temple of Mars, with which he is affiliated. His grandfather founded that temple, and his family are quite war like in general, but Sir Grande is a good man, and has completed 10 trials of conscience.

The roughest part of the trip will probably be the natural bridge, that crosses the Bay of Tears. It has been rumored that the undead of shipwrecks, claw their way from the sea, near that bridge. If you step lively, you should not have to deal with their deadly grasp.

My daughter herself, may perhaps be the most difficult to care for, as she has as yet no love for this knight, but is impressed with his accomplishments. This lack of love, though will make it very probable that the traveling sickness will overtake her. If the fits and screaming come, please assist her nurses as well as you may. You and her retinue are all she will have on the road.

The blessings of Bacchus will also travel with you. Father Malechi, has promised to accompany you if you like. His bawdy songs and liquored breath, will certainly season the adventure. He is a good man, though at times he is a bit daft.

Escort her to Raven's Glen and then back to Marista, and I will pay you 100gp for a short day's work. I may even have some seafaring business for you when you return.

Good Luck, and Farewell,

Senior Callas,

Premier Wine Merchant of Marista

Encounter 1:	City Gate
Run Time:	5 minutes
BOON/BANE:	BOON to go with Senior Callas, BANE to attack him
Magic:	-----
Gold:	100gp per PC
GOOD/EVIL:	Senior Callas is GOOD
Legend Lore:	The port of Marista has been a major exporter of grapes since its inception 100 years ago. The Callas family is the principal shipper to and from the port.
Know Religion:	Isthea, goddess of the sea, revered by sailors and anyone who travels the sea.
Religion Lore:	Isthea, goddess of the sea, revered by sailors and anyone who travels the sea. Nearly everyone pays some sort of respect to her before traveling on the water.
Props:	gate, 2 corpses, Maristan flag, necklaces (3)

The party arrives to discover the gates to the town attended by two dead and gory bodies. The corpses wear necklaces embossed with a trident and a verse on the other side, "May Isthea bless me..." As they survey the area or the corpses, a man, Senior Callas, arrives and explains in panicked detail the attack on the city by monstrous creatures. They have ransacked the city and kidnapped his daughter, Sabra, for some unknown reason. He will ask the players if they would rescue his daughter. He will pay all he is able for her safe return. At the moment he has 100gp a person, and by the time they return he will have 100gp more, as he is awaiting another shipment.

The creatures left by ship, and the only ship in port is a small cruiser. It is unfit for this type of voyage but they may be able to learn to use it. Father Malechi is waiting for them with his blessings at the port. Time is of the essence! Senior Callas will accompany the PCs to the port.

Encounter 1	Senior Callas	Fighter	5th	GOOD	5/26/34	-----	Dam: 8	AC: 1
Treasure/gps:	100gp per PC							
Belongings:	-----							
Abilities:	Cutthroat negotiator. That's how he ascended to his wine empire.							
Defenses:	Excellent wine taster, and has an incredible tolerance for alcohol.							
Restrictions:	He is too rattled to use abilities properly. Senior Callas is worried to near panic about his daughter, and as such he won't use any of his fighter abilities. He ascended to 5th level by training as a hobby.							
Description:	Senior Callas also wears the Necklace of Isthea. He is a panicked father, who had planned to be sending his only daughter to meet her future husband. Instead, a force of monstrous creatures have attacked the port and besides running most of his population into the forest, kidnapped his daughter as well. He only has the 100gp per PC he intended to pay for her escort to Raven's Glen, but will offer that and more when his ships return.							

Encounter 2:	Port of Marista
Run Time:	15 minutes
BOON/BANE:	BOON to pray to Isthea BOON to sail after creatures
Magic:	Enchanted Compass
Gold:	-----
GOOD/EVIL:	Father Malechi is GOOD
Know Religion:	Bacchus is the god of drink and merriment.
Religion Lore:	Bacchus is the god of drink and merriment.
Props:	compass, ship mockup, repair material, screen, toy boat

Father Malechi is a confusing cleric of Bacchus. His drinking and reveling has somewhat addled his otherwise stalwart character. When the party and Senior Callas arrive Father Malechi is praying over a compass to enchant it to find Sabra, an innocent in his eyes.

When the PCs approach him they will find him to be incoherent. But he does manage to say, "...this will lead you to her..." and then returns to his chant of pub songs and wine labels after handing the compass to the PCs. Then on the GM's signal of a lull in the encounter, Father Malechi will cast EXUBERATE -2 on the party if they have not already done so.

Having received the blessings of Father Malechi, Senior Callas will help and manage the repairs to the sailing vessel. The ship itself will never move, but rather the NPCs and encounters will come up to the ship. Screens will be erected when the PCs row pretended oars to get them out of port.

Written within the hull of the boat will be graffiti. It may read as virtually anything, but one message must read, "Woe to the traveller that does not pray to Isthea." A SPEAKEASY must be cast in order to read the Nehmic writing. All the NPCs thus far must maintain the hurried sense of despair so that the PCs forget to pray to Isthea for safe passage.

Encounter 2	Father Malechi	Cleric	7th	GOOD	7/26/34	SP: 46	Dam: 5	AC: 0
Treasure/gps:	-----							
Belongings:	-----							
Abilities:	-----							
Defenses:	His long term memory is near destroyed. Seldom does he remember someone the second time he meets them. This could be considered a defense.							
Restrictions:	He will ONLY babble, bless the compass, and EXUBERATE the party if they haven't already cast it.							
Description:	He worships Bacchus, god of wine and revelry. He is obviously distraught at his failure to protect the port. He barely stops praying long enough to speak to the party. There isn't a moment to lose!							

Enchanted Compass - Value: NONE outside of game - Encounter 2	
Savvy 1:	This compass will always point to Sabra. It has been enchanted by Father Malechi, by praying over it. This will last until either Sabra touches it, or she dies. (after which it will become non-magical). The compass detects as GOOD, and as Magic.

Encounter 3:	Sea Attack
Run Time:	10 minutes
BOON/BANE:	BOON to pray to Isthea BOON to sail after creatures
Magic:	Vessel with the Pestle inside chest
Gold:	150gp, 100 in chest and 50 on pirates
GOOD/EVIL:	All eight pirates are EVIL
Legend Lore:	The Vessel is a powerful healing device used by Dan Kaah.
Props:	mobile ship, chalice for the vessel with the pestle, chest, A lock, Maristan flag, Pirate flag

Once the PCs are out of the port, screens will be erected to simulate the horizon. As they enter the ocean in earnest, they will see a small ship headed towards them. What they will see is a toy boat hanging in front of the screen. It flies the banner of Marista, and steadily approaches until the toy boat is replaced by a moving ship mockup. The ship mockup will be an ellipse of heavy ropes tied together, and carried by the pirates. The NPCs are instructed to only walk forward, and to allow the NPC at the rudder to direct the ship. The PCs craft does not actually move, but the pirates ship can be moved by the GMs and SKs to effectively simulate the PC ship's movement. The PCs have NO capability to disable either ship.

As the NPCs approach the party they change banners and fly a pirate flag! The pirate ship is designed to be mobile to allow the PCs to maneuver their ship into position for attack, and to keep the pirates away if they all choose to row away. If the pirates are able to get close enough their First Mate will monk-leap aboard and make a grab for some treasure before diving overboard.

PCs that have fallen into the water must remove their armor and drop anything held in their hands in less than 30 seconds to stay afloat. (Any items lost in this manner will wash ashore with the PCs in Enc 5.) PCs hanging on to a rope may manage to remain above the water but cannot do any action other than climb out of the ocean. Any one who hasn't done one of these will slip under the waves and take 1 point NO-DEFENSE (suffocation/drowning) damage per minute until they comply. Underwater PCs will go unconscious 4 points early, but may be rescued by their teammates. (This early out is to let the non-drowning PCs to react, otherwise the drowning PCs DO drown.)

**note: Wet armor loses 1 point of value, it can only lose one point per encounter. If it is reduced to zero it is destroyed. Mending the armor after it is dry will completely repair the damage. The armor will be dry at the end of the encounter.*

**Chest on pirate ship: Class A lock (25 physical, 5 spell, 2 reverse lock)
(containing 100gps and Vessel with the Pestle)**

Vessel with the Pestle – Value: 908gp – Encounter 3	
Savvy 1:	When filled with clean water, and the user says "Heal me" the water is converted to a 2 point healing potion, as per the clerical HEAL spell when the water is drank up to 5 times per day.
Savvy 2:	If the magic is invoked when the chalice is filled with any other substance it will forever become non-magical.

Encounter 3	Captain Aspego	Mage	3rd	EVIL	3/12/20	----	Dam: 3	AC: 1
Treasure/gps:	30gps							
Belongings:	-----							
Abilities:	-----							
Defenses:	AC: 1 (ENHANCE -1) NR							
Restrictions:	He will not cast CRASH TIME on more than one person.							
Description:	This Eye-patched sailor has been leading his pirates for all of three days. They were tipped off by the necromancer and waited for the team. Before piracy he was a boot tester. He walked all over breaking in boots for people. After killing an unruly customer, a life of crime was all that was left to him.							

Encounter 3	First Mate Beans	Monk	2nd	EVIL	3/10/18	MP: 20	Dam: 3	AC: 2
Treasure/gps:	8gps							
Belongings:	-----							
Abilities:	-----							
Defenses:	AC: 2 (ENHANCE -1) NR							
Restrictions:	-----							
Description:	Mister Beans, to his crew is only barely respected. He is somewhat of a mama's boy and he wines his crew into action. And even that only works if the captain is present and gave the order to begin with. He is the nephew of Aspego and took him on as a favor to his sister. Perhaps she, too, was tired of him.							

Encounter 3	Felix the Navigator	Fighter	2nd	EVIL	3/12/20	----	Dam: 5	AC: 2
Treasure/gps:	5gps							
Belongings:	-----							
Abilities:	-----							
Defenses:	AC: 2 (leather, ENHANCE -1) NR							
Restrictions:	He will not use BATTLE FEVER							
Description:	Felix seems to be a very capable navigator, but he is full of it. He has convinced the others they are far out to sea, when in reality they are just out of sight of land. Remarkably they will find the adventurers, but it is purely coincidence. He was hired because he sailed with his family when he was younger, but he knows very little about navigating.							

Encounter 3	Patches	Cleric	2nd	EVIL	3/10/18	SP: 19	Dam: 3	AC: 2
Treasure/gps:	3gps							
Belongings:	-----							
Abilities:	-----							
Defenses:	AC; 2 (leather, ENHANCE -1) NR							
Restrictions:	-----							
Description:	Patches worships Isthea, goddess of the sea. He speaks in a choppy manner, as well as wearing heavily patched clothing. The only time he speaks clearly and in full sentences is when he casts spells.							

Encounter 3	Pirate Crew (4)	Fighter	1st	EVIL	3/10/18	----	Dam: 4	AC: 2
Treasure/gps:	1gp each (4gps total)							
Belongings:	-----							
Abilities:	-----							
Defenses:	AC: 2 (leather, ENHANCE -1) NR							
Restrictions:	-----							
Description:	Theses clowns are almost identical. Each a stooge in his own way. They all wear red tabbards with different symbols and some dumb hat. They scream piteously when dying and could organize some singing when they are rowing. They are hired muscle, at cheap prices.							

Encounter 4:	Visions
Run Time:	5 minutes
BOON/BANE:	BANE to attack the sea spirit
Magic:	The sea spirit itself is magical.
Gold:	-----
GOOD/EVIL:	Sea spirit is GOOD
Props:	-----

A time freeze should be called just before entering this encounter to allow the spirit to appear out of no where.

Following the battle with the pirates, Isthea herself has sent a vision to the PCs to speak with them of their quest. It will essentially say:

Payed Homage to Isthea:

"Your quest is a brave and noble one, but Lady Isthea was watching your voyage and has foreseen the destruction of your ship. She has sent me to deliver you safely to your destination. Unfortunately I do not have the power to save the ship. Do not worry you will not be in any danger. Isthea protects you on her waters."

And with that she gives the lore master a yellow flag as a symbol of Neptune's protection over the party. She then claps her hands and the ship collapses under its own weight. A time freeze will be called and the party will be lead, eyes closed, to the beach where they surface.

**note: Isthea's protection only lasts for this encounter. It disappears when the PCs surface.*

Did Not Pay Homage To Isthea:

"Lady Isthea can not allow you to sail her waters without paying homage, but it is too late for that now. For doing so I must destroy your ship. Since she is aware of your quest you will be unharmed but arrive wet to your destination."

And with that she claps her hands and a horrible storm slowly stirs up and begins to tear the ship apart, leaving the PCs floating in seawater. A time freeze will be called and the lore master is given a yellow flag to symbolize Neptune's protection. The party is lead, eyes closed, to the beach where they surface.

**note: Not paying homage causes you to become wet. Wet armor loses 1 point of value, it can only lose one point per encounter. The points lost are cumulative. If it is reduced to zero it is destroyed. Mending the armor after it is dry will completely repair the damage. The armor will be dry at the end of the encounter.*

Encounter 4	Vision Spirit	Druid	10th	GOOD	8/38/46	SP: 70	Dam: 5	AC: 7
Treasure/gps:	-----							
Belongings:	-----							
Abilities:	Strikes as 7 MAGIC due to magic aura of spirits							
Defenses:	Tough hide provide armor, NR (AC 2)							
Restrictions:	-----							
Description:	The Vision deals with the PCs roughly and hardly acknowledges their existence other than to deliver the message to them.							

Encounter 5:	Beached
Run Time:	25 minutes
BOON/BANE:	BOON to dig for treasure BOON to decapitate zombies BANE to ignore unconscious zombies
Magic:	Buried treasure is magical
Gold:	-----
GOOD/EVIL:	Zombies are EVIL
Props:	necklaces (4), chest, class B lock, bracer, signs (4)

When the darkness clears the party will find themselves laying on a beach. Also washed onto the beach are any belongings lost in Enc 3. A short distance up the beach will be four zombies, diligently doing something to a hole. Two are digging a hole, and the other two are filling it up. The necromancer ordered them to take care of the treasure. As soon as it was partially buried two of them decided (if possible for zombies) taking care of it meant digging it up. So they have been here for two days working on the hole. Each of the zombies has their instructions pinned to its chest. Each of them say, "Take care of the treasure!", and are pinned upside down so the zombies can read them.

Unfortunately for the PCs, they all agree that defending the hole from interlopers is definitely taking care of the treasure. So as soon as the team is noticed they will be attacked. A time stop will be called to remove the shovels from play.

If the PCs dig for a long period, determined by the GM, they will recover the treasure. It is in a chest with a class B lock.

**Chest in hole: Class B lock (35 physical, 15 spell, 4 reverse lock)
(containing Bracer of Undead)**

Bracer of Undead - Value: 1000gp – Encounter 5	
savvy 1:	This bracer gives the wearer +2 DAMAGE vs UNDEAD.
savvy 2:	It is useable once per day.

Encounter 5	Zombies (4)	Undead	3rd	EVIL	3/16/24	-----	Dam: 4	AC: 1
Treasure/gps:	-----							
Belongings:	-----							
Abilities:	Regeneration (see description below)							
Defenses:	Immune to SPOOK, FOGBRAIN, SIMON SPELL, ENTHRALL, CRASH TIME, and ANIMAL MIND							
Restrictions:	Move at 1/2 speed							
Description:	These zombies only respond to the necromancer, and can only make nonsensical gibbering noises. When they reach unconsciousness they will fall down for 60 seconds before realizing they are not dead. Throat slits have no effect on these zombies, only by separating the head from the body can the PCs do enough damage to halt this re-awakening. When they re-awaken they may use the fighter's recovery, up to twice per day and attack the PCs. If the PCs use holy water, the zombies take 4 points for each beanbag that hits. This damage from holy water does not return when the re-awaken. They each wear a necklace of the Allfather.							

Encounter 6:	Lake
Run Time:	15 minutes
BOON/BANE:	BOON to follow path BOON to pay homage to Isthea
Magic:	Alter detects as MAGIC
Gold:	14 gps in the pan on the alter
GOOD/EVIL:	Zombies are EVIL
Legend Lore:	Legends tell of the alter of Aquayuse, that marks the watery grave of the Norse ship, "Seaspawn" and its crew. It gave their souls the ability to breathe the water surrounding their final resting place.
Props:	alter, beach markers, bowl

The path from the beach leads inland quite a ways to an inland lake, and to an alter on its beach. The alter is detailed with the transformations from man into fish, and is covered with bubbles. The alter should be so decorated as to suggest its purpose. The trail leads up to the edge of the water and the footprints (of zombies going to the necro cavern) obviously lead right into the water. The alter offers the only way to follow the trail.

Whoever places anything of value into the alter piece will see it vanish and 5 minutes later will begin to have trouble breathing. Anything non valuable will remain but the same effects will occur. The PC has been given the limited ability to breathe water. He must breath water or be uncomfortable. At least one breathe out of each three must be under water until the aqua-blessing wears off. No matter the time, it will last until they either reach the water-gate or they have remained above water for 5 minutes. The PC may preactivate the effect by trying to breathe water on his own.

Any PC entirely submerged in water must move at 1/2 speed, EXCEPT for combat. This is because it is very difficult to attempt in the middle of a battle. Other than that the PCs can speak normally and in all other respects play normally.

Alter of Aquayuse (NR) - Value: NONE outside of game - Encounter 6	
savvy 1:	Things of value are completely sacrificed to Neptune.
savvy 2:	Non-valued items are a curse upon thy head.
savvy 3:	The blessing bestowed allow thee to breathe water** and remain dry.
savvy 4:	The curse inflicted make thee and thy armor wet when breathing water**.

** **note:** Both blessing and curse allows you to breathe water. The blessing keeps you dry while the curse causes you to become wet. Wet armor loses 1 point of value, it can only lose one point for this encounter. The points lost are cumulative. If it is reduced to zero it is destroyed. Mending the armor after it is dry will completely repair the damage. The armor will be dry at the end of encounter #9 because the other encounters are all under water.

Encounter 7:	Shipwreck
Run Time:	15 minutes
BOON/BANE:	BANE to ignore sharkmen
Magic:	Glyph detects as MAGIC Short sword detects as MAGIC Gloves detect as MAGIC
Gold:	150gp on the ship
Heraldic Lore:	<u>Points to the Sharkmen Order:</u> 1. 1 Scavenge the seas, killing the wounded. 2. 2 Protect the final resting place of doomed seafarers. 3. 3 Kill any living interlopers that dare to interfere.
Props:	shark costumes, gloves, sword, ship mockup, bodies

The trail (if possible underwater) runs a GOOD bit from the beach, and winds among the undersea plants and animals. (Funny how they look a lot like surface flora and fauna.) It eventually leads to a shipwreck, half buried in the lake floor. Circling the ship are four sharkmen. They are the watery guardians of the ship. The only way past the sharks is through them. They will attack on sight, although the PCs should have enough time to plan how to approach the encounter. Following the fight the PCs may search the ship. If possible, the last sharkman should flee, and circle widely to keep the PCs on edge.

In the ship are the skeletal remains of a few bodies, as well as the ship's log, and some treasure. It is apparent that the bodies have been moved and stacked near the exit of the ship. This is a clue to the burglary of the ships, and it clearly reveals the sword and gloves from the murky sediment. The remaining bodies are wearing the necklace of the Allfather, just like the zombies. If a ranger looks carefully he will notice that there are fresh boot prints in the lake floor around the bodies.

The ship's log is a large book near the entrance of the ship. Written clearly on its cover is a WID GLYPH. The glyph is keyed against taking the log from within the shipwreck. The ship's log is detailed, with the last paragraph on the last page written in all caps to draw attention. That last paragraph, explains how they crossed Isthea and were drowned in this lake.

Encounter 7	Azur	Knight	3rd	----	3/14/22	CP: 16	Dam: 5	AC: 2
Treasure/gps:	-----							
Belongings:	-----							
Abilities:	Strikes as 5 MAGIC due to knightly weapon							
Defenses:	Tough hide provide armor, NR (AC 2)							
Restrictions:	-----							
Description:	-----							

Encounter 7	Sharks (3)	Knight	2nd	----	3/10/18	CP: 14	Dam: 4	AC: 2
Treasure/gps:	-----							
Belongings:	-----							
Abilities:	-----							
Defenses:	Tough hide provide armor, NR (AC 2)							
Restrictions:	-----							
Description:	The Sharkmen are members of a shamanistic order that cleans the sea of the sick and pitiful. If any PC has been wounded or harmed prior to this encounter they will sense it and go to work. Azur, alone has earned a name for himself. The others fight to earn the honor of having their own name.							

Short Sword +1 - Value: 1080gp – Encounter 7	
savvy 1:	This is a +1 short sword.
savvy 2:	The +1 bonus does not work at night.

Gloves of Mending - Value: 360gp – Encounter 7	
savvy 1:	These gloves simulate the MEND spell.
savvy 2:	If dry they will operate once per day, otherwise they will not work at all until they are dry again.
savvy 3:	They will not work for members of the Fighter class.

Ship's log of the Seaspawn. Ship of the Durse Line.

---Everything is fine. We left the Port of Marista yesterday, and made GOOD distance with the wind to our backs. Our only passenger a mage, named Fargone, foresees a very speedy voyage for us.

---Great Waves! What has gotten into us. We have set sail without properly paying homage to Isthea! The entire crew has been ardently praying in hopes of deflecting her vengeance.

---Storms and one-hundred-foot waves surround our ship. Clouds obscure the stars. We have no way to guide our ship now, and have been hard pressed to keep the ship afloat. It seems She is guiding our ship somewhere.

---I write of this in the hopes that others will learn, and respect the Lady of the Sea, and thus may she be merciful with us. The wreckage of our ship now sits atop a massive water spout showing us the lake in the middle of an island. Her visions have warned us that we shall be drowned there below, and the gods apparently expect the crew to kill themselves. Some, weak-hearted souls did jump overboard and appeased them, I suppose, but a few of us hope for the Allfather's intervention, and salvation, so we stand brave.

**THESE MEN WERE DROWNED TO MARK WHERE THEY FLAUNTED MY WILL!
THESE ARE MY SEAS! SAIL THEM WITH MY PERMISSION OR NOT AT ALL!
REPENT AND TREAD LIGHTLY OR SUFFER AT MY HAND AS WELL!**

Encounter 8:	Mermaid
Run Time:	10 minutes
BOON/BANE:	BOON to help the mermaid
Magic:	-----
Gold:	Pearl is worth 600gp
GOOD/EVIL:	Mermaid detects as GOOD
Props:	giant oyster, mermaid costume, bowling ball (pearl rep must be carried)

Further up the trail, the PCs come upon a mermaid whose tail is caught within the jaws of a giant oyster. If they release her, they will discover a giant pearl within it. The oyster requires the strength of 5 people to open it. Knightly strength reduces the number of people required by one. That leaves one person to get the pearl IF they see it. If the PCs try to hurt the Oyster the pearl will become a useless stone.

The trail ends here. Due to thrashing about the mermaid has obliterated any trace of a trail that might have gone through this area. The blessed compass still points to the trail. Since the mermaid is MUTE, but understands the common tongue, she will mime her responses to the PCs questions. If she is asked about the trail or the zombies she will lead them to the water gate.

The mermaid will mime excitedly that she is soooo thankful. She will also offer, using her ranger points, to mix up to four potions. Each potion will non-magically replenish up to 4 SP or 4 LP. Each potion will be an air filled balloon. If not used immediately they will become useless.

Encounter 8	Techanna	Ranger	2nd	GOOD	3/10/18	RP: 14	Dam: 4	AC: 1
Treasure/gps:	Potions							
Belongings:	-----							
Abilities:	Swat with Tail (Dam: 4)							
Defenses:	-----							
Restrictions:	-----							
Description:	Techanna is a wreck-less mermaid. he has never lead sailors to their death and feels hus a failure. he does not know that she lives in a saltwater lake and if told she will begin searching or an exit to the ocean, after she helps the PCs to the water gate.							

Encounter 9:	Bubble Tunnel
Run Time:	20 minutes
BOON/BANE:	-----
Magic:	-----
Gold:	-----
GOOD/EVIL:	-----
Props:	tin foil to cover opening, plastic for tunnel, balloons, rope, crepe paper anemones

The water gate is a silvery veil that inhibits the exit into the airy world of the cavern above. Unfortunately the water breathing effect begins to wear off after they have studied the gate for 3 minutes. The only way to enter the cavern above is through the water gate.

The silvery veil is a shiny material pulled across a wire made tunnel entrance. The PCs must tear it open to enter the air filled area beyond. The only thing stopping the PCs may be their inhibitions to do this.

At the entrance to the tunnel, the PCs will be warned of possible claustrophobic affects of the encounter, and may opt to dice against actually crawling through it. There shall be a 15% chance of hitting an anemone for each of five percentile rolls.

The water gate exits into a long cavern with an exit on the other end. In order to move through the tunnel the PCs must squat down, if not crawl through a tunnel made of black plastic. The real problem with this however is that the floor of the tunnel is filled with balloons. The balloons simulate the bubbles on the floor of the cavern, and can be popped for no penalty. Amongst the balloons there are four crepe paper anemone's from which the poison is generated. Unfortunately the bubbles hide several pieces of tape. The GM and SKs should watch closely to be certain that if the PC gets stuck that they note the poison effect upon exiting the tunnel. Each piece of tape that sticks to a PC is to simulate getting stuck by a sea anemone and poisoned by its quills. This stick paralyzes the affected limb for 2 minutes, with no following effect, due to the creatures natural poisons. This effect will begin when the PC exits the tunnel on either side. If it hits the torso, the person is entirely paralyzed. The thief ability DETECT POISON can detect it slightly pervading the room, but can not determine where it is coming from. If a PC can gather and remove the anemone reps the tunnel is no longer poisoned, and may be traversed easily. HEALING has no effect on this poison, only time can allow it to run its course. Of course NEUTRALIZE or FREEZE POISON would have their intended effects.

On the far side of the bubbles is an exit that leads for a GOOD distance and turns a corner. On the other side of the corner is the troll.

Encounter 10:	Sea Troll
Run Time:	10 minutes
BOON/BANE:	BANE to fight the troll BOON to trick the troll
Magic:	Freezing Wand detects as MAGIC
Gold:	-----
GOOD/EVIL:	Leper detects as EVIL
Props:	troll costume, bridge rep

Leper the troll guards a small ravine across the tunnel's floor. When the PCs arrive he is standing in the middle of a narrow but long bridge. This is his cavern and he was coerced into guarding this part of it by the necromancer. The genetic drift (the genetic predisposition to certain types of activities for a particular species) was what cinched it, and here the PCs find the troll guarding his bridge.

Leper is a diseased troll. When he hits he should call "4 DISEASE" anyone who takes damage from him will be infected. This is a magical disease that causes the infected person to only swing half damage. It lasts until cured with NEUTRALIZE DISEASE. As this is not an advancing disease, FREEZE DISEASE has no effect. PCs may not pass this disease on to others.

The bridge should be about 3 feet wide and 30 feet long. It should be described to the PCs as a very rickety swinging structure. The PCs must defeat the troll to cross the bridge. If more than two people (including Leper) are ever on the bridge, it sways and dumps them all into the ravine, where Leper may attack or MONK LEAP back to his perch on the bridge. PCs falling or jumping off the bridge will take 2pts NO DEFENSE damage from the fall, and may climb to the pc side of the ravine.

Leper hates surface dwellers and will not allow them to cross under any circumstances. He would rather die first. He will control his hatred, and not cross the center mark on the bridge. Anyone crossing the center mark will be attacked.

If the PCs can somehow trick Leper and cure him he will leave to let them cross. He will not however give them the wand as that is his property and he is an EVIL creature. If a fight breaks out anyway Leper will only swing "4" do to the fact that the disease has been cured.

Freezing Wand - Value: 1280gp – Encounter 10	
savvy 1:	This is a wand of ICE STRIKE 10 points.
savvy 2:	It is useable once per day.
savvy 3:	It can be recharged by any one. It is currently charged.

Encounter 10	Leper	Monk	5th	EVIL	5/22/30	MP: 34	Dam: 4	AC: 2
Treasure/gps:	Wand							
Belongings:	-----							
Abilities:	4 DISEASE							
Defenses:	AC: 5 (2 natural, +3 BLOCKING) NR							
Restrictions:	Leper will not begin with BLOCKING up. He will not use PHYSICAL ATTACK.							
Description:	Leper became diseased when he ate the rotten carcass of a calf on the surface. Some peasants had given the calf to him as a tribute, and because of this treachery, he now hates all surface dwellers. He now passes the disease on as magical. He is a troll after all and his "regenerative abilities" cause the disease to be passed on.							

Encounter 11:	Necro Cavern
Run Time:	25 minutes
BOON/BANE:	BOON to turn undead BOON to charge the necromancer
Magic:	Fumble Fingers Pick detects as MAGIC Spell Battery Ring detects as MAGIC
Gold:	275gp
GOOD/EVIL:	Sabra detect as GOOD All other NPCs detect as EVIL
Props:	chest, class B lock, makeup, costumes, drowning chamber, ring, 3/4 lockpick, necklaces (4)

The first thing the PCs should see are several dead bodies scattered around and three mermen guarding a necromancer incanting over Sabra who is about to be ritually drowned. The necromancer should be counting backwards from 10,000. This represents the slow drowning process.

When the PCs enter the chamber the mermen will attack the PCs. At this point the ghoul will step out to enchant four zombies to attack as well. After the mermen have been killed the necromancer will animate three skeletons. Then the encounter will continue to its chaotic conclusion of the living to die and the undead to rest. None of the NPCs will threaten the sacrifice in any way. There should be writings to the effect that the sacrifice was to enslave some massive monster-god of the sea.

**Chest: Class B Lock (35 physical, 15 spell, 4 reverse lock)
(containing 225gp)**

Fumble Finger's Pick - Value: 720gp - Encounter 11	
savvy 1:	This is a 3/4 inch lock pick.
savvy 2:	It WILL fail on a class A lock. (GM will force touch)

Spell Point Battery Ring – Value: 900gp – Encounter 11	
savvy 1:	This ring can store 1 spell point for later use.
savvy 2:	Any one may store by saying "bury one", and owner may remove by saying "dig up one". It can be discharged four times a day.
savvy 3:	It currently has 0 points stored.

Encounter 11	Death Watch	Mage	5th	EVIL	5/16/24	SP: 23	Dam: 3	AC: 3
Treasure/gps:	40gp, spell point battery ring							
Belongings:	-----							
Abilities:	-----							
Defenses:	DEFENSE Spell (AC 3)							
Restrictions:	Can NOT cast LI ENHANCEMENT, FIRE/ICE/LIGHTNING/EARTHBALL, FIRETRAP. LIGHTNING STRIKE can not be more than six points of damage.							
Description:	Erstwhile necromancer mature in nastiness, but young in the black arts.							

Encounter 11	Kahrlen	Ghoul	4th	EVIL	4/20/28	----	Dam: 5	AC: 2
Treasure/gps:	10gp							
Belongings:	Armor: 1 (leather) NON-RECOVERABLE							
Abilities:	TURN LIVING twice per day PARALYZE twice per day (applied as an electrify)							
Defenses:	Coral Mail NR (AC: 2)							
Restrictions:	-----							
Description:	-----							

Encounter 11	Mermen (3)	Thief	2nd	EVIL	3/10/18	----	Dam: 3	AC: 1
Treasure/gps:	Fumble Finger's lock pick (on only 1 merman)							
Belongings:	Armor: 1 (leather) NON-RECOVERABLE							
Abilities:	BACKSTAB for Dam: 6							
Defenses:	-----							
Restrictions:	-----							
Description:	-----							

Encounter 11	Zombies (4)	Undead	3rd	EVIL	3/16/24	----	Dam: 4	AC: 1
Treasure/gps:	100gp per PC							
Belongings:	Armor: 1 (leather) NON-RECOVERABLE							
Abilities:	regeneration (see below)							
Defenses:	Immune to SPOOK, FOGBRAIN, SIMON SPELL, ENTHRALL, and LI DEFENSE							
Restrictions:	They are to move at half speed.							
Description:	These zombies only respond to the necromancer, and can only make nonsensical gibbering noises. When they reach unconsciousness they will fall down for 60 seconds before realizing they are not dead. Throat slits have no effect on these zombies, only by separating the head from the body can the PCs do enough damage to halt this re-awakening. When they re-awaken they may use the fighter's recovery, up to twice per day and attack the PCs. If the PCs use holy water, the zombies take 4 points for each beanbag that hits. This damage from holy water does not return when the re-awaken. They each wear a necklace of the Neptune.							

Encounter 11	Skeletons (3)	Undead	2nd	EVIL	3/14/22	----	Dam: 3	AC: 0
Treasure/gps:	100gp per PC							
Belongings:	Armor: 1 (leather) NON-RECOVERABLE							
Abilities:	regeneration (see Zombies)							
Defenses:	Immune to SPOOK, FOGBRAIN, SIMON SPELL, ENTHRALL, and LI DEFENSE							
Restrictions:	-----							
Description:	They are a weaker form of zombies.							

Encounter 11	Sabra Callas	Druid	1st	EVIL	3/8/16	SP: 16	Dam: 2	AC: 0
Treasure/gps:	-----							
Belongings:	None whatsoever, including weapons							
Abilities:	Cutthroat negotiator. That's how he ascended to his wine empire.							
Defenses:	Excellent wine taster, and has an incredible tolerance for alcohol.							
Restrictions:	May use none of the druid abilities, except HEAL. May only heal if asked.							
Description:	Sabra was kidnapped in order to be used as a sacrifice. She is hysterical, frightened, and crying.							

Encounter 12:	Rescue Fleet
Run Time:	10 minutes
BOON/BANE:	BOON to leave on the rescue fleet
Magic:	Maristan Port Wine detect as MAGIC
Gold:	100gp per PC for Sabra's rescue
GOOD/EVIL:	All NPCs detect as GOOD
Legend Lore:	Maristan Port is worth at least 100gp, probably more. Its silvery flavor caresses the palate, seeming to intensify the flavor of the foods partaken when drinking it.
Props:	Maristan Port, mock ship, Maristan flag

The party can row to where the lake empties into the sea, and there they find Senior Callas and his ships. He is there to see them home. He offers the PCs 100gp apiece or a bottle of Maristan Port as pay for her rescue. He will also, of course escort them home on his ship when they are ready.

Maristan Port – Value: 100gp – Encounter 12	
savvy 1:	This drink neutralizes the poisons of alcohol. It is impossible to remain intoxicated when drinking this brew alone or with any other liquor.
savvy 2:	The liquor loses its magical properties the day after the bottle has been opened. i.e. You have 24 hours to use a bottle up once it has been open.
savvy 3:	These properties only operate when the wine is drunk straight from the bottle. This wine in a glass has no magical properties, but still tastes phenomenal.

Encounter 12	Senior Callas	Fighter	5th	GOOD	5/26/34		Dam: 8	AC: 1
Treasure/gps:	100gp per PC							
Belongings:	Armor: 1 (leather) NON-RECOVERABLE							
Abilities:	Cutthroat negotiator. That's how he ascended to his wine empire.							
Defenses:	Excellent wine taster, and has an incredible tolerance for alcohol.							
Restrictions:	He is too rattled to use abilities properly. Senior Callas is worried to near panic about his daughter, and as such he won't use any of his fighter abilities. He ascended to 5th level by training as a hobby.							
Description:	Senior Callas also wears the Necklace of Neptune. He is a panicked father, who had planned to be sending his only daughter to meet her future husband. Instead, a force of monstrous creatures have attacked the port and besides running most of his population into the forest, kidnapped his daughter as well.							

Appendix A – Treasure

Enchanted Compass - Value: NONE outside of game - Encounter 2	
Savvy 1:	This compass will always point to Sabra. It has been enchanted by Father Malechi, by praying over it. This will last until either Sabra touches it, or she dies. (after which it will become non-magical). The compass detects as GOOD, and as Magic.
Vessel with the Pestle – Value: 908gp – Encounter 3	
Savvy 1:	When filled with clean water, and the user says "Heal me" the water is converted to a 2 point healing potion, as per the clerical HEAL spell when the water is drank up to 5 times per day.
Savvy 2:	If the magic is invoked when the chalice is filled with any other substance it will forever become non-magical.
Bracer of Undead – Value: 1000gp – Encounter 5	
Savvy 1:	This bracer gives the wearer +2 DAMAGE vs UNDEAD.
Savvy 2:	It is useable once per day.
Alter of Aquayuse (NR) - Value: NONE outside of game - Encounter 6	
Savvy 1:	Things of value are completely sacrificed to Neptune.
Savvy 2:	Non-valued items are a curse upon thy head.
Savvy 3:	The blessing bestowed allow thee to breathe water and remain dry.
Savvy 4:	The curse inflicted make thee and thy armor wet when breathing water.
Short Sword +1 – Value: 1080gp – Encounter 7	
Savvy 1:	This is a +1 short sword.
Savvy 2:	The +1 bonus does not work at night.
Gloves of Mending - Value: 360gp – Encounter 7	
Savvy 1:	These gloves simulate the MEND spell.
Savvy 2:	If dry they will operate once per day, otherwise they will not work at all until they are dry again.
Savvy 3:	They will not work for members of the Fighter class.
Pearl - Value: 600gp – Encounter 8	
Freezing Wand – Value: 1280gp – Encounter 10	
Savvy 1:	This is a wand of ICE STRIKE 10 points.
Savvy 2:	It is useable once per day.
Savvy 3:	It can be recharged by any one. It is currently charged.
Fumble Finger's Pick - Value: 720gp - Encounter 11	
Savvy 1:	This is a 3/4 inch lock pick.
Savvy 2:	It WILL fail on a class A lock. (GM will force touch)
Spell Point Battery Ring - Value: 900gp – Encounter 11	
Savvy 1:	This ring can store 1 spell point for later use.
Savvy 2:	Any one may store by saying "bury one", and owner may remove by saying "dig up one". It can be discharged four times a day.
Savvy 3:	It currently has 0 points stored.
Maristan Port – Value: 100gp – Encounter 12	
Savvy 1:	This drink neutralizes the poisons of alcohol. It is impossible to remain intoxicated when drinking this brew alone or with any other liquor.
Savvy 2:	The liquor loses its magical properties the day after the bottle has been opened. i.e. You have 24 hours to use a bottle up once it has been open.
Savvy 3:	These properties only operate when the wine is drunk straight from the bottle. This wine in a glass has no magical properties, but still tastes phenomenal.

Appendix B – NPCs

Encounter 1	Senior Callas	Fighter	5 th	GOOD	5/26/34	----	Dam: 8	AC: 1
Encounter 2	Father Malechi	Cleric	7 th	GOOD	7/26/34	SP: 46	Dam: 5	AC: 0
Encounter 3	Captain Aspego	Mage	3 rd	EVIL	3/12/20	----	Dam: 3	AC: 1
	First Mate Beans	Monk	2 nd	EVIL	3/10/18	MP: 20	Dam: 3	AC: 2
	Felix the Navigator	Fighter	2 nd	EVIL	3/12/20	----	Dam: 5	AC: 2
	Patches	Cleric	2 nd	EVIL	3/10/18	SP: 19	Dam: 3	AC: 2
	Pirate Crew (4)	Fighter	1 st	EVIL	3/10/18	----	Dam: 4	AC: 2
Encounter 4	Vision Spirit	Druid	10 th	GOOD	8/38/46	SP: 70	Dam: 5	AC: 7
Encounter 5	Zombies (4)	Undead	3 rd	EVIL	3/16/24	----	Dam: 4	AC: 1
Encounter 7	Azur	Knight	3 rd	----	3/14/22	CP: 16	Dam: 5	AC: 2
	Sharks (3)	Knight	2 nd	----	3/10/18	CP: 14	Dam: 4	AC: 2
Encounter 8	Techanna	Ranger	2 nd	GOOD	3/10/18	RP: 14	Dam: 4	AC: 1
Encounter 10	Leper	Monk	5 th	EVIL	5/22/30	MP: 34	Dam: 4	AC: 2
Encounter 11	Death Watch	Mage	5 th	EVIL	5/16/24	SP: 23	Dam: 3	AC: 3
	Kahrlen	Ghoul	4 th	EVIL	4/20/28	---	Dam: 5	AC: 2
	Mermen (3)	Thief	2 nd	EVIL	3/10/18	---	Dam: 3	AC: 1
	Zombies (4)	Undead	3 rd	EVIL	3/16/24	---	Dam: 4	AC: 1
	Skeletons (3)	Undead	2 nd	EVIL	3/14/22	---	Dam: 3	AC: 0
	Sabra Callas	Druid	1 st	EVIL	3/8/16	SP: 16	Dam: 2	AC: 0
Encounter 12	Senior Callas	Fighter	5 th	GOOD	5/26/34		Dam: 8	AC: 1

Appendix C - Treasure Breakdown

ENC	DESCRIPTION	MUNDANE	MAGICAL
1	Senior Callas	600	-----
3	Chest	100	-----
	Vessel with the Pestle	-----	908
	Captain Aspego	30	-----
	First Mate Beans	8	-----
	Felix the Navigator	5	-----
	Patches	3	-----
	Pirate Crew	4	-----
5	Bracer of Undead	-----	1000
7	on ship	150	-----
	Short Sword +1	-----	1080
	Gloves of Mending	-----	360
8	Pearl	600	-----
10	Freezing Wand	-----	1280
11	Chest	225	-----
	Fumble Finger's Pick	-----	720
	Spell Point Battery Ring	-----	900
	Death Watch	40	-----
	Kahrlen	10	-----
12	Senior Callas	600	-----
	TOTALS: 8623 =	2375	6248

Appendix D - Props & Budget

Encounter 1	Gate 2 corpses Maristan flag Necklaces (3)
Encounter 2	Compass Ship mockup repair material screen toy boat
Encounter 3	Mobile ship chalice chest class A lock Maristan flag Pirate flag
Encounter 4	-----
Encounter 5	Necklaces (4) chest class B lock bracer signs (4)
Encounter 6	Alter beach markers bowl
Encounter 7	shark costumes gloves sword ship mockup bodies ship's log
Encounter 8	giant oyster mermaid costume bowling ball
Encounter 9	tin foil plastic balloons rope crepe paper anemones
Encounter 10	troll costume bridge rep wand
Encounter 11	chest class B lock makeup costumes drowning chamber ring 3/4 lockpick necklaces (4)
Encounter 12	Maristan Port mock ship Maristan flag

Appendix E – Detects: (BOON/BANE, GOOD/EVIL, Magic)

Encounter 1	BOON to go with Senior Callas, BANE to attack him Senior Callas is GOOD
Encounter 2	BOON to pray to Isthea, BOON to sail after creatures Father Malechi is GOOD
Encounter 3	All eight pirates are EVIL
Encounter 4	BANE to attack the sea spirit Sea spirit is GOOD
Encounter 5	BOON to dig for treasure, BOON to decapitate zombies, BANE to ignore unconscious zombies Zombies are EVIL
Encounter 6	BOON to follow path, BOON to pay homage to Isthea
Encounter 7	BANE to ignore sharkmen Sharkmen are neutral
Encounter 8	BOON to help the mermaid Mermaid is GOOD
Encounter 10	BANE to fight the troll, BOON to trick the troll Leper is EVIL
Encounter 11	BOON to turn undead, BOON to charge the necromancer Sabra is GOOD, All other NPCs are EVIL
Encounter 12	BOON to leave on the rescue fleet Senior Callas is GOOD