



THE SECRET OF RONAN SKERRY

BY MICHAEL DAVIS



THE SECRET OF RONAN SKERRY

An Adventure for 4-6 Characters of Levels 1-3

The town of Port Vogey is in distress. For several weeks, no ships have come into port, and no one knows why. Now the new moon has passed and the lighthouse keepers, the monks of a local Sea Goddess, have missed their monthly trip into Vogey for supplies. The town council is not sure whether this is due to mishap or foul play, but you have heard they are looking for some eager adventurers to investigate.

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*My father was the keeper of the Skerry light
And he slept with a mermaid one fine night
Out of this union there came three
A porpoise and a porgy and the other was me!
Yo ho ho, the wind blows free,
Oh for the life on the rolling sea!*

-- Sea Shanty

INTRODUCTION

The town of Port Vogey is in distress. For several weeks, no ships have come into port, and no-one knows why. Now the new moon has passed and the lighthouse keepers, the monks of the Sea Goddess, have missed their monthly trip into town for supplies. The town council are not sure whether this is due to mishap or foul play, but you have heard they are looking for some eager adventurers to investigate.

NOTES FOR THE CASTLE KEEPER

The Secret of Ronan Skerry is a Castles & Crusades™ adventure for a small group of low-level players (about 6-8 total levels). The adventure centres around a Selkie, Roanne, a lighthouse and the actions of a group of brigands. (The Selkie is a new monster – see Appendix for details). The setting is a coastal, cold-water area. The Selkie myth is common to Northern European islands such as Ireland, the Scottish islands, Iceland and the Faroe Isles. Similar legends exist in other cultures, so feel free to adapt the setting to your own game.

THE STORY OF THE SELKIE

The Selkies live in sea caves at the base of some small, rocky islands several miles offshore. These islands are much too inhospitable for humans and are otherwise occupied only by sea birds and seals.

When it is time for the Selkies to bear their young, they go into seclusion, and so it was with Roanne. A month or so ago, she took residence in a sea cave and gave birth to two pups. After the birth, she resolved to go ashore and obtain some luxuries from the human community, as the Selkies are wont to do from time to time. She came ashore with a net filled with fish, pretty shells and pearls which she hoped to trade. She shed her sealskin and hid it in the rocks.

Alas, Roanne should have taken more care with her hiding place, as her skin was discovered by a brigand by the name of Conor. Conor's band were combing the shore after luring a merchant ship onto the rocks. Now Roanne is bound to Conor (as a **charm person** spell) for so long as he possesses her skin.

Conor has sequestered Roanne in the lighthouse, where he visits her as the mood takes him. The sealskin is safely stowed in the brigands' lair. Due to the nature of the charm, Roanne

imagines that Conor is her husband and the lighthouse is her home.

THE BRIGANDS

Conor is a member of a band of brigands led by Sean of the Seven Hostages. Sean and his motley crew decided that they could make some easy money by luring passing ships to their doom on the rocks. They began by killing the monks in the lighthouse, tossing their bodies to the waves. Then they erected a fake beacon further up the coast. When ships see the beacon, they run aground on the rocks instead of finding the safety of the channel.

PORT VOGEY

The town's economy is based mostly on fishing the safe waters of the lough, and trading with merchant ships which harbour here. The people follow the Old Faith, though the fisher-folk offer allegiance to the Sea Goddess. Religion is informal and community-based rather than hierarchical. Itinerant monks and clerics minister to the needs of the people.

PLOT HOOKS

The Port Vogey town council will suggest that the party first make their way to the lighthouse to discover the fate of the monks. If the Castle Keeper (CK) needs a hook to bring the party to Port Vogey, they may have been hired by merchants in Newtown to investigate why the shipping has been disrupted. The merchants or the town council can offer a small reward for unravelling the mystery.

A NOTE ON TIDES

When the players get to the lighthouse, it is important to keep track of the tides. The lighthouse is accessed via a rocky causeway leading to the beach. At low tide, the causeway is dry and can be walked across. At high tide, water covers the causeway to a depth of 3'.

Assuming your campaign world does not provide a detailed almanac, you may wish to use the following simple guidelines for tides:

In each 24-hour period, there are two low tides and two high tides. These are spaced equally, i.e. the time from low tide to high tide is 6 hours. You can determine the time of the first low tide by rolling a d12. e.g. if you roll a 7, then low tides will occur at 7am and 7pm, and high tides will occur at 1am and 1pm.

The Strong Fjord is a tidal inlet, so named because of the strong currents as the tides ebb and flow. If the party are travelling by boat, sailing out to sea is only possible as the tide recedes, and sailing into the lough is only possible when the tide is coming in.

SWIMMING & DROWNING

Assume that unencumbered characters can swim at a speed of one-third their movement base, or at a speed of two-thirds



their movement base for short bursts. Lightly encumbered characters can swim if they make a successful check (Str: CL1; CL4 in Strong Fjord). Characters who are heavily encumbered, including those who are wearing metal armour, will sink if they fall into the water.

Characters can hold their breath underwater for a number of rounds equal to one third of their Con. If they have not removed their armour and equipment within this time, they will drown unless rescued. Once a round, they must save or die (Con: CL1; CL increases by 1 each round).

JOURNEY TO THE LIGHTHOUSE

The lighthouse is located on a small rocky island called Ronan Skerry. The party can make the journey to the lighthouse overland or by boat.

The CK (Castle Keeper) should use the journey to the lighthouse to set the mood for the rest of the adventure. The wild, fey places outside the town are held in reverence and fear by the townspeople. They will speak of werewolves and goblins lurking in the forest, while evil sea hags seek to entice and drown unwary seafarers.

MAKING THE JOURNEY OVERLAND

The lighthouse is not on a main road. There is a path which

leads through Aghadowey Forest across the promontory to the coast on the other side. It will take 2 days to cross the forest on foot. Riding on horseback will not make much difference to the journey time, as the dense canopy prevents riding at anything faster than a canter.

Check for encounters every morning, noon and evening, and once at night. An encounter occurs on a 1 on 1d6. The CK can choose from the encounters below, or determine randomly:

RANDOM ENCOUNTERS

1	1d6 Wild Boar
2	1 Dryad
3	2d6 Wood Elves
4	2d4 Goblins
5	1d4+1 Giant Spiders
6	1d4+1 Wolves

Wild Boar: These neutral animals' vital statistics are HD 2d8, AC 16. Primary attributes are physical. They attack with their tusks as if they were 5 HD creatures (2d6 dmg). They possess *Twilight Vision*.

If cornered or threatened, they will fight ferociously and to the death.

Fionnuala (Fin-oola) the Dryad: This neutral fey's vital statistics are HD 2d8 (hp 13), AC 17. Primary attributes are physical and mental. She can attack with her dagger (1d4 dmg). She can also use the following spell-like abilities: **entangle** (2/day), **charm person** (2/day), **sleep** (3/day) and she has SR 10. Saves against the dryad's charm ability are done at CL3. She can meld with her home tree at will and can also pass through other trees (4/day).

Fionnuala is bound to a huge oak tree in the middle of the forest, and she cannot stray more than 300' from it. If the party contains an attractive or powerful-looking male, Fionnuala will reveal herself (although not her nature) and will try to seduce him. If her chosen partner is reluctant to stay, she will try to **charm** him, but keep this secret from the party. She will allow the party to pass through, but at a suitable point (perhaps when the rest of the party are asleep), the charmed character will attempt to make his way back to her. Fionnuala will be reluctant to release any character so charmed, although there are some circumstances under which she may consider it. She has met Roanne once, on her way to Port Vogey. If the party restore Roanne's skin to her and Fionnuala hears the story, she may be willing to let her captive go.

Wood Elves: These chaotic good Elves' vital statistics are HD 1d8, AC 15. Primary attributes are physical and mental. They attack with longbows (additional +1 to hit, 1d6 dmg), spears (1d6 dmg), or daggers (1d4 dmg). They have a +10 bonus for saves against **sleep** and **charm** spells, cannot be tracked in the forest, and possess other Elven traits.

The Wood Elves are suspicious and unfriendly towards humans, dwarves and gnomes. They will take whatever action is necessary to eject them from the forest as quickly as possible. If this means escorting the party to the edge of the forest, they will expect payment for this "service". If the party can provide evidence of dealing with goblins, the elves may be more conciliatory. They each carry 2d4 gp.

Goblins: These lawful evil humanoids' vital statistics are HD 1d6, AC 15. Primary attributes are physical. They attack with hand axes or spears (1d6 dmg). They are also armed with lassos (see below) and possess Dark Vision (60').

The Goblins are in the forest in search of wolves to capture and train as guards, but they are not averse to taking a few people prisoner as slaves or for hostage. They will attack if they outnumber the party, but will flee if they are taking more damage than the party or if half their number are slain. They will take party members alive if possible. Each goblin carries 3d6 sp.

Lasso: Armour cannot defend against a hit with a lasso, so consider all attacks as against AC 10, modified by Dex or other appropriate modifiers. A hit with a lasso does no damage, but the character hit must make a Dex save or be entangled. An entangled character is considered prone

(receiving a -5 penalty to hit and AC; casting spells with a somatic component is impossible). Entangled characters can break free by snapping the rope (Str check, but only one such check permitted) or by cutting the rope (AC 10, hp 2).

Giant Spiders: These neutral vermin's vital statistics are HD 1d4, AC 14. Primary attributes are physical. They attack with a bite (1d2 dmg). Bitten victims must save vs poison or take a further 1d2 damage and another save the next round. Failing the second save results in another 1d2 damage and 1d2 points of Str loss for 1d12 hours. They possess Twilight Vision.

The spiders have constructed a huge web (20'x10') between the trees across the path. This section of path has a thick forest canopy and the web is hard to see. Lead characters can avoid walking into the web if they spot it (Wis: CL2; optionally, the CK may give a +2 bonus to forest dwellers: elves, gnomes, rangers, druids). As soon as someone touches the webs, spiders will begin to drop on them from above at a rate of 2 per round. Characters ensnared in the web suffer a -2 penalty to hit and damage rolls, -4 to Dex and the inability to cast spells with somatic components. Characters can break free with a successful check (Str: CL1) or by burning the webs (2d4 damage to anyone still ensnared).

Wolves: These neutral animals' vital statistics are HD 2d8, AC 13. Primary attributes are physical. They attack with a bite (1d8 dmg) and will try to bring down their opponents. Any target bitten needs to make a Dex save to resist being pulled down to the ground. Failure results in a loss of initiative the following round. They have a keen sense of smell to assist in tracking and possess Twilight Vision.

The wolves rarely attack people, but may do so if they outnumber the party or if the party has horses or other animals with them. The wolves are more likely to attack at night. Often one or two wolves will distract or try to lead the party off, while the rest of the pack prepare to attack from the other direction. If they make a kill and are driven off, they will slink back later to feed.

MAKING THE JOURNEY BY BOAT

The journey to the lighthouse can be made by boat by following the coast around the promontory. The only vessels available are fishing boats. The fisher-folk are a superstitious lot. Most of them are convinced that some terrible fate has befallen the monks and will tell the party that they are sure that the lighthouse is now haunted by their ghosts, or worse.

If they are badgered by the party and/or the town council, a few fishermen will be willing to transport the party to a point near the lighthouse. They won't come within 3 miles, so they will land further down the beach and the party will have to walk the rest of the way.

It will take a day by boat to reach the beach. The fishermen will land and will expect the party to stay with them/guard them until the morning, when they will return to Port Vogey

on the rising tide.

Note that the fishermen are unwilling to loan or rent their boats to the players – the boats are their livelihood, and they don't know if the party will be coming back ...

If the party offer to buy one of the boats, the fishermen will sell one for 250 gp. Note that the party must have someone with boating skills to navigate the coast without the fishermen.

4-6 fishermen will accompany the party. Their vital statistics are HD 1d6 (hp 2 each), AC 10. They attack with a knife (1d3 dmg) or club (1d6 dmg). The fishermen will not fight except in self-defence and under no account will accompany the party into the lighthouse.

Make two checks for sea encounters during the voyage. An encounter occurs on a 1 on 1d6. The CK can choose from the encounters below, or determine randomly:

RANDOM ENCOUNTERS

1	1d4 Drowned Sailors
2	1 Giant Octopus
3	2d6 Seals
4	1d2 Sharks

Drowned Sailors (Ghouls): These chaotic evil undead's vital statistics are HD 2d8, AC 14. They are common undead and primary attributes are physical. They attack with 2 claws (1d3 dmg) and a bite (1d6 dmg). Their touch causes paralysis for 1d4+1 turns (Str save to negate).

A member of the party will notice some human-size figures swimming just under the surface of the water, keeping pace with the boat. Closer inspection reveals that they are “swimming” without moving their limbs, and they seem to be face-up, swiftly moving just below the water's surface. They seem to be dressed as sailors, and staring vacantly into the sky. Suddenly, their eyes dart to the people observing them and they erupt from the water to attack! These are aquatic ghouls, the undead remains of sailors who drowned off this coast and never received a proper burial. Some of them are the victims of Sean of the Seven Hostages.

Giant Octopus: This neutral animal's vital statistics are HD 4d8 (hp 17), AC 13. Primary attributes are physical. It attacks with 6 tentacles (1d4 dmg + constriction). Those hit with a tentacle become entwined and suffer 1d4 constriction damage per round (Str save to negate) and will be pulled towards the creature's maw (+2 to hit, 2d6 dmg). Each tentacle also has 4 hp and if three or more are severed, the creature will break off its attack to sink into the depths, blowing ink behind it. This creature possesses Dark Vision (60').

This is a young giant octopus which has recently made its lair in one of the shipwrecks caused by Sean of the Seven

Hostages. It feeds on other marine life, but now feels confident enough to attack a small vessel such as the party's fishing boat.

Seals: If seals are encountered, 1 in 4 will be a bull. The rest will be cows or non-combatant young.

Bull Seals: These neutral animals' vital statistics are HD 3d8 (hp 19 each), AC 13. Primary attributes are physical. They attack with a bite (1d4+1 dmg) or tail slap (1d4 dmg). They possess Twilight Vision.

Cow Seals: These neutral animals' vital statistics are HD 2d8 (hp 11 each), AC 13. Primary attributes are physical. They attack with a bite (1d4+1 dmg) or tail slap (1d4 dmg). They possess Twilight Vision.

Seals are not usually aggressive. Unless the party attack them or have harmed Roanne, they may simply observe the party from afar or frolic along in the waves alongside their vessel. However – if the party have caused harm to a Selkie, the seals will attack without further provocation, overturning the boat and attacking its passengers.

Sharks: These neutral animals' vital statistics are HD 3d8, AC 15. Primary attributes are physical. They attack with a bite (1d6 dmg) and can attack by snapping at characters near the edge of the boat.

The sharks and seals are mortal enemies.

ALONG THE STRAND

A sandy beach (the Strand) stretches along the east coast of the peninsula. Where the forest path emerges, the beach is littered with splintered wood and torn sails from several recent shipwrecks. More debris can be found along the coast as far as the lighthouse, about eight miles to the south. The lighthouse is clearly visible on a tiny rocky island off the coast.

To the north, about five miles distant, an old watchtower sits atop a bluff. Characters with Enhanced Vision (Elves and Half-Elves) may notice this (Wis: CL1 to spot; automatic if they specify that they are examining the bluff). At night, the party may see the false beacon burning next to the watchtower (Wis: CL1 to spot; CL increases by 1 for each additional 2 miles distance. Enhanced Vision grants a +2 bonus).

THE FATE OF THE MONKS

If the party make their way to the lighthouse, they will come across the body of one of the monks, buried in sand and seaweed, with just a bloated hand visible. An examination of the body will show burn marks.

Close to the lighthouse, between the beach and the forest, stands a hand cart with a lumberman's axe in it. The monks used this to bring wood from the forest to the lighthouse.

BEACH ENCOUNTERS

Make one check for a beach encounter during the day and one check at night (1 on 1d6). The CK can choose from the encounters below, or determine randomly:

RANDOM ENCOUNTERS

1	Giant Crab
2	1d4 Guard Dogs
3	3d4 Giant Rats
4	1d6 Seals (as above)

Giant Crab: This neutral animal's vital statistics are HD 3d8 (hp 8), AC 17. Primary attributes are physical. It attacks with 2 claws (2d4 dmg). This creature possesses Dark Vision (60').

The crab is buried in the sand, waiting for prey. It bursts from the sand to surprise its victims (CL7 for surprise checks).

Giant Rats: These neutral animals' vital statistics are HD 1d4 (hp 1 each), AC 13. Primary attributes are physical. They attack with a bite (1d2 dmg + disease). There is a 10% chance that each rat also carries a disease (Con save to negate). They possess Twilight Vision.

The rats are refugees from the shipwrecks. They are scavenging for food and may try to chew their way into the party's packs as they sleep. They can be driven off by waving torches at them. If they are attacked, they will fight for 2 rounds and then any survivors will flee into the night.

Guard Dogs: These neutral animals' vital statistics are HD 1d8 (hp 6 each), AC 15. Primary attributes are physical. They attack with a bite (1d4 dmg). They possess Twilight Vision.

The guard dogs from the brigand camp have been let loose for the night to scavenge along the beach and ward off any interlopers. If the guard dogs do not return to the brigand camp, the brigands will set off in search of them in the morning.

THE LIGHTHOUSE

The lighthouse is a squat cylinder, a stone tower 60' high and 28' in diameter. The beacon is an open fire in a huge iron grate on the top of the flat roof. The rooms are illuminated by daylight from narrow windows. At night, Roanne lights an oil lantern. Conor will next visit the lighthouse in 0-3 (1d4-1) days. He will typically travel with one of the guard dogs and/or 1d4 brigands.

1. The Causeway. The lighthouse is separated from the mainland by a rocky causeway 80' long and 5' wide. The CK should determine the state of the tides when they enter (see p.4) and keep track of the time the party spend in the lighthouse to determine the state of the tides when they

leave.

At low tide and for two hours either side, the causeway is dry and can be walked across. After two hours, the rising tide begins to cover the causeway, rising approx. 1' per hour to a maximum depth of 3'.

Even in fair weather, it will be a challenge to wade across the causeway at high tide without being pulled off by the waves (Str: CL3 to stay on the causeway). Characters under 5' tall will have to swim. Characters wading in heavy armour risk being pulled into deeper water and drowning.

2. The Front Door. The door is made of stout wood and has a huge iron lock. The door is locked (Conor has the key, CL0 to pick, CL5 to break down, or 1 turn hacking with an axe).

3. The Storeroom. There is a stench of death in this room, for one of the monks was mortally wounded and crept here to hide before he died. His body can be found behind a stack of crates. Otherwise, the room is filled with stores including a barrel of beer (tapped), some sacks of flour and oatmeal (mostly empty), and other supplies such as lyme, bricks and lantern oil. Wood for the beacon has been coarsely chopped into rings and is stacked against one wall to dry. A stone spiral staircase leads up. Wary of intruders, Conor has placed a trap on the stairs:

Tripwire (CL1): Tripping the wire will release a crate filled with bricks to fall and cause 2d6 points of crushing damage to anyone on the stairs when triggered. Successful Dex save for $\frac{1}{2}$ damage.

4. Shrine to the Sea Goddess. The brigands smashed and desecrated this place, and stole its idol. Roanne has done her best to clean it up: broken furniture has been neatly stacked in one corner, and the niche for the idol is decorated with seashells and dried seaweed. Afraid that she will flee, Conor has told Roanne not to go down the stairs from this room.

5. Bedroom. The monks' accommodation was sparse – just a few straw mattresses on the floor. The party may hear Roanne humming or singing to herself from above.

6. The Living Room. This is where the monks performed daily tasks such as cooking and maintenance. The room is equipped as a kitchen and workshop, with an open fire (a flue leads through the wall to the outside), metal pots, and a rough table/workbench. Tools hang on racks around the wall. A large wooden vat was used for washing clothes. A barrel of seawater stands nearby for this purpose.

Roanne spends her days here, cooking, sweeping and keeping the place tidy. See Roanne's full details below.

7. Bedroom. Conor has added a few home comforts to the monks' spartan furnishings: some linen sheets and feather pillows. Roanne has decorated the windowsills with her seashells.

8. Storeroom. This upper store contains wood for the beacon, an axe and a small barrel of lamp oil. The staircase leads up to a wooden trapdoor, which is unlocked.

9. Roof. The roof is flat and surrounded by a low crenellated wall. The main feature of the roof is a huge iron grate for setting wood for the beacon. There is also a barrel for collecting rainwater.

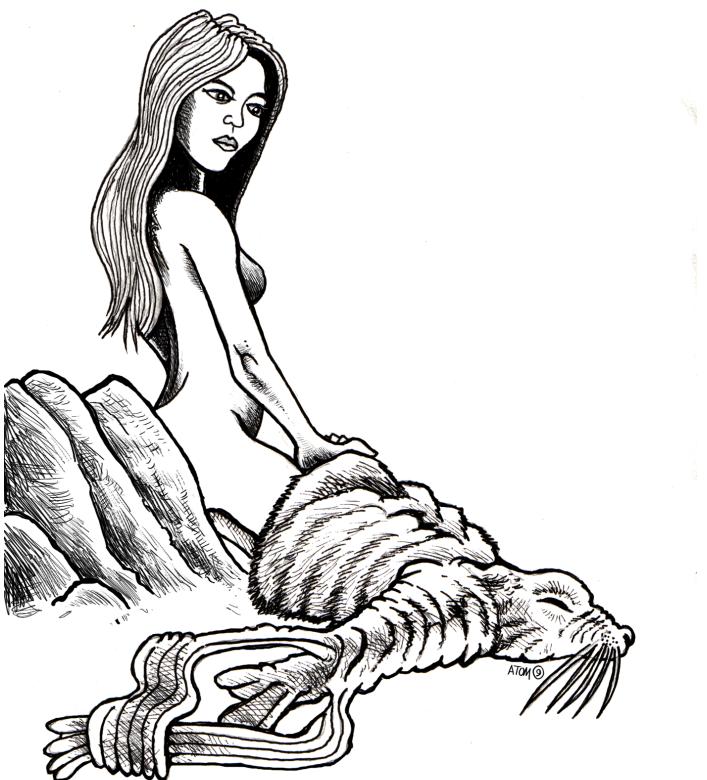
THE SELKIE, ROANNE

Roanne has been in the lighthouse for a week or so, since Conor took her sealskin. She is now trapped in human form, unable to return to the sea and bound (as a **charm person** spell) to the brigand.

Conor visits Roanne every few days. She is deluded into thinking that he is her husband and the lighthouse is her home. She will not attack the party indiscriminately, but will fight in self-defence or in the defence of (as she sees it) her home and family. If Conor returns to the lighthouse while the party are still there and a fight ensues, she will attack anyone who harms him.

If the party manage to befriend her, she will try to persuade them to recover her sealskin so that she can return to her children. However, she will not reveal her true nature. She will describe her skin as "my cloak". Also, she will not speak ill of her "husband" or his gang, or act in a way that brings any harm to them. She will use circumlocutions to justify their behaviour and present them in the most positive light possible.

If the party casts **detect magic**, they will sense a faint but perplexing mix of magical auras on Roanne. If the caster continues to concentrate, a successful check (Int: CL2) will allow him to make some sense of this confusion, discerning separate auras of beguiling magic and some kind of magical transformation.



Roanne the Selkie: This neutral shapeshifter's vital statistics are HD 4d8 (hp 16), AC 15. Primary attributes are physical. She attacks with a club (1d6 dmg). She is unable to assume seal form without her sealskin. She possesses Twilight Vision.

If Roanne is threatened, the seals nearby will immediately sense this. Within 2d6 turns, 1d6 seals will arrive at the base of the lighthouse. One of these will be a bull, the remainder will be cows.

Bull Seal: These neutral animals' vital statistics are HD 3d8 (hp 19 each), AC 13. Primary attributes are physical. They attack with a bite (1d4+1 dmg) or tail slap (1d4 dmg). They possess Twilight Vision.

Cow Seals: These neutral animals' vital statistics are HD 2d8 (hp 11 each), AC 13. Primary attributes are physical. They attack with a bite (1d4+1 dmg) or tail slap (1d4 dmg). They possess Twilight Vision.

If Roanne is harmed, the seals will attack the party as they leave the lighthouse and will fight to the death.

IF THE PARTY RECOVER ROANNE'S SEALSKIN

If a male character recovers Roanne's sealskin, she will be charmed by that character (as the **charm person** spell). However, she will look for an opportunity to recover the sealskin, so long as this can be done without harming the character she is in thrall to. (If the character holding the sealskin is female, she will not be charmed and there is no stricture on harming them to recover her skin).

If Roanne recovers the sealskin (or the character gives it to her), she will walk to the edge of the sea, don the skin, transform into a seal and dive into the water. A few days or weeks later, she will reward any character who helped her by leaving a fine 100 gp pearl in their lodgings or camp. The Castle Keeper may also wish to award a 100 XP bonus to players who helped Roanne to recover her skin.

IF THE PARTY KILL ROANNE

If the players kill Roanne before she regains her sealskin, she will return to haunt the lighthouse. In 1d4 days, her spirit will become an Allip, wandering the lighthouse and lamenting her fate.

Roanne the Allip: This neutral evil undead's vital statistics are HD 4d12 (hp 24), AC 15. It is extraordinary undead and primary attributes are mental. She attacks with a touch which drains 1d4 wisdom (Wis save to negate) which allows her to heal twice as many hp in return. Anyone reduced to 0 Wis is driven insane. Her tortured ramblings have the effect of a **hypnotism** spell lasting 2d4 rounds (Wis save to negate). Being incorporeal, the Allip can only be hit by magical weapons. The Allip is also immune to mind-affecting spells and anyone attempting this will lose 1d4 Wis.

If the Allip is defeated in combat, it will reform in this place in 1d4 days. To permanently rid this place of the haunting, the party must recover Roanne's sealskin and return it to her. (An exorcism performed by a cleric of sufficient level will also work.)

The other consequence of harming Roanne is that the party will earn the undying enmity of the Selkies and the seals. From this time onwards, it will be very dangerous for them to go to sea, as they will risk attack by the Selkie/seal community. Quite possibly the Selkies will join their powers to sink the party's ship in retribution.

ROANNE'S CAVE

Before she was trapped ashore, Roanne was staying in a cave below the cliffs. The entrance to the cave is underwater, but the cave is filled with air. On a sandy beach within are Roanne's two Selkie offspring, in seal form (HD 1d8, hp 3 each, AC 15, non-combatant). These are tended by 1d4+1 Cow Seals (hp 7 each, statistics as above). In a shallow rock pool, partially obscured by a bed of seaweed, is Roanne's cache of 21 pearls (100 gp each).

THE FALSE BEACON AND THE BRIGAND LAIR

The brigands have made their lair around an abandoned coastal watchtower, built during a time when the Sea Barbarians raided these lands. The false beacon is in a pit about 80' away from the watchtower, near the edge of the cliff. Sean's brigand band consists of the following members:

BRIGANDS

1 Leader (Fighter, 5 th level)
1 Lieutenant (Fighter, 3 rd level)
1 Wizard (Wizard, 3 rd level)
20 Brigands (Fighters, Normal humans)
7 Guard Dogs

(Note that this is the full complement of the brigand gang; brigands mentioned below in the keyed encounter areas should be subtracted from the total roster above).

The brigands are formidable opponents to a low-level party if encountered in force. However, by use of stealth and clever tactics, the party has a good chance of eliminating this threat to passing sailors.

The brigands' behaviour is as follows:

They are employing several of their captives as slave labour, forcing them to chop down trees at the edge of Aghadowey Forest and transport the wood to the watchtower for drying. When a ship is expected, they will carry dry wood out to the

false beacon, pour oil over it and light it. The brigands then settle down to wait for the crash of shipping onto the rocks.

When a ship is wrecked, the brigands will set out along the shore to pick up any survivors. Any survivor still fit enough to walk will be requisitioned to help in the task of recovering and stacking the cargo on the beach. Come daylight, the brigands use their rowing boat to ferry prisoners and loot back to their lair.

Although Sean and Meadhbh are sharing a bed, there is tension between them about how this operation should be run. Meadhbh would not be above betraying Sean if she thought it would be to her advantage. If she is cornered or the party are captured, she may even consider it expedient to use them to remove Sean permanently, so that she can assume leadership of the group.



If the party succeeds in killing any group of brigands (or guard dogs) that they encounter, the brigands will be alerted that some of their number are missing within 4d6 hours. Once on alert, the brigands will retreat to their lair, post guards and a patrol, and send out a search party consisting of 6 brigands and 3 guard dogs. The search party will be led by Sean, Conor or Meadhbh.

The statistics of the brigand gang are as follows:

Sean of the Seven Hostages: This 5th level, neutral evil human Fighter's vital statistics are HD 5d10 (hp 28), AC 15. His primary attributes are Str, Int, and Cha. His significant attributes are Str 13, Wis 8, Cha 13. He wears chain mail armour and is specialised in the falchion sword (+7 to hit, 2d4+2 dmg). He also possesses a light crossbow +1 (+6 to hit, 1d6 dmg). He carries a wooden hunter's horn (50 gp), 8 gp and a set of keys.

Conor the Swordsman: This 3rd level, neutral evil human Fighter's vital statistics are HD 3d10 (hp 19), AC 13. His primary attributes are Str, Int, and Cha. His significant attributes are Str 14 and Cha 13. He wears ring mail armour and is specialised in the light crossbow. He attacks with a battle axe (+4 to hit, 1d8+1 dmg) or an expert light crossbow (+5 to hit, 1d6+1 dmg). He carries 4 gp and a potion of levitation in a hip flask.

Meadhbh (Maeve) the Conjurer: This 3rd level, neutral evil human Wizard's vital statistics are HD 3d4 (hp 9), AC 10. Her primary attributes are Str, Int, and Wis. Her significant attributes are Str 13 and Int 15. She attacks with a dagger (+2 to hit, 1d4+1 dmg) or 3 expert darts (+1 to hit, 1d3+1 dmg). She wears a silver bracelet (250 gp) and carries 6 gp and a **gem of brightness** with 5 charges. The spells in her spellbook are Level 0: *arcane mark, detect magic, mending (x2), light*; Level 1: *burning hands (1d2+3), erase, jump, sleep, spider climb*; Level 2: *magic mouth, ray of enfeeblement*. Typical spells prepared are indicated in bold.

Brigands (Crossbowmen) x6: These neutral evil humans' vital statistics are HD 1d8 (hp 2 each), AC 12. Primary attributes are physical. They wear leather armour and attack with a light crossbow (1d6 dmg) or dagger (1d4 dmg). They carry 3d6 sp each.

Brigands (Swordsmen) x14: These neutral evil humans' vital statistics are HD 1d8 (hp 4 each), AC 13. Primary attributes are physical. They wear leather armour and carry wooden shields. They attack with a short sword or hand axe (1d6 dmg). They carry 3d6 sp each.

Guard Dogs x7: These neutral animals' vital statistics are HD 1d8 (hp 6 each), AC 15. Primary attributes are physical. They attack with a bite (1d4 dmg) and possess *Twilight Vision*.

Prisoners x13: These neutral humans' vital statistics are HD 1d8 (hp 3 each), AC 10. Primary attributes are physical. They can attack with a punch (1d2 dmg). They have no possessions. Prisoners will have their hands tied when not working. They are all ships' crewmen.

POSSESSIONS

Each brigand has a 1 in 6 chance of possessing extra treasure:

- 1 Set of ivory dice (1 gp)
- 2 Playing cards (1 gp)
- 3 Gold jewelery worth 1d10 gp (ring, earring, armband, lucky charm, etc.)
- 4 Gem worth 10 gp

RANDOM ENCOUNTERS

Within one mile of the camp, check for encounters once per hour. An encounter occurs on a 1 on 1d6. The CK can choose from the encounters below, or determine randomly:

ENCOUNTERS ON THE BLUFF/IN THE FOREST

- 1 1d4+3 prisoners carrying wood, overseen by 1d4+3 brigands
- 2 1d4 guard dogs
- 3 1d6 Brigands + 1 guard dog (patrol)
- 4 1d6+1 Brigands (lighting the beacon)

ENCOUNTERS ON THE BEACH

- 1 Giant Crab
- 2 1d4 Guard Dogs
- 3 3d4 Giant Rats
- 4 1d6 Seals
- 5 2d4 Brigands
- 6 Sean, Conor or Meadhbh (equal chance for each) with 1d6 brigands.

THE BRIGAND CAMP

1. Bluff. A grassy slope leads from the beach up to the bluff where the brigands have made their camp. Anyone walking up this slope risks being seen. The camp can be approached safely under cover of the forest, or by following the beach around the base of the cliffs. Note that the beach below the cliffs is completely submerged at high tide.

2. Beach and Cliffside. A narrow, rocky staircase winds up the cliff face. The stairs are not visible from the top of the bluff but can be easily seen from the beach. Characters with scaling or climbing ability can negotiate the stairs without any problems. Other characters must take precautionary measures (e.g. using a rope) or else make a successful check (Dex: CL1). A failed check indicates that the character slips and falls onto the beach, sustaining 2d6 damage.

3. Sea Cave. The cave leads to a tunnel complex beneath the watchtower (12-15). At high tide, the cave entrance is filled with water to a depth of 3'. At low tide, the cave is dry and it is possible to walk out onto the beach. The brigands' jolly boat is pulled up onto the sand above the tide line. Two brigand guards are posted here at all times.

4. False Beacon. The false beacon is simply a large (20' diameter) pit surrounded by a crude stone wall, filled with ash and a few pieces of charred wood.

5. Brigand Tents. Each tent is occupied by 1d4 brigands. They sleep on rough pallets and use crates and barrels as makeshift furniture. The tents are untidy and contain only mundane items such as clothing, candles and remains of meals.

6. Sean and Meadhbh's Tent. From the outside, it is clear that this tent is larger than the others. Any attempt to enter it other than through the entrance flap will activate a **magic mouth** which will scream, "Help! Intruders! Someone is sneaking into the tent!" three times.

At great effort, Sean recovered a heavy oaken bed-frame from the captain's cabin on one of the sunered vessels, and this now occupies most of the tent's floorspace. It was only slightly damaged and has been roughly repaired. This is the only proper bed in the camp, and Sean shares it with Meadhbh.

The tent's other furnishings are a woollen rug (55 gp); a brass brazier (50 gp); a small wooden table, standing on which is an oil lantern and a crystal vase (65 gp) containing fresh flowers; and two wooden chests (both locked).

Meadhbh's chest is protected with a **magic mouth** ("Open me and you'll regret it! I know who you are.") and a trap.

Poison Gas Trap (CL3): Failure to detect and disarm the trap will cause it to go off should the chest be opened. All within a 10' radius must save vs poison or be blinded for 1d6 hours.

The chest contains her spellbooks; some non-magical books and scrolls worth 100 gp (including a badly-written romance novel); ink and a quill (15 gp); and her clothes (including an exquisite silk negligee worth 50 gp).

Sean's chest contains his clothes, an ivory pipe (50 gp) and an amethyst (250 gp).

At night, Sean and Meadhbh will be sleeping here. During the day, there is a 1 in 6 chance that either of them will be here.

THE WATCHTOWER

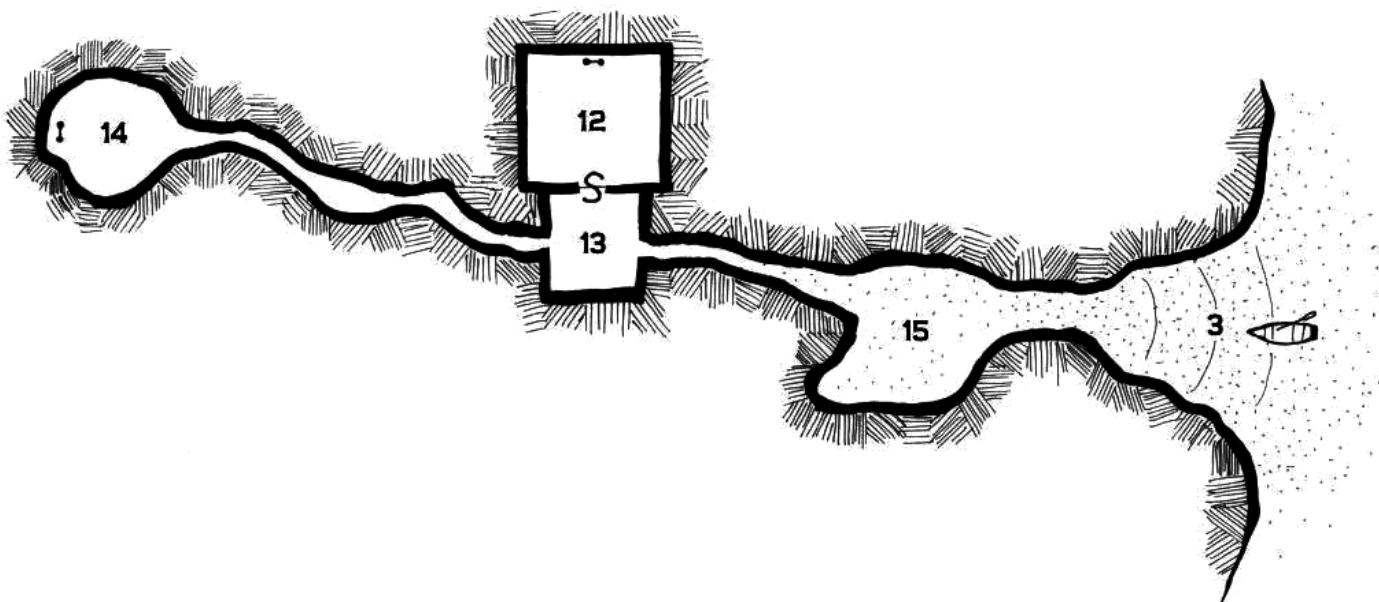
The watchtower is a squat stone structure 40' wide and 40' high. The stonework is sound but doors and interiors are in a state of deterioration. The brigands do maintain a lookout from the top of the watchtower. However, they are mainly looking out to sea and may not notice an party who approach cautiously and quietly.

7. Concealed Exit. A secret trapdoor is hidden under a couple of bushes at the edge of the forest. The wood of the trapdoor is rotted and falling into the tunnel underneath. Nonetheless, it is unlikely that the party will spot the tunnel from above (CL5 to find if they actively search the edge of the trees).

8. Ground Floor. The double door leading into the watchtower is made of iron-bound wood. One of the hinges on the left door is broken, and the door hangs at an angle. The other door is jammed shut. The space between the doors is enough for one person to pass at a time. Anyone larger than a halfling or a gnome has to crouch.

Inside, the ground floor is covered in straw and filth, and there is a strong animal smell. The guard dogs are housed here. Usually, 1d4+1 dogs will be here, eating or sleeping. The dogs are trained to instantly attack anyone coming through the door. The trapdoor leading to the cellar is covered in dirt – treat as a concealed door. The key to room 9 hangs on a nail in the wall (Wis: CL1 to find).

9. Prison. Once a living room for the watchtower, this bare chamber is now used to house the prisoners. During the day, the prisoners are organized into work gangs. At night, they sleep here on thin straw pallets. They have no possessions. The door is made of stout oak and is locked from the outside.





10. Living Quarters. This chamber is used by the brigands on spotter duty to take their meals, skive off or shelter from harsh weather. There are usually 6 brigands on rooftop duty; roll 1d6-1 to determine how many of them are in this room instead of on the parapet. The room is furnished with a wooden table and rude benches. Food is simple fare which requires no preparation: bread, cheese and sausage. There are a few dirty tankards and a knife on the table. A barrel of grog sits in one corner.

11. Parapet. The brigands maintain a round-the-clock watch on the sea from the rooftop. There are usually 6 brigands on duty, armed with crossbows. It is unlikely that they will notice a cautious party sneaking around, but if the party are brazenly

walking through the camp, check once a turn to see if the brigands notice them (Wis: CL1).

12. Cellar. A ladder leads down to the cellar, which looks like it has not been cleaned for several decades. The brigands use the space for storing food (in wooden barrels and crates), ale and wine (in barrels) and oil (one barrel, half-full). There is a bundle of dry torches on a shelf. The secret door is opened by twisting a stone protruding from the east wall.

Conor has hidden the **Selkie Cloak** (see Appendix) in one of the crates. It appears as a rough leather cloak, so may be overlooked unless the party are specifically searching for it (or use **detect magic**).

A more obvious piece of loot is the stone idol of the Sea

Goddess, taken from the lighthouse. This is worth 100 gp – the cult of the Sea Goddess would pay this for its safe return. An altruistic party who return the idol to its place without expecting payment could be awarded 200 XP at the CK's discretion.

13. Secret Chamber. Six unlit torches are set in iron brackets. A chest against one wall is protected by a trap.

Poison Dart Trap (CL1): *Failure to detect and disarm the trap will cause it to go off should the chest be opened. A Dex save will be required of the character opening the chest to avoid being hit. If hit, a save vs Poison will be needed. If successful, the perpetrator suffers 1d6 dmg due to the strength of the poison and failure results in immediate death.*

The chest contains brigands' amassed treasure: 13 sapphires (50 gp), 2 bloodstones (50 gp) and 2 white agate (50 gp).

14. Escape Tunnel. Originally constructed by the builders of the watchtower, this narrow tunnel extends for over 100' before opening into a wide chamber. There is a ladder leading to a concealed trapdoor, hidden under some bushes and shrubbery (7). The tunnel is not used by the brigands, and a Giant Tick has taken up residence in the end cavern, feeding on small burrowing creatures. There is a rotted leather pouch containing 60 sp buried in the dirt at the bottom of the ladder.

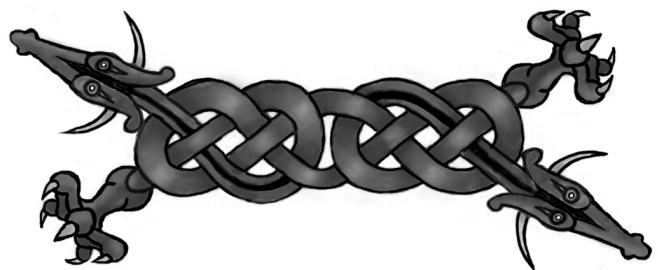
Giant Tick: *This neutral vermin's vital statistics are HD 2d8 (hp 11), AC 15. Primary attributes are physical. It attacks by dropping on its victim (CL4 to avoid being surprised) and biting them (1d4 dmg). The tick attaches itself on a successful hit and begins draining blood on the following round (1d4 dmg per round). The creature will detach itself once satiated (up to 11 hp worth) and move away at half speed (-3 penalty to AC, checks, and saves). Bitten creatures must make a save (Con: CL3) or be infected with a blood disease.*

15. Sandy Cave. This cave is used as a storage area for loot recovered from the wrecked ships. There are 21 barrels and crates here, filled with wine, beer, salt beef, textiles and similar cargo. Each barrel or crate is worth 50 gp on average. Immediately after a ship is wrecked, this area will be a hive of activity. At other times, there is only a 1 in 6 chance of encountering a group of brigands.

party's assistance to deal with a tribe of Sahuagin and sharks which have moved into the area.

However, if the party killed Roanne, they will have earned the undying enmity of the Selkies and the seals. And perhaps the Sea Goddess cult will report that the lighthouse is now haunted and can the party assist ...

Another possible side quest is a hunt for the octopus. Perhaps it lives in a shipwreck populated with other monsters and treasure. The Selkies may be able to assist with water-breathing magic.



CONCLUDING THE ADVENTURE

If the party defeat the brigands and return to Port Vogey, they will be hailed as heroes and will earn the gratitude of the small lough-side community.

If the party return Roanne's cloak to her, she will reward them as described above, and the party will earn the gratitude and trust of the Selkie community. This could be used as a hook for further adventures: perhaps the Selkies need the

APPENDIX: NEW MONSTERS AND MAGIC ITEMS

CRAB, GIANT

NO. ENCOUNTERED: 1-12

SIZE: LARGE

HD: 3 (d8)

MOVE: 20'

AC: 17

ATTACKS: 2 claws (2d4)

SPECIAL: Darkvision 60', Surprise

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 30 + 3

Giant Crabs are water-dwelling arthropods, which come in fresh- and salt-water varieties. They are voracious eaters and will hunt on land and in water. Their typical tactic is to hide, then rush forward to attack their prey, relying on their chitinous shell for protection.

Surprise: Crabs can hide by burrowing into sand. When a crab bursts out of hiding, surprise checks are made at CL7.

OCTOPUS, GIANT

NO. ENCOUNTERED: 1-3

SIZE: LARGE

HD: 4-10 (d8)

MOVE: 30' (swim)

AC: 13

ATTACKS: 6 Tentacles (1d4), Bite (2d6)

SPECIAL: Constrict, Darkvision 60'

SAVES: P

INT: Animal

ALIGNMENT: Neutral (evil)

TYPE: Animal

TREASURE: 5 (hoard)

XP: 90 + 4 (4HD) up to 1,350 + 10 (10HD)

Giant Octopi are predators which lair in undersea caves or shipwrecks in coastal waters. They hunt other forms of aquatic life and have been known to attack sea vessels in order to eat the crew.

When attacking a ship or boat, a giant octopus will use two of its eight tentacles to anchor itself to the vessel and will attack with the other six. Each tentacle can attack a single opponent. A hit does 1d4 damage and entwines the victim. Entwined creatures take automatic damage each round (Str check to break free) and will be pulled into the creature's

gaping maw. The amount of constriction damage is proportional to the creature's Hit Dice (4-5 HD: 1d4 dmg; 6-7 HD: 1d6 dmg; 8-9 HD: 1d8 dmg; 10 HD: 1d10 dmg). An adventurer who finds themselves trapped and entwined suffers a -2 penalty to their armour class and their attacks. Spellcasters caught in such a predicament are unable to cast any spells with somatic components. Aside from using one's strength to break free, it is also possible to sever the tentacle that has ensnared the character. Each tentacle has a number of hit points equal to the total Hit Dice of the creature. These hit points are in addition to those for the octopus' body. If three or more tentacles are severed, the octopus will probably retreat to its lair, blowing behind it a cloud of black ink 20' in diameter. Should the octopus still be holding one or more victims when it retreats, it may drag them with it into the murky depths.

SEAL

NO. ENCOUNTERED: 2-20

SIZE: Large

HD: 3 (d8) or 2 (d8)

MOVE: 5', 50' (swim)

AC: 13

ATTACKS: Bite (1d4+1) or Tail Slap (1d4)

SPECIAL: Overturn boat, Twilight Vision

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 20 + 3 or 10 + 2

Seals are fur-covered aquatic mammals which dwell in coastal areas. True seals live in northern (cold-water) and temperate seas; their close relation the monk seal lives in tropical waters.

Seals have sleek bodies with flippers, streamlined for swimming. This makes them very fast and manoeuvrable while in water, but clumsy and slow on land. Seals are air breathers, but can remain submerged underwater for as long as 15 minutes. They enjoy basking in the sun on the rocks, but remain close to the sea and if under threat, they will slide off the rocks into the water, where they are more agile.

Approximately 1 in 4 of any group of seals will be bulls with 3 HD. The remainder will be cows with 2 HD or non-combatant young.

Seals are often hunted by humans for their meat and skins. Seal pelts are worth 5 gp each.

Combat: Seals are usually docile, though will attack in defence of their herd or if bidden by a Selkie. They can bite with their strong jaws or (if in water), slap with their powerful tail.

Overtun boat: Under the command of a Selkie, seals may attack a small boat and try to overturn it. This attack will automatically succeed unless the occupants of the boat make a successful hit against each seal engaged in the attack.

SELKIE

NO. ENCOUNTERED: 1 or 2-12

SIZE: Medium

HD: 4 (d8) / 6 (d8)

MOVE: 30', 50' (swim)

AC: 15

ATTACKS: By weapon or Bite (1d4+1), Tail Slap (1d4)

SPECIAL: Shapechange, Underwater Action, Seal Empathy, Spells, Twilight Vision

SAVES: P

INT: Average to Superior

ALIGNMENT: Neutral (good)

TYPE: Shapechanger

TREASURE: 4

XP: 70 + 4 (Leader 270 + 6)

Selkies are seal-spirits which have the ability to take human form. Selkie communities are in sea caves in cliffs or reefs, which are filled with air but have underwater entrances. Selkies occasionally visit coastal villages to trade or otherwise interact with humans. On land, usually a solitary Selkie will be encountered.

A Selkie's usual diet is seaweed and fish, but they can also eat human fare and relish wine. Selkies are fascinated by manufactured goods, for example a mirror in a pretty frame, for they have no craft to make such items for themselves. One of the main motivations for Selkies to come ashore is to trade fish, shells and pearls for human goods. If encountered in water, Selkies will be in seal form. On land they shed their seal-skins to take human form. It is rare to see this transformation as Selkies take great care not to be observed. The human form of a Selkie is very attractive and they have distinctive bright green eyes.

When a Selkie sheds her skin (for it is usually the female who comes ashore), she will hide it carefully. The skin appears as a normal sealskin or it may be mistaken for a leather cloak. A Selkie's skin is a highly prized item, for it gives the possessor power over the life of the Selkie, as if the Selkie was under a **charm person** spell. (No saving throw unless the possessor of the skin threatens the Selkie or her kin, in which case the usual save with +5 bonus applies). In this manner, humans have been known to charm Selkies and live with them for many years. However, should the Selkie have the opportunity, she will recover her skin (breaking the charm) and return to the sea.

Selkies can breed with humans, so sometimes children are left without a mother when she returns to the sea. They may

not have suspected her of being a Selkie. In such circumstances, it is common for her to return at times to visit them. In 50% of such cases, the offspring will be Selkies themselves and will grow their seal-skins when they reach puberty.

Anyone who helps a Selkie recover her skin will earn her gratitude, and she will offer them her assistance while at sea. However, note that such assistance can only be given once every seven years.

A Selkie lair will consist of an extended family of 2-12 adult Selkies and their young, and 1-8 seals. The leader of the community will have 6 HD and spellcasting ability (see below).

The treasure of a Selkie community is gathered from sea creatures and ships lost at sea. Principally this will be rare shells and pearls – but can include coinage and magical items recovered from sunken ships.



Combat: Selkies are not aggressive and will attack only in defence of themselves or their community. In human form, they can use weapons, typically a club or dagger. In seal form, they attack as a seal.

Shapechange: The seal shape is the native form of a Selkie. Selkies can partially shed their skins underwater to gain the use of their hands, and by fully shedding their skins are indistinguishable from humans. When a Selkie in human form regains her skin, she will regenerate 1d4 hit points (the ability to regenerate wounds can be used a maximum of 3 times per day).

Underwater action: Selkies cannot breathe underwater, but can hold their breath as seals do for up to 1 hour.

Seal Empathy: Selkies always live in a community of seals, and can telepathically communicate with any seal within 1 mile. In addition, a Selkie can summon 1d6 seals to its location if they are within 1 mile. The summoned seals will begin to arrive 2d6 turns later. (This ability only works in the sea or along the coast).

Spells: The leader of a Selkie community will be an old Selkie with the ability to cast spells as a Druid of 1st-6th level. In general they will favour spells such as **water breathing** or spells which allow them to communicate with or control other aquatic life. They have no ability to cast fire-based spells. Once a week, the Selkie leader, in concert with the rest of the community, has the ability to cast **control weather**. However, this ability is used only rarely, in times of great need or to exact revenge.

SELKIE SKIN (MAGICAL ITEM)

When a Selkie sheds her skin to come ashore, it appears as a warm sealskin or leather cloak. It radiates a faint dweomer of magical transformation.

If a Selkie skin is donned by a normal person, it confers resistance to cold (as **endure elements**). If the wearer enters salt water, the Selkie skin operates in a manner similar to a **Cloak of the Manta Ray**. The wearer polymorphs into seal form, gaining +3 to AC and the ability to hold breath underwater for up to one hour. In seal form, it is possible to swim in the coldest artic waters at a speed of 50' and at depths of up to 1,000'. The wearer can attack each round with a Tail Slap (1d4) in addition to other attacks.

However, using the Selkie's skin in this way carries a risk. There is a 5% cumulative chance per use that the wearer will be permanently trapped in seal form. Normal form can be restored with **remove curse**, but this will destroy the magic of the item.

If anyone harms a Selkie to obtain a Selkie Skin, they risk the wrath of the Selkie and seal communities.

INSPIRATION FOR THE ADVENTURE

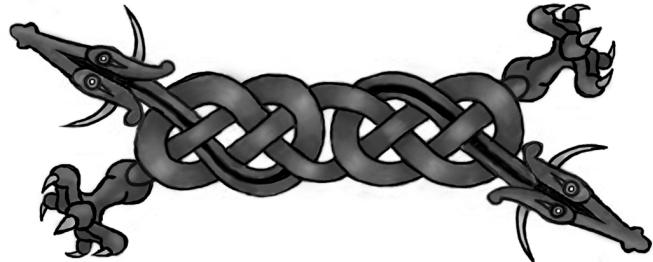
The inspiration for the Selkie came from a visit I made to Exploris Aquarium in Portaferry, Northern Ireland. In one tank I watched a small octopus slowly and inexorably eat a struggling crab, so both creatures make an appearance in the adventure!

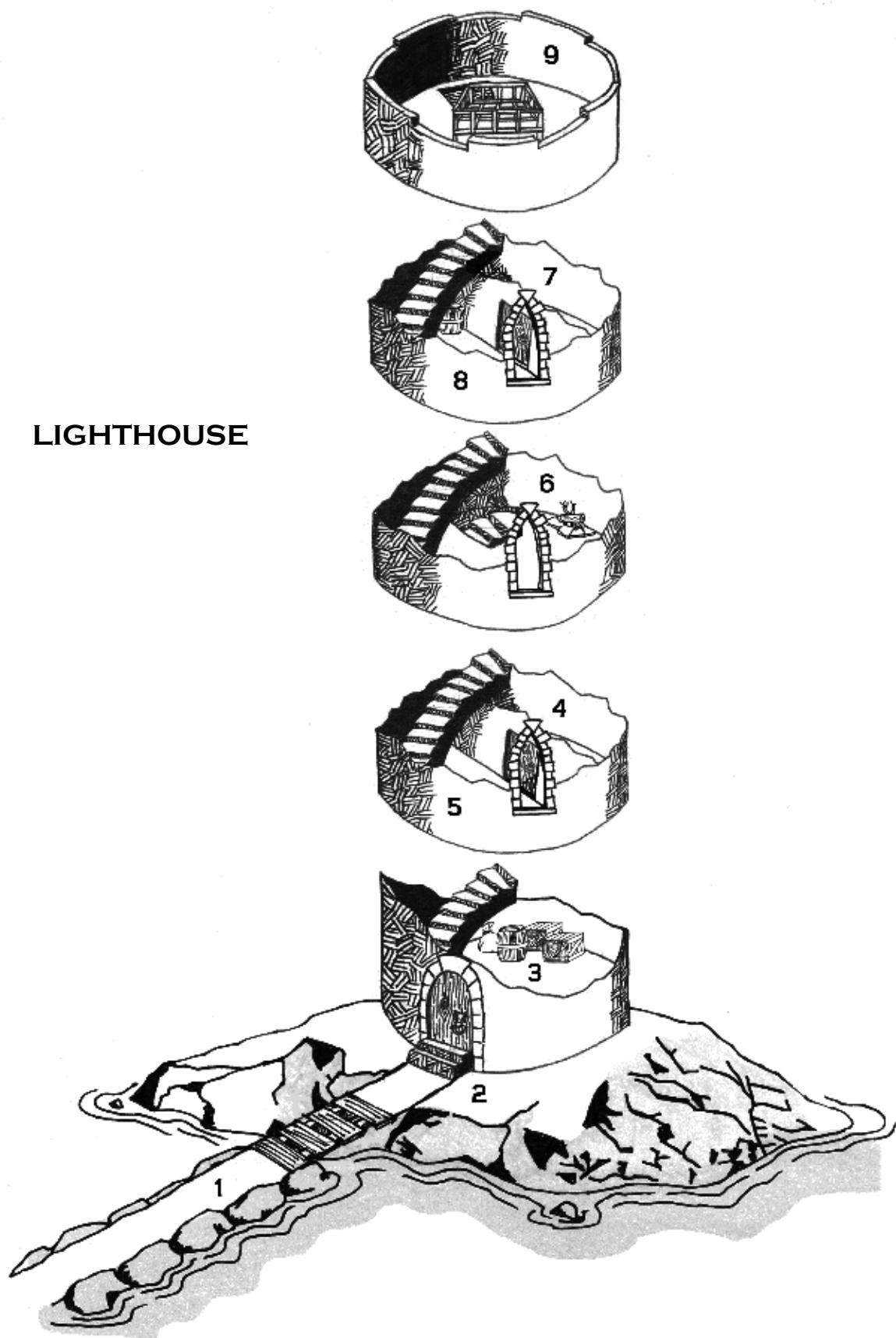
Besides the fascinating sea life from Strangford Lough, there was a small display on mythological sea creatures from Irish and Celtic folklore. The Selkie grabbed my imagination. I used the rest of the aquarium visit to do a quick bit of research on the local seals.

CKs interested in evoking a Celtic feel to their game may find some inspiration in the book, "The Secret of Ron Mor Skerry" by Rosalie K. Fry – a romantic fairytale based on some of the common Selkie legends. The book was adapted into a film by John Sayles, "The Secret of Roan Inish".

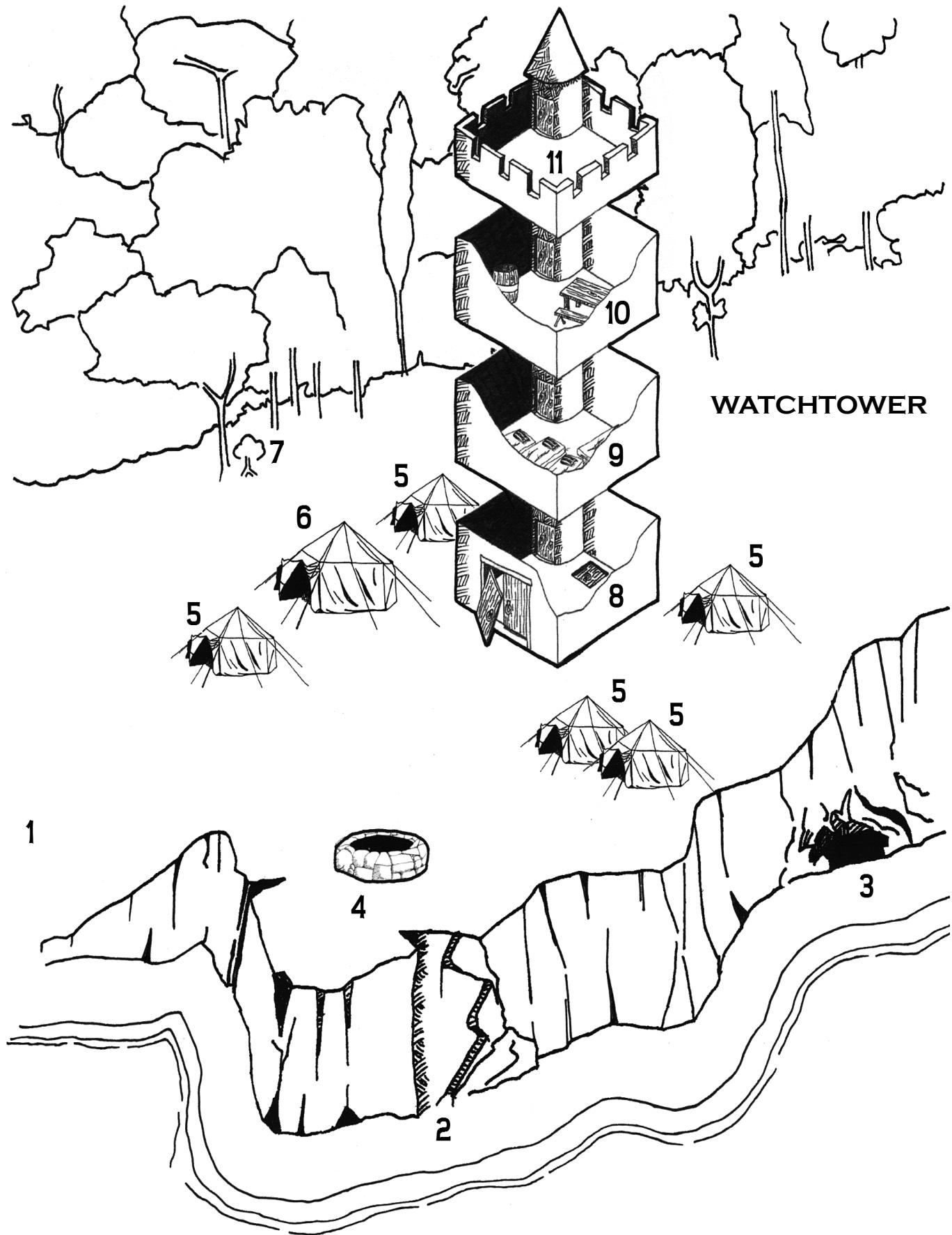
The lighthouse is inspired by Hook Head Lighthouse, on the Hook Peninsula in Co. Wexford, Republic of Ireland, which dates from the 12th century.

The idea of the brigand wreckers comes from Enid Blyton's children's book, "Five Go Down to the Sea".



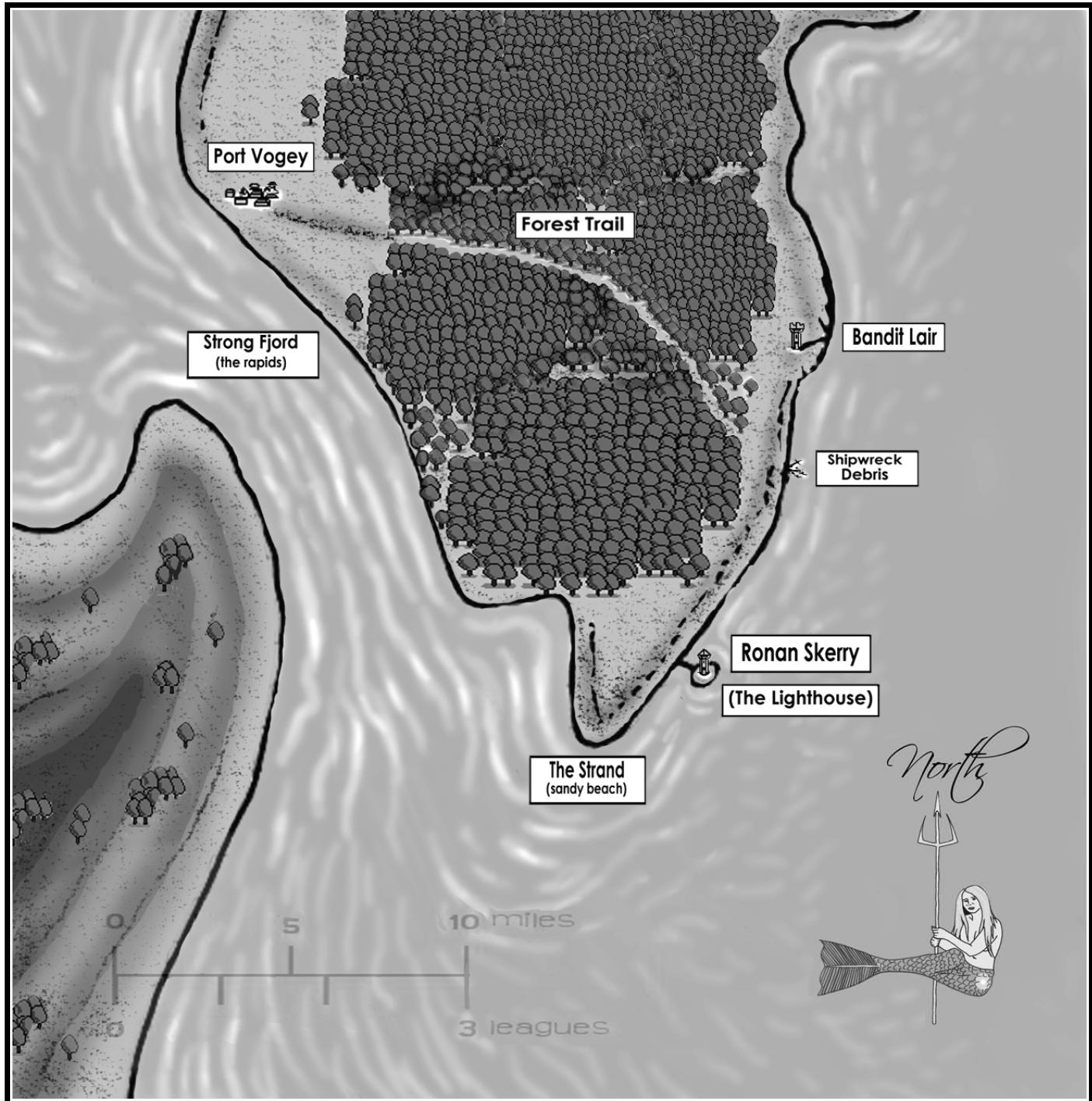


LIGHTHOUSE

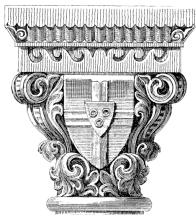


WATCHTOWER

WILDERNESS MAP



Name	Type	AL	HD	MV	AC	SV	ATT	XP	Special					
Name	Race	AL	Str	Dex	Con	Int	Wis	Cha	Primes	Class	HP	AC (Armor)	To Hit / Dmg (Weapon)	XP
Allip	Undead (E)	NE	4d12 (24)	30'	15	M	Touch	266	Darkvision 60', Wisdom Drain, Babble, Madness, Incorporeal					
Boar, Wild	Animal	N	2d8 (8)	40'	16	P	2d6	31	Twilight Vision, +5 bonus to hit					
Crab, Giant	Animal	N	3d8 (8)	20'	17	P	2x2d4	54	Darkvision 60', Surprise					
Crossbowman	Human	NE	1d8 (2)	30'	12	P	1d6	7	-					
Drowned Sailor	Undead (C)	CE	2d8 (8)	30'	14	P	2x1d3 / 1d6	46	Paralysis					
Dryad	Fey	N	2d8 (13)	30'	17	P+M	1d4	51	SR 10, Tree Dependent, Tree Stride, Wild Empathy, Spell-like Abilities					
Elf, Wood	Humanoid	N	1d8 (4)	30'	15	P+M	1d6 or 1d4	11	Elven Traits, Forest Stealth					
Goblin	Humanoid	LE	1d6 (3)	20'	15	P	1d6	8	Darkvision 60'					
Guard Dog	Animal	N	1d8 (6)	40'	15	P	1d4	11	Twilight Vision					
Octopus, Giant	Animal	N	4d8 (17)	30'	13	P	6x1d4 / 2d6	166	Darkvision 60', Constrict					
Prisoners	Human	N	1d8 (3)	30'	10	P	1d2	8	-					
Rat, Giant	Vernin	N	1d4 (1)	30'	13	P	1d2	2	Twilight Vision, Disease					
Seal, Bull	Animal	N	3d8 (19)	5/50'	13	P	1d4+1 / 1d4	77	Twilight Vision, Overturn boat					
Seal, Cow	Animal	N	2d8 (11)	5/50'	13	P	1d4+1 / 1d4	32	Twilight Vision, Overturn boat					
Selkie	Shapechanger	N	4d8 (15)	30'/50'	15	P	1d6	130	Twilight Vision, Shapechange, Underwater Action, Seal Empathy					
Shark	Animal	N	3d8 (12)	60'	15	P	1d6	66	-					
Spider	Vernin	N	1d4 (2)	10'	14	P	1d2	13	Twilight Vision, Poison					
Swordsman	Human	NE	1d8 (4)	30'	13	P	1d6	9	-					
Tick, Giant	Vernin	N	2d8 (11)	10'	15	P	1d4	42	Blood Drain					
Wolf	Animal	N	2d8 (8)	50'	13	P	1d8	22	Twilight Vision, Track, Trip					



THE VICTORIAN POST

ILLUSTRATED PAPER



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No. 118

LONDON, SATURDAY, NOVEMBER 5, 1887

Vol. V

HAVE YOU SEEN THIS MAN?

In the early morning of November 4th, two bodies were found murdered in London's East End. The grisly discovery was uncovered by Constable Stewart of the Metropolitan Police and a suspect was seen fleeing the scene of the crime. At this time, only one of the two bodies have been positively identified and sources reveal it to be Inspector Moore of Scotland Yard. Based on the descriptions provided, it is believed that the suspect may be a known vigilante that refers to himself as Fawkes.

Fawkes is still wanted for questioning for his involvement with numerous crimes committed against her Majesty's government and is considered extremely dangerous. It is believed that this individual adopted the pseudonym of Fawkes in reference to Guy Fawkes -- the historical figure best known for the attempt to blow up the Houses of Parliament in 1605. If you know the whereabouts of this vigilante, or possess any information which could prove vital to the capture of this suspect, please contact the Metropolitan Police immediately.

In the meantime, the people of London are not sure what to think of this so-called 'Age of SuperMankind'. Some are of the growing opinion that for every self-appointed hero that surfaces, there seems to be another act of supreme villainy just around the corner. Sherlock Holmes recently declined to comment on the current state of affairs within the British Empire and these recent acts of violence.

Continued on Page 3



COMING IN 2010

VICTORIOUS

