



SIRENSWAIL

An adventure intended for 5-8 characters of levels 1-3

- Adult Material -

Story & Setting

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"Happy meat bleeds better"
- Old butcher's saying

BACKGROUND:

England. 1644.

It is 24 years since the Mayflower set sail for The New World carrying pilgrims fleeing religious persecution. King James the First's religious policy of supreme authority and the divine right of the Crown resulted in suppression of both Puritans and Catholics. The King had wiped away many of the "fanciful or heretical beliefs" that went contrary to his strict ideology. In 1625 Charles I succeeded his father and friction with Parliament began at once. Charles believed in his divine right as King and struggled to control Parliament who resented his attempts at absolute rule. England's political and social divisions grew, including increasing rebellions in Scotland against their southern neighbours.

Failing in his war in Scotland King Charles demanded further extensive funds from his own government to launch more attacks upon the Scots, bringing him into conflict with Parliament. His politicians refused to grant more money. Monarch and Parliament were now at odds with neither side prepared to back down. By 1642, Civil War had erupted across the land.





Now, 1644, and a landowner Oliver Cromwell has taken charge of the opposition to the King and Cromwell's New Model Army is gaining victories. England is in chaos. Cromwell is a puritan who has vowed to wipe out evil and sorcery, aligning it with the King's Court. The young Witchfinder Matthew Hopkins is scouring the land, holding trials and burning at the stake anybody who he considers in league with the powers of darkness or are "freaks against nature, born of the Devil".



It is a time in which anybody having the powers of magic and those who would associate with them are fleeing the country for Europe or The New World.



Rumour has it that there is a small island, south West of Cornwall on which there is a temple containing enough treasure to buy your way across the ocean to the New World and escape the madness of England. On this island, the local inhabitants are hospitable and sympathetic and will share their wealth with anybody seeking escape from persecution and a life of freedom on the other side of the world. Cornish people refer to the island as "Sirensail". Locals of the island refer to it simply as "The Island".

It is to The Island that a band of adventurers will set sail.

REFEREE'S NOTES:



“Sirensail” is partly an homage to Robin Hardy’s classic 1973 horror film “The Wicker Man” and its representation of paganism against organized and oppressive Christianity. In the film, a religious zealot of a policeman arrives at a remote Scottish island investigating the seeming disappearance of a young local girl, only to discover too late that he has been lured to the island by the pagan locals as a sacrifice to the Wicker Man in the hope that this will restore their failing crops.

On “Sirensail”, the sacrifice that the locals make to their goddess keeps, in their eyes, the island plentiful and safe, a situation that has proved continuous and the locals have no intention of seeing it change. The more sacrifices the better, as far as the people of the island are concerned.

(How much of the following referee information you reveal to your players or include is down to you. Reveal whatever you find will benefit the players and the adventure. Much of it, of course, must be included):

Lord Marvale, The Island’s self-elected ruler, will greet the arriving party at the small harbour with wine and garlands of flowers and will appear grateful for the party’s arrival. He will tell the party that they are free to

continue carrying their weapons, but will say in a friendly manner that he hopes the visiting party will not find reason to use them as “all are welcome here”.

The treasure, Lord Marvale will claim, was recovered from sunken pirate ships over the years, the local people being skilled divers. The locals decided that this treasure, originally stolen by thieves and cutthroats, should be used for good.

MONEY:

The gold standard is no longer used, officially considered to be the currency of piracy. Gold pieces, however, can be exchanged for silver in most cities through legal and illegal money merchants, the latter often offering a better rate. Any gold found on The Island is calculated to silver at:

1gp = 50sp = 500cp

If the party arrives aggressively on the island, demanding treasure and/or abusing and mistreating the locals, the people of the island will become a mob, disarm the player characters and immediately sacrifice them.

The young women of The Island are beautiful and more than willing to offer themselves to any willing male members of the visiting party as the women believe that birth is a gift to the world and the seed of man is the seed of the land. There are a limited number of local men left on The Island.

If the party agrees to help the locals with their crop harvesting, the players will find 1d10 of 1 silver piece coins, which the locals will say must have been dropped there at some time previously when divers were carrying the treasure to The Temple. The locals will happily tell the party that they are free to keep any coins that they find in the field.



The locals make offerings of fruit and vegetables, which they leave in front of The Temple. They seem uneasy about entering The Temple, itself. Later, when pressed, Lord Marvale will admit that they believe “something evil” has entered the Crypt beneath The Temple. If the party find this to be the truth and kill whatever it is that has come to their peaceful island, the adventurers may leave with 500sp each. Other locals will nervously admit that monsters walk the island by night. The Innkeeper also believes a killer is hiding on the island, a pirate that escaped a passing Royal Navy ship.

The locals are the happiest people you’ll ever meet, so glad to be isolated from the problems in England and Europe. They’re so helpful, hospitable and obliging. They’ll even offer the chance for visitors to stay and live on The Island should they wish.

Do NOT reveal to the players until they discover it themselves:

“Sirensail” is, of course, not what it appears. The seemingly helpful and welcoming local people (totaling 50) are actually members of a blood cult. They will give the impression of sympathy and understanding and will do everything to provide food and shelter for visiting adventurers. Once they have made sure that visitors are worthy of reward and are genuinely facing oppression in England will the locals offer to give the party 1000sp each from the Crypt beneath “The Temple”.

When the party arrives, it will be two nights until the Full Moon on which all sacrifices are performed. The locals will insist that two days are required for them to check that the party is “of the right morals and thinking” to receive money from The Temple. Any insistence from the party that they should have money earlier will result in a negative response.

Lord Marvale’s young daughter Sarah is a beautiful, eighteen-year old girl and a seeming picture of innocence with a helpful nature. She is actually a siren seductress and will entice a lone player into The Temple if the player fails a Saving Throw versus magic. The player will fall under her spell and proceed to engage in sex with Sarah and do her bidding in terms of getting the rest of the party to enter The Temple and descend into its lower catacombs at an agreed time that (unknown to the party) benefits the evil plans of the locals. The player must make a saving throw each day and, if they fail, will remain under Sarah’s influence. Lord Marvale and Sarah are lovers.

IT IS SARAH WHO IS IN CONTROL

The Innkeeper’s suggestion that there is an escaped killer on The Island is a lie.

There is a way off The Island down the Western face of the cliffs behind The Temple. Unencumbered survivors can find this route and make their way down the cliff face if their Climbing skill allows (*NB: Characters surviving thus far only to fall to their deaths might prove annoying to players! Use referee discretion!*). One weapon and up to 100 silver pieces each is considered at this point as unencumbered. Survivors will only be likely to find this escape route if they have treated Sarah’s younger sister Morgana with kindness previously and kept the 100’ rope from Tomlin’s Barn. Morgana will help the party escape via a secret tunnel in the lowest catacomb which leads to a gap in the cliff face which is 90’ above a small beach below, on which is tied a rowing boat big enough to carry the survivors back to Cornwall.

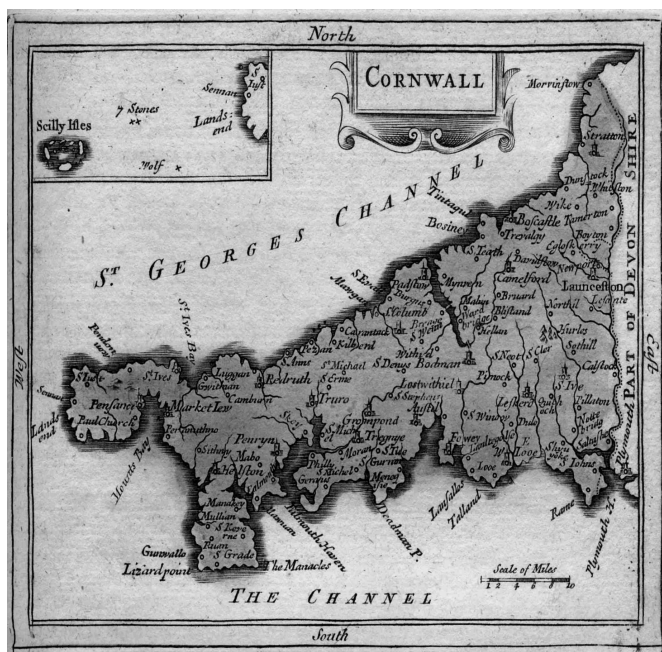
MORGANA KNOWS THE WAY OFF THE ISLAND

If the party has not been kind to Morgana, she will abandon them to a cruel fate. If the party has missed the rope in Tomlin’s Barn, but at least one of the party agreed to help Morgana find her blue ribbon, she will present them with the 100’ rope. If the party has not done these things,

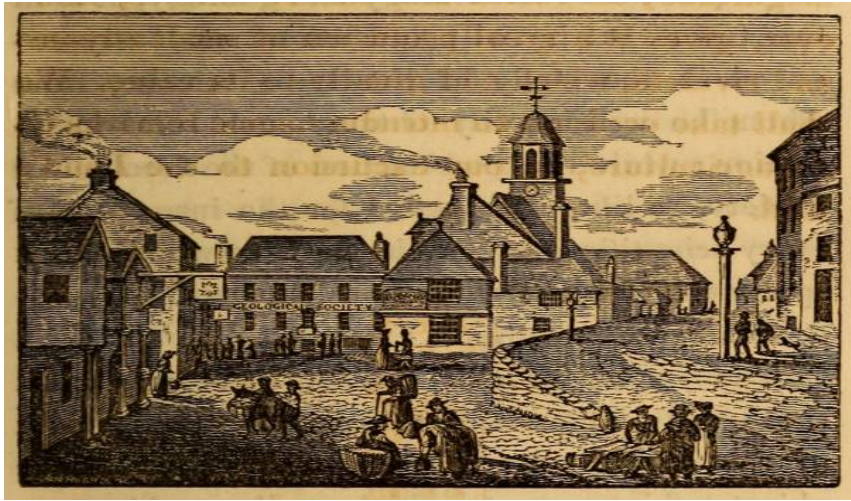
they must brave the surviving locals and cross The Island to try and reach Captain Rennie's ship (which will no longer be there, having set sail back to Penzance without them). The surviving locals will try and slaughter the party.

Avoid railroading the party into seeking the cliff route as their way of escape - (in fact, don't rail road them at all at any point, come to think about it! They might not even get out of Penzance, or might go somewhere else instead of the island!) There are other options if the party can think them up.

Good luck!



PENZANCE: A brief history.



Penzance is a coastal town in Cornwall, England, and is 300 miles southwest of London. Originally a fishing village, it grew into a small town. The name means “holy headland” from the Cornish ‘Penn’ and ‘Sans’; and it became a popular local market town. In 1404, the town was granted a royal market. The town’s financial status was further improved in 1512 when then King Henry VIII granted Penzance the right to charge harbour fees.

The town was struck by the plague in 1578. In 1595 it was raided and burned by Spanish invaders, an event which will see Penzance take many years to rebuild itself. But, by 1614 it had restored itself and became a vital strategic location against England’s invaders, and was rewarded by King James I who declared it a borough, thus making it free of the rulings of country courts as well as able to own land and property, impose laws, be able to judge its own smaller court cases, as well as have a prison.

With the arrival of civil war in 1642, Penzance supported King Charles I. By 1644, the Royalists are experiencing defeat after defeat. The people of Penzance are now beginning to fear the worst. The population is currently 2100.

The party arrives in Penzance:

NB: When the party arrives in Penzance (if coming from London via coach and horses, it is a journey of 4-5 hours), they will note that many of the local men have gone off to fight on behalf of the King and many are now dead as the civil war is turning against the Royalists.



At the tavern “The King’s Arms” the party will meet the Captain (Rennie) of a small ship (that is anchored a quarter of a mile out to sea) who is prepared to take the party to The Island for only 5 silver pieces each, but demands 10% of any treasure found in return for safe return back to Penzance and passage aboard his brother’s ship bound to the New World in three weeks’ time. The local people in the Tavern, including the Tavern Keeper, will be sympathetic towards the party (if they are explicitly supporting King Charles I or are fleeing the violence), being proud Cornish people who support King Charles the First due to Cornwall’s rights being tied up with the Royal Duchy. To Cornish people, the Civil War is also a war pitting Cornwall against Oliver Cromwell and the rest of England.

The party will not initially be aware that a Parliamentary SPY is staying at the tavern. He will be the one that will report the party’s whereabouts and

reveal the fact under torture, the trigger that will see the party leave for The Island if they are dawdling in Penzance for any reason.

Captain Rennie is sympathetic to the party, claiming that England's Civil War will last for years and that Cromwell will win. It will be a dark age of puritanism in which anybody who appears 'different' will burn at the stake. He claims that he's arranged passage for a number of people to the 'New World' and that they have new and safer lives because of him. He says that his sister had 'powers' and that Matthew Hopkins burned her alive. The Captain and his men plan to find the "Witchfinder" and kill him the same way. (Captain Rennie actually had no sister). Captain Rennie believes that King Charles will be executed when defeated and with that, buys the party drinks to toast 'new beginnings in new worlds'. After a night of drinking, he says that he will meet you at the harbour at first light. A rowboat will take you to his ship "The White Wind". If the weather is with them, it will take a day to reach "Sirensail". Captain Rennie will also advise never to use that name in front of the locals on the island. Simply call it "The Island". If pressed as to why the islanders don't like the name "Sirensail", Captain Rennie" will tell the following story:

(Note: All dialogue in this adventure is written in a more modern style so that it is easily understandable by all, including those who are not native English speakers and might be confused, as I would be, by the language spoken during the 1600s. Do deliver it in a more 'historical' way when playing this module if you wish!)

"The Story of Sirensail"

"Folk tales, legends, myths, call them what you like, tell of a time that the island was a quiet place with only a handful of settler families living on it. The outside world kind of passed it by, so to speak. They were farmers, fishermen, people like that. Nobody bothered them and they bothered nobody in return. They were Godly folk. Then, one night, there was a terrible storm. The men folk, them that were fishermen, were out on their boats when the storm struck. The waves were monsters and the boats were sunk. They say ten men survived and were at sea for three days. Now, the sailors in those times talked of sirens in the water who would take a man down to a watery death with their songs. All nonsense, of course, but you know what superstitions are and seafaring folk are the worst of them all, in my opinion, when it comes to stories like that. Well, they say that a British

Navy ship was passing by on its way to the Caribbean. The fishermen saw it and started screaming for their lives for help. Well, the sailors on the navy ship, knowing of the tales, thought that it was sirens trying to call them to their graves and the navy ship changed direction and sailed on, leaving the fishermen to drown. All of them poor men died. So, Cornish people call the island “Sirensail” as a reminder that the Navy failed that day. People on the island call it just that: “The Island”, so that they never have to be reminded that so many of their men folk perished in those waters when they could have been saved. If that story’s true, nobody really knows. But I wouldn’t suggest asking about it when you reach the island, just in case”.

Captain Rennie

The ship’s Captain, previously known as “Black Jack Rennie” is a former pirate who received a Royal Pardon in return for betraying the whereabouts of fellow pirates (all of whom were subsequently hanged) to the Royal Navy. Captain Rennie arrived at The Island years ago in search of the treasure. Rather than be sacrificed, he allowed ten of his crew to meet the same fate and reached an agreement with Lord Morvale that he would bring unsuspecting adventurers and treasure seekers to The Island as sacrifices for which the Captain would receive 100sp per head.

Fighter 2nd level

HP: 10

HD: 2d8

AC: 14

Alignment: Chaotic.

Weapons: Cutlass, Dagger

First Mate Cooper

Captain Rennie’s right hand man. Cooper is ex-Navy and a former pirate. He is also a heavy drinker and a gambler.

Fighter 1st level

HP: 6

HD: 1d8

AC: 12

Alignment: Chaotic.

Weapons: Cutlass, Dagger, Garotte.

The Spy

A spy for Cromwell, he (or she) roams the country looking for those trying to flee England, especially those who may be taking large amounts of money with them or have skills that may be of use to foreign powers.

Specialist 1st level

HP: 4

HD: 1d6

AC: 14

Alignment: Neutral

Weapons: Dagger, Rapier, Garotte.

The King's Arms tavern

The King's Arms tavern is a well-run if seedy place that attracts locals, harlots, and various types that are passing through or hiding out. It is dark and dingy, but the large open fireplace is inviting and adds a glow that keeps the night chill from the bones of the customers. It never closes and is never empty.



The landlord is Charles Mortimer, a former Royalist who has now turned away from the law, despising both the King and Oliver Cromwell. Mortimer runs a tight ship with his tavern, lets shady business go unnoticed providing he gets 5% of the share, but has a strict 'no assassination on the premises' rule. Mortimer is sympathetic towards anybody trying to flee the country, especially users of magic, as his late wife was a white witch who died of the pox.

Charles Mortimer

Fighter 4th level

HP: 16

HD: 4d8

AC: 14

Alignment: Neutral

Weapons: Sword, Dagger, Flintlock

THE KING'S ARMS

PRICE LIST:

Accommodation:

Room per person: 3sp per night/1sp per hour.

Room share: 4 beds per room: price per bed: 5cp

Bath: 6cp (First use of: 2cp already used)

Drinks prices:

Beer: flagon 5cp

Ale: flagon 4cp

Mead: 5cp

Port: 6cp or bottle 1sp

Wine: bottle 1sp

Sherry: bottle 1sp

Rum: bottle 2sp

Food prices:

Breakfast: 4cp

Lunch: 4cp

Dinner: 6cp

Whole chicken: 1sp

Half a chicken: 6cp

Quarter of a chicken: 3cp

Venison: (plate) 2sp

Beef: (plate) 1sp

Potatoes: 1cp

Vegetables: 2cp

Broth: 1cp

Stew (Venison): 5cp

Stew (Beef): 6cp

Stew (Chicken): 3cp

Stew: (Vegetable): 2cp

Bread (loaf) 1cp

Penzance Market

The street market will be a good place for the party to stock up on items for their trip. There is little to buy on “The Island” and certainly no weapons. There are at least twenty stalls that begin trading from 6AM.

Haggling is expected, but aggressive haggling will create problems for the party. Good humour will achieve more.

Initial market prices are determined by the Referee based on city prices.



Henry Hobbyhouse – Arms and Armoury

A shop next to the market is the place to find weapons and ammunition and is run by Henry Hobbyhouse, a ruthless businessman who is sympathetic towards the King. Due to the war, stock is low and no armour is available.

Henry Hobbyhouse

Fighter 2nd level

HP: 10

HD: 2d8

AC: 12

Alignment: Neutral

Weapons (all within the shop)

Weapons Price List:

Flintlock (x4): 50sp each

Musket (x2): 80sp each

Cutlass (x6): 50sp each

Rapier: (x2) 15sp each

Dagger (x8): 10sp each

Ammunition: (x4) Shot bag 2sp bag of 100 round shot

Gunpowder: 5cp/shot

Gunpowder barrel (x3) 150sp/barrel 2500 shots of powder

Garotte: (x10) 5sp each

Notes regarding Penzance as an adventure location:

NB: If the players wish to spend a day or so in Penzance, they are free to do so, but they are best reminded that any trouble they cause will be remembered and they will not be welcomed back. Also, if it seems as though they are spending too long there, they should be strongly informed that their whereabouts have been discovered and one hundred men from the New Model Army are en route and will arrive within hours with orders to execute the party on sight (which is exactly what will happen if the party don't get on the ship and get themselves to The Island quick smart!)

Referees: Perhaps ask the PCs why the New Model Army is after them?

Should the party wish to explore Penzance and have a bit of a mini adventure there first, generation of other Inns and possible NPCs in town can be done by yourself or by using releases such the "Random Inn Generator" from the LotFP publication "Green Devil Face #4" or "People

of Pembrooktonshire” as Penzance is currently a place of chaos full of all sorts of curious travellers passing through. Referees could also use the “Green Devil Face” series or Zak S’s “Vornheim: The Complete City Kit” to generate merchants, inns (and games to play in them), NPCs, whatever is needed to add flavor to a brief stay in Penzance before the party head to/flee to The Island. Various publishers have a number of excellent products that may be of use, so ask your local games group, games store, or online groups and forums for further ideas.

Random encounters in Penzance:

There is a 1 in 6 chance of a random encounter twice per day:

- | |
|--|
| 1. A drunken, pox-ridden woman in the crowded street points to the party of PCs and shouts “Witches!” |
| 2. An elderly man offers you 200sp to retrieve a black scroll from a nearby cartographer called Wisleth. (If the party accepts, they will find Wisleth already dead, the scroll gone, and Wisleth’s wife discovering them in the shop and screaming loudly and uncontrollably that they’re the killers). |
| 3. Four members of a press gang attempt to get you drunk and sign you up for the Royal Navy. |
| 4. A rabid dog tries to attack you. It belongs to a local assassin. |
| 5. A beautiful noblewoman offers you 100sp per party member and two hours with herself privately if you will kill her wealthy husband. He is actually a man with many dangerous friends. |
| 6. An idiot asks you a riddle in the street. If you answer correctly he will give you 1sp each. If your answer is wrong, the idiot cuts his own throat. |

Rumours of Penzance:

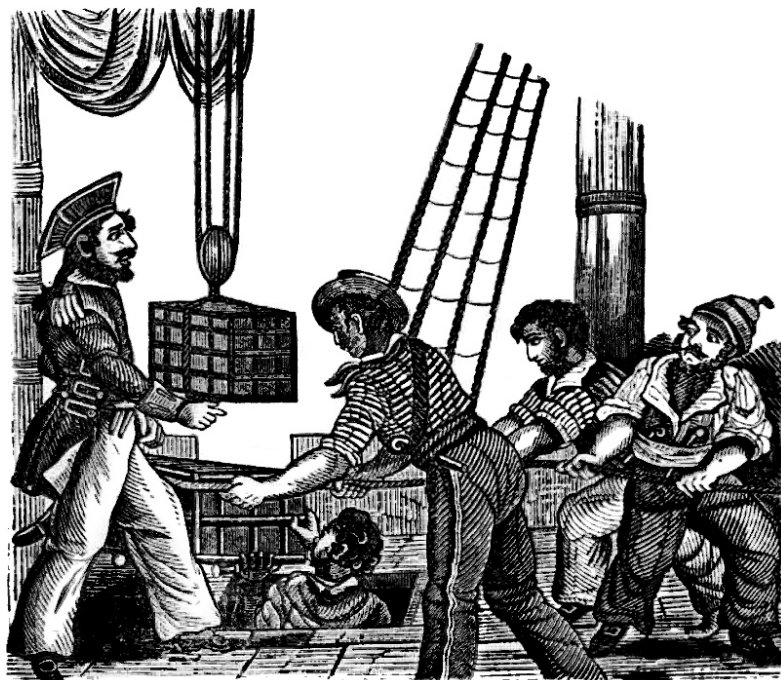
The referee should decide which of the following are true. (1d4: 1-2 = T, 3-4=F), then a 1d12 to determine which rumour to give the party.

- | |
|--|
| 1. A large, black cat has been seen in the countryside outside Penzance, linked to the disappearances of seven young children. |
| 2. There is a black, oily pool in the catacomb of the Church of Saint Cecilia that leads to Hell. |
| 3. There are three blue chickens (being kept by a farmer) that lay golden eggs. |
| 4. There is a harlot in the city that is a cannibal. |
| 5. There is a sword of pure white metal being kept in the city armory that has the power of healing and was a gift from the Knights of God three hundred years before. |
| 6. A vampire has been seen in the streets at night. |
| 7. A local alchemist is able to turn lead into silver. |
| 8. A black owl brings misfortune to anybody that sees it. |
| 9. A four headed frog lives in the river and cures disease if kissed. |
| 10. There is a Priest with four arms and one eye that is seen at midnight every Sunday in the clock tower. |
| 11. Eating local cheese before sleeping with somebody will give the lovers added virility but extreme nightmares afterwards that will eventually come true. |
| 12. There is a pig in the market that can predict your fortune. |

Leaving Penzance:

For safety, Captain Rennie and First Mate Cooper will lead the party down to the harbour before sunrise and take a rowboat to the ship, “The White Wind”.

NB: If you chose to run the journey as an adventure, make rolls to decide weather conditions and random encounters at sea (such as sea monsters, aerial attacks, or other ships such as Navy or Pirates), that will also effect the morale of the ship’s crew. It is as the Referee’s discretion whether they choose to include the journey from Penzance to The Island and create an on board adventure. If not, simply tell the players that 28 hours pass and they arrive at the west of The Island.



Suggested onboard adventures:

1. Vampire child on the ship
2. Sinking ship
3. Ghost ship
4. Mutiny
5. Female stowaway
6. Treasure Map

1. A vampire child is hidden in a crate below deck.
Child: 12HP 3HD AC 12. Al: Neutral. Damage 1d8 (+1HP/RD on victim until vampire is dead). Immune to standard weapons, but vampires hate water!
2. The ship is hit by a whale and will sink in 1-8 hours.
3. A drifting ship is found. (1-2 Pirate, 3-4 Navy). Damaged and sinking, there are no crew or passengers, but a 3HD monster and treasure worth 400sp.
4. The crew mutinies and casts you adrift in a rowboat. The Captain and First Mate are forced to walk the plank.
5. A female stowaway is found. Fighter 1 st Level. 6HP 1HD. AC: 12. Al: Neutral. Dagger.
6. A treasure map is found in a broken crate. It is of an island near Sirensail. X marks the spot, <i>(but secretly only to a grave containing a 6HD monster guarding a fist size ruby that can also act as a portal if held by a virgin. Ruby value: 1000sp if magical properties unknown).</i>

The Ship – “The White Wind”

“The White Wind” (formerly “The Black Cloud”) is anchored a quarter of a mile off Penzance and is reached by rowboat.

The ship has ten crew (half the required amount which slows the journey) and the weather conditions are favourable for the journey, which is trouble free *(if you are not running the sea voyage as an adventure)*. The crew is obliging, believing that the player characters will find the treasure and

reward them for their assistance. The Captain will offer a number of stories regarding The Island.

The White Wind will anchor 500 feet from shore due to nearby rocks. The Captain and his First Mate will accompany the party to The Island.

A Crew of ten men are on board “The White Wind”.

All are 0 level Fighters and will have 1d6 HP and AC 12. Each will have a dagger or a garotte as a weapon. They are Chaotic in Alignment.

There is no Cook on board and the crew will either refuse to say what happened to him or create tall tales of his demise depending on their mood and/or sobriety. As a result, there is only dried meat, dried fruit and nuts to eat. There is fresh water or rum to drink.



“The White Wind” statistics:

Type: Cutter

HP: 27

Speed: due to reduced crew, the ship can only travel a maximum of 36 miles per day.

The Captain's Rumours:

Captain Rennie will reveal one of these on board ship or on the rowboat to the shore of The Island. (1d6 decides which one). You may choose for him to reveal others, one per shot of rum you buy him at "The Wheatsheaf Inn":

1. The locals of The Island are friendly and respond best to visitors that express interest in and respect towards their pagan Goddess "Sarulia, the Goddess of Wheat and Fruit". If the party takes time to engage and participate in activities such as harvesting the fields, the local people will be more willing to share a little of their treasure, which the Captain believes is worth over 1,000,000sp.
2. A previous party of pirates attacked The Island in search of the treasure. They failed in their search. All of them died of a terrible disease, but many believe it was due to a curse.
3. Lord Marvale, the head of the village, is partial to alcohol and will reveal many profitable secrets (NB: <i>none of which are actually true</i>) when drunk.
4. Lord Marvale's 18-year old daughter Sarah is a beautiful virgin who is desperate to find a husband and leave The Island.
5. Lord Marvale's 11-year old daughter Morgana is cursed with a terrible disease and should never be approached or even spoken to or about. She is kept in a secret location until she dies.
6. There is a grave in the south of The Island in which something of interest and value is buried, but the superstitious locals will deny all knowledge of it. The grave is near a red tree. <i>(Should the party investigate, they will find only an open, empty grave. Hanging from the red tree will be the skeleton of a monkey wearing small French navy clothes and around its neck a faded sign that reads: "SPY")</i> .

NB: Number 6 is not to be told to players unless required: Should a character climb down into the open grave, the ground will give way and they will fall through into a small Cave beneath, taking 1hp of damage (which is recovered after one night's sleep).

The Island

(See Map at end of module – page 65).

The Island is 45km (28 miles) off Land's End. The North Atlantic Current produces a mild and often warm climate on which the local people are able to grow crops. The Island is ten miles in length by eight miles from top to bottom. It is lush, plentiful and inviting. The main produce is wheat, barley, fruit (apples, pears, grapes), vegetables and cash crops. In the west of The Island is a small harbour at which the player characters will alight on a rowboat from the ship that brings them to The Island. In the rocky east of The Island is The Temple. Cliffs mean that The Temple cannot be reached from the sea from the Eastern, Northern or Southern sea approaches, only by land and on foot from the West. Water on the island is rainfall, as well as freshwater pools. There are also freshwater springs and there have been deep wells sunk to tap the underground water supply.

1. The harbour.

A naked, beautiful, eighteen year-old woman will be seen swimming close to the harbour, gazing out to sea for most of the time. She is Sarah Marvale and will talk of the better world across the sea that she yearns for, then will swim back to shore and disappear from view.

Lord Marvale will meet the landing party. He has a horse and cart with which to transport the party to the village. He is well dressed, well spoken, aristocratic in dress and speech. He appears the perfect host and pleased at the sight of the arriving party. He will welcome them with the following words: (NB: *The referee can use these as written, as much as little as they want, or put them into his/her own words*):

“Welcome! Welcome, friends, you are most welcome. May your stay here be full of peace of mind away from the repression of England. May you find what it is you seek and may it be a stepping-stone to a new life of happiness and prosperity on the next stage of your journey. I am Lord Arthur Marvale and, like you goodly folk, came here to escape the closed minding thinking of the English mainland. Any assistance that you require, any questions that you might have, you need only to knock on my door, day or night, and I will be most happy to help in any way that I can. I

will take you to the village where you will find our people to be of good heart and spirit. Our ways may be simple compared to the excitement I am sure you have previously experienced, but not so simple that you cannot find pleasure in the short time that you are here. You are free to keep your weapons, but I would ask you to refrain from using them. We are peaceful people here, as you will see. The same I would ask of those of you with skills in magic. Our people find fear in those ways. Silly, I know, but they are simple people. Now, after your voyage, you will be in need of rest, food and drink, I presume? You will find our tavern well stocked and full of joy. Should you have other 'requirements', we also have a place in which there are beautiful local women ready to satisfy your needs for a reasonable price. Now, enough of my talk, and let us begin”.

Captain Rennie and First Mate Cooper help load the party's possessions onto the cart. They accompany the group to the village. On the journey, Lord Marvale will cheerily point out the landscape of The Island and politely answer any questions asked. Lord Marvale has been on The Island for ten years. He will mention that it was his daughter Sarah that was seen swimming. He describes her as a “valued member of the community” and the person to ask for information or assistance if he is busy.

Lord Arthur Marvale

40 years old. Born in Truro, Cornwall, Lord Marvale fled due to his pagan beliefs (which he learned from the Secret Sect of Sarulia in Truro) and abuse of local women. Escaping by boat to The Island, he found a Christian community full of disharmony and division. A charismatic man and an excellent orator, Lord Marvale quickly convinced the local people to abandon their Christian beliefs, in the process turning them against the priest Father Osreth and exiling him to the end of The Island. Lord Marvale fathered Morgana in England. Lord Marvale is a drunk. His only motivation is to retain control and keep his people following his form of blood sacrifice Paganism. If asked, Lord Marvale will claim, sadly, that his wife Lady Edwina died in England of a plague contracted whilst travelling on the Continent. (*The reality is that Lady Marvale was a Christian that denounced her husband's actions and was buried alive in a cave beneath the grave by the Red Tree*).

Lord Marvale
Magic User 2nd level
HP: 12
HD: 3d6
AC: 14
Alignment: Chaotic
Spells: Two 1st Level: Summon, Magic Missile.

2. The path to the village.

The path is well worn by carriage marks in the grass, but relatively smooth and flat. The journey will be slow but pleasant, allowing the party to gaze upon the passing landscape of The Island, which is lush and green.

3. Field of the Black Cross.

A large, black X-shaped cross dominates the end of the field near the coast on the south of The Island. Made of iron, it is fifteen feet high by fifteen feet wide. The cross and ground around it are burned black. Black roses grow in the field where witches were once burned alive.

If asked about it, Lord Marvale will explain: (*NB: Again, put into your own words if you want*):

“Yes, the Christians with their images of pain and suffering. How they do love them so! It is a saltire. The followers of Christ believe that their St Andrew was crucified on a cross such as that. When I first came to this island, the local people had all but abandoned those teachings, having experienced naught but harm and fear from the preacher at the time. We moved away from such damning practices and chose instead the ways of the land and a more natural and peaceful belief system. We considered removing that dreaded black cross, but it is well sunk into the ground and too heavy for our limited numbers and resources. It stands as a reminder of darker times”.

4. Field of Sheep

There is a dead, bloody sheep amongst the flock. An unfriendly farmer - Tomlin - is loading it onto his cart. He is clearly distrustful of the arriving party. If asked about the dead sheep, Lord Marvale will state (in his words or yours):

“Unfortunately, being an island, we are open to visitations from creatures from the sea or sky. Be wary should you choose to walk the island by night, for this is when they visit the most. They mainly leave the village alone, but our livestock are more at risk. The creatures are difficult to describe as few have seen them clearly, but they are becoming more courageous, if that is the word? Each night they seem to come closer to the village, whether it is idle curiosity or something more, we are not yet sure”.

If asked about Tomlin’s unfriendly manner, Lord Marvale will appear sympathetic and explain:

“That’s Tomlin the farmer. He’s a good man, a hard worker, and a valued member of the community, but he keeps himself to himself. He lost his wife to the smallpox. She was a good woman was his Agatha, and a kind and loyal wife. Best not mention her as he still gets into a rage that he wasn’t able to save her, but there was nothing he or anybody else could have done. He punishes himself, I’m sorry to say. He shouldn’t, but it’s only natural. If a husband can’t save his wife, he carries that burden with him until the end of his days”.

Tomlin

0 Level Farmer (Fighter 0 Level)

HP: 4

HD: 1d6

AC: 12

Alignment: Lawful.

Weapon: Pitchfork (1d4 damage)

30 years old. A widower. His wife Agatha was sacrificed. He secretly hates Lord Marvale and his family and will assist the party if he thinks he can do so safely. He is kind to Morgana and has become a father figure.

Tomlin will be initially hostile towards the adventurers, but will help if he comes to see them as acting in good faith.

The path eventually leads to the Village Square.

The Village

5. Village Square

Fifteen small, thatched cottages make up the village, as does a larger cottage belonging to Lord Marvale. Also present are “The Wheatsheaf Inn”; a blacksmith’s; Tomlin’s barn; a bakery; a small carpentry building, and The House of Contentment. The population of the village is thirty-five. The cottages are large, stone brick painted with whitewash. The thatched roofs are well maintained with small chimneys.

At the centre of the village square is a 50’ deep well, which is the main source of the village’s plentiful fresh water supply.

The Well

At the bottom of the well, beneath the waterline is the sucker mouth of a Giant Felalup Sea Leech, which lives beneath the island. It intakes sea water and purifies it into drinking water, also intaking oxygen from the water created. Should the Giant Felalup Sea Leech be killed, the water on the island will become toxic and deadly. Should anybody fall into the well, the Sea Leech will attempt to suck the person/people into its mouth and ingest it/them. Some of the remains of murdered humans are dropped into the well as a sacrifice to the Sea Leech, as it is considered a servant of the water gods by Sarah Marvale.

(See Bestiary for Giant Felalup Sea Leech)

6. Lord Marvale’s House

A larger, single floor, thatched cottage with white painted outer and inner walls. The cottage sits on a small hill that overlooks the rest of the village and is reached by a narrow, gravel path. The front door is heavy, wooden

and requires a large key to open it. There are wooden-shuttered windows that are all without glass, as per the rest of the buildings on the island.

A simple living room, 40' X 40', contains a wooden, dining table and four wooden chairs. On the table is a plain, iron candleholder. There is a fireplace with logs beside it. There are two wooden doors revealing:

The BEDROOM. It is 20' X 20'. Inside is a double bed, which has a heavy bedcover and two sets of pillows (as though the bed is shared by two people). There is also a wooden wardrobe: inside are both Lord Marvale's clothes and a woman's clothes. There is a wooden dressing table, with mirror and drawers. Beneath the bed is a ceramic chamber pot. In the corner of the room are a metal water bowl and a jug for washing.
In a drawer are 100sp and a silver dagger worth 50sp.

CELLAR:

Ten stone steps lead down. The dark, damp cellar is 30' X 30'. *A wine rack contains six bottles of red wine from Spain.*

Sarah Marvale

Sarah is an eighteen-year-old *SIREN* and was rescued from the sea by Lord Marvale as he reached the island years ago. Should things go wrong at the end of the adventure, and Sarah believes that all is lost, she will attempt to escape back to the sea. Sarah must bathe in the ocean once a day or she will lose 1HP/day.

HP: 11

HD: 2d8

AC: 12

Alignment: Chaotic

Spells: Enchantment (as per Command), Charm Person, Charm Monster.

Weapon: Dagger (1d4 damage)

7. The Wheatsheaf Inn

The popular inn has three levels: the ground floor that has a bar and a number of wooden chairs and tables; the cellar; and a first floor that has eight rooms, each containing two beds. There is also a small room containing a metal bath. A ground floor extension has the sleeping quarters for the Innkeeper Mr. Thomas Clay, a rosy-cheeked man with a loud, dirty laugh; his wife Wilhelmena, a hard working woman and an excellent cook who loves to hear any gossip and stories from the mainland; and their daughter Sally, a pretty girl who is a terrible flirt.

Each evening, locals perform songs and music, all bawdy and sex related. Opening hours are 10am till 2am, seven days a week. The food and drink is first rate at very reasonable prices. The rooms and beds are clean and well tended. The windows all have sturdy wooden shutters, and the front door is heavy oak.



GROUND FLOOR:

The building is 80' X 80'. There is a long, wooden bar, ten small tables with four chairs. There is space for singing and dancing.

FIRST FLOOR:

There are eight rooms, each containing two beds. Each has a chamberpot. There is also a small room 5' X 5' in which there is a metal bath. Sally will bring you hot water if required.

CELLAR:

The cellar is 80' X 80' and well stocked with wines from Spain and France, ales, beer, and mead from England, port from Spain, rum from Jamaica, as well as locally brewed beer and ale.

CLAY FAMILY EXTENSION:

The small add on building to the rear of the Inn comprises a 20' X 20' bedroom for Mr. and Mrs. Clay; a 10' X 10' bedroom for Sally; a 10' X 10' cooking area, and a 10' X 10' bath and latrine room. It is reached via a door behind the bar in the Inn.

In a drawer in Mr. and Mrs. Clay's Bedroom are 3gp, 20sp, 100cp, a dagger, and a flintlock with powder and five balls.

THE WHEATSHEAF INN

PRICE LIST:

Prices are listed as follows:

Accommodation:

Room per person: 2sp

Room share: 4 beds per room: price per bed: 5cp

Bath: 5cp (First use of: 1cp already used)

Drinks prices:

Beer: flagon 4cp

Ale: flagon 3cp

Mead: 5cp

Port: 5cp or bottle 1sp

Wine: bottle 1sp
Sherry: bottle 1sp
Rum: bottle 1sp

Food prices:

Breakfast: 3cp
Lunch: 3cp
Dinner: 5cp

Whole chicken: 1sp
Half a chicken: 5cp
Quarter of a chicken: 3cp

Potatoes: 1cp
Vegetables: 1cp
Fruit: 1cp
Broth: 1cp
Stew (Chicken): 3cp
Stew: (Vegetable): 2cp
Bread 1cp

Thomas Clay will offer a friendly word of warning to the party (in his words or yours):

“It is always gratifying to see new faces on the island and my wife, I admit, is a bit partial to gossip from the mainland, but don’t mind her, she is a good woman. Anything you require, let us know and we will do our very best to oblige. One thing, though, which I am sure his Lordship will already have told you: be cautious once the sun goes down. Stay in the village for there are creatures from the sea, and the sky, which have been seen here at night. Just watch yourselves, that’s all I’m saying”.

Thomas Clay

Innkeeper of the “Wheatsheaf Inn”

Fighter 2nd level

HP: 8

HD: 2d8

AC: 14

Alignment: Chaotic

Weapons: Battle Axe

Wilhelmena Clay, his wife

0 Level

HP: 3

HD: 1d6

AC: 10

Alignment: Chaotic

Weapon: Dagger

Sally Clay

Their daughter and serving wench at the Inn. 18 years old, pretty and flirtatious.

0 Level

HP: 2

HD: 1d4

AC: 10

Alignment: Chaotic

8. The House of Contentment

The wooden 50' X 50' building near the woods is a small brothel containing four 10'X10' rooms, each with a basic bed and a washbasin.

Prices:

Per hour: 6cp

Per night : 1sp

All day: 2sp.

The Five Virgins of the Goddess Sarulia

(Prostitutes)

All live at The House of Contentment

Katherine

Ayesha

Lisbeth

Donnata

Karina

0 Level

HP: 4 (each)

HD: 1d6

AC: 12

Alignment: Chaotic

Weapons: Dagger (each).

9. Shera's Woods

Sally Clay will try and lure a male party member into the woods to try to get money (to leave the island for a more exciting life). If she succeeds in her lure, a jealous Tom the Blacksmith will follow and attack the unlucky man in question. If Tom succeeds in killing the party member, he and Sally will rob the victim and throw the body over the cliff and into the sea, claiming that the victim was attacked by a 'shadowy figure' that got away. Sally, though not interested in Tom, will help him dispose of the body as there may be other chances to find 'men with money' and doesn't want an incident like this to spoil her chances.

10. Tomlin's Barn

A 100' X 50' barn that also doubles as Tomlin's home, with a hammock hanging in one corner, as well as a chamber pot and washbasin. The barn is full of hay bound up with rope. *Hanging on the far wall of the barn is a 100' coil of strong rope. Hidden behind bails of hay is a full barrel of gunpowder and a 50' rope fuse.*

11. Morgana's Hut

A 10' X 10' hut in which there is a small bed and various corn dollies as well as two books (*decide which two*).

Morgana Marvale

Specialist 2nd level

HP: 10

HD: 2d6

AC: 12

Skill points: 6

Alignment: Neutral.

Weapon: Dagger, Garotte.

Skills: Architecture: 1 in 6; Bushcraft: 1 in 6; Climb: 4 in 6; Languages: 1 in 6; Search: 1 in 6; Sleight of Hand: 2 in 6; Sneak Attack: 2 in 6; Stealth: 2 in 6; Tinker: 1 in 6.

Age 11. Morgana is Lord Marvale's natural daughter by his late wife Lady Marvale. Her father sees her as weak and pays more attention to Sarah, which has created resentment within Morgana, who also despises her father's and Sarah's behaviour and beliefs. Morgana carries a garotte and small dagger with her at all times. She spends a lot of time in the Field of Gold.

Remember: Morgana knows the way off the island!

12. Carpenter and Cooper

The small building is home to the carpenter and cooper of the island, who makes barrels for the local wine that is produced, as well as repairs to the other buildings.

Aled the Carpenter

Aled is 30 years old and easily led. He follows all orders given by Lord Marvale and Sarah without question and will report back anything that he sees as suspicious. He will appear friendly and cooperative towards a

visiting party, but it is only for show. Aled is secretly fixated on Sarah Marvale.

0 Level

HP: 3

HD: 1d6

AC: 12

Alignment: Chaotic

Weapon: Axe (1d3)

Inside the shed is 10sp

13. Blacksmith's

A larger brick building that is home to the blacksmith's forge, where all forms of repairs are done such as door hinges for buildings, making of farming tools, whatever is needed by the villagers.

Tom the Blacksmith

21 years old. *Tom the Blacksmith also builds cages, chains, manacles and traps at the request of Lord Marvale.* Tom will resent anybody who pays attention to Sally as he wants to marry her, despite her having no interest in him. Tom blames Sally's parents and would kill them if he had the chance.

0 Level

HP: 5

HD: 1d6

AC: 14

Alignment: Chaotic

Weapon: Hammer (1d3 damage)

14. The Baker's

A small brick building in which bread is made for the village. Cakes have also become popular under Lord Marvale's orders.

Mrs. Thomas John Charles the Baker

Wife of the late Thomas John Charles, she is the only baker on the island and extremely proud of the fact. Fifty years old, she is suspicious of Lord Marvale, but tries to keep her feelings to herself. She has not abandoned her Christianity but hides this fact in fear of reprisal. Bread is 1cp.

0 Level

HP: 3

HD: 1d6

AC: 14

Alignment: Lawful.

15. Chicken hut

There are 300 chickens in the hut, maintained by Tomlin the farmer, who is becoming increasingly concerned that one chicken a week is disappearing with no signs of damage to the hut.

16. The Red Tree

Hanging from the red tree will be the skeleton of a monkey wearing small French navy clothes and around its neck a faded sign that reads: "SPY".

17. The grave

The grave is open and appears to be empty.

NB: *Not to be told to players unless required: Should a character climb down into the open grave, the ground will give way and they will fall through into a small Cave beneath, taking 1hp of damage (which is recovered after one night's sleep).*

18. The cave beneath the grave

In the cave is the skeleton of a woman. Dressed in the faded, ripped dress of a noblewoman, her finger bones are broken from trying to scratch her way out of the cave. Around her neck is a silver locket. Upon opening, there is a painted portrait of an attractive woman and her husband. It is

the woman and her husband, a younger Lord Marvale. This is the skeleton of LADY MARVALE and she was bricked up and left to die. *In her skeletal hand is a bronze crucifix worth 50sp.*

19. The Priest's Hut

A small 10' X 10' wooden hut is the home of Father Osreth, the former Christian priest of the village. The hut contains a small bed, a tiny table and chair, as well as candles, a jug of spring water, a cup, an oil lamp and a piece of flint. There are vegetables and fruit on the floor, as well as a metal washbowl and chamber pot.

Under the bed is a small, sealed jar full of dead flies.

JAR OF DEAD FLIES

The clear jar shows that it is full of hundreds of dead flies. Closer examination will also reveal a red jewel the size of a thumb at the bottom of the jar. If you remove the top of the jar (an easy task as the top is a tied down piece of cork) and empty out the flies to get to the jewel – the only way to get it – the flies will suddenly come alive and fly at the person who opened the jar's face, attempting to enter the person's body via their nose and/or mouth. If the PC succeeds with a Saving Throw vs. Non-magical attack, they manage to brush the flies away and the insects will all fall dead to the ground, allowing access to the red jewel that is a Ruby worth 1000sp. Failure to save and the flies enter the PC's body where they will lie dormant. 50% of them will die and rot, requiring a Saving Throw vs. Poison every 24 hours until some kind of medical assistance is found. Failure will see 2HP per day lost. The other 50% will lay eggs, creating 100 maggots that will try and burrow their way out of the PC's body after one week. A Saving Throw vs. non-magical attack will be required four times per day after seven days to avoid a loss of 4HP/day and a separate Saving Throw vs. Poison once per day to avoid infection/organ failure.

If the PCs destroy the jewel, the curse is lifted and the flies die. (If questioned about the jar, Father Osreth will claim that it was given to him by his Archbishop in England as a lesson in temptation).

If the red jewel is held at the same time as the emerald jewel in the Flask of Oneoptrax, the player holding them will turn into a diamond statue. Forever.

Father Osreth

Father Osreth appears wild and mad, his black robes dirty and torn. He has wild eyes and an even wilder, long grey beard that is knotted. Father Osreth will hide out at various parts of the island so as to avoid being seen, but he will spy upon the party and the locals in secret. Only if tracked down and cannot escape will he fall to his knees and beg God to come to his aid.

Priest 0 level

HP: 4

HD: 1d6

AC: 12

Alignment: Lawful

Father Osreth is a man exiled from the community. He will initially be suspicious of the party, but will answer questions if asked, although warily and with a minimum of detail. If pushed as to why he lives away from the village, he will answer (use as much or as little as you like):

“There is no place for God on this foul island any more. They saw to that. They drove the Lord away. You can see that, can’t you? That is what the heretic Marvale did. He poisoned the minds of my congregation and turned them away from our God. This island is a place of sin and blasphemy where it was once a place of peace and understanding. Look to the tavern and the brothel and you will see what has become of the people here. Drink, carousing, and fornication! Songs of debauchery sung to the heavens to mock our savior Jesus Christ! The church that once welcomed the islanders to prayer has become a place of darkness, its icons cast out and replaced only by madness and the blackness of evil. I tried, oh Lord in Heaven, I tried to stop it all, but the honey coated lies of Marvale twisted their minds and they betrayed me. They betrayed me! One and all, they cast me out of my church and exiled me here. They would have murdered me had they not been afraid that it would have brought a curse upon them. Or, perhaps, it amuses them to see me fallen so low? I am outcast. I am alone. Oh, God, why have you abandoned me?”

If asked about the body in the cave beneath the tomb by the Red Tree, Father Osreth will appear scared, in case anybody from the village is watching him or can hear. If pressed he will admit the truth, but only if the

party asks specific questions such as “Who is buried there?” “By whom?” “Why?” Etc.

“Poor Lady Marvale. That is where she was buried alive”.

“By her husband. By that damnable scoundrel of a husband and the rest of the village! She screamed, she begged, oh, how she begged, but they put her in that hellish hole and sealed her in alive. She was a God fearing soul and they banished her to the darkness and left her to die.

“She died because she would not stand by her husband and his evil ways. That is why she died!”

This is all that Father Osreth will say for now on that final question, before he runs off like the crazy man he’s become.

Later, towards the end of the adventure and before the party enter the Temple, Father Osreth will reveal the rest of the story regarding the death of Lady Marvale:

“She knew the truth about that bastard! That is why she was murdered. Sarah Marvale is not his daughter. Morgana is the only child of Lord and Lady Marvale. Sarah Marvale is not human, she is a witch creature from the seas! As was her true mother!”

20. Kendra’s Woods

Roll for a **wandering monster** on the “Night Monsters of the Fields” table in The Bestiary if entering these woods at night.

21. Field of Gold

If the party agrees to help the locals with their crop harvesting, the players will find 1d10 of 1 gold piece coins, which the locals will say must have been dropped there at some time previously when divers were carrying the treasure to The Temple. The locals will happily tell the party that they are free to keep any gold coins that they find in the field.

NB: The gold coins have been scattered by Lord Marvale to help create the image of a fortune waiting for the adventurers in the temple.

Morgana's game of "The Blue Ribbon"

The villagers ignore Morgana, as they have been told to do by Lord Marvale and Sarah, and thus is a very lonely child. Only Tomlin the farmer cares for her. When he is busy, Morgana seeks companionship and amusement and hides a blue ribbon in the field, pretending that she's lost it. If the party agree to help her find it, she will be most agreeable. Should the party refuse, Morgana's mood will become dark and she will tell the party that "kindness costs nothing, but cruelty comes with a price" before running off.

It will take between 1-20 minutes (d20) to locate the ribbon on a roll of 4-6 (d6). Should the party search and fail to find the ribbon, Morgana will find it herself, showing such surprise as well as gratitude for the party taking the time to help her.

22. The Temple

The Temple is a plain, stone building that is 200 years old. A former Christian church, the stone cross from its roof lies broken in the overgrown grass nearby, smashed and in pieces, a forgotten relic of another faith.

There is a small cemetery outside.

The heavy wooden door to the temple is closed, tightly secured by a large, brass padlock and can be opened by a large key. Attempting to open the door without it has a 4 in 6 chance of alerting the locals.

The key to the front door is hidden somewhere inside Lord Marvale's cottage. The locals will allow the party to gain access and find the key, wanting the adventurers to enter The Temple seemingly without the knowledge of the islanders.

Inside The Temple

Inside The Temple is a large, windowless room full of old, wooden seats and a plain altar. A heavy, wooden door set in the left wall reveals a narrow, stone staircase that leads down to the crypt.

The Crypt

The Crypt is unlit, but torches or candles will reveal chests of gold, silver and valuable items, including precious gems, gold plates, wine jugs, cutlery, jewelry, all kinds of artifacts from pirates' hauls. The total value is 1,300,000sp.

Among the treasure is a curious gold and glass, corked bottle. It is the "Flask of Oneoptrax". From inside, there is an inviting green glow, which will attract the attention of the party.

The Flask of Oneoptrax

Seemingly Old Arabic in design, the Flask will seek to be found and opened. On closer examination, it will appear as though a large emerald is sealed inside the flask. The temptation would be simply to smash the flask to get at the jewel inside. Should anybody do this, it will be revealed that, as well as the emerald, green gas is released into the air, which will enter the nostrils and mouths of anybody who fails a saving throw against Poison.

The green gas is actually "The Insider", an ancient, evil spirit that will seek to find, inhabit and corrupt a human body, sending the player into a berserk rage that will make them draw their weapon and attack the other players. *See Bestiary for The Insider.*

A failed saving throw against magic will see one of the party remove the cork from the bottle and the emerald gas will enter their mouth and nostrils if they fail to save against Poison. If the player makes the saving throw, the gas will go player by player until it finds a body to inhabit.

If only one player has survived to reach The Crypt and they fail the saving throw versus poison, they will calmly return upstairs and lie on the altar awaiting sacrifice. If all survivors make theirs saving throws, the green gas will escape the room and seek a body in the village to possess. The Insider may possess up to one person maximum.

Destroying the emerald destroys The Insider. The gem is worth 10,000sp.

The Room beneath the Crypt

A trap door reveals a narrow set of stone steps leading down into a 100' X 100' dark *and flooded* room that has no windows and seemingly no doors. Light will reveal more detail, showing parts of skeletons littered around, broken up as though torn apart during a feeding process.

Roll for surprise (*make careful note of how the party proceeded into this room*). If even one member of the party fails to gain surprise, everybody fails).

In the room is a grotesque, old woman from the sea, and the Queen of all Sirens. Her back broken by being hit by Lord Marvale's ship, and part of her skull damaged so that her face is scarred and deformed, she is now near blind from being locked away in the darkness of this room and her thoughts twisted and cruel from the injury to her brain. Her powerful front arms are used to drag her useless lower body slowly around her prison, her fingernails now long, sharp and dirty. Her teeth are black, sharp and broken in places. This is Sarah's mother. Her disability means that she can only move slowly, but she will attack and not back down. The first thing she will do is scream the Siren's wail and everybody within the room will be affected.

See Bestiary for The Siren Queen.

The Sacrifice

If the character(s) have been immobilized by the Siren Queen, they will be brought up into the temple and skinned alive ceremonially on the altar, the flesh carved off by Sarah Marvale and fed to the villagers, who will sing happily as they accept this twisted communion, before the remains (alive or dead) are returned to the Siren Queen and Sea Leech to feed upon.

23. The Tunnel to the Cliffs

The tunnel leads up at 45 degrees, out of the flooded room and towards the cliffs. It is a very narrow feeling and twisting 5' X 5' wide by 20' long. Oversize items must be removed before entering the tunnel. At the end,

you will be able to see a small cove 90' below. Survive the climb down and you will find yourself in:

24. The Hidden Cove

A small cove. Tied up is an old, but seaworthy wooden boat with oars that can carry six people and a safe amount of equipment.

Escape from The Island:

Should surviving members of the party decide (or are able) to return to Penzance, they will find the treacherous Captain Rennie drunk and sleeping in his upstairs room at "The King's Arms". There are 100sp in his room as well as two flintlocks, a dagger, and two bottles of good rum.

The downside of returning (apart from dealing with any self-created problems from previously) is also that Witchfinder Matthew Hopkins is now in town with New Model Army soldiers, looking for witches and their allies. (See *Bestiary* for statistics on Hopkins). Soldiers will be 2nd level.

Should surviving members not be able to return to Penzance, a passing ship with a sympathetic Captain will pick them up at sea. On a 1-2 the ship will be going to Calais. On a 3-4 the ship will be going to Amsterdam. (Use 1d4).

THE END
OF
"SIRENSWAIL"

BESTIARY

Night Monsters of the Fields:

(Random encounter on a 1 in 6, then roll again for type):
Night monsters come once the sun has set and are gone before sunrise.

All Night Monsters are Neutral in alignment, apart from the Siren Queen.

1. Red Atlantic Fairy (3-12 3d4)
2. Blue Raven (2-12 2d6)
3. Black Aspa Snake (1)
4. Spike (1)
5. Yellow Spider (1)
6. Korlan (1)
7. Rats (1-20)*

*If you roll a 6, roll again. If another 6 you encounter Rats. If 1-5, it will be a Korlan. This additional roll is due to the protected nature of rats. Also, secondary rolls often freak out players, so this can be quite amusing! Sadistic? Maybe!

SPECIAL NPC

Witchfinder Matthew Hopkins

Red Atlantic Fairy

NO ENCOUNTERED 3-12

SIZE Small

MOVE 120'

AC 16

HD 1d4

HP 1 each

ATTACKS 1-6

DAMAGE bite 1/2 (half) HP + Paralysis for two rounds if Saving Throw vs. Paralysis fails.

XP 10pts each

A vicious, little creature that is all friendly smiles until in attack range, then will turn nasty, dive and bite. Multiple mouths (1-6).



Blue Raven

NO ENCOUNTERED 2-12

SIZE Small

MOVE 120'

AC 12

HD 1d4

HP 2

ATTACKS 1

DAMAGE 1-2HP

XP 5 each

A seemingly ordinary and harmless bird by day, by night the usually black raven turns a luminous turquoise colour and attacks anything moving, aiming for the eyes and face (1 right eye, 2 left eye, 3-4 mouth and tongue).



Black Aspa Snake

NO ENCOUNTERED 1

SIZE Small

MOVE 100'

AC 12

HD 1d4

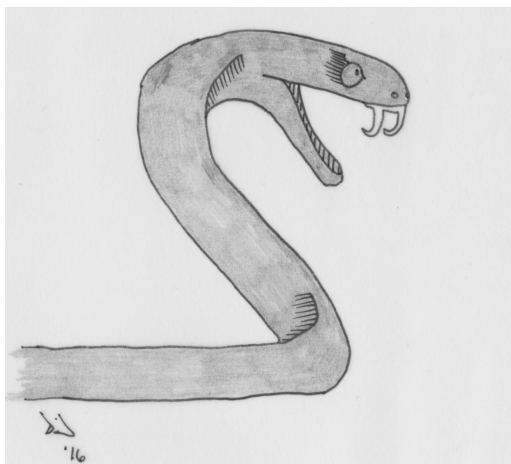
HP 2

ATTACKS 1

DAMAGE 1-2 + poison (1hp/round if Saving Throw vs. Poison is failed).

XP 10

A small, long, black snake, its poison is lethal if untreated within 1-4 hours and also implants a rice seed sized egg inside the victim, which will result in an Aspa snake growing inside the victim within 30 days. The grown snake will exit via the victim's throat and mouth, suffocating and killing the victim in the process. A Saving Throw vs. Poison will stop the seed, but not the poison. Lord Marvale has a cure, but the consequences will be that the victim falls unconscious for two hours at Lord Marvale's home.



Spike (aka Spike Apple)

NO ENCOUNTERED 1

SIZE Small

MOVE 1'

AC 8

HD 1d4

HP 1

ATTACKS 1-6

DAMAGE 1-2/spike

SPECIAL ATTACKS (see below)

SPECIAL DEFENSES (see below)

XP 20

A seemingly innocuous looking apple in a tree, the Spike is actually a needle creature that takes the appearance of the fruit so as to attract food (usually birds or smaller creatures, even insects). The Spike fires its needles in attack, then falls from the tree beside its now dead victim. For humans, on a 1 in 6, they have picked a Spike apple from an apple tree by mistake; A further 1 in 6 means that the spikes have fired at the victim's eyes. A Saving Throw vs. non-magical effects (Per eye) is required (include Dexterity bonus) to avoid blindness.



Yellowskin Spider

NO ENCOUNTERED 1

SIZE Small

MOVE 70'

AC 10

HD 1d4

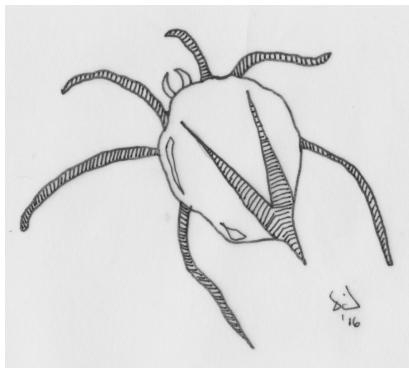
HP 2

ATTACKS 1 (Cure poison)

DAMAGE Zero (see notes)

XP -20 (minus twenty)

A spider the size of a large human hand and unpleasantly threatening in appearance, the Yellowskin Spider is actually harmless and if it bites, it injects its 'victim' with an anti toxin that will cure all poison of any spider or monster already in the victim's system, and will act also as an immediate Saving Throw against Poison for three days. The same effect is gained by licking the back of the spider. As the spider is native only to this island, only a previous visit by a character or the knowledge passed on by a current local will reveal the true nature of this spider. As a result, most strangers simply tend to kill it, which results also in an XP penalty.



Korlan

NO ENCOUNTERED 1

SIZE Medium

MOVE 100' (water) 50' land – night/20' land – day

AC 12 (night) 8 (day)

HD 3d8

HP 14

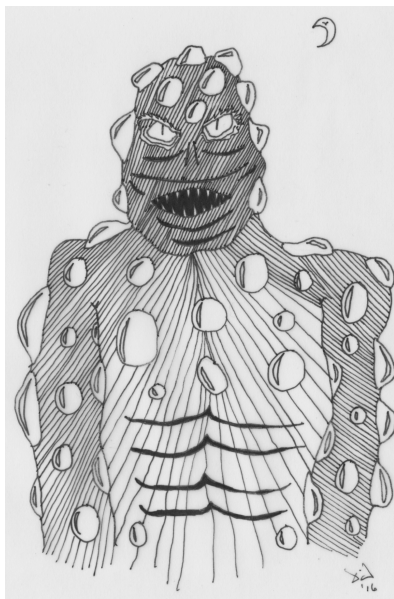
ATTACKS 3

DAMAGE 1-2/1-2/1-3 (claw/claw/bite)

SPECIAL ATTACKS 1-10 Acid burst (See note)

XP 100

Korlan is a nocturnal reptilian humanoid that lives in the sea, eating fish and sealife. At night it walks on land and targets the sheep in the field. By day on land it has poor sight. Primarily a harmless (to humans) carnivore that will avoid conflict if confronted, there is an 80% chance that, if struck, one of the pod shaped capsules that cover the Korlan's outer skin will burst, spraying an acid like substance within 5'. Saving Throw vs. Poison required, including Dexterity bonuses if applicable.



Rats

NO ENCOUNTERED 1-20

SIZE Small

MOVE 120'

AC 9

HD 1d4

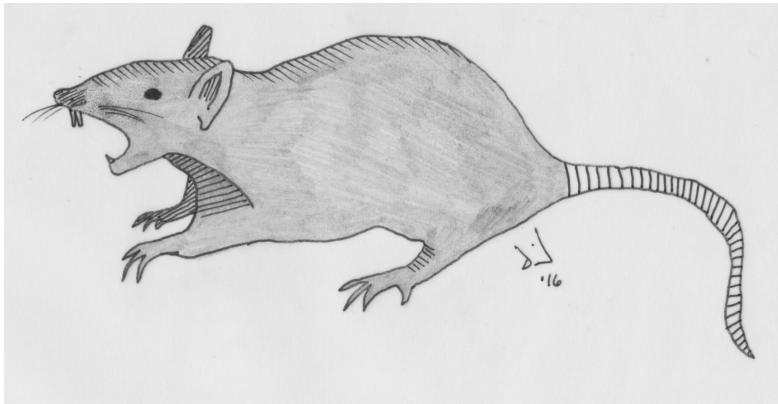
HP 1 each

ATTACKS 1

DAMAGE 1/2HP + possible infection (Save vs. poison +4)

XP 1 each

Common or garden rats. Unfortunately, one of Lord Marvale's first actions was to grant all vermin protection and full rights. Murdering a rat is a hanging offence (or life imprisonment if the attacker dances an amusing jig in front of the assembled villagers). One rat is voted King Rat each year.



The Insider

NO ENCOUNTERED 1

SIZE as per character possessed

MOVE as per character possessed

AC as per character possessed

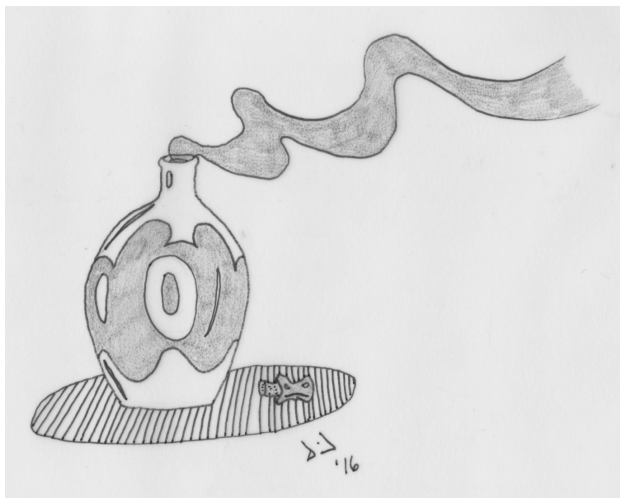
HD as per character possessed

HP as per character possessed

ATTACKS as per character possessed

DAMAGE as per character possessed

XP 100



Giant Felalup Sea Leech

NO ENCOUNTERED 1

SIZE Very large

MOVE 200' in water

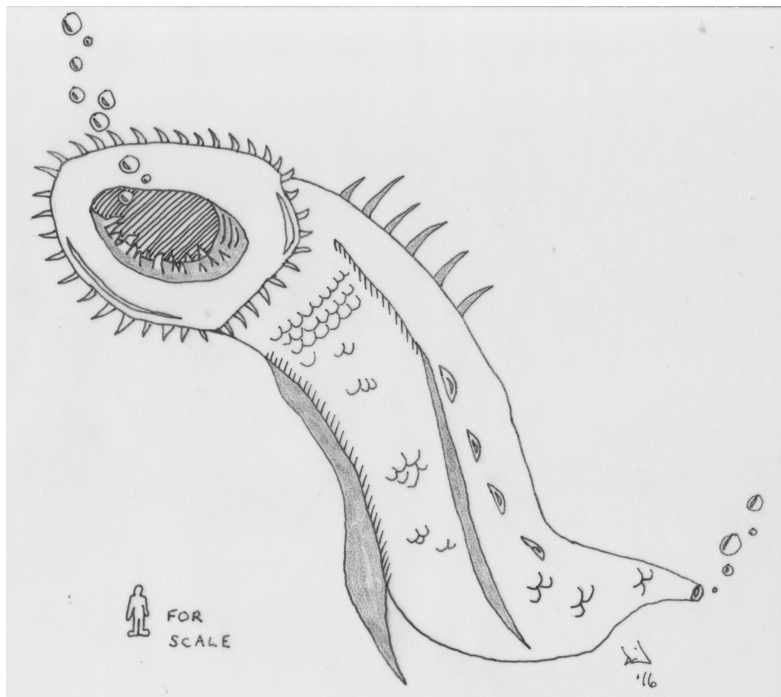
AC: 12

HD: 5d10

HP: 43

Damage: 1d8/round. The Sea Leech has no evil intent, but will simply try to consume anybody or anything that falls into its mouth, crushing them or it in the process.

XP 1000



The Siren Queen

NO ENCOUNTERED 1

SIZE Medium 6'

MOVE 1'

AC 8

HD 3d8

HP 16

ATTACKS 3

DAMAGE 1-6/1-2/1-2 (bite/claw/claw)

SPECIAL ATTACKS Siren wail causes 3Xd4 damage if player fails Saving Throw vs. Magic. The wail may be used once every 2 rounds.

MAGIC RESISTANCE Immune to control based spells and poison

ALIGNMENT Chaotic

XP 2000



Witchfinder Matthew Hopkins

Fighter 3rd Level

AC 14

HP 22 HD 3d8

Alignment: Lawful

Weapon: Sword (MW), Flintlock

Twenty-four year old Hopkins' career has just begun and he intends to make a name for himself and remove evil from the land. He is puritanical in his approach, but with an unhealthy lust towards attractive women. Hopkins is protected by the law and his death will result in the killer(s) being sought and hung.



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“The Search for The Black Scroll”

will continue in

“An Elementary Sense of Spider”.

DEAD PEOPLE	
Characters and how they died	
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REFEREE'S NOTES:

MORE REFEREE'S NOTES:
(OR SOMEWHERE TO DOODLE IF THE PLAYERS ARE TAKING
TOO LONG TO DECIDE THEIR ACTIONS)