

A map leads to the wreck of a treasure ship lost in the Great Salt Marsh. After a trek through the wilderness, the rogues discover riches were not the only thing the vessel was carrying.

## UNSUNKEN TREASURE

While visiting a rundown tavern, the rogues are approached by a down-on-his-luck sailor, Kelt. He spins a tale of woe about his ship, the *Siren*, running aground in the Great Salt Marsh during a storm. Those of the crew who didn't perish in the tempest fell victim to the denizens of the Marsh. Only he made it out of the swamps alive.

As he's from the Land of the Eight Cities, Kelt doesn't have the connections to secure a berth on a local vessel, and what little funds he had on him when he abandoned the *Siren* are long since spent. Now he's in debt to a moneylender who plans to turn the Slayers Brotherhood on him if he doesn't pay up in the next few days.

At this point, he leans in conspiratorially and says, "But I may have a way to put us both in better straits..."

## THE BAIT

Kelt tells the adventurers the *Siren* was carrying a pay chest containing thousands of agols. The crew was forced to abandon the treasure as they sought shelter from the storm. The waves forced the *Siren* deep enough into the marsh he's sure it can't be seen from the coast. And since the rest of the crew perished, he's the only person who knows of its location.

Kelt made a map to the wreck, hoping to return and claim the treasure but he's spent too much time on the sea to be comfortable venturing back into the mosquito-infested, monster-ridden wilderness. If pressed, he says the journey out of the marsh cost him many friends and he's no wish to relive any part of it.

Times are tough enough for Kelt that he's willing to part with the map for a pittance of what it's worth—50 gold rilks. Kelt hems and haws any attempt to haggle. Good roleplaying and an opposed Persuasion vs Smarts roll drops the price to 30 gold rilks, a raise on the roll drops it to 10. That's his bottom line, as Kelt insists that's how much he owes the moneylender.

## SETTING THE HOOK

Kelt's story is largely true. He was a sailor on the *Siren*, and it did beach in the Great Salt Marsh. He was indeed the only survivor of the trek from the swamp—but that's because he murdered the two others who survived the wreck! On the plus side, his map is fairly accurate.

What Kelt's not telling the characters is he figures to let them recover the treasure for him, then waylay them on the way back to the city. Kelt is also leaving out that the ship was delivering a rather unique cargo to a wizard in Lankhmar, as well as the fact that said cargo was responsible for a large number of the deaths prior to the crew abandoning the *Siren*!

## WET FEET

After a day following Kelt's map along the Causey Road, he treasure hunters turn into the mire of the Great Salt Marsh. The journey becomes more difficult at that point as the adventurers are forced to slog through patches of brackish water often up to their waists or deeper, interspersed with soggy stretches of thick grass and scraggly trees.

It's a tough haul, and each day the travelers must make a Vigor roll or suffer a level of Fatigue from the toil of fighting through the unforgiving terrain. This Fatigue cannot Incapacitate and is recovered with a night's rest on (relatively) dry ground. A woods-wise rogue can locate a suitable patch for camp each day with a successful Survival roll.

Every two days they're in the Great Salt Marsh, the band encounters some of the denizens of the region. Tailor this encounter to your group's Rank, but suitable foes include giant leeches (1 per hero), a constrictor snake, a pair of marsh leopards, poisonous eels (1 per hero), or even a behemoth for Veteran or higher parties.

The stats for all of these are found in *Lankhmar: Savage Foes of Nehwon*.

## THE SIREN

Beginning on the fourth day, the characters can make a Survival roll at a -2 penalty to locate the wreckage. This is a cooperative roll, but only one adventurer can attempt each day. On a success, they find the *Siren* wedged in a dense swath of seahawk trees.

## SOMETHING'S NOT RIGHT

The ship lists heavily to starboard at about a 30° angle. It's clear some of the lower deck is likely flooded. A fallen tree provides easy access to the upper deck. Once there, the rogues can't help but notice a half-dozen scarecrows erected on the deck—scarecrows constructed of human skeletons! Each skull has been replaced by one crudely sculpted of bronze.

The other cargo on the ship, a small clutch of gladiator lizards, has laired in the wreckage and constructed the scarecrows as both strange trophies and dire warnings to any trespassers who might intrude on their temporary home. Unfortunately for the scoundrels, it's not very probable they understand the message until it's too late.





As soon as the treasure hunters board the *Siren*, the gladiator lizards emerge from the aft and forecastles to attack. The strange creatures fight to the death, seeking to gang up on opponents when possible.

- **Gladiator Lizards:** There is one gladiator lizard for each hero, plus one more for each of the average Rank of the group (Novice 1, Seasoned 2, etc.), and their wily leader, Tzak, a Wild Card.

## GLADIATOR LIZARD

*The two creatures which emerged in the gathering dusk held enormity even for the Mouser's drugged mind. Shambling things, erect like men but taller, with reptilian heads boned and crested like helmets, feet clawed like a lizard's, shoulders topped with bony spikes, forelimbs each terminating in a single yard-long claw. In the semidarkness they seemed like hideous caricatures of fighting men, armored and bearing swords. Dusk did not hide the yellow of their blinking eyes.*

*Then the voice called again: "For warriors, a warrior's doom."*

—The Bleak Shore

These unusual and deadly creatures are found naturally only upon the Bleak Shore where they emerge from black, rock-like eggs. Gladiator lizards are vicious and predatory. They have some kind of strange mental link, allowing them to fight together with unnatural precision.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

**Skills:** Climbing d6, Fighting d10, Notice d6, Stealth d6

**Pace:** 6; Parry: 7; Toughness: 9 (2)

### Special Abilities:

- **Armor +2:** Gladiator lizards have bony, crested heads and thick, leathery skin.
- **Claws:** Str+d8.
- **Brood Mates:** Gladiator Lizards gain an additional +1 bonus when ganging up on a foe.
- **Size +1:** Gladiator Lizards are roughly 8 feet tall.

## JOURNEY HOME

After the battle, the rogues find the pay chest is empty. The lizards melted the agols into their trophies. Each of the six skulls can be sold for 30 rilks, however.

Follow the same procedure for encounters and Fatigue on the way out of the marsh as the trip in. Shortly after they reach the Causey Road, Kelt confronts the rogues with a small band of brigands, demanding "his" treasure. The adventurers can either fight or try to parley their way out of a battle.

Three of the skulls and successful Persuasion roll at -4 convinces Kelt to let them pass, as long as they keep the others secret. Each additional skull grants a +1 bonus to the roll. Turning over all of them but failing the roll means Kelt demands all their other valuables and weapons as well.

Kelt and his bandits fight until half their number is defeated or Kelt falls, at which point the survivors flee. Each has 1d8 agols in a pouch and Kelt has 6 rilks.

➤ **Kelt:** Use the stats for Ship Captain from *Lankhmar: City of Thieves*.

- **Brigands (2 per Hero):** Use the stats for Brigand from *Lankhmar: City of Thieves*.

