The Sinister Secret of Saltmarsh
Fate Accelerated Edition

This adventure was originally written by Dave J Browne and Don Turnbull for TSR UK in 1981. You can get the original on pdf from [http://www.dndclassics.com/product/17069/U1-The-Sinister-Secret-of-Saltmarsh-%281e%29?term=u1+&it=1](http://www.dndclassics.com/product/17069/U1-The-Sinister-Secret-of-Saltmarsh-%281e%29?term=u1+&it=1) for a couple of quid. You’ll need it to really be able to play this conversion. Have a read through of this first, see what you think.

At this point those readers who wish to play in this adventure should stop reading. The subsequent paragraphs are for the information of the Dungeon Master ONLY!

Game aspects
The legend, twenty years ago a sinister alchemist disappeared from the house, long since shunned as haunted

Sinister secrets
More than meets the eye
Bigger mysteries exist

Involving the characters
The characters need to head to the Haunted House, to explore, and to unearth the mysteries. Look to their aspects if you really need to compel them.

The best hook is that there is a legend about a Mad Alchemist who has disappeared and left a fortune for those brave enough to enter his abandoned mansion. There is an old poacher who is always present in the town’s inn who will regale any that listen about the time he went to the house and was forced to run, scared near witless, swearing never to return.

Saltmarsh
A small respectable fishing town

This will be the party’s base during the adventure. Feel free to flesh out the personages, locations and environs, or go with the player’s use of Create an Advantage actions.

Town Council
Reluctant to invest. Fine upstanding pillars of the community
Merchants
Show me the gp. Bad apple in the barrel

Plot
“A gang of smugglers are running contraband (brandy, silk and such) on the ship Sea Ghost to a sleepy coastal area from where it can be distributed to a wider market. They have chosen an old house, locally reputed to be haunted, on the cliff near the small fishing town of Saltmarsh as their landing-point for they can obtain easy and secret access to the cellars without attracting local attention via a sea cave. To further cover their activities, they have taken steps to encourage the sinister reputation of the house and the leader of the shore-based part of the gang, being an illusionist, has used his spell powers to make the house a frightening place to visit, so the locals shun it completely. One of the ‘receivers’ of the contraband is a prominent merchant in Saltmarsh.

The smugglers are, additionally, running arms to a colony of lizard men for reasons which are explained in module U2, DANGER AT DUNWATER. The frequent visits of the ship have gone unnoticed by the people of Saltmarsh but they have aroused the curiosity of a tribe of Aquatic Elves nearby and a member of the tribe has been sent to investigate.

Though they are too frightened to do anything themselves about the Haunted House, the people of Saltmarsh would be very grateful if its menace were removed!”
Townsfolk
Sober, hard-working and amiable. Pay their taxes.
The Temple
Refuge for the pious. Austere
The Inn
Rumour laden. Hearty fare. The poacher’s seat by the fire
The poacher
Unreliable witness. Teller of tall tales. A raging thirst

The Haunted House

Back door entrance
Broken well in the grounds

Inside the House
The house has two floors above the ground and a cellar below, with all the usual rooms, bedrooms, kitchen scullery etc. Most are empty, barring the occasional wandering monster. The whole place is in disrepair. The smugglers have used illusion magic to fill the place with strange lights and noises in order to frighten away the credulous. These include ghostly shouts and threats.


Adventure Aspects
Wandering monsters

GOBLIN PATROL
Independent treasure hunters. Spears and slings. Mob handed
Skilled (+2) at: Being sneaky, ganging up
Bad (-2) at: Being brave
Stress: □□ (four goblins)

GIANT RATS
Filthy disease carriers
Skilled (+2) at: Skittering, gnawing
Bad (-2) at: Complex logic
Stress: □ (two rats)

GIANT WEASEL
Vicious blood sucker. Valuable pelt
Skilled (+2) at: Squirming around, biting, latching on
Bad (-2) at: Unicycling
Stress: □

SWARM of GIANT ANTS
Foragers
Skilled (+2) at: Teamwork, being tenacious
Bad (-2) at: Going with the flow
Stress: □□□□ (six ants)

LARGE SPIDER
Skilled (+2) at: Scuttling, squirting webs, climbing
Bad (-2) at: Making friends
Stress: □

GIANT CENTIPEDES
Skilled (+2) at: Wriggling, biting, ganging up
Bad (-2) at: Intellectual discourse
Stress: □□ (four centipedes)

YELLOW MOULD
Choking spores. You’ll need to bleach that. On cloak in bedroom.
Skilled (+2) at: Camouflage, being still, erupting
Bad (-2) at: Perambulation
Stress: □□

STIRGES
Skilled (+2) at: Finding weak spot, being attached, flapping
Bad (-2) at: Letting go
Stress: □□□□ (six stirges)
**ROT GRUBS**

*Infestation. Save or die. Flammable. Infest corpse in wine cellar.*

Skilled (+2) at: Being tiny, burrowing, eating brains

Bad (-2) at: Being on fire

Stress: 🐱🐱🐱🐱 (six grubs)

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**SKELETONS**


Skilled (+2) at: Guarding, fighting

Bad (-2) at: Being reasonable, holding themselves together

Stress: 🐯

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**EIGHT SMUGGLERS**


Skilled (+2) at: Fighting in close quarters. Being piratical and swarthy

Bad (-2) at: Morale under stress

Stress: 🐯 🐯

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**The Caverns**

*Torch lit. Wet and slimy.*

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**GREEN SLIME**

*Death from above. Corrosive. Tough to shift.*

Skilled (+2) at: Stealth, oozing

Bad (-2) at: Stand up comedy

Stress: 🐯 🐯

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**SANBALET**


**APPROACHES**

Careful: Mediocre (+0)

Clever: Good (+3)

Flashy: Fair (+2)

Forceful: Average (+1)

Quick: Average (+1)

Sneaky: Fair (+2)

**STUNTS**

*Colour Spray:* I have the ability to blind and confuse my foes, gaining +2 to Flashy attacks at range.

*Invisibility:* I can turn Invisible in the blink of an eye, giving me +2 to sneaky actions when I’m silent.

*Wall of Fog:* Once per session I can summon a rolling Wall of Fog with my magic

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**NED SHAKESHAFT**

*Deadly assassin. Playing the innocent. Lump on head. Hidden poison dagger. Seize the opportunity.*

**APPROACHES**

Careful: Fair (+2)

Clever: Average (+1)

Flashy: Average (+1)

Forceful: Mediocre (+0)

Quick: Fair (+2)

Sneaky: Good (+3)

**STUNTS**

*Backstab:* I get +2 to attack sneakily from a position of surprise or hiding

*Convincing Liar:* I get +2 when I’m fabricating a story in a clever manner

**STRESS** 🐯 🐯

**CONSEQUENCES**

Mild (2):

Moderate (4):

Severe (6):

**TWO GNOLL ALLIES**

*Hyena-men. Demon worshippers. Pack mentality. Hypnotised puppets of Sanbalet*

Skilled (+2) at: Ganging up, snarling, marking their territory, obeying master’s commands

Bad (-2) at: Being civilised

Stress: 🐯 🐯