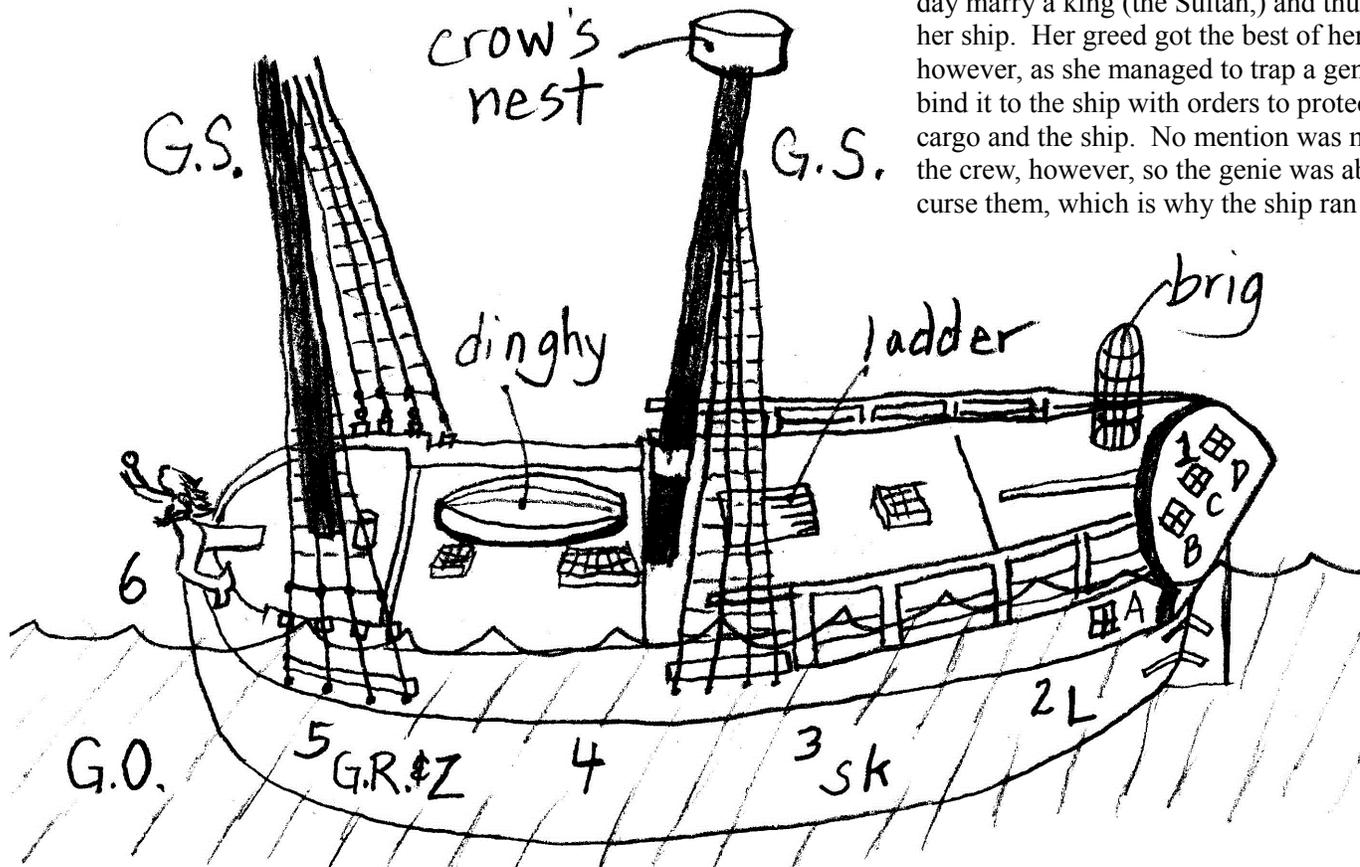


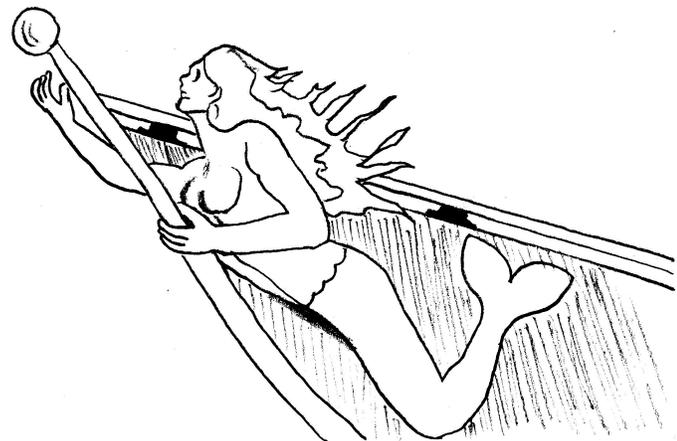
# Semi-Sunken Schooner Sultana – by David Gayer

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The Schooner Sultana was once owned by a wealthy merchant woman, who desired to one day marry a king (the Sultan,) and thus named her ship. Her greed got the best of her, however, as she managed to trap a genie and bind it to the ship with orders to protect the cargo and the ship. No mention was made of the crew, however, so the genie was able to curse them, which is why the ship ran aground.



1. Ship's Stern: There are four windows at the stern of the ship, which appear to allow entry into the interior. Three of them are trapped:
  - A. On the side, and under water, but safe.
  - B. Magical trap which sends you to the brig, which is just a one-person cage near the stern of the ship.
  - C. Magical trap which deposits you up in the crow's nest on the main mast.
  - D. Magical trap which lands you under the dinghy, which is tied down to the deck.
2. Captain's Cabin: The captain has turned into a **Lacedon** (aquatic **Ghoul**), and will attack anyone entering the room. There is breathing space at the top of the room; furniture is anchored to the floor. A few worthwhile silver items can be found.
3. Crew's Quarters: The dozen crew were not as well nourished as the captain (or maybe he ate them!) and so have become **skeletons**, and will attack anyone entering the room. They also come up to the deck if anyone spends time & makes noise up there. There is air at the top of the room; no furniture but rotted hammocks may tangle you up. Nothing of value here.
4. Cargo hold: pristine condition – filled with Persian carpets and bottles of olive oil. A half-dozen **snakes** (asps & cobras) guard the room, and will sneakily attack given the chance. No water has entered this room, for some reason.
5. Galley: the ship's cook was not as emaciated as the other sailors, and has turned into a **zombie**. He and three **giant rats** will attack anyone in this room, and the rats will investigate anyone on deck for any length of time.
6. The Figurehead: She appears to be a carving of a beautiful mermaid, obviously stretching for the huge pearl just out of reach on a pole. She is actually a **genie**, bound to the ship until someone puts the pearl in her hand. She can't do much in her current position, but if freed, she will grant one wish to the entire party that released her. If the pearl is stolen, she curses the thief (and each subsequent owner) with a geas to return it, and a slow sickness that turns you into a zombie. A **giant octopus** has taken up residence nearby, and will attack anyone climbing near the figurehead, or swimming around the ship.



## Wandering Monsters:

G.S. – Giant Spiders; come down from the rigging if anyone is on deck.

G.O. – Giant Octopus; attacks swimmers.

G.R. – Giant Rats; attacks those on deck near the bow.

Sk – Skeletons; attacks those on deck near the stern.