

# The Sea Devil's Stout

*An Incidental Roadside Attraction With a Side of Demon*



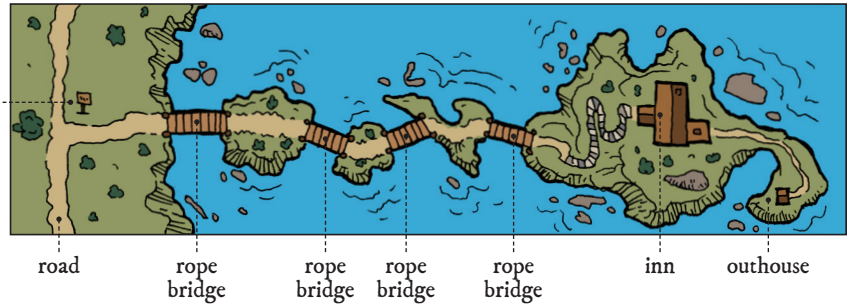
## Introduction

The signs says, "The Sea Devil's Stout". A series of rope bridges lead out to what appears to be an inn atop a spit of rock. A woman begins to scream. The screams come from the inn.

Ingrid, the distraught innkeeper, claims giant rats dragged Ziggy, her small child, down into the basement.

She says she has only recently become the innkeeper and is unaware of what is beyond the second storeroom. She pleads for help in recovering her child. She can offer some gold as a reward, but not much.

Sign:  
The  
Sea Devil's  
Stout



## Briny Temple

- Floors, walls and pews are all covered by layer of crusty salt.
- Orange-sized opalescent pearl in the cavity of a giant oyster.
- Pearl grants fast healing.
- 2 Enormous Stone Lobster Statues will come to life and attack if pearl is touched.

## Pungent Intersection

- Floor is slimy.
- 5 Spiny Paralyzing Tentacles.
- The snapping beak of the creature can be seen at the center of the tentacles.

## Freezing Stone Plug

- Salty ice covers the stone plug in the floor.

## Frigid Shaft

- Salty ice covers the walls of this dark shaft.
- Extreme cold winds come from below freezing anything in minutes.
- It goes forever.

## Icy Sea Devil Temple

- Salty ice cover the walls and floors.
- The runes around the big red symbol on the floor says, "BESTOW SACRAMENT".
- There are 4 unopenable icy sarcophagi in the alcoves.
- A buzzing of power permeates the temple.
- Pouring an entire bottle of Sea Devil's Stout over the big symbol on the floor quells the demon Sea Devil and quiets the buzzing.
- If no stout (or only a portion of a full bottle) is used to quell the demon Sea Devil, then it will materialize up from the floor and attack. The Sea Devil is a giant red flying manta ray with a poisonous stinger on its tail. Also, 4 undead mermen emerge from the sarcophagi and attack with ice-blasting tridents.

## Warm Dining Room

- Distraught Ingrid.

## Cool Basement

- Blood trail to second storeroom.

## Musty Storeroom

- 3 Huge Rats.
- Knocked out Ziggy.

Skittering can be heard from behind the door.

## Flooded Cave

- 4 feet deep.
- 2 Armored Sharks.
- Ring of Fire Bolts on a dismembered hand inside a shark.

## Flooded Cave

- Chest:
  - Bracelet of Water-breathing

## Totem Room

- Cannot be entered if Sea Devil hasn't been quelled or killed.
- Pedestal:
  - Sea Devil's Crystal Totem. Red crystal in the shape of manta ray. Grants underground flight (flight only in caves), accelerated swim, +7 strength, +8 speed and poison-touch.

## Smelly Outhouse

- Steamy Outhouse Well
  - 4 Huge Crabs live in the enormous pile of ordure.
  - In the muck:
    - Gem of +3 Armor

## Rotting Sloop Wreck

- Ground is blood soaked mud.
- Many human bones strewn about.
- 4 Pirate Ghouls appear if any bones are disturbed.
- In the sloop's hold:
  - 190 Silver
  - 50 Gold

## Rancid Sepulcher

- 2 Ghosts attack if tombs are disturbed.
- Secret ladder inside right tomb.
- Chest (poison trap):
  - Potion of Hide from Undead
  - Acid (2 flasks)
  - Alexandrite Gem

## Vertiginous Sirens' Cave

- 2 Sirens attempt to drown with their alluring song.
- Old bottle of The Sea Devil's Stout:
  - 1 dram will increase strength five-fold. But will also cause drunkenness.
  - 20 drams in the bottle.

## Flooded Coral Cave

- 6 Electric Eels swim about in the 3-foot high waters.
- Colorful coral is razor-sharp and poisonous.

## Epilogue

Upon returning to the inn. Ingrid and Ziggy are no where to be found. Strangely, there is nothing of value in the pub. Not even food.

A loud crunching noise reverberates from underground. The tavern begins to collapse in on itself. The grassy spit, rock outcroppings and rope bridges crumble into the sea. After a few moments there is nothing left of The Sea Devil's Stout. Even the sign is gone.