

Salthaven



An adventure for
Cairn

BACKGROUND

The quiet fishing town of Salthaven, located on an island with the same name, is suddenly plagued by terrible storms. No ships are able to leave or dock due to the relentless waves pummeling the shoreline. There are even rumors that people have been attacked by terrible monsters washing up on the shore. Panic is spreading among the populace and a sinister marsh cult is quick to take advantage of this by recruiting the scared townsfolk to their cause. The town council is scrambling to figure out what happened and will pay a handsome sum to anyone who assists in solving the situation.

THE HORN OF UNDA

The storms and monsters are not natural. The **Horn of Unda**, a protective relic, was stolen from the Temple of Unda (goddess of seafaring and oceans). This relic has kept the forces of the ocean at bay since Salthaven's founding. The only person who knows this is the priestess, Talia of the Sea. Her prime suspect is the Cult of Belakhar. The actual thief is Baron Werner von Geld, an impostor whose real name is Captain Brackwater. He sent his lackeys to steal the horn before leaving the island, but is now unable to escape. He keeps the horn in his quarters and will not let anyone in, since that's where he keeps the real Baron von Geld prisoner.

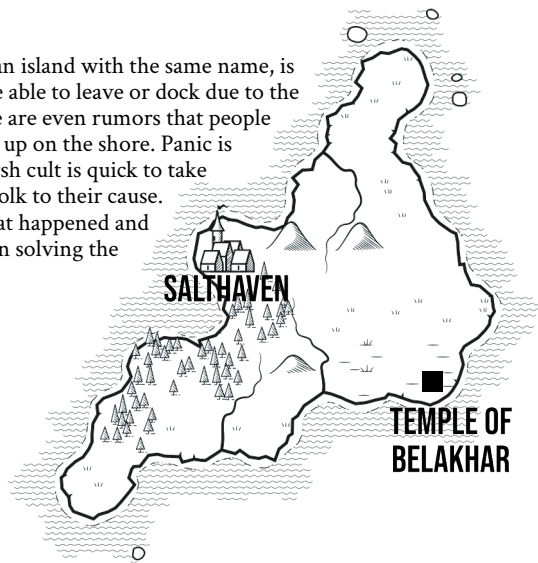
Horn of Unda, 1 charge. Gold-adorned, carved from seafoam green coral. Blow the horn to control the creatures of the sea. **Recharge:** Place the horn in the Temple of Unda for 12 years.

CULT OF BELAKHAR

A cult worshipping the Lord of Thorns, Belakhar, that has moved in to an ancient sunken temple in the marsh. The cult is led by Thorncaller Morley Fenn, who also aspires to join the council of Salthaven by any means necessary. While the cult is not behind the theft of the **Horn of Unda**, this situation greatly benefits them since they are able to recruit the panicked townsfolk of Salthaven for use in their foul rituals.

DOOM CLOCK

Day	Cultists	Sea Monsters	Storm
1	Recruiting townsfolk, general unrest in town	Sahuagin sighted but no attacks	Sailors lost at sea, port closed
2	Doomsday prophets, processions, fights	1d4+1 sahuagin try to abduct people at night	Huge waves wreck seaside structures
3	Avatar awakened, cult attacks town at nightfall	4d6 sahuagin attack town and Unda Temple	Hurricane, the entire town is in peril



RUNNING THE ADVENTURE

The adventure begins when the party arrives at Salthaven. Shortly after, the **Horn of Unda** is stolen and storms and sahuagin attacks begin. Nobody can leave the island. The Cult of Belakhar seizes the moment and sends out their doomsday prophets in the streets to scare and recruit people. Two things will happen unless the party intervenes:

1. The Cult of Belakhar recruits enough people to finish the awakening ritual of their avatar. If the avatar is awakened, the cult will attack Salthaven. To prevent this, the party must defeat Thorncaller Morley Fenn and stop the ritual.

2. The relentless storms and sea monster attacks bring the island to its doom. To prevent this, the party must return the **Horn of Unda** to the Temple of Unda.

Use the doom clock at the bottom of this page to create a sense of urgency.

THE TOWN OF SALTHAVEN

The salt-stained and tar-smelling town of Salthaven is home to around 500 people, mostly fishermen. It also serves as a rest stop of sorts for sailors of all kinds who are eager to visit the Darktide Tavern for carousing and recruiting the hardiest of crews. Porthole Inn is also famous for the finest cuisine of the island (well, better than the hard tack served out at sea). The town is run by an odd trio headed by Audra Dunbar, heiress to the founders of Salthaven, Elmer Butterworth, sycophantic career politician, and Ossian Kell, an old smuggler who hears and sees (almost) everything. Other people of note are Talia of the Sea, who tends to the local Temple of Unda and Baron Werner von Geld, a wealthy merchant who arrived in Salthaven recently.

RUMORS

d6	Rumor
1	A relic has been stolen from the Temple of Unda (True)
2	A strange cult from the marsh is recruiting people in the streets (True)
3	A hideous swamp monster is lurking in the marsh (False)
4	A wealthy baron stuck in the harbor is actually a pirate (True)
5	A priestess summoned the storm and the sea monsters (False)
6	The council is preparing to escape the island (True/False)

IMPORTANT NPCs

- **Audra Dunbar:** Council head, goodhearted and strong, wants the town's best
- **Elmer Butterworth:** Council member, weak coward, spy for the Cult of Belakhar
- **Ossian Kell:** Council member, neutral, old smuggler, knows everyone
- **Talia of the Sea:** Priestess at the Temple of Unda, worried, earn her trust to get info
- **Thorncaller Morley Fenn:** Leader of the Cult of Belakhar, ruthless and cunning
- **Baron Werner von Geld:** Pirate who impersonates the baron whose ship he stole. His true name is Captain Brackwater. Has the real baron and **Horn of Unda** in his quarters

NOTEWORTHY ESTABLISHMENTS

- **Town Hall:** Constant crisis meetings being held due to the current events
- **Temple of Unda:** On a cliff overlooking the sea, constantly hit by crashing waves
- **The Tranquility:** Huge ship, belongs to Baron von Geld's impersonator and his pirates
- **Darktide Tavern:** Rowdy, strong grog, pirates, smugglers, scum
- **Porthole Inn:** Cozy, decent food, regular townsfolk, travelers, nobles

TEMPLE OF UNDA

Tended by Talia of the Sea, this temple is carved from the cliffs. The **Horn of Unda** used to be in the inner sanctum, by a window overlooking the sea. Talia is suspicious of everyone but if her trust is earned she will tell the tale of the horn and how it can be used to restore order.

THE TRANQUILITY

This enormous ship used to belong to a great merchant fleet. Now owned by the impostor Captain Brackwater, who keeps the real baron hidden in his quarters with the **Horn of Unda**. If caught trespassing, the alarm sounds and 2d6 pirates will attempt to capture the trespassers.

CAPTAIN BRACKWATER

10 HP, 13 STR, 15 DEX, 12 WIL, cutlass and pistol (d8+d10)

- Sly pirate who always fights dirty and only when the numbers are on his side
- Will try to parley if losing, but can't be trusted

PIRATE

5 HP, 12 STR, 13 DEX, 9 WIL, cutlass (d8)

- Swashbucklers who fight for grog and booty

SAHUAGIN

9 HP, 15 STR, 12 DEX, 8 WIL, claws and bite (d6+d8), harpoon (d8)

- Slimy fishfolk with razor sharp teeth and claws

ACKNOWLEDGEMENTS

Written by Robin Fjårem (CC-BY-SA 4.0)
Cairn by Yochai Gal (CC-BY-SA 4.0)
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TEMPLE OF BELAKHAR

The temple is located deep in the marsh called Bramble Morass. It's infested by thorn brambles covering every surface. The cult is using it to awaken the **Avatar of the Thorn Lord**, a disgusting swamp monster. Their goal is to use it to take control of Salthaven. The cult will stop at nothing to protect their secret. Add one **Belakhar Cultist** to each encounter per day on the doom clock. Items are in [brackets].

1. ENTRANCE

Ankle-high marsh water and muck. Smells like swamp. North gate is locked. Day 3: Chanting heard from north. 1 **Belakhar Cultist** guard.

2. DAMP STORAGE

Littered with items from cultists who swore off earthly belongings. [67 gp, clothes, necklace (12gp), 3 rings (5gp), family picture, rum bottle]

3. MAKESHIFT KITCHEN

Used to cook marsh critters. 1 **Belakhar Cultist** cook. [pungent rat stew, jar of blood, animal bones, kitchen utensils, big knife]

4. PRAYER ROOM

Terrible images of Belakhar adorn the walls. Day: 3 **Belakhar Cultists**, 1 **Belakhar Fanatic** is listening to a **Belakhar Priest** preaching. Self-flagellation practiced. Night: 1 **Belakhar Fanatic** in deep prayer. [6 thorn whips, incense]

5. SLEEPING QUARTERS

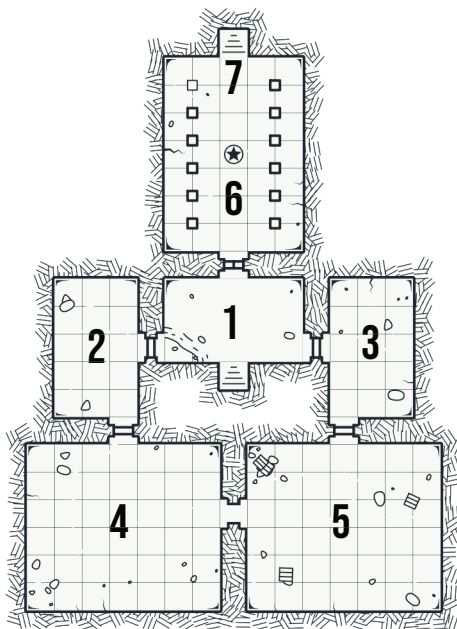
Dirty bedrolls scattered across the floor. Day: Empty. Night: 5 **Belakhar Cultists**, 2 **Belakhar Fanatics**, 1 **Belakhar Priest**. [12 bedrolls, pouch of narcotic herbs, dirty teddy bear]

6. RITUAL CHAMBER

Hideous statue of Belakhar in the center. Day 1: Empty. Day 2: 1 **Belakhar Cultist** and 1 **Belakhar Priest** is preparing the ritual. Day 3: **Thorncaller Morley Fenn** is performing the ritual. If the **Avatar of the Thorn Lord** is awakened, it will keep non-cultists from escaping. Then march upon Salthaven with all of the cult.

7. FLOODED CRYPT

Filled with marsh water. Treasure from original temple inhabitants. Incredibly hard to get without water-breathing magic. [160gp, golden skull (250gp), gemstones (90gp), rusty weapons, embalming tools, locked sarcophagus]



BELAKHAR CULTIST

4 HP, 10 STR, 10 DEX, 12 WIL, dagger (d6)

- Weak-minded initiates who flee easily
- Belakhar Priests can keep them in combat

BELAKHAR FANATIC

8 HP, 14 STR, 10 DEX, 14 WIL, chains and mace (d6+d8)

- Insane, half-naked, thorn-wearing fanatics. These nutjobs will stop at nothing

BELAKHAR PRIEST

6 HP, 8 STR, 10 DEX, 16 WIL, cudgel (d6), a Spellbook (choose one: Befuddle, Command)

- Potent spellcasters who control the cultists

THORNCALLER MORLEY FENN

8 HP, 11 STR, 10 DEX, 18 WIL, flail (d8), four Spellbooks (Befuddle, Command, Hatred, Web)

- Cultist leader who wants to destroy Salthaven

AVATAR OF THE THORN LORD

15 HP, 18 STR, 8 DEX, 11 WIL, thorns and slam (d8+d10), *thorn grab* (d4+d4)

- Swampy, writhing mass of thorn brambles
- Thorn grab: Engulfed in thorns. Future damage and attacks are *impaired*. d4 STR or DEX damage dealt each round. STR save to escape