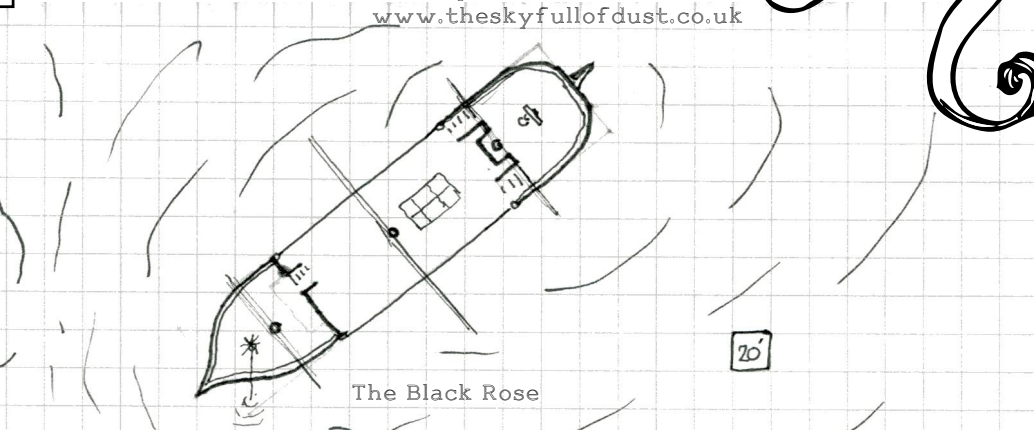
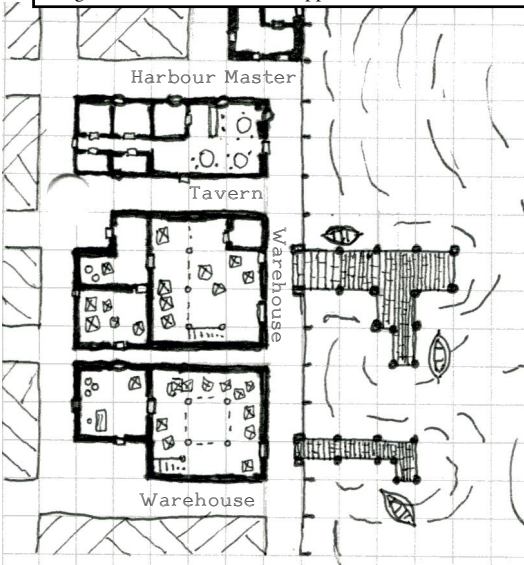
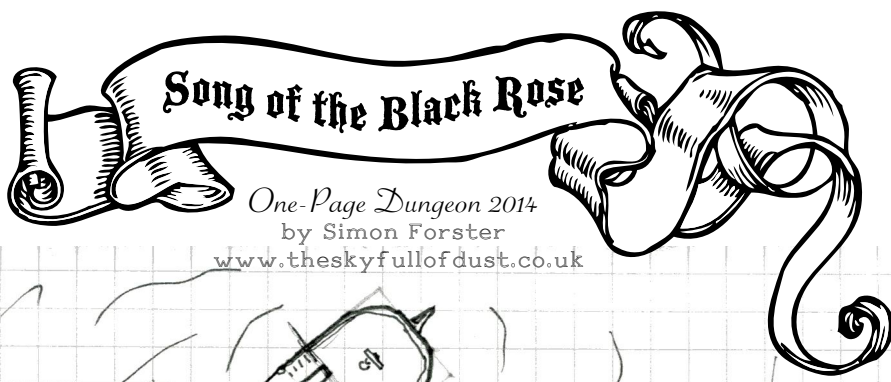
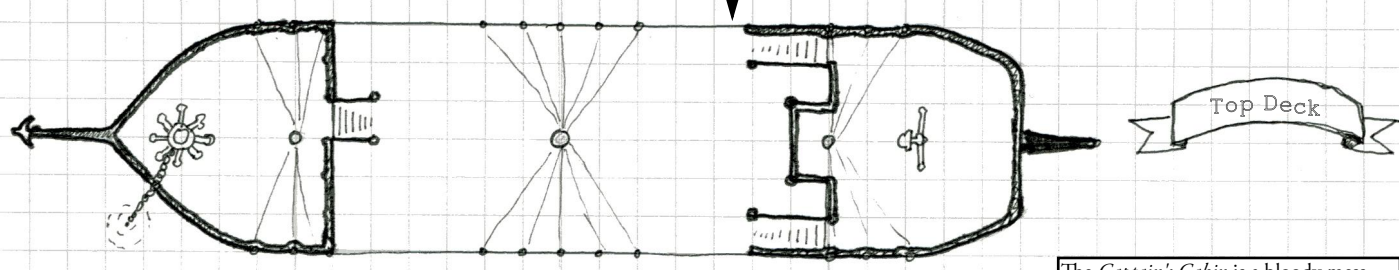


The *Black Rose* is a smugglers' ship that specialises in importing illegal, and often dangerous, exotic goods. It sailed into the harbour late last night, carrying a cargo. Something has since gone wrong, and no one has left the ship. The harbour-master that went over to investigate has not returned. The Player Characters (PCs) are hired to steal/recover the cargo and find out what has happened.

The Black Rose
 Length: 120'
 Beam: 30'
 Draft: 10'
 Crew: 20



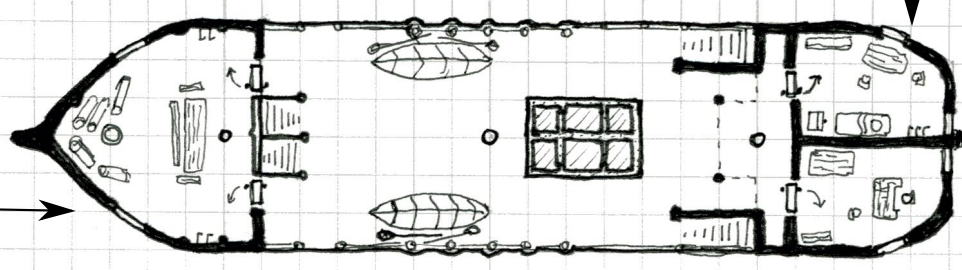
The *Black Rose* is captained by **Enoch**, with a crew of 20 sailors. Half of them now lie dead, thrown overboard on the voyage in. Their exotic cargo is a **Siren**, which has charmed most of the crew with its song. To those charmed the Siren appears as an attractive & desirable woman or man, and evokes strong feelings of protectiveness. The charmed will kill to protect the Siren from harm, or to prevent it from being taken away.



Top Deck

The *Captain's Cabin* is a bloody mess, with a butchered sailor lying on the bed, and a pair of sailor's heads rotting on the table. A locked chest holds the captain's personal effects & treasure, and a book shelf holds a journal concerning the trip and the Siren that they have captured.

The crew's quarters is occupied by a pair of charmed sailors, both armed with daggers and facing off against each other; both are tired after a night of trying to kill each other. They will seek help from the PCs, to kill the other.



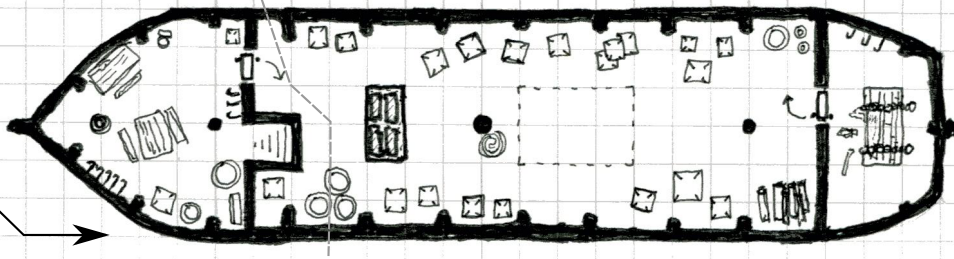
Main Deck

Captain Enoch sits in his *Study* staring at the sailor tied to the chair. The captain has a sword in his hands, and mutters to himself about protecting his 'beloved'. The sailor is scared but not charmed. The room holds maps, navigation aids, and a set of keys to the cargo hold doors, cabin and chests.

Amongst the cargo (cloth, silk, spices, oils) are five of the charmed sailors, lurking with daggers and swords, protecting the hatch below. A non-charmed sailor is hiding behind the rolls of silk, scared witless.

The ship's *Galley* has a few days of rations left, the majority eaten on the journey. The terrified **Harbour-Master** is hiding under one of the tables, with a sword.

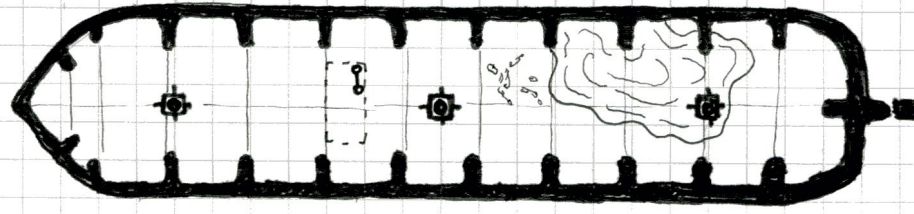
Song can be heard from here. *Save vs Spells* or be Charmed.



Cargo Hold

A pair of charmed sailors guard this broken crate, where the Siren was imprisoned. Inside the crate are deep-red feathers, bones of rats, a human skull, and a nest of human & rat hair, wherein a single blood-red egg sits. The sailors guard this with their lives.

This damp hold has a ceiling height of only 5 feet, and there is a leak in the hull, where a deeper pool of water is building up. The gnawed skeleton of a sailor lies before it, and submerged in the pool is the **Siren**: a half-bird, half-fish that charms by singing; to the charmed it appears as a beautiful woman or man. It attacks with beak and claws, but prefers to let others protect it.



Bilge Hold

