

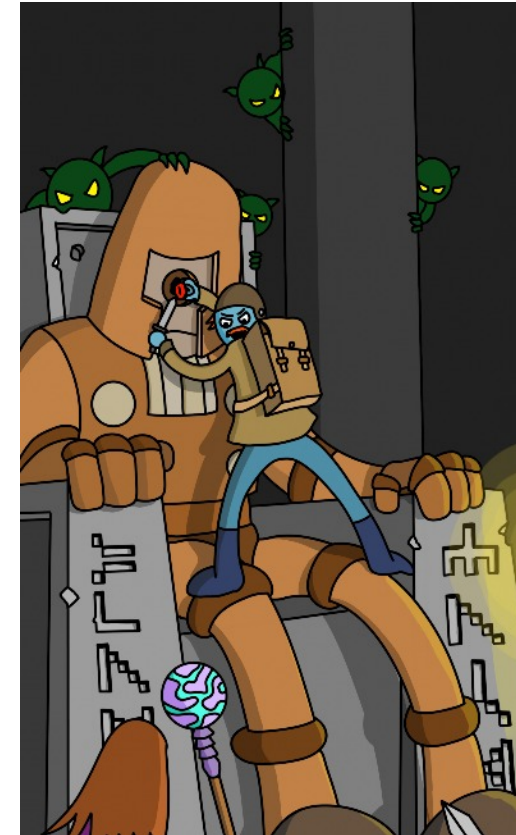
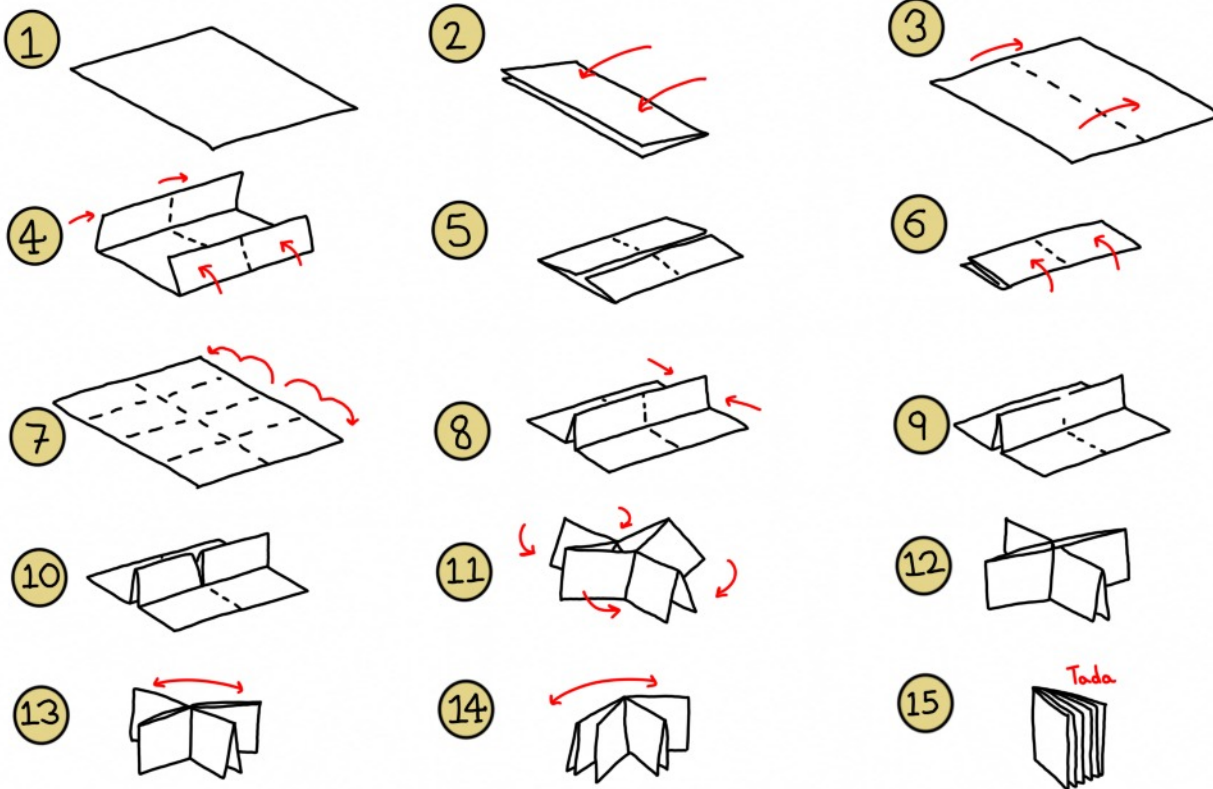
Pocket Adventure Instructions

This file contains these instructions and two versions of the pocket adventure. The digital version is laid out in page order to make viewing easier. The print and fold version is laid out according to the print and fold instructions allowing you to make your own printed pocket adventure! Simply print the file and follow the instructions to fold correctly. You will need some scissors to make a cut. A stapler can also be used to staple the booklet together once folded (however, this is optional).



Playing Far Away Land RPG

So, you're new to Far Away Land and you want to play. The fastest way to check out the game is to pick up the free Quick Start Rules which can be downloaded from our website here faruniverse.com/downloads/ or through [DriveThruRPG here](#). With the Quick Start Rules you can play our Pocket Adventures and free adventures which are also downloadable via our website from the link above. You can also visit our ever-evolving [Wiki here](#). If you find that you enjoy the game, check out the [Far Away Land RPG Tome of Awesome](#) for the complete rules. We also have loads of expansion books as well!





Background

Seamerls have made their home in the face of cliff on the edge of the water. They have destroyed the lighthouse atop the cliff in an effort to lead ships to ruins on the rocks. Once a ship wrecks or runs aground, the seamerls leave the comfort of their fishy lair and descend upon the unsuspecting crew. Once the crew is no more, the seamerls take everything they can from the wreckage.

Adventure Hooks

1. The local village economy has begun to suffer due to the seamerls. The locals have no way to combat their aquatic enemies as they are a weak and feeble people.
2. The PCs are on a ship that crashes into the rocks near the seamerl cave. The next thing they know they are under attack by slithery seamerl thieves.
3. The PCs have gotten word that a group of seamerls has gathered a good deal of stolen booty from wrecked ships.

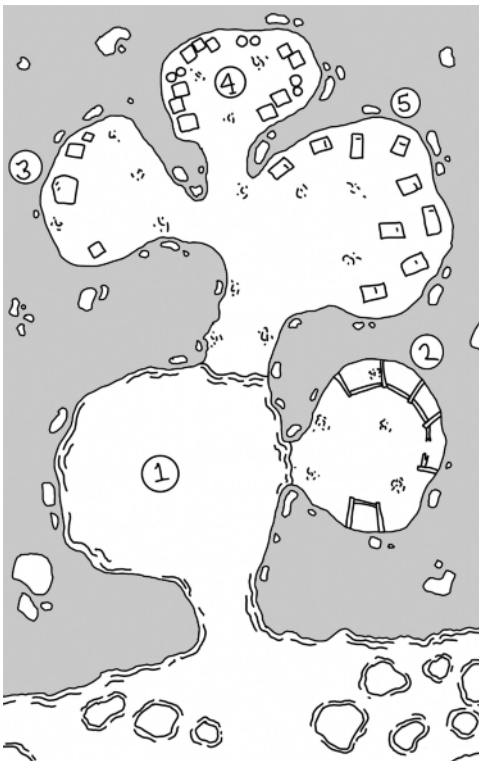
Map Locations (Surrounding Area)

1. **Human Village.** The village is small (about 50 people) and predominantly human with a single dwarf blacksmith. Muddy streets, ramshackle houses.
2. **The Lighthouse.** Over one hundred years old, the lighthouse sits atop a rocky cliff looking over the ocean. The lighthouse has been badly damaged by the seamerls. The reflective mirror and glass at the top of the lighthouse has been destroyed. Extensive fire damage has taken away the stairs and charred the inside of the tower.
3. **Ship Graveyard.** Thanks to the seamerls and the destruction of the lighthouse, numerous ships lay busted up in the rocky breaks off shore.



Map Locations (Seamerl Hideout)

1. **Entrance:** Once this was used as a sleeping quarters. Water has since flooded the chamber to about knee level.
2. **Holding Chambers:** The seamerls don't always take prisoners, but when they do, they throw their captives in this room which features heavy timber cells, fish bones strewn across the floor, tattered seaweed beds, and the bones of previous captives.
3. **Seamerl Quarters:** The seamerl leader generally uses this room for rest. He/she is guarded as they sleep by at least one seamerl.
4. **Storage Room:** A room filled with crates and barrels which contain plunder from ships that have run aground near the seamerl lair. The room is protected on both entrances by thick timber beams. The room is guarded at all times by two seamerls.
5. **Seamerl Quarters:** A dirty room that smells of fish and staleness. The floor is covered in fish bones, dirty seaweed bedrolls, and refuse.



Seamerls

Seamerls are green-skinned, scaly, humanoid sea creatures who live in large bodies of water such as lakes and seas. The particular seamerls in this adventure are up to no good.



Seamerl (1)

Archetype: Humanoid
Size: Average (0)
HP: 13, AC: 1, ACT: 5
BRT: 1, DEX: 2, WIT: 1
Light/Heavy Weapon (1). Water Breathing.

Seamerl Leader (3)

Archetype: Humanoid
Size: Average (0)
HP: 15, AC: 1, ACT: 5
BRT: 1, DEX: 2, WIT: 1
Light/Heavy Weapon (2). Magic (1): Equal to LVL. Water Breathing.



Weather

1. Calm and clear.
2. Windy during the day. Foggy at night.
3. Overcast. Light rain.
4. Rain in the day. Thunderstorms at night.
5. Heavy winds and rain.
6. Gale force winds. Lots of rain.

Village Tavern

- 1-2. Empty except for the barkeep.
- 3-4. A couple regulars.
- 5-6. Quite a crowd.

Village Attitude to Outsiders

- 1-3. Friendly and open to help.
- 4-5. Standoffish and distant at first.
6. Unfriendly and bitter. Reluctant to talk.

Loot and Rewards

Should the PCs be successful at helping the village and defeating the seamerls, the village will most likely be grateful and will offer the PCs whatever loot they can carry with them as a reward for their help. However, if the attitude of the village is unfriendly, they may offer the PCs only a small reward and grow angry and agitated at the discussion of more.

The actual loot taken by the seamerls over the years is quite valuable and consists of gold, spices, weapons, food stocks, and other tradable goods carried on shipwrecked vessels. Some of the treasure is as follows.

- 1d6 x 100gp
- 1d6 x 10 gems (each valued at 10gp)
- 3d6 fine weapons (valued at 20gp each)
- 1d6 exquisite weapons (value 50gp each)
- 8 barrels of blast powder

There is also a cat that lives with the seamerls. The cat eats fish.

Map Locations (Seamerl Hideout)

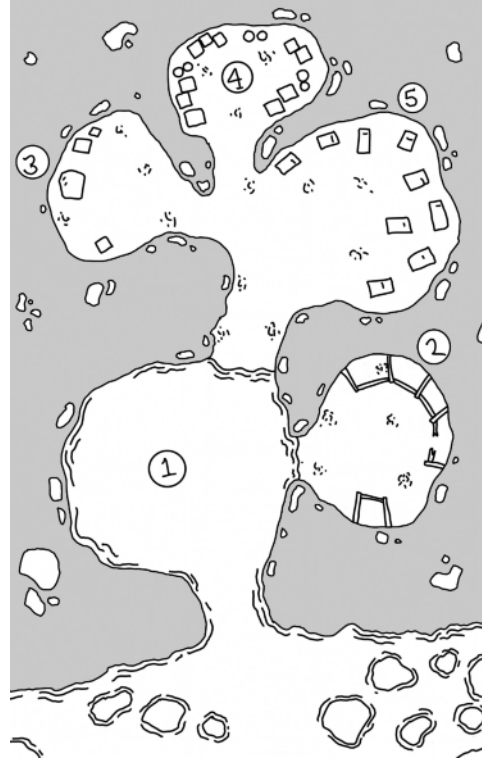
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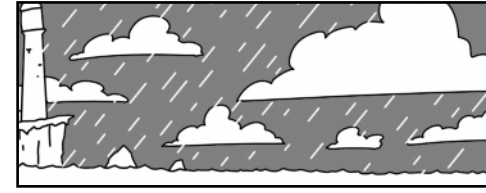


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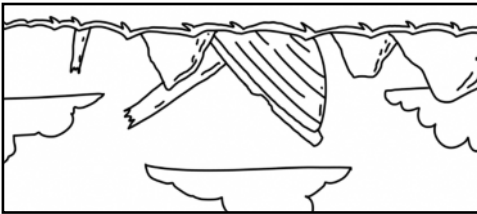
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