

# Casa de la Marina

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## Content Warnings

Mentions of death, ghosts, and spirits

## Adventure Summary

Opening its grand doors in the summer of 1911, Casa de la Marina was once a thriving hotel directly across from the Boardwalk. Operating for 50 years prior to its abandonment, the hotel hosted all kinds of people: in particular, they hosted Marines. Once a lively hub for wealthy guests and other unique individuals, the Casa de la Marina has sat empty since the 1960s after a tragic and mysterious accident. To locals, the accident appeared to be a simple earthquake; however, the true catalyst was a strange artifact brought by Leonardo Barin, a Marine staying in the hotel. Unbeknownst to him, the shiny, alluring souvenir from his time at sea was actually a piece of a deep old sea god. When brought back to the hotel, the artifact began absorbing the physical bodies of the guests and workers, but not their souls, thus leaving behind their ghosts. Some of these victims were only partially absorbed, causing them to be trapped in a singular area for all of eternity. Many are friendly, but others seek revenge for their wrongful deaths. The artifact is currently housed in the basement of the hotel, protected by a servant of the old god.

*“The year is 1980, 20 years after the shutdown. There have been more rumors going around the city that strange lights are being seen from inside the abandoned, fenced off hotel. Kids and teens say they hear faint footsteps coming from inside the building. These rumors have always been around since the shutdown, but recently they have been circulating more and more. Are these fake scary stories of the area or is there something deeper happening in Casa de la Marina?”*

## Notable NPCs

**Rupert Gillagully (Hotel Caretaker):** Is the only alive, human caretaker at the location. Having spent the past 20 years since the hotel shutdown living and maintaining the location to the best of his abilities. While the artifact activated in the hotel, Rupert was walking to his job and didn't get caught in the artifact's effect. He has dirt all over him, has not showered or maintained his personal appearance, he has extremely long unkempt hair, and smells funky. He is extremely

friendly to the group and craves human interactions. He has a friend named Junior, a ghost janitor that he refers to and talks to and would die for. Rupert may lead the party to his supply closet, after doing certain tasks for him, in which he possesses various tools for warding off ghosts and spirits along with general caretaker equipment. Rupert is here on his own volition and seems to enjoy his job.

d20	d12	d10-2	d8	d6	d4
Grit	Flight	Brains	Charm	Brawn	Fight

**Possible Ghost NPCs:** Below are a list of all the possible ghost NPCs that players can talk to and interact with while roaming the hotel. These NPCs are generally friendly and will not physically harm the players. The GM can roll a d20 to determine which NPC the players encounter.

Roll	Name	Description
1	Gloria Ashaben	Dressed in a modest green, thigh high dress, Gloria came from privilege and won't talk to the lower social classes. Snobbish and standoffish, however she does know gossip and loves to spread rumors.
2	Max Brown	Wearing a dark blue vest, a matching cap and khaki pants, Max only speaks to those who he deems are "sophisticated" and educated. Max can point the characters to the location of Rupert or mention knowing of a weird crying sound in one of the rooms.
3	Esteban Montoya	Wearing a vintage hotel uniform, Esteban always looks busy or in a hurry. Overall kind and friendly if

		given the opportunity to rest. Esteban is a bellhop that knows about most npc locations if the players ask by name.
4	Lula and Trixie	A pair of child twins, dressed in the same short pink dress. Lula and Trixie never talk and remain stoic. One will make motions to benefit the player and one will make motions that may lead them to danger.
5	Quacklin the Clown	Dressed in a classic red and white clown outfit and smiling clown makeup, Quacklin the Clown loves to tell jokes, do tricks, and even protect youngsters. Quacklin gets scoffed at by most of the other ghosts but will be happy to accompany the party if wanted.
6	Naomi Fowler	Dressed in a vintage hotel uniform, high heels, and a tight bun. Naomi was the hotel manager, and therefore knows everything there is to know about the layout. She is generally cheerful and kind, but does not take well to any disrespect towards her hotel.
7	Monica White	A bubbly teenager dressed in a short, floral-patterned shift dress and white platform boots. She will comment on the players' fashion choices, and give

		<p>them tips for how to dress more “hip”. Backhanded compliments are her specialty.</p>
8	Garth Goodwin	<p>Dressed smartly in a freshly-pressed button-down shirt and khaki slacks. Garth was a student at the local university studying literature, and holds a wealth of information about local history. If left uninterrupted, there is no end to his stockpile of fun facts.</p>
9	Miriam Plum	<p>Draped from head to toe in elegant black robes, Miriam is a practicing wiccan. She appears to be in her 80s, and will dote over the players as if they are her own grandchildren. She has heard rumors from her cohorts about a great beast at the bottom of the bay.</p>
10	Andy Moore	<p>A good old-fashioned cowboy with a southern drawl. Decked out in full western gear, with an abundance of leather fringe. Andy is stoic and standoffish, but can sometimes be heard muttering about a long-lost love.</p>
11	Tom Lockheart	<p>A WW2 navy general still in his uniform, although missing an arm. Tom is respectful, always serious, and terribly unfunny. He</p>

		generally does not care for many things except the war and America but will help a noble cause.
12	Sebastian Stone	An older man dressed in a white-stripped black suit. Saxophone in hand, he jammed until the end and beyond. It's difficult to get jazz-loving Sebastian's attention, but he seems to know all about the hotel's previous clients.
13	Zane and Cole	Two inseparable twins who are always up to mischief. They will trick/prank you before they ever help you.
14	Gavin O'Doherty	A nerdy, bespectacled young man with his corduroy pants pulled up uncomfortably high to reveal his novelty cat socks. Gavin is absolutely fascinated by "modern" 80s technology, and will do anything to get his hands on some.
15	Patrick Doyle	Smartly dressed in a dark blue plaid suit and sharply pointed black boots. Riley was on a visit to the states from Ireland when the hotel collapsed, and misses his home dearly. He is initially stand-offish, but may lighten up a bit if players can make him laugh.
16	Jesse Morrison	A scrappy, red-haired teenage girl dressed in blue jeans and a well-loved flannel. Jesse was not a

		<p>guest at the hotel, but was in the habit of sneaking in to steal snacks and happened to be present when the tremors began. She resents the wealthy guests at the hotel, and is always happy to do anything she can to help ruin their day.</p>
17	Ness Rogers	<p>A small boy that is dressed in a blue and yellow striped t-shirt with blue shorts and a red cap. He is useless and will sneeze on you.</p>
18	Tama the cat	<p>A cat. Surprisingly, it will understand some simple human vocabularies and will lead the player to potential treasures if food is given or will lead the players nowhere.</p>
19	Brian Zuckberg	<p>He is a smart scholar with round glasses. He seeks information about anything including about the players' motives and will aid them if Brian determines that there is profit towards him (talking to him for a while should unlock him aiding the player, he is initially feeling lonely)</p>
20	Kazuya Mishima	<p>A shirtless fighter. He has a policy of 'act before thinking'. If a player wins an arm wrestle match with him, he will accept you and teach you a technique that makes the players easier to win fights against ghosts.</p>

# Monsters

Below is our table of spirits. In this encounter, spirits are ghosts that can be physically interacted with but are bound to a certain area. When entering a notable room, the GM can roll on this table to determine which spirit they meet.

Roll	Name	Description
1	Leonardo Barin	Wearing an old, tattered and wet marine uniform, Leonardo Barin has brought the artifact to the hotel. Leonardo is hysterically apologetic, constantly muttering apologies with a lost look in his eyes. Constantly wanting to be alone, if approached without proper soothing, will lash out.
2	Sedonna Florin	Wearing a rather risque, short red dress that exposes her shoulders, Sedona is beautiful. She will use her beauty to lure the party in and attempts to strike a non specific deal with one of them. If the deal/exchange/contract is successful, that player is trapped in the room while Sedonna is able to move freely until she returns or is defeated. If the deal is unsuccessful Sedonna will lash out.
3	Harrison Castillo	A young man in a white lab coat with unruly hair. Can be observed frantically miming the motions of a chemistry experiment. Will lash out if his work is interrupted.
4	Laura Cox	Dressed in a ruffled blouse

		and long, flowing skirt, Laura is a high-strung housewife with a disdain for children. If she feels that she has been disrespected in any way, she will become enraged and attack.
5	Sandie Pitt	A sleazy con man disguised as a respectable gentleman in a well-tailored suit. Will attempt to woo the players with his charisma and sleight of hand tricks, and try to get them to gamble on a game of luck. If the players are somehow successful in winning his rigged game, his fury will be unleashed in full force.
6	Maya Rodriguez	Wearing a long, purple velvet dress and a lace shawl, Maya is a religious fanatic that believes that her current predicament is a punishment for her sins. Can be observed hysterically praying at a makeshift altar in her room. If questioned about what she is so afraid of, she will repeatedly scream "I didn't do it!" and attack.
7	Stefan Kennedy	A tall, spindly old man with sharp-edged features. Dressed in a pinstripe vest and slacks, with his sparse white hair slicked back to expose an unusually long forehead. He is highly territorial, and hates any invasion of his personal space. Perhaps he is protecting something?
8	Kyle	A hunched, dirty individual.



		<p>Dressed in a matching torn and filthy brown shirt and shorts. Usually stench in a rotten smell and is isolated from the rest of the hotel as he was exiled by Dorothy Elizabeth. He craves interaction of any kind and will not let the players leave his room. Becomes hysterical if they try to leave and just wants company. He constantly makes conversations with his imaginary friend Brad that he created.</p>
9	Andy Sandy	<p>An individual only referring to himself as Andy Sandy. A towering figure dressed in a torn black trench coat with black suit underneath. Andy loves watching people terrified. He thrives on the screams of terror as he scares those who enter his room. He has gotten attuned with his spirit form and can possess objects around him, except when these objects leave the room. While not directly hostile, Andy is an intimidating figure who will only speak to those who gets scared enough or those who are absolutely brave.</p>
10	The Amazing Opah	<p>The Amazing Opah was once a magician practicing for his set when the artifact happened, permanently trapping him in an escape jacket. As the years passed, Opah developed another personality named Fred. Fred is a hyper paranoid and rash individual , while Opah is</p>

		rather calm and collective and more trustworthy. The two will involuntarily switch often.
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## Secrets and Clues

Below is a clue table that the GM can roll after each encounter to see what clues an interaction can give you.

Roll	Clue	Description
1	Employee roster	A list of all of the hotel employees, including: <ul style="list-style-type: none"> <li>• Esteban Montoya</li> <li>• Naomi Fowler</li> <li>• Rupert Gillagully</li> <li>• Junior Morales</li> </ul>
2	Marine pendant	A shiny golden pendant with a bald eagle perched atop a globe, which is pierced by an anchor
3	Spell book	A leather-bound notebook filled with strange symbols. The only text that you are able to decipher is in the front cover. It reads: <i>"Property of Miriam Plum"</i> .
4	Diary	A small diary of a former employee - Naomi Fowler with the last entry pertaining to a deal being made with Dorothy Elizabeth.
5	Rumors of an exile	Someone around you or

		someone directly tells you about a room in which no one goes to as it hots someone who has been exiled by everyone in the hotel, only known as Kyle.
6	Threatening Note	A note threatening Junior Morales to work under someone only referred to as “the queen”. It threatens Junior into exile if not complied.
7	Letters addressed to Dorothy	A pile of letters all addressed to Dorothy Elizabeth, each confirming a deal has been made. The dates of these letters go as far back as 1910.
8	An old College textbook	A worn-down and torn college textbook that dates back to the 1940s, with the name Garth Goodwin inside claiming to be it’s owner.
9	Observations from collapse	A ghost or spirit tells you about what they have witnessed the day they died and the events began. They specifically mention a sketchy, panicking looking Marine run by them.
10	Performance Brochure	<p>A brochure advertising the entertainment showcase at the hotel. The following names are advertised:</p> <p>The Amazing Opah Quacklin the Clown Sebastion Stone</p>
11	Lab Notes	Ripped Lab notes that seems to be data collected for a chemical test. Only the owner is visible, Harrison.

12	Faint Smells of Fish	Ghosts and Spirits around you mention a faint smell of fish right before they died. It even lingers to their death, only faintly enough so that they have to concentrate in order to catch a whiff of it.
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## Start

### If starting separate from the Boardwalk (default):

The young group of amateur detectives have recently heard rumors of strange sightings at the abandoned hotel, Casa de la Marina, which is connected to the boardwalk. Some of these rumors mentioning flicking lights, strange noises, and even footsteps echo through the halls. The group has decided to meet up at night in front of the location to investigate further and to uncover the truth of what is really going on.

*“You crane your neck to look up at the building looming in front of you. Despite standing at a mere three stories high, the hotel has an incredibly imposing aura. The Spanish-inspired architecture must have looked rather regal when it was first built, but the building has been forgotten and left to decay for decades. The exterior is covered in moss and grime, with only glimpses of cream-colored walls peeking through. Small piles of rubble can be seen around the base of the hotel; you notice that chunks of the walls are missing in some places, although none are large or deep enough to see through into the interior. The entire structure is enclosed by a 10-foot-tall metal fence. You can see lights flickering faintly inside. You and your group of teenagers stand in front of the locked fence gate. Right through this gate is the entrance of the hotel.”*

### If starting from the Boardwalk:

After escaping the Boardwalk from their creepy encounters, the group of teenagers chose to take a quick shortcut to the nearby hotel - by taking the bridge that connects Neptune's Kingdom and the Casa de la Marina. The group of teenagers get through the locked bridge

entrance and cross. They find themselves in the main lobby of the Casa de la Marina, which doesn't look as abandoned as they thought.

*"You and your group cross the bridge that connects the Boardwalk and the Casa de la Marina, leaving the past adventure behind. As you and your group walk through the bridge you all take note of the moss growing out from the white concrete you're all currently on. You all escape the chilly air by going inside the door leading to the abandoned hotel. When you step inside, you immediately notice that the Casa de la Marina is not as abandoned as you think. You just now notice the working lighting and the many voices of people talking. Looking closer, you realize that these people are transparent. Are these ghosts? You stand, overlooking the lavish, grand entrance and think to yourself "What is happening?""*

# Notable Locations

## Penthouse

**Main Room/ living room:** A lavish, open space with an old vintage look. The overall space is extremely well kept and clean and smells faintly of floral perfume. The room is eerily quiet, unless Dorothy is speaking. The entrance to the hotel hallways leads to an elevated balcony overlooking the entire room. Two couches are sat in the middle of the room, facing each other with a countertop between them. Underneath the balcony is a filled wine cabinet, with extremely old, bitter wine. The room is connected to the balcony, the entrance hallway, the office, and the main bedroom.

*“ As you enter the main room, you immediately notice you’re standing on an elevated balcony that overlooks the living room. You note the lavish, open space with an old vintage look. You notice the place the overall space is extremely well kept and clean and smells faintly of floral perfume. You notice that the room is eerily quiet except for the echoing of a feminine voice as she speaks. You spot Two couches are sat in the middle of the room, facing each other with a countertop between them. Underneath the balcony area you notice a few wine bottles sticking out from presumably a wine cabinet. You spot entrances to the balcony, two doors on the left and right side of the room, as well as a hallway leading to more rooms.”*

**The office:** A long room, filled on both sides with bookshelves and filing cabinets with a desk in the back. The desk contains a bunch of organized files inside, however in particular, on the top of the desk contains documents that list all of the marines on the ship with the name Leonardo Barin highlighted. If continued to look at the desk or other filing cabinets, most notable files will revolve around the harsh blackmail or exiles that Dorothy has committed over time, such as letters, formal-looking documents that she created, a list with reasoning, etc. One such filing cabinet contains Rupert’s photo.

*“ When stepping into the office, you notice the long room, filled on both sides with bookshelves and filing cabinets with a desk in the back.”*

**Balcony:** The balcony's view to the outside has been completely covered with a tarp from the roof of the building when the hotel decided to shut down in order to prevent break-ins. The balcony is relatively wide, with a few lounging chairs and an outdoor grill. There is an extremely clean spot in the center of the balcony that looks out of place compared to the otherwise filthy ground, which is where Dorothy was when she died.

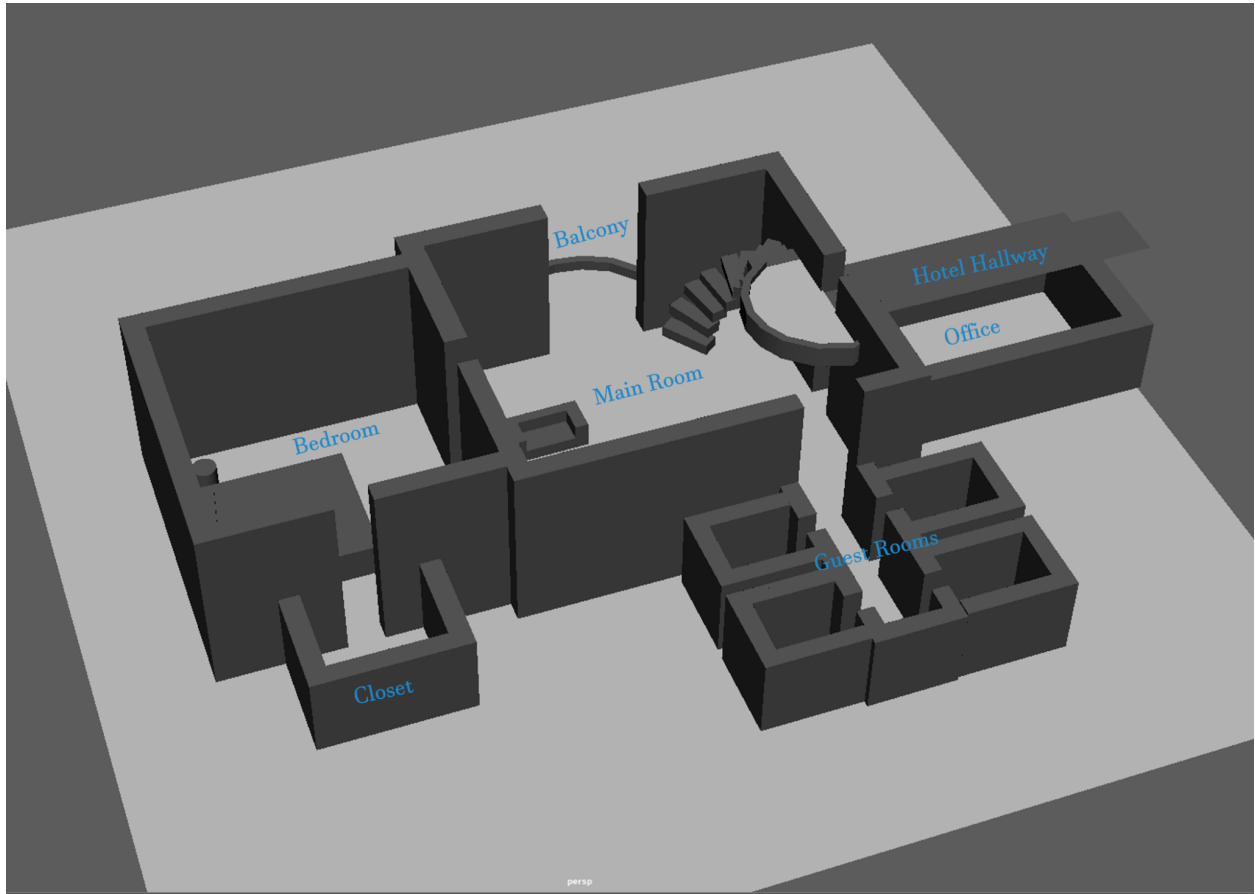
*"You feel a cold breeze as you step out onto the balcony. Your eyes are drawn to a suspiciously clean, suspiciously circular spot on the ground in the center of the ground."*

**Main bedroom:** A lavish bedroom connected to a walk-in closet with a personal bathroom. The room itself contains a king-size bed with two nightstands on both sides. The nightstand contains a journal containing a list of names with most of them being crossed out. As the players are flipping through, they see a circled name "Joseph Montoya", Esteban's uncle. The nightstand also contains a golden necklace, the one that Esteban "lost".

*"Dorothy's bedroom is nearly as impressive as the woman herself. It features a private bathroom with a large clawfoot bathtub, as well as a walk-in closet stuffed with elegant apparel and expensive shoes. The king-size bed is draped in thick velvet curtains and has mahogany nightstands on either side."*

**Guest rooms:** The guest rooms are used as a place where the servants are held until they are needed. Inside are small, dirty, and unkempt rooms. These doors are always closed but never locked.

*"Upon opening the door, you are greeted by a stale, musty smell. This area is distinctly different from the rest of the penthouse; the furniture is small and rickety, the floor is covered in a layer of dirt, and the lighting is sparse. You notice that the room is extremely crowded with ghosts floating around even if they are transparent and see through."*





**Dorothy Elizabeth:** Dorothy Elizabeth is the most influential person in the hotel. Dorothy commands her servants to do as she sees fit all in the luxury comfort of her hotel suite. At the snap of her fingers, she can have any ghost exiled, leaving them without social interaction for the rest of eternity, or at least until they do as she deems fit. Many fall for her charming smile and sweet promises even if there is a hint of danger in her eyes. Dorothy will not tolerate any critiques and anyone else who talks to her as the two are equal, as she is above all of them. Her awful treatment of the ghost servants is a prime example of this. She prefers to handle any altercations through blackmail and social power but isn't afraid of getting her hands dirty when needed. First impressions are extremely important to Dorothy, doing everything to establish that she is above others, but also she can be an important asset. Dorothy walks around in her 1960's style slimming black suit with horizontal white stripes accompanied by heels that echo through the penthouse with every step she takes. Dorothy knows who set off the chain of events that locked them here for eternity, Leonardo Barin. When the artifact became active in the hotel, she was one of the few whose physical bodies were only partly taken. It was an extremely painful process for her and she doesn't like talking about it as it is her "death". She only shares this information with those who can entertain her, and specifically those who do not anger her. She is entertained once multiple embarrassing and demeaning acts are done (see "Entertaining Dorothy").

d20	d12+2	d10	d8	d6	d4
Charm	Brains	Grit	Flight	Brawn	Fight

**Entertaining Dorothy:** Some examples of embarrassing/demeaning acts that players can perform in order to ingratiate themselves with Dorothy include:

- Trying on her expensive clothing, jewelry, and makeup and performing a "fashion show" for her. This can be made into a minigame, with multiple charm skill checks for presentation and outfit. The player that wins can be given a special pin that lets others know that you are favored by Dorothy.
- Fetching her wine and snacks, which are more for show than sustenance.
- Sharing embarrassing personal stories.
- Referring to her with titles such as "Madame", "Queen", "Empress", etc.
- Doing impressions and/or funny accents: bonus points if the impressions are references to the 1960s-80s.
- Using them as a footrest.

**Ghost Servants:** Free roam, generally harmless. Ghosts are transparent, generally talkative, and cannot physically interact with the physical world. These ghosts specifically are servants to the spirit, who harasses the ghosts. These servants work for the spirit due to blackmail of being exiled and having no one to talk to for the rest of eternity. They are extremely hesitant to talk to the players as if they are caught, they will be punished.

**Items and Clues:**

- *Dorothy's Journal:* In the main bedroom, the nightstand contains a journal containing a list of names with most of them being crossed out. As the players are flipping through, they see a circled name "Joseph Montoya", Esteban's uncle. The nightstand also contains a golden necklace, the one that Esteban "lost".
- *Golden Necklace:* A necklace belonging to Dorothy Elizabeth but given to Esteban Montoya for safekeeping. Ghosts around the hotel have said Esteban has lost the golden necklace and was punished by Dorothy for it.
- *Dorothy's Death Spot:* Located on the balcony, Dorothy's death spot has been cleaned thoroughly compared to the rest of the surroundings.
- *Special guest list:* Located on the top of the desk in the office are documents that list all of the marines on the ship with the name Leonardo Barin highlighted.
- *Rupert's family photo:* An old family photo of a young Rupert along with the rest of his family. Located in one of the filing cabinets in the office in a file titled "blackmail".

## Concluding the Adventure

**Final Encounter:**

After finding out that Leonardo Barin brought in an ancient artifact from the sea that is currently residing in the basement of the hotel, the group of teenagers decide to remove the artifact to set the spirits free.

“Upon going down to the basement of the hotel, you immediately notice the foul stench of fish hit your nostrils. In this wide, open room you hear the wet, slimy footsteps of something walking around in the middle. As you all move closer to the source of the sound, you notice a strange blue transparent fish being. It seems to have the head and body of what you think should be a trout but with arms and legs of a human but more scaley. It walks around a backpack that looks hastily thrown down. The being notices you all and simply stares, as if waiting to see what you all do.”

**The Apparition:** This ghastly apparition is a being created by an artifact that currently resides in the backpack. The artifact itself being a tooth from an ancient old god. Using the life essence of the hotel inhabitants, the artifact created this apparition to protect itself. The apparition’s sole purpose is to protect the artifact, with no thinking of its own other than to protect. The apparition will stay peaceful until it senses a threat for the artifact. This being does not understand languages and seems to not have emotions. The apparition may look like ghosts that roam the hotel, and is able to be interacted with physically. If apparition takes too much damage, it will begin to disappear. It is susceptible to the holy items that Rupert contains in his closet and will struggle more if caught in traps or held down by objects it does not understand. If the artifact is taken away from the basement or is destroyed, the apparition disappears.

d20	d12	d10	d8	d6	d4
Brawn	Grit	Fight	Flight	Charm	Brains

### Conclusion:

Once the group of teens leave the basement with the artifact, the artifact’s energy that was maintaining the structural stability of the building will be gone. The hotel itself will collapse around the teens as it then becomes a race to the exit. The hotel’s collapse will also be triggered if the teens break the artifact. When the hotel begins to collapse, all of the ghosts will begin disappearing. Spirits within the hotel will leave behind a corpse.

*“As you all leave the basement/ As you watch the artifact be destroyed, an intense earthquake begins to shake the building. Chunks of the building begin to fall around you all as you notice the building beginning to collapse. In the distance, you hear the loud cheering of ghosts as it slowly begins to fade away.”*