

A 5e & PATHFINDER-COMPATIBLE ADVENTURE FOR 4-7 PLAYERS OF LEVELS 1-20

DARK-ONE

**VOL.
7**

THE BOOK OF DARK SECRETS

DEATH SHIP



CREDITS ~ D&D 5E

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INTRODUCTION

ADVENTURE INTRODUCTION

After your last adventure, you find yourself resting and recuperating at a seaside tavern known as The Thirsty Vulture Inn. You sit down at one of the tables to determine your party's next excursion, and a haggard old man wearing a wide-brimmed hat and brandishing a cane hobbles up to your table. His eyes look grave but bright. He smiles as he extends a gloved hand with the tips snipped off and speaks in a cracked voice,

"Evenin', folks. Was wonderin' if you could spare some coin for an old war veteran? For a mere piece of silver, I'll be glad to share something with you that you might find to be of great value. So, what do you say?"

The beggar grabs a chair from a nearby table and makes himself at home. The stooped old man reaches into his dirty robe and withdraws a firm piece of parchment. He hands it to you, and it reads.

Sights, Adventure, Treasure

Join us aboard The Barnacle
for an unforgettable
excursion on the salty seas!
A mere 10 gp each provides you with
the adventure of a lifetime!

The Barnacle ~ South Pier ~ Midnight

"There is something here that I've heard about many years ago when I was just a boy. My father used to tell me about a family of boat makers that constructed magical boats in exchange for wicked deeds to be served up for their dark god. These craftsmen provided these special boats for those evil enough or crazy enough to sell their souls to this dark god

in exchange for the special functions these boats could provide. These craftsmen were known as THE BOAT MAKERS BLACK. The Black, as they are sometimes called, is a family of sorcerers, warlocks, and witches that are hundreds of years old. They bolster their powers as well as the favor of their dark god by forcing buyers of their ships to provide human sacrifices, as well as other vile deeds."

The old man extends a dirty finger and taps on a 'BB' symbol inscribed onto the parchment.

"You see this? This is their symbol. Very few know of this symbol, even sages, but my father made it a point to teach me *many* things. I believe that the sailors that man this ship are in league with The Boat Makers Black, and their method of operation includes sacrificing many of those foolhardy enough to come aboard and join them. I've *sworn* to take an aggressive stance on anyone and anything that does dirty work for this filth-god that scum such as this adores so much. I know these things because I'm the man that has been providing the missions you've been undertaking. I'm Matigan Brennan."

The old man makes a quick gesture with his left hand, and the veil of the venerable beggar that once sat before you is no more. In his place sits a grim-looking man in his thirties or forties. The man smiles again.

"The Boat Makers Black worship Narga, the god I am determined to destroy myself someday. It is his sick minions that took the lives of my family for no reason. I thought it was about time that I chose this particular occasion to meet you lot."

NOTES - The rasping "old beggar" is indeed the man that has been following the exploits of the

INTRODUCTION

PCs, and has found the ideal time to introduce himself. Based on the enemies he has accurately assessed, Brennan is more than eager to volunteer his services to fight alongside the party. A basic overview of **Matigan Brennan** is made known in the short adventure **STEAL THE PLANS**.

If the DM/GM chooses to use Brennan, much of him will be known from the aforementioned book, but his specific experience level, skills, etc. should be determined by the DM/GM.

The Barnacle is a ship that is owned and operated by **BORLO BORTEZ**, a surly dwarf (of all things!) with an extensive but hidden record of criminal activities. Many years ago, another ship that was originally christened as The Barnacle, was attacked by a Kraken. The ship sunk to the bottom of the ocean, and many sailors lost their lives in the attack. Because of this tragedy, this event had gained considerable attention far and wide.

Bortez, an enterprising, if not shady merchant, saw a truly golden opportunity. An accomplished seaman, Bortez took it upon himself to befriend the captain of The Barnacle, Captain Albers, and the other survivors of this historic and catastrophic attack. Bortez then purchased the original deck plans of the famous ship from Captain Albers for a lofty fee.

His plan in place, Bortez hosted a party for the survivors of the Kraken Disaster, but he had no intention of celebrating or honoring these brave survivors. Instead, Bortez and his men killed every one of the survivors and disposed of their bodies for the deep, dark sea to take them. Bortez walked away with the original floorplans as well as an exceptionally well-forged bill of ownership, awarding himself as the new captain of The Barnacle.

The original ship was sunk in hundreds of feet in the ocean, but this only served Bortez even more

favorably as he knew that no one would be able to delve deep enough to find the fragments of this sunken hulk. Over the next two years, the new ship was carefully constructed by The Boat Makers Black using the blueprints taken from the deceased Captain Albers. Bortez requested a unique feature be made for his ship, and the two-deck levels that were destroyed were replicated in a most unique way. The holes that the Kraken were reported to have made were duplicated. Next, Bortez had The Boat Makers Black cover the gaping holes with sheets of thick glass. Finally, permanent glassteel spells were cast upon the glass that was now part of the ship. This made for a truly unique and visually stunning attraction for those paying to sail aboard the resurrected ship, The Barnacle.

Bortez soon had an even better plan to line his pockets. Bortez and his crew would visit various coastal and seaport towns known throughout the realms for their prosperity. He would send out several of his crew to spread the word about the legendary ship being docked in their seaside towns and offered tours for the lucky few to explore the wonders of the sea, and The Barnacle itself. Bortez would honorably provide the services he described for the first two nights that the ship was docked at the locales he visited. But it was always on the third night where Bortez would do his dirty work. No longer on record as being docked at the coastal towns he visited, Bortez would sail The Barnacle out of sight and would then deploy a rowboat filled with his men in the late hours of the night. It wasn't a difficult task for Bortez's men to find nocturnal and drunken thrill-seekers to come aboard the famous wonder ship, The Barnacle. These men were never seen or heard from again and were indeed sacrificed, as Brennan has described earlier, to the dark god Narga.

The DM/GM should take this time to allow the PCs to become more acquainted with Matigan Brennan to further flesh out their relationship.

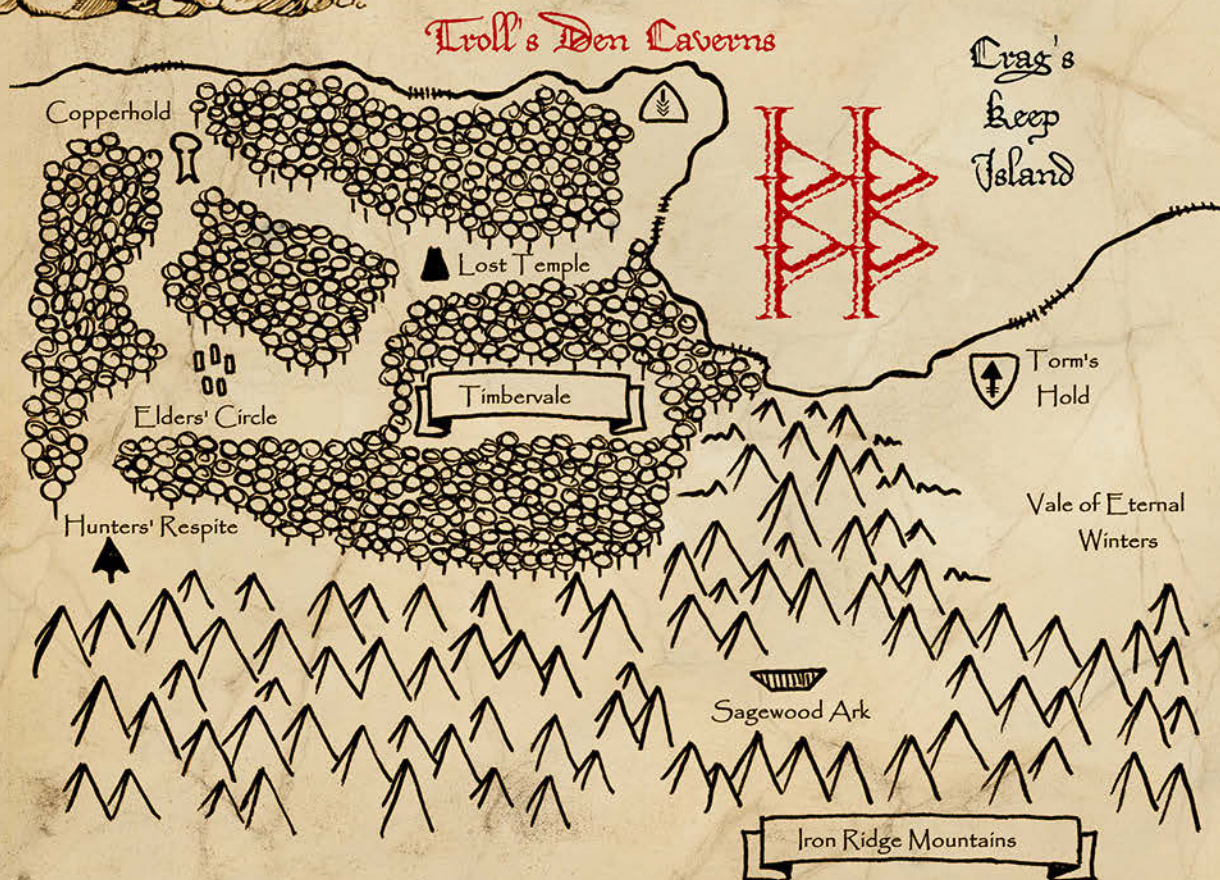


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Join us aboard The Barnacle
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A mere 10 gp each provides you with

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The Barnacle ~ South Pier ~ Midnight



THE BARNACLE

If the PCs should decide to board The Barnacle, read the following description to the players.

The invitation you were given is easy to follow, and under an hour later you arrive at the site where the ship is docked. Several people are milling about on the main deck of the ship, and a bridge has been extended from the main deck to the dock. Two large black men with falchions strapped to their sides guard the bridge. As you approach, you notice The Boat Makers Black's symbol has indeed been painted in white paint upon the ship's hull. The pair of men welcome you as you make your way toward them,

"Greetings, fellow adventurers, and welcome aboard the legendary Barnacle! Raised from the depths of the ocean by powerful sorcery and magically preserved, we assure you that lightning won't strike twice on this ship! Just 10 pieces of eight each, sirs. Welcome aboard!"

A powerfully-built dwarf hobbles over to greet you as you board. He has his thick, black hair tied back into a ponytail and his beard is an unkempt mass of bristling strands. His nose is pierced and adorned with a miniature warhammer head, and he has a small 'BB' tattoo burned onto his left cheek. The dwarven sailor booms forth his welcome,

"I can see I've been graced with true seekers of adventure! Come aboard and feel free to tour the famed Barnacle at your leisure. We set sail soon, so keep yourselves at the ready."

NOTES - Deck plans of The Barnacle have been provided, but descriptions have been abbreviated to fit into the short adventure format. If the PCs survive this adventure, they may choose to disregard Matigan Brennan's stern warning that

the ship has indeed been cursed by The Boat Makers Black. Anyone that owns this ship will invariably answer to this family of evil ones at some point in the very near future.

1 - MAIN DECK -

The Barnacle is a beautiful, if not ominous-looking ship. Painted entirely black and held together firmly with thick bands of finely-sculpted black iron, The Barnacle measures 110 feet from fore to aft, and 35 feet wide.

2-3 - SIDE-SHOT LATRINES -

This needs no further explanation.

4 - CAPTAIN'S QUARTERS -

The captain's quarters is roughly 20 feet square and is lined from floor to ceiling with rich ebony wood and inlaid with carved bas reliefs depicting howling demons. A rich red tapestry covers the entire floor, and a polished black table that can accommodate six takes up much of the room.

NOTES - Bortez has a chest filled with minor treasures. The chest is locked and has been rigged with a **poison needle trap**. The treasures include: 30 pp, 72 gp, 115 sp, a strand of pearls worth 120 gp, and a **GEM OF TRUE SEEING**.

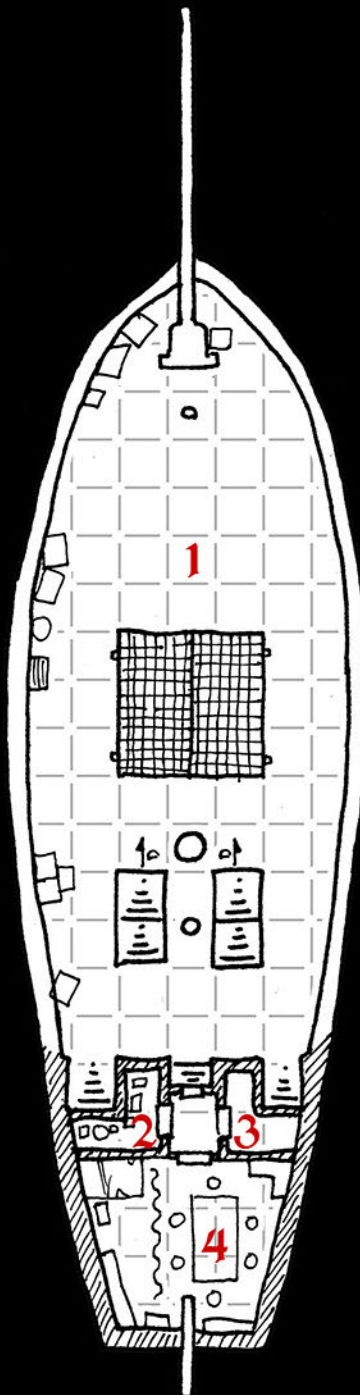
5 - MID-DECK LANDING -

This is the landing for the middle deck. Various maritime works of art adorn the walls flanking both sets of stairs here.

6 - NEW STORAGE -

This 25-foot by 30-foot room serves as the storage room. The room is filled with a vast collection of barrels, kegs, crates, and sacks

The Barnacle



Main Deck



Mid Deck



Cargo Hold

1 SQUARE = 5 FEET

THE BARNACLE DECK PLANS

of foodstuffs and supplies.

NOTES - There is enough food, water, and rum to sustain 10 people for 30 days.

7 - KITCHEN -

The kitchen is a narrow and cramped room stretching 25 feet in length. Beautiful brass portholes are fitted into the hull every five feet, and every type of pot and pan hangs from manila ropes from the ceiling.

8 - STARBOARD VIEW -

This 25-foot long room has one main and massive feature. The entire starboard side of the ship has been torn away, and the once gaping hole has been filled with crystal clear glass. Magical lighting of some kind has been situated on the outside of the ship. The beautiful blue light invades the gloom of the sea allowing you to view several schools of colorful fish swimming by the glass.

9 - FOOD STORAGE -

This room is filled with a variety of casks and kegs and bags of food and spices.

NOTES - There is enough food, water, and rum to sustain 10 people for seven days.

10 - BARRACKS -

This cramped room smells badly of sweat and liquor. Four beds have been bolted to the wall, and there are four small footlockers on the floor here as well.

NOTES - The paltry treasures found here include: (1d10) gp, (1d12) sp, and (1d20) cp each.

11 - ART HOLDING -

This large room holds a wide variety of supplies. Upon closer inspection, the room seems to serve as a form of temporary art holding area. Chandeliers and ornate furniture have been tightly secured with thick manila ropes. Enormous paintings and tapestries line the walls as well.

NOTES - The quantity and values of these items are to be determined by the DM/GM.

12 - SEEMINGLY EMPTY -

This is the fore of the ship which has been reinforced with black iron. The room is empty.

NOTES - This is one way to enter Bortez's small treasure chamber below. A three-foot square has been expertly cut into the floor which provides access to a spiral staircase which leads to area 15.

13 & 16 - VIEWING DENS -

You immediately notice a room whose entire starboard side has been violently ripped away, and crystal clear glass has been set into the gaping hole. Several species of colorful fish and sharks swim past the glass. Several chairs have been bolted to the floor allowing viewers to gaze out into the depths of the ocean.

NOTES - This is where the party will be gathered for Bortez to entertain. Permanent light spells have been cast upon cylinders of treated black wood to provide constant viewing pleasure for anyone gazing out into the sea.

14 - CARGO HOLD LANDING -

This area serves as the cargo hold landing.

BORTEZ AND HIS CREW



BORTEZ AND HIS CREW

The entire crew of The Barnacle will be on their best behavior on the way to Crag's Keep Island. If the PCs survive and the covers of Bortez and his men are not blown, Bortez will order a final sneak attack on their way back to port.

This attack will be en masse and take place on the upper deck of The Barnacle. The entire crew, except for Bortez, will indeed fight to the death.

This is a short adventure, and there are too many variables for each of these pirates to be detailed within this limited format and size. It is up to the DM/GM to flesh out the character classes, levels, and stats of each crew member, or simply stat them as fighters that are half the experience level of the players.

Bortez himself should be of sturdier stuff than his crew, and his general stats are listed as follows:

BORLO BORTEZ - FIGHTER

STR - 17 DEX - 13 CON - 16

INT - 11 WIS - 11 CHAR - 13

WEAPONS - Cutlass +2, Hand Axe +1

ARMOR - Scale Mail +2

If the crew of The Barnacle reaches one-third or less of its strength, Bortez will bargain (beg) for his life. He knows the personal hell he has made for himself and will attempt to lengthen his dwarven life as long as possible. **The DM/GM may choose for Bortez to offer the location of one of The Boat Makers Black's island hideouts in exchange for sparing his life.**

TREASURE NOOK



15 - TREASURE NOOK -

You've descended the iron spiral steps and behold a tiny triangular nook with four small chests resting in tiny alcoves cut into the hull.

NOTES - This is Bortez's private treasure cache. A secret door is also available as another way to enter and leave this tiny nook. The treasures found here are as follows:

CHEST # 1 - This is Bortez's neatly-stacked coin collection separated into four categories depending on the experience level of the PCs.

PC LEVELS 1-5 - 20 pp, 40 gp, 60 sp, & 80 cp.

PC LEVELS 6-10 - 40 pp, 60 gp, & 100 sp.

PC LEVELS 11-15 - 60 pp, 80 gp, & 60 sp.

PC LEVELS 16-20 - 100 pp & 100 gp.

CHEST # 2 - Poison needle trap. This is Bortez's gem and dagger collection separated into four categories depending on the experience level of the PCs.

PC LEVELS 1-5 - 10 semiprecious stones worth 20 gp each. Masterwork dagger.

PC LEVELS 6-10 - 10 precious stones worth 40 gp each. **Dagger +1.**

PC LEVELS 11-15 - 12 emeralds worth 60 gp each. **Dagger +2.**

PC LEVELS 16-20 - 15 rubies worth 100 gp each. **Dagger +3.**

CHEST # 3 - Sleep gas trap. Bortez collects rare and exotic poisons from his travels, and there are **five different poisons** stored here. Each is held in an ornate precious metal tube with a lead stopper. There are **two doses for each poison** type, and each is to be determined by the DM/GM.

CHEST # 4 - This is the grisly keepsake receptacle that Bortez fawns over nightly. It seems he has a rather unusual fetish. ***Bortez collects severed fingers and ears.***

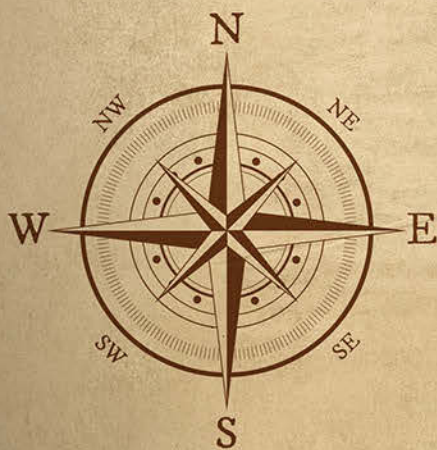
17 - ARMORY -

An array of weapons line the walls here.

NOTES - The following weapons are here:

- 12 Javelins
- 12 Lariots
- 8 Grappling Hooks
- 8 Halberds
- 6 Bear Traps
- 4 Spears
- 4 Falchions

1 Square
= 5 Feet



Troll's Den Caverns



TROLL'S DEN CAVERNS

MORE ABOUT BORTEZ'S PLANS

Bortez has been using the same plan for many years. Providing the false promises of hidden or buried treasure, Bortez sails to several of the most dangerous islands he knows. Some of these islands are teeming with cannibals, some hold a host of deadly diseases. The island that Bortez plans to take the party tonight is called Crag's Keep Island. It is a former pirate hideout that is now occupied by a small tribe of humanoids, as well as angry spirits of the dead that were drawn here to be ambushed and slain for their belongings.

The DM/GM should allow Captain Bortez to encourage the PCs to use the map/invitation that Brennan showed them earlier. Bortez has a deal with the living denizens of this island. Bortez delivers fresh meat in the form of the slain PCs, and Bortez keeps 75% of the treasures (and 100% of all magic items) taken from any slain PCs. The humanoids are terrified of Bortez and his men, so this serves Bortez perfectly.

Bortez and his crew of 10 (treat as fighters half the experience level of the PCs) will accompany the PCs onto the island but will encourage the party to explore the island alone and at their leisure. After the PCs delve into The Troll's Den Caverns, he will typically wait three hours, then deploy three of his crew members to make sure that each of the party members has been slain, gutted of their weapons and coin, and disposed of properly.

THE TROLL'S DEN CAVERNS

1 - EAST ENTRY -

Two sets of steps lead you to this 15-foot by 20-foot cavern chamber. Your lighting draws your eyes to the eastern wall, and there you see scrawled in white chalk is a message written in the common tongue which reads:

Welcome. Don't let a simple little cave system scare yee. *ENTER, LADS!*
Mark one thing well, oh man.
The Black Sharks spare no man!

2 - WEST ENTRY -

You decide to take the cavern that leads west. You make your way 40 feet into the cavern and enter into a 15-foot by 20-foot chamber. The floor is littered with bones and skulls of many different sizes and shapes. Many of the bones are undoubtedly human.

NOTES - This area acts as a warning zone for anyone foolish enough to invade these caves. If a search is made, a successful DC 15 Perception roll will turn up an item of value. A **Morningstar +1** lies undiscovered beneath this massive jumble of human bones.

3 - THE GREAT CHASM -

A 90-foot wide chasm stretches before you, barring your path. Two gaping black holes span much of this trench, and a rickety wooden rope bridge stretches from the south side of the divide to the north side.

NOTES - This bridge can only safely support 600 pounds at a time. The Black Shark Gang designed this bridge in exactly this manner and would cross over safely one at a time. The DM/GM should ask for marching orders as well as how many PCs are on this bridge. The 600-pound limit will result in the bridge collapsing into a 10-foot to 40-foot hole, depending on the level of the PCs.

4 - BRUTE'S DEN -

You enter into this chamber and see a cave whose walls have been completely covered with

VARDA THE BRUTE

OGRE

AC 11 ~ HP 59 ~ Spd 40

STR 19, DEX 8, CON 16, INT 5, WIS, 7, CHA 7
Senses DV 60 ft, Perc 8, Challenge 2 (450 XP)
ACTIONS Greatclub +6 (2d8+4) bludgeon damage.
Javelin +6 (2d6+4) piercing damage.

HILL GIANT

AC 13 ~ HP 105 ~ Spd 40

STR 21, DEX 8, CON 19, INT 5, WIS, 9, CHA 6
Senses — Perc 12, Challenge 5 (1,800 XP)
ACTIONS Greatclub +8 to hit (3d8 + 5) bludgeon dam.
Rock +8 to hit (3d10 + 5) bludgeoning damage.

CYCLOPS

AC 14 ~ HP 138 ~ Spd 30

STR 22, DEX 11, CON 20, INT 8, WIS, 6, CHA 10
Senses PDP Perc 8, Challenge 6 (2,300 XP)
ACTIONS Greatclub +9 to hit (3d8 + 6) bludgeoning.
Rock +9 to hit (4d10 + 6) bludgeoning damage.

CAVE TROLL

AC 15 ~ HP 188 ~ Spd 30

STR 25, DEX 11, CON 23, INT 5, WIS, 7, CHA 7
Senses DV 120 feet, Perc 15, Challenge 8 (3,900 XP)
ACTIONS Bite +8 to hit (2d6 + 5) piercing.
Claws +8 to hit (3d6 + 5) slashing damage.

OGRE

CR 3 ~ AC 17 ~ HP 30

STR 21, DEX 8, CON 15, INT 6, WIS, 10, CHA 7
Init -1, Senses DV 60, Perception +5, XP 800
Speed 30, Base Atk +3, CMB +9, CMD 18
Melee greatclub +7 (2d8+7) javelin +1 (1d8+5)

CYCLOPS

CR 5 ~ AC 19 ~ HP 65

STR 21, DEX 8, CON 15, INT 10, WIS, 13, CHA 8
Init -1, Senses LLVision, Perception +11, XP 1,600
Speed 30, Base Atk +7, CMB +13, CMD 22
Melee greataxe +11 (3d6+7/x3) c.bow +5 2d8/19-20x3

ADVANCED TROLL

CR 6 ~ AC 20 ~ HP 75

STR 25, DEX 18, CON 27, INT 10, WIS, 13, CHA 10
Init +4, Senses DV 60 feet, Perception +13, XP 2,400
Speed 30, Base Atk +4, CMB +12, CMD 26
Melee bite +10 (1d8+7), 2 claws +8 (1d6+7)

HILL GIANT

CR 7 ~ AC 21 ~ HP 85

STR 25, DEX 8, CON 19, INT 6, WIS, 10, CHA 7
Init -1, Senses LLV, Perception +6, XP 3,200
Speed 40, Base Atk +7, CMB +15, CMD 24
Melee greatclub +14 (2d8+10), rock +6 (1d8+10)

bearskins. A very large humanoid tosses and turns on the floor in a heap of furs, apparently fighting off sleep.

NOTES - This is the lair of the outcast known as **VARDA**. He has been shamed and shunned by members of The White Tusk Clan for showing compassion for a captured humanoid that was tortured to death.

Varda now resides here and acts as the first line of defense in charge of the west side of these caves. He is not as bloodthirsty as his kin, but he will defend his only home viciously, and to the death. He gains favor by killing invaders and bringing their severed heads in a sack to show his prowess to the other dwellers of these caves. Varda receives one small barrel of troll brew for each head delivered, and as of right now, Varda's own head is spinning after drinking six of these brews.

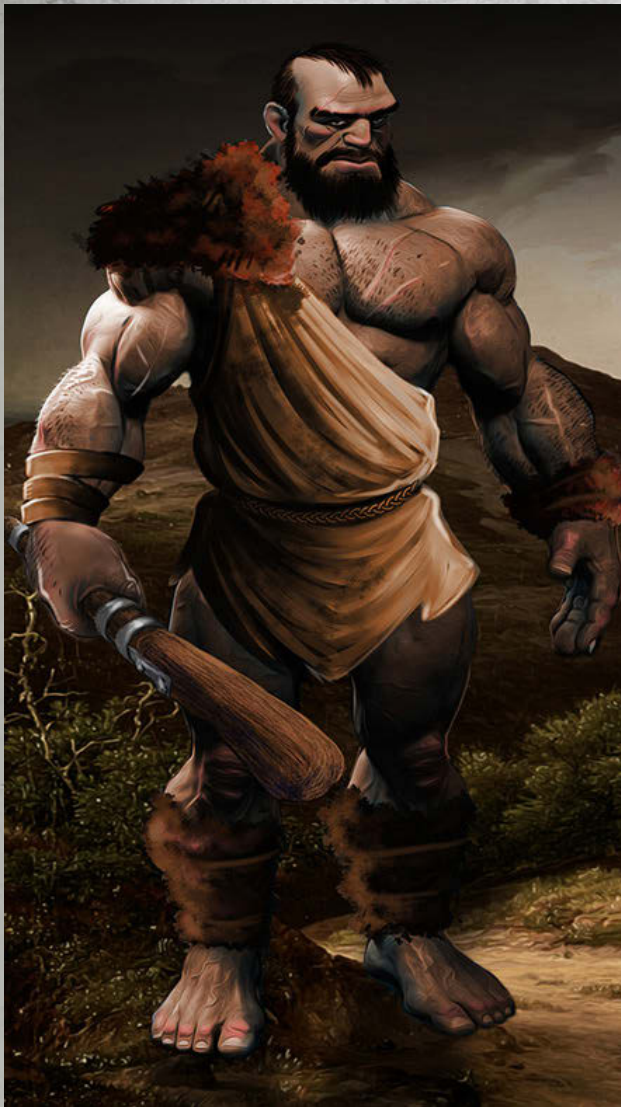
Varda has a meager collection of treasures which includes 40 gp, 55 sp, 68 cp, and a vest made from stark white boar tusks.

5 - A RAGGED ART GALLERY -

This cave's floor is covered with bearskins of every color, and the walls have primitive drawings scribbled upon them. These drawings depict a large humanoid walking alone and away from a tribe of other large humanoids. Other works of art include sketches of knights being beheaded and collected in sacks. Loose rubble covers the floor leading to an exit leading west.

NOTES - This is Varda's art gallery. The loose stones have been arranged to cascade down if anyone steps upon this area, acting as Varda's alarm system.

MINOR TREASURES



6 - TREASURE CHAMBER -

The stout oak door opens and you see a small chamber little more than seven feet in diameter. A large treasure chest lies at the west side of this cavern chamber.

NOTES - This is the minor treasure chamber of the other beings that dwell in these caves. To make Varda feel important, the other humanoids living here have “awarded” Varda with the only key to this room. There is another key, of course, but Varda doesn’t know this. Varda wears this large iron key as a necklace proudly upon his chest. The treasures are listed in four categories to be

determined by the experience level of the PCs.

PC LEVELS 1-5 - 11 pp, 22 gp, 33 sp, & 44 cp.

PC LEVELS 6-10 - 15 pp, 30 gp, 44 sp, 55 cp, and a moonstone worth 40 gp.

PC LEVELS 11-15 - 19 pp, 40 gp, 52 sp, 66 cp, and a moonstone worth 60 gp.

PC LEVELS 16-20 - 25 pp, 58 gp, 66 sp, 88 cp, a moonstone worth 80 gp, and Varda’s pet rock he’s painted black with a white face he has affectionately named “Oogie.”

7 - BARRACKS -

This 30-foot by 20-foot chamber is filled with beings that are far from human. They are all engaging in various forms of entertainment.

NOTES - This chamber used to be the grand dining room to the Black Sharks Gang. It now serves as a barracks for the humanoid soldiers that live and guard here. Each of the soldiers has a tiny footlocker with some paltry treasures which includes: (1d4) gp, (1d8) sp, (1d12) cp, and a variety of polished (worthless) knucklebones. **Stats can be found on the next page.**

8 - HALL OF FAMOUS PIRATES -

This roughly L-shaped hall connects two doors. The walls to this hall are lined with paintings of flamboyant yet heavily-armed pirates. A symbolic ‘BB’ sigil has been cut into each canvas.

9 - SECRET TREASURE CACHE -

This 10-foot square room holds one very large and rather long, ironbound chest.

BARRACKS DENIZENS & TORTURED

GOBLINS AC 15 ~ HP 7 ~ Spd 30

STR 8, DEX 14, CON 10, INT 10, WIS, 8, CHA 8
Senses DV 60 ft, Perc 9, Challenge 1/4 (50 XP)
ACTIONS Scimitar +4 to hit (1d6 + 2) slashing damage. Shortbow +4 to hit (1d6+2) piercing damage.

HOBGOBLINS AC 18 ~ HP 11 ~ Spd 30

STR 13, DEX 12, CON 12, INT 10, WIS, 10, CHA 9
Senses DV 60 ft, Perc 10, Challenge 1/2 (100 XP)
ACTIONS Longsword +3 (1d8+1) slashing damage. Longbow +3 (1d8+1) piercing damage.

BUGBEARS AC 16 ~ HP 27 ~ Spd 30

STR 15, DEX 14, CON 13, INT 8, WIS, 11, CHA 9
Senses DV 60 ft, Perc 10, Challenge 1 (200 XP)
ACTIONS Morningstar +4 to hit (2d8 + 2) piercing damage. Javelins +4 to hit (1d6 + 2) piercing damage.

OGRES AC 11 ~ HP 59 ~ Spd 40

STR 19, DEX 8, CON 16, INT 5, WIS, 7, CHA 7
Senses DV 60 ft, Perc 8, Challenge 2 (450 XP)
ACTIONS Greatclub +6 to hit (2d8 + 4) bludgeoning damage. Javelins +6 to hit (2d6+4) piercing damage.

GOBLINS CR 1/3 ~ AC 16 ~ HP 6

STR 11, DEX 15, CON 12, INT 10, WIS, 9, CHA 6
Init +6, Senses DV 60, Perception -1, XP 135
Speed 30, Base Atk +1, CMB +0, CMD 12
Melee short sword +2 (1d4/19-20) s. bow +4 (1d4/x3)

GNOLLS CR 1 ~ AC 15 ~ HP 11

STR 15, DEX 10, CON 13, INT 8, WIS, 11, CHA 8
Init +0, Senses DV 60, Perception +2, XP 400
Speed 30, Base Atk +1, CMB +3, CMD 13
Melee spear +3 (1d8+3/x3) spear +1 (1d8+2/x3)

HOBGOBLINS CR 1/2 ~ AC 16 ~ HP 17

STR 15, DEX 15, CON 16, INT 10, WIS, 12, CHA 8
Init +2, Senses DV 60, Perception +2, XP 200
Speed 30, Base Atk +1, CMB +3, CMD 15
Melee longsword +4 (1d8+2/19-20), bow +3 (1d8/x3)

OGRES CR 3 ~ AC 17 ~ HP 30

STR 21, DEX 8, CON 15, INT 6, WIS, 10, CHA 7
Init -1, Senses DV 60, Perception +5, XP 800
Speed 30, Base Atk +3, CMB +9, CMD 18
Melee greatclub +7 (2d8+7) javelin +1 (1d8+5)

MINOR TORTURED AC 13 ~ HP 22 ~ Spd 30

STR 12, DEX 12, CON 10, INT 10, WIS, 10, CHA 5
Senses DV 60 ft, Perc 7, Challenge 1 (200 XP)
ACTIONS Scimitar +1 to hit, (1d6 + 1) slashing. Claws +1 to hit, (1d4+1) slashing damage.

LESSER TORTURED AC 15 ~ HP 44 ~ Spd 30

STR 13, DEX 13, CON 11, INT 10, WIS, 10, CHA 6
Senses DV 60 ft, Perc 8, Challenge 3 (700 XP)
ACTIONS Scimitar +2 to hit, (1d8 + 2) slashing. Claws +2 to hit, (1d6 + 2) slashing damage.

TORTURED AC 17 ~ HP 75 ~ Spd 30

STR 14, DEX 14, CON 11, INT 10, WIS, 10, CHA 7
Senses DV 60 ft, Perc 9, Challenge 5 (1,800 XP)
ACTIONS Scimitar +4 to hit, (1d10 + 4) slashing. Claws +4 to hit, (1d8 + 4) slashing damage.

ADVANCED TORTURED AC 19 ~ HP 88 ~ Spd 30

STR 15, DEX 15, CON 13, INT 11, WIS, 10, CHA 8
Senses DV 60 ft, Perc 9, Challenge 7 (2,900 XP)
ACTIONS Scimitar +5 to hit, (1d12 + 5) slashing. Claws +5 to hit, (1d10 + 5) slashing damage.

MINOR TORTURED CR 1 ~ AC 15 ~ HP 15

STR 12, DEX 12, CON —, INT 10, WIS, 10, CHA 10
Init +1, Senses DV 60, Perception +3, XP 400
Speed 30, Base Atk +1, CMB +2, CMD 13
Melee scimitar +1 (1d6+1), 2 claws +1 (1d4+1)

LESSER TORTURED CR 3 ~ AC 17 ~ HP 33

STR 13, DEX 13, CON —, INT 10, WIS, 10, CHA 10
Init +3, Senses DV 60, Perception +5, XP 800
Speed 30, Base Atk +2, CMB +5, CMD 16
Melee scimitar +2 (1d8+2), 2 claws +2 (1d6+2)

TORTURED CR 5 ~ AC 19 ~ HP 66

STR 14, DEX 14, CON —, INT 10, WIS, 10, CHA 10
Init +5, Senses DV 60, Perception +7, XP 1,600
Speed 30, Base Atk +6, CMB +9, CMD 22
Melee scimitar +3 (1d10+3), 2 claws +2 (1d8+3)

ADVANCED TORTURED CR 7 ~ AC 22 ~ HP 80

STR 15, DEX 15, CON —, INT 10, WIS, 10, CHA 10
Init +7, Senses DV 60, Perception +9, XP 3,200
Speed 30, Base Atk +9, CMB +12, CMD 25
Melee scimitar +5 (1d12+5), 2 claws +5 (1d10+5)

SKELETONS & TORTURED SPIRITS

NOTES - This is the true treasure cache coveted by the boss that lives in area 19. An ordinary oak door has been hidden with a permanent illusion spell cast upon it. The treasures are as follows:

PC LEVELS 1-5 - 45 pp, 88 gp, 111 sp, 234 cp, 5 various gems worth 10-40 gp each.

PC LEVELS 6-10 - 66 pp, 123 gp, 188 sp, 330 cp, 10 various gems worth 10-80 gp each.

PC LEVELS 11-15 - 120 pp, 180 gp, 223 sp, 410 cp, 15 various gems worth 20-120 gp each. A shrunken silver skull worth 120 gp.

PC LEVELS 16-20 - 248 pp, 310 gp, 300 sp, 500 cp, 20 various gems worth 30-240 gp each. A shrunken gold skull worth 300 gp. All treasure levels have a **STAFF OF ILLUSION** with **8 charges** left.

10 - IMPALED PIRATE -

You descend a set of crude steps and see a narrow room that branches off to the north. A battle scene composed of skeletons slumped over each other lies in a dirty heap directly in front of you. One of the pirates has been firmly impaled into the east wall by a cutlass of considerable size.

As you take your next step, you hear a cracking sound emit from the pile of bones. Then another. As if on cue by your mere presence, several skeletons rise from the heap, each wielding rusty, curved scimitars.

NOTES - The skeletal figures will animate if anyone enters further into this room. As per the usual, the number and type of skeletal figures that attack are determined by the experience level of the PCs and the DM/GM's discretion. **Skeleton Warriors, Gaki, Crypt Things, etc.**

11 - BOSUN'S QUARTERS -

The door opens to reveal a 15-foot wide by 10-foot long bedroom. The room has a bed, a small table, and a pair of chairs. A skeletal figure's upper body and head is slumped down upon the table sprawled out over a large map with dried blood caked upon it.

12 - MEETING CHAMBERS -

The door opens to a large room that is triangular in shape. A large rectangular table with several wooden chairs takes up much of the chamber. The table is covered with maps and other items of ephemera.

NOTES - A convenient place to count their loot, this room served as the meeting chamber where The Black Sharks planned their attacks upon the innocent. They were notorious for attacking without warning in the darkest hours of the night. Many items of ephemera proving their brutal nature litter the massive table. The pirates that invaded this hideout years ago missed a spell scroll to be determined by the DM/GM. This scroll has two level 1 spells and one level 2 spell.

13 - TROPHY ROOM -

You gaze into this rectangular chamber and behold a room filled with a wide variety of ghastly human trophies. Tarred and feathered corpses have been posed in a variety of cruel and disrespectful ways. The most gruesome corpse is kneeling and has his hands clasped together, apparently pleading for his life. The victim's eyes are wide open. The rest of the grisly, mummified corpses surround this most unfortunate victim.

NOTES - The Black Sharks had a cruel ceremony they liked to perform upon their most

TORTURE CHAMBER

troublesome enemies, and the angry spirits of these victims still lingers here. The DM/GM should choose an angry spirit or ghost type for this encounter. **Polergeists, spectres, ghosts, wraiths, allips, bhutas, banshees**, etc. *The DM/GM should also determine the number of these ghosts that now dwell here.*

14 - ESCAPE ROOM -

This room is 20 feet wide by 15 feet in length and some large creature's bones are in a massive heap upon the floor. The deceased creature is attached to a large spiral staircase leading somewhere below.

NOTES - This chamber served as the home of the pirates' beloved guardian and "pet" owlbear known as Kellgo. Kellgo died of starvation years ago when his pirate owners were slain by The Boat Makers Black. This chamber also served as an escape room featuring an iron spiral staircase that leads to an escape tunnel leading to area 9. The "pet" of The Black Sharks died a slow death, and it has transformed into a very dark creature after it finally perished. **The DM/GM may use the stats found on page 16, and use the claw and bite attacks, as well as any other ghostly attacks.**

15 - TORTURE CHAMBER -

You enter into the next room and immediately notice a wide array of torture implements. A gibbet is suspended from the ceiling directly over a large iron cauldron. A bloodied iron maiden is in the southeast corner, and a stretching rack is flush against the north wall. A skeleton in rusty armor lies firmly strapped to the rack.

NOTES - This was Captain Veldrek's beloved torture chamber. He took great delight in

breaking the bodies of his enemies before opening a chute in the north wall to deliver their mangled frames into the chasm in area 18. Captain Veldrek was indeed a twisted man, as he made it a point to send these broken bodies to the pit below while ***these unfortunate people were still alive.***

The unimaginable suffering of these tortured souls has caused these injustices to form into bitter, unrepentant hate. **The DM/GM may choose to use the *TORTURED* stats that can be found on page 16.**

16 - CAPTAIN VELDREK'S QUARTERS -

This 10-foot by 20-foot room appears to be a bedroom complete with bed, table, and chairs. A footlocker has been bashed open violently and there appears to be no contents or items of value remaining.

17 - OPEN ARMORY -

This rough-hewn chamber is a little over 10 feet in diameter and is adorned with a variety of weapons and ammunition.

NOTES - This area served as an armory for The Black Sharks. The following weapons can be found here.

- 4 Crossbows
 - 4 Quivers containing 12 bolts
 - 4 Longbows
 - 8 Quivers of 20 arrows each
-

18 - THE HOWLING DIVIDE -

An old wooden plank bridge spreads across a huge gorge measuring 90 feet wide and 35 feet across. The two gaping black pits reveal no sign of the gorge's depth. A sudden, powerful breeze wafts across the left side of your face and causes a low howl to emit from the pits.

THE HOWLING DIVIDE

The wind picks up, as does the howling, and both subside again shortly. All is still and silent, and there is not another breeze to be felt. Then deep from the pits before you, the howling rises once again, *yet there is no wind*. The howling raises in volume and is joined by other howls and groans of pain. Emerging from the black pits, shapes creep into view, blacker than the hole that they crawled from. Crawling up from the hole before you are several armored humanoids, their bodies mangled and contorted in violently-twisted, impossible angles. The howling is louder now as more undead creatures crawl their way up from the darkness. One of the dark beings slowly looks up at you, greeting you with a sick, decayed grin,

“HMMMM more to eat, *yes*, but did you find Captain Veldrek? *We have a bit of a bone to pick with him, you see!*”

NOTES - This is the pit that Black Shark leader Captain Veldrek used to dispose of the bodies of the men he tortured over the years. These are intelligent undead that hunt eternally for those that have inflicted the most horrific atrocities upon their brutally twisted and tortured bodies. The DM/GM may use an angry ghost type or other similar form of revenant, or he/she may choose to use the **stats from page 16**.

19 - THE LEADER'S QUARTERS -

This chamber has a dozen pairs of iron manacles nailed firmly into the stone walls. A large tapestry depicts several men, women, and children being forced to board a large, black slave ship. Cut into the tapestry is the distinctive double-B symbol of The Boat Makers Black. A large humanoid figure is feasting upon an enormous haunch of meat in the corner. *The thing grunts at you.*



GELREB'S QUARTERS

NOTES - This is the leader of this small tribe of humanoids. He is known as **GELREB**, and he will certainly let the PCs know who he is and what he intends to do to the party. **The DM/GM may use the same stats used for Varda at area 4.**

The large, brutish figure grunts and throws his meat aside. Reaching for his weapon, the thing bellows,

“Oo the hellz are youze bitches?! Gelreb not amused. *Gelreb smash!*”

20 - EMPTY TREASURE NICHE -
You bypass the iron door and peer into a 10-foot square chamber that is empty. Drawn into the dirt is a large symbol that appears to have been carved with a blade of some sort. The symbol is composed of a pair of two ancient letter-B's.

NOTES - This is the former treasure niche of The Black Sharks that was plundered years ago by The Boat Makers Black. Not a scrap of treasure remains. The humanoids that dwell here dare not enter this area.

THE CURSE OF THE BOAT MAKERS BLACK

This very large family of evil sorcerers and warlocks creates one-of-a-kind, magical boats for anyone with enough money and willingness to perform the requisite acts of murder and sacrifice for them - all in the name of the dark god Narga. Their terms are twisted yet simple. Kill as many innocent beings as possible and receive proportionate boons directly from Narga, as well as lifetime ownership of the ship that has been magically created for them.

Spreading The Boat Makers Black symbol is also of high importance to them, and must be left behind as a “calling card” at all areas that are destroyed through these dark methods.

The additional special powers of The Barnacle may be edited by the DM/GM to suit their particular campaign, but some suggestions have been provided here.

INVISIBILITY - The Barnacle may become invisible up to 3x per day for 6 hours at a time. The boat still leaves a wake if it is in motion.

IRON HULL - The Barnacle is incredibly resistant to all attacks. All defensive stats for this ship should be tripled.

FIREPROOF - The Barnacle cannot be affected in any way (externally) by any flame attacks, no matter how powerful. The Barnacle could float in magma if it is desired.

PROTECTION AGAINST ALL MONSTROUS ATTACKS - The Barnacle has been infused with powerful sorcerous protections against any monstrous attacks ranging from sahuagin to the enormous Kraken.

RESISTANCE TO SINKING - The Barnacle takes three times the amount of time to sink. If anything powerful enough can be used to sink The Barnacle, (disintegrate spell, for example) the ship partially self heals and takes much longer to sink.

THE CURSE - Slay at least one family per month, or The Boat Makers Black will indeed visit you, no matter where you are. If these requisites are not met, the sailors will be attacked by this evil family. If successful, which they always are, the ship in question will be reclaimed and offered to other dark investors. The DM/GM may choose to insert The Boat Makers Black

CONCLUSION



into their campaign as he or she sees fit. The Boat Makers Black will, however, be mentioned (or make an appearance) again in the short adventure #19 **LETTERS OF MARQUE**.

This concludes the adventure **DEATH SHIP**. We hope that you and your victims, er, players, have enjoyed this short adventure. Plenty more of our publications can be found by visiting DTRPG under **DARK BY DEZIGN**.

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