

5E

THE SHIP OF THE DAMNED



5th Edition Adventure

Face the terrors of the sea and unravel horrors that shouldn't be in this one-shot adventure for the world's greatest roleplaying game

THE SHIP OF THE DAMNED

THE SHIP OF THE DAMNED IS AN ADVENTURE DESIGNED FOR 4-5 LEVEL 6 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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INTRODUCTION

You are adventurers starting to make a name for yourself, you've defeated foes and rumors of your exploits landed in the ears of some powerful people. One of them, a black lizardfolk by the name of Dunburu has asked you to take care of a problem for him and his sailor's guild. His ships keep being attacked in the misty fog that reigns supreme over the sea. He's lost too many lives and his business is on the brink of collapse. You're his only hope.

After gleaning informations, Dunburu learned that another ship is responsible for the assaults, filled with undying soldiers, this massive frigate cannot be assaulted by traditional means. So you've all been loaded on a small boat, in the hopes of infiltrating the ship and destroying it from the inside. You've rowed quietly to the latest known point of anchor of the ship, where it indeed is located. Duty calls.

A. BOARDING THE VAMPIRATE SHIP

Read the following:

As your barge gets closer and closer to the ship, you watch in awe the size of the naval construction before you: towering masts, luscious wood, engravings carved in the hull, two tower like structure forming the captain's cabin, and at the bow of the ship is a gigantic bat-like dragon figurehead merged with the rest of the structure. The design seems eerie and out of this world, no human hands could have possibly built this.

As you look around, the only way in the ship seems to be the rope ladders hanging on the side, floating silently with the rest of the boat. As soon as you catch on Dunburu brings the small boat away, explaining that he'll wait for your return just a few feet away, so as not to be seen. Your ascension begins.

The players begin the adventure in area A.4.

A.1. BAT'S BOW

This is the bow of the ship, upon walking here, a player with a **passive Intelligence (Investigation) of 15** or higher will notice that the bat-dragon seems to be staring at them, although no life emanates from it. Upon closer inspection it becomes obvious that the sails of the ship are made of the same tissue as the wings of the bat.

A.2. FORECASTLE

Walking on here feels strange the metal grate is not humid as it should be and everything feels quiet, too quiet. A successful **DC 15 Wisdom (Perception) check** will reveal to the players that, half-translucent below then (In area B.1) are 3 ghostly pirate, which seem oblivious to their presence if they didn't trigger the trap in area A.3. Otherwise they are completely hidden, waiting for the players to come. The grid themselves can be lifted successfully with a **DC 18 Strength (Athletics) check**, allowing access, albeit noisily, to the area below.

A.3. MAIN DECK

Many ballistae can be seen on each side of the ship. The area is clogged with a thick green fog, the whole area is considered lightly obscured. While attempting to walk through it, players have to succeed a **DC 12 Constitution saving throw**. If someone fails, they start puking violently, incapacitating them for one turn, this will also alert **8 severed hand** that come jumping out of barrels on the side. Roll initiative. The pirates in Area B.1. are also alerted. In addition anyone standing in the fog cannot recover hit points by any means.

SEVERED HAND

Tiny undead, unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	1 (-5)	7 (-2)	3 (-4)

Senses tremorsense 30 ft., passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Actions

Scratch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 1 slashing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) necrotic damage on a failed save, or half as much damage on a successful one.

After the fight is over, a character can make a **DC 14 Wisdom (perception) check**, on a success they see that behind the barrels is a staircase leading to the lower floors (Area B.10).

A.4. QUARTER DECK

This area is where the adventure begins

Read the following:

As you look around, the world seems to have fallen to silence, not a single soul is seen around you, the deck is completely empty. You see ropes, barrels, ladders and sails, but no one to man them. When you listen, only the murmur of the waves and the wind can be heard. Behind you is what you reckon to be the helm and captain's cabin, in front of you the bow of the deck but the way there seems covered by a thick green fog.

From here the players can decide which way to go. They can access the lower deck either by entering the captains cabin and taking the flight of stairs down in the secret passage, or lift the grate located next to the bow of the ship in area A.2, or take the stairs hidden by the fog. In addition players will realize that the wood of *the ship doesn't seem affected by fire*.



A.5. AFTCASTLE

This is where the ship's steering wheel is located, currently it will not move, as it only responds to the command of the ship's captain. Any attempt to attack it will result in the character taking psychic damage equal to the damage they should have dealt to the wheel. A **DC 14 Intelligence (arcana) check** will reveal that the wheel is connected to the soul of the captain.

From there a character with a **passive Wisdom (perception) of 12** or higher can see something shiny atop one of the masts (Area A.8).

A.6. POOP DECK (YES IT'S THE HISTORICALLY ACCURATE NAME)

Nothing except for an entralling view of the ocean, and Dunburu waving from his small row boat. Isn't he a cute lizardfolk.

A shark comes out of the water and grabs him by the head in the water. A moment later he reappears, a dead shark in between his jaws, and he starts eating it. Bon appétit !

A.7. BOWSPRIT TOP

If the players climb up there, the bat-dragon figurehead will look at them during their climb up. Once up there, one could swear that it winks. Choose one character, describe how they feel light and nimble, they gain the benefit of the *feather fall* spell for 1 hour.

A.8. FOREMAST TOP

If the players climb up there (possibly after seeing something in area A.5) they will see that in the crow's nest itself is a blade. Lodged in the wood and refusing to budge. A **DC 15 Strength (athletics) check** is required to pull the blade out. A character that fails by 5 or more loses its grip on the blade and falls off the crow's nest, falling 75 feet. If a character should fall to 0 hit points or lower because of this fall, they fall to 1 hit point instead of various ropes that slow down the fall. On a success they pull the *ethereal cutlass* out of the wood.

THE ETHEREAL CUTLASS

Weapon: longsword; rare

You have a +1 bonus to attack and damage rolls made with this weapon. This blade deals psychic damage instead of slashing damage, and, if you can sense them, it can damage creatures in the Ethereal Realm while you're in the Material Realm and vice versa.

A curved blade of ethereal energy, seeming so far away and yet still here.

MUSIC: FLOATING THROUGH THE FOG

To accompany this adventure you can play the music exquisitely crafted by [Adventure Music](#). It suits the exploration parts that your players will encounter on this ship.

A.9. MAINMAST TOP

A character that climbs up there must resist a charm. It must succeed a **DC 14 Wisdom saving throw**, or be convinced that an horrendous lightning bolt is about to strike them, and jump off the mast to protect themselves. They fall 80 feet. If a character should fall to 0 hit points or lower because of this fall, they fall to 1 hit point instead of various ropes that slow down the fall. On a success nothing happens.

A.10. MIZZENMAST TOP

There is nothing of interest here, but if your players decide to jump off, the mast is 75 feet high.

B. BREAKING THE MYSTERY

As the party delves deeper in the Vampire ship, they unearth new secrets. They'll start to understand the origin of the ship, and the curse that affects it.

B.1. QUARTERMASTER'S CABIN

This is a simple room, desks, beds a couple of drawers, and that's it. If the players alerted the **3 ghostly pirate**, they ambush they players. If the players didn't the pirates are resting on the beds, unaware, they players can ambush them if they succeed a **DC 10 Dexterity (Stealth) Check**.

After the battle, as the chaos clears, the players find a small book, laying on the desk it's written in Common with really poor grammar.

Inside it explains that the crew has been at sea for years upon years, without a goal, always listening to the order of the Captain. Finding corpses, bringing them back, stitching them together, exposing them to lightning, over and over and over again, to what end? They don't really know, but disobeying meant having your soul devoured, so they never really asked.

B.2. ARMORY

This room is filled with armors of all kinds. The players can find any of the base armors and weapons here, although nothing is magical. A successful **DC 13 Intelligence (investigation) check** reveals a chest in the back of the room, covered by chain mail. It's a **mimic**.

Quick tip: A mimic's false appearance trait makes it impossible to determine that the chest is abnormal at a glance. Poking the chest is required. If the players don't, well they're in for a surprise :)

If they fight the mimic here or in area B.3 before the ghost pirates of B.1, the pirates are alerted and join the fight 1d2 round later, roll for their initiative.

B.3. STORAGE ROOM

A chest is in the middle of the room, as a display. Around it desks, and items of various shapes and sizes. A successful **DC 14 Intelligence (investigation) check**, will reveal 2 *potion of minor healing* behind one of the shelves.

If the players open the chest, they will see that inside is a finely crafted sword inside. The sword is a **mimic**, not the chest, the sword (Yes, I'm evil). Defeating the mimic turns it into a **+1 longsword**.

B.4. PLANNING ROOM

This room contains a giant map in the center. Closer inspection reveals that almost all coastal towns as well as trade routes are scribbled over it. A successful **DC 14 Intelligence (history) check** reveals that the city they came from is marked with a cross, meaning that it will be raided soon, as well as some of the trade routes that Dunburu used in the past.

In addition, some areas are marked with skeletons, and a hidden mechanism. A successful **DC 17 Intelligence (arcana) check** is required to activate a mechanism within the mask that projects an illusion. All places marked with a skull project images of corpses. 9 here, 13 there, and so on, those are the places where the pirates harvested bodies. A failure to activate the mechanism activates a poison trap, all creatures in the room must succeed a **DC 12 Constitution saving throw**, or take 9 (2d8) poison damage, or half as much on a success.

GHOSTLY PIRATE

Medium undead, any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15	16	14	14	11	14
(+2)	(+3)	(+2)	(+2)	(+0)	(+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The pirate makes three melee attacks: two with its scimitar and one with its dagger. Or the pirate makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The pirate adds 2 to its AC against one melee attack that would hit it. To do so, the pirate must see the attacker and be wielding a melee weapon.

B.5. CAPTAIN'S CABIN

This room is cluttered with things essential to navigation, maps, sextant, various letters and deeds scattered throughout the table. There is a spiral staircase that leads to area B21 but it is locked with an iron gate. A ***** DC 13 Dexterity (sleight of hand)**** manages to open it.

SWORD MIMIC / MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17	12	15	5	13	8
(+3)	(+1)	(+2)	(-3)	(+1)	(-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 6 (1d12) acid damage.

Read the following:

As you walk in the room you see the usual things you would normally see in such a cabin, sextant, maps, letters and deeds, a goblet filled with wine. It doesn't take you long to understand that this is the captain's cabin. There is something that sticks out though, on the floor the corpse of a quadrupedal creature that seems to be made of multiple human skulls stitched together, long claws at the end of their limbs, rot seeming to infiltrate every pore of their body.



A successful **DC 16 Intelligence (Arcana) check** reveals that this creature is a skullbearer.

Informations about skullbearers.

- Those creatures are quadrupedal, long claws at the end of their limbs, rot seeming to infiltrate every pore of their body. This very rot took away their sight, but it enhanced their other senses. Skullbearers lurk in the darkness, and feast on the poor souls that cross their path.
- The skulls they have on their back reflect each soul they have ingested. As long as a skullbearer is alive none of the souls it has eaten can move on to the afterlife. No one know where they come from, but the best theory that's being thrown around is that they are the creation of devils and lichs wishing to harvest souls to fuel their endless armies.

B.6. CAPTAIN'S BEDROOM

A royal bed, with a goblet of blood on the nightstand, various furs can be seen laid on the floor. The whole area exudes money and gold. If a character looks under the bed, they will find a small box, inside it are *navigation tools and 100 gp*.

A character with a **passive Wisdom (perception) of 15** or higher can hear noise coming from on of turret prison holding chamber on the left of the room.

B.7. & B.8. CLOSET AND LATRINE

In the closet, fancy noble clothes can be found, as well as a more relaxed bed robe with little cute skulls embroidered on it, on the etiquette on the back is written To Captain Catacomb, from Mama, with love.

In the latrines, well you'll find what you normally find in latrines, feel free to lengthen or shorten your description with that information.

B.9. TOWER HOLDING CELLS

These are empty, expect for one, where a maiden is held captive. The doors leading to them are all locked, require a **DC 13 Dexterity (Thieve's Tool) check** to open. Inside the left most one, **1 succubus** is imprisoned disguised as innocent woman, she will try to pretend that the pirates captured her and "abused" her (they are ghosts so she wasn't touched). A successful **DC 17 Wisdom (insight) check** initiated by the players will reveal this discrepancy. If confronted says she knows, but she's scared and wants to go home that's why she lied. Her lock is fairly easy to pick, requiring a **DC 10 Dexterity (Thieves' Tool) check** to open.

Once freed (or exposed) she'll try to mind control the strongest of the team with her *charm* ability. At the same time coming out of the Ethereal Plane, an **Incubus** joins the fight, as well as a **ghostly pirate**.

B.10. TO B.20. THE BLOOD LOUNGE

Multiples cabins are here where the ships officers sleep. Some hold beds and some coffins; in total there are **6 ghostly pirate** and **2 Vampire spawn**. If the players used the secret passage in area B.5. the come unseen, all enemies are resting and asleep, allowing the adventurers to sneak past them with a successful **DC 12 Dexterity (stealth) check**.

If the players come from area A.3 they need to succeed a **DC 15 Dexterity (stealth) check** to prevent the stairs from creaking and alerting everyone to their presence.

If a fight breaks out, players will realize that the blood fountain in the center seems to have damaging properties towards the undead, as all the undead present avoid it. A player can coat their weapon in the blood as an action, and their weapon hit deal an additional 1d10 acid damage while striking an undead for one minute. Taking the blood out of the fountain (in a vial for example) removes all its properties as it turns to regular blood.

There is a stairway leading to C.1 here.

B.21. & B.22. DINING HALL & BALCONY

This room contains a large glass window that looks over the sea, a large pipe organ which plays on its own a very eerie melody, spiral staircase leading up to B.6, next to the stairs two statues of Grim Reapers.

These statues are rigged and trapped. If a players comes from upstairs and walks through nothing happens, but if someone tries to go up, the Reapers will swipe at them. They must succeed a **DC 14 Dexterity saving throw** or take 21 (3d12) magical slashing damage on a failure and be knocked prone and pushed back 10 feet. On a success they avoid the blades. The statues are inactivated for one hour once they've attacked thrice.

A short rest for your players is recommended after this. Long rest are ineffective due to the magic of the ship (You can wave this restriction if you wish to)

C. OF WITCHES AND VAMPIRES

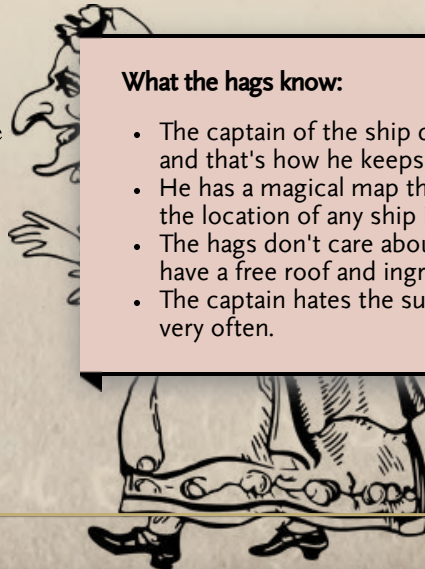
This former kitchen has been converted into a den for three green hags that may be swayed to help the party, as well as and introduction to umbral skullbearers.

C.1 WITCHES KITCHEN

This area smells absolutely rancid and terrible. Busy on the cauldron on the left, **3 green hags** are cooking what can only be a foul mixture. They don't attack the players on sight, but instead look at them intrigued. If the players spark a conversation they will see that the hags are not hostile. But they are ready to bargain for information, if a player cuts his arm off and adds it to the soup they will divulge their information, otherwise a character needs to succeed a **DC 17 Charisma (persuasion) check** to convince them that it isn't necessary and the soup will taste just fine without. If the players attack, they retaliate, and if the players prove too insistent and refuse to bargain, they will attack as well.

What the hags know:

- The captain of the ship dabbles in necromancy, and that's how he keeps his troops alive
- He has a magical map that allows him to know the location of any ship in the vicinity
- The hags don't care about him because they have a free roof and ingredients.
- The captain hates the sun, and doesn't swim very often.





C.2. UPPER GUN DECK FORE

This is the area, the players arrive from B.10. Read the following.

Here multiple hammocks are hanging in between wood beams. What should have been dozens upon dozens of men are just empty hammocks. Your gaze catches a glimpse in a corner. You see a horrendous creature, feasting on the entrails of an agonizing sailor. As life leaves him, you see another skull appear atop the creatures back, where dozens of others are stitched, stuck in a grim smile. The monster leaps towards you, roll initiative !

This fight consist of an umbral skullbearer and 2 ghostly pirate. The skullbearer can catch the scent of any healing spells, and will target the person casting them first. Once defeated the skullbearer breaks off into a myriad of skulls. After the fight the players can access area D.2. using the stairs.

The cargo grate is gone in this area, and instead there are 4 ropes leading down to D2 to a metal table. The ropes and table can be hoisted to raise the table up into the rigging. See D4 for more info.

C.3. JAIL CELLS

In the cells are cadavers, catheters are inserted in their arms, what once was an abundant flow of blood is now reduced to a minimal drip. Life has left these bodies long ago. The tube all seem to link upwards.

The tubes empty their content in the blood fountain upstairs. A successful **DC 12 Intelligence (arcana) check** will reveal that the creature's whose blood is being drained all seem regular, which is surprising since it seemed to damage the vampire spawns upstairs.

The Captain is trying to bring vampires under his control using this blood, but for now it only harms them.

C.4. VAMPIRE COFFIN

This room is empty except for the coffin and two tables full of burning candles. Inside is a vampire with a stake through its heart, and on the side of the coffin are different writings and notes. A successful **DC 18 Intelligence (arcana) check** will manage to decipher the cipher and read the notes.

The notes explain that this is an elder vampire that has been dead for a long time, and an ancient rival of Captain Catacomb. The captain is trying to use its blood to create thralls that will obey him, as he himself is not yet a powerful vampire. The Captain is also is creating skullbearers from the elder vampire's flesh to kill and capture innocents that have a purer blood and that are easier to work with.

Burning the body of the elder vampire down kills all the vampire thralls in the ship.

MUSIC: VAMPIRATES OFF THE PORT BOW

To accompany this adventure you can play the music exquisitely crafted by [Adventure Music](#). It suits the various battles that your players will encounter on this ship.



UMBRAL SKULLBEARER

Large undead, neutral

Armor Class 14 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +5

Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities blinded

Senses blindsight 120 ft., passive Perception 11

Languages understands Infernal

Challenge 4 (1,100 XP)

Limited Telepathy. The Umbral Skullbearer can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Snuff Out The Light. The Umbral Skullbearer can detect any healing spells being cast within 300 feet of it. If a healing spell is cast on a turn in that radius, the Umbral Skullbearer gains advantage on attack rolls against the caster for 1 minute.

Actions

Multiattack. The Umbral Skullbearer makes two melee attacks: two with its claw and one with its Soul Tear. It can use Skull Throw in place of any melee attack.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage and 7 (2d6) necrotic damage, and the target must succeed a Wisdom saving throw DC 11 or be frightened of the Umbral Skullbearer for 1 minute, an affected creature can repeat the saving throw at the end of each of its turn.

Skull Throw. Ranged Weapon Attack: +4 to hit, range 60/90 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and 10 (3d6) necrotic damage. On a hit the Umbral Skullbearer teleports in a space adjacent to the target within 5 feet of it.

Soul Tear. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage and the target must succeed a Constitution Saving Throw DC 11 or take 13 (3d8) necrotic damage and have their hit point maximum reduced by that amount. Creatures that are frightened of the Umbral Skullbearer have disadvantage on the save. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration. A creature killed by this ability cannot be resurrected until the Umbral Skullbearer who ate the soul is slain.

Circle Of Hell. Flames come pouring down from the skulls on the Umbral Skullbearer's back. All creatures within a 40ft radius of the Umbral Skullbearer but not within 10ft of it, must succeed on a dexterity saving throw DC 11 or take 5D6 fire damage, or half as much on a success.

D. DARKER DUNGEONS

D.1. ALCHEMY LAB

In this room **2 umbral skullbearers** are eating the remains of something that must have been human at some point. They attack on sight, or will sneak up on the party if anyone uses a healing spell and they sense it.

Here the body of a creature that seems bigger than a regular skullbearer is dissected, a successful **DC 14**

Intelligence (history) check reveals that it's an attempt at creating a gleaming skullbearer.

On the shelves to the left are multiple potions, of various different colors, if a player drinks one of them he gains a random effect from the Random Potion Effect table.

D.2. ROOKERY

There are **6 ravens** that live here in the trees and they enter an exit the ship via the cargo hole in the ceiling. They are here only to add to the ambiance, and will run away if attacked.

The players arrive in this Area from C.2., but they need to go behind the wolf pen (D.4) if they wish to proceed to the lower floors (E.3.) as the stairs are closed shut.

d8

Random Potion Effect

- 1 For the next hour, you gain a 10ft flying speed, but lose your walking speed.
- 2 You are set on fire. You take 2d10 fire damage at the beginning of each round until the fire is doused.
- 3 Your body slowly starts to become transparent, and you eventually become completely invisible. Lasts until you get hit.
- 4 The liquid is actually blood. You make a DC 10 Constitution saving throw. On a fail, you throw up.
- 5 The liquid seems to be normal water. Next time you are targeted by a spell, however, the damage is doubled.
- 6 You feel your skin getting harder. You AC is increased by 3, but your movement speed is halved for an hour.
- 7 You forget how to speak Common, but you learn Ignan (lasts for 24h)
- 8 Tastes like cherries and sorbet. Upon drinking, all negative conditions are removed, health is restored to full, and any injuries are instantly healed.

D.3. BAT CAVE

This cave is filled with bat guano, and it smells... bad. A character can try to dig inside to find some treasure, as something shiny seems to stick out of it. If they do they will find 1 sp and 2 cp. They will also find out that they lost their self-esteem.

Hidden amongst the bats is the **MAN-BAT**, who aggressively yells his name, before throwing himself at the intruders. He has 1 HP and deals no damage but upon death he spawns **3 swarm of bats**.

D.4. WOLF DEN

Piles of discarded bones are here, watched over by **2 Blade Wolf**. They will bark aggressively before gripping their swords in their jaw and jumping in battle if the enemies comes too close. They also come to assist the MANBAT if they hear the commotion.

A successful **DC 17 Wisdom (animal handling) check** will manage to calm the beasts down if they are fought without the MAN-BAT being around.

D.5. TILLER

The area is filled with webs, it's considered difficult terrain. At the back of the room the *webbed staff* is held by some webbing. If someone grabs it they trigger a trap. Spider fangs will come out of the wall to pierce them. They must succeed at **DC 14 Dexterity saving throw** or take 4d8 acid damage, or half as much on a success, as the fangs spray them with acid.

Webbed Staff
Weapon: Staff; rare

Your spell attack rolls and spell save DC have a +1 bonus while you wield this staff. In addition, once per short rest you can cast the spell *web* at its lowest level without expending a spell slot.

It is recommended that your players take a short rest before proceeding to the last floor and boss fight.

E. THE HEART OF THE CORRUPTION

This is the final chapter of the adventure, where the adventurers meet Captain Catacomb and his abominable creation, the Gleaming Skullbearer.

E.1. DUNGEON

This area contains 1d4 commoners in various states on health. They are all suffer from 3 or 4 levels of exhaustion. Their cells can be unlocked with a **DC 15 Dexterity (Sleight of Hand) check**, or using the key that Captain Catacomb has.

E.2. SEA OF BONES

A literal sea of bones has formed from the countless corpses that Catacomb has desecrated over the years. This area is constituted of bloody femurs, broken skulls, shattered spines and more. Enough to constitute an anatomical course. On top of the massive pile of Bones stands Captain Catacomb, and next to him a large, bone white Umbral Skullbearer.





Beyond the sea of bones are fourteen dungeon cells filled with corpses, debris, and a few weak but living prisoners. As you approach, a few of them notice you. "Please... won't you save us!" one cries. Another screams, "You fools! Get up while you still can!" As the screams fill the room, the captain raises his pail hand, and will it several skeletons rise from the endless pile.

On the pile of bones is **Captain Catacomb**. Next to him is a **gleaming skullbearer**. Every other round (or as the DM sees fit), On initiative 20, losing initiative ties, Catacomb summons **1d4 skeletons** from the pile of bones (E.2) to his aid. He will also use his Children of the Night ability to call a **swarm of bats or ravens**, and may also cast animate dead to create a **zombie** from one of the graves in E4 when the characters arrive. The skeletons, zombies, bats/ravens roll separate initiative and obey his every command. Every time a skeleton is defeated, the characters regain 5 hit points from the curse losing power.

If the characters search for alive bodies amongst the remains, nothing shows up, only death and decay seem to exist here.

Make sure to profusely congratulate your players for stopping the vile experiments of Ghostbeard. The undead that was trying to create vampire spawns and bind them to his bidding, using an army of skullbearers.

E.3. CARGO

This whole area is under a cloud of gas as soon as the battle starts, if players try to retreat there during the battle, they must succeed a **DC 12 Constitution saving throw**, or waste their action puking, and lose the rest of their movement. Undead are immune to this effect.

In one of the barrels *2 potions of healing* are hidden.

This room is filled to the brim with gold and treasure, once Captain Catacomb is defeated, the fog recedes showing the bounty to the players. Amongst the barrels and the sacks, riches upon riches are piled up, and the characters can plunder it to their hearts content. Among the cargo looted from various vessels and ports there is 1 very rare magical item, 1 rare magic item, and 2300 gp.

E.4. CRYPT

The fore part of this area has 6 crypts. The captain got his name from the crew after construction of this crypt was complete. One of them contains Captain Catacomb's coffin where he rests during the day. The other 5 contain various bodies including the body of Eva, the Captain's long dead lover. He is trying to learn enough necromancy to raise her permanently from the grave, and the characters might discern this information by making a **DC 13 Intelligence (Investigation) check**. The other 4 crypts are either empty, or may contain loot, skeletons, or the corpse of a dead family member.

The aft area of the ship has been filled with dirt, some of which has turned to mud after mixing with the bilge water. There are 7 filled graves-each with a different tomb stone-and one empty one. If the players linger too long or disturb the graves **1d4 zombies** with only 1 hit points each will rise from ground and attack. They want brains...

BLADEWOLF

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	3 (-4)	13 (+1)	9 (-1)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Bladewolf makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Sword Spin (Recharge 6). Each creature of the Bladewolf's choice that is within 5 feet of the Bladewolf must pass a DC 13 Dexterity saving throw or take 17 (4d6 + 3) slashing damage and be knocked prone on a failure, or take half as much damage and not be knocked prone on a success. The Bladewolf can then move without triggering attacks of opportunity.

Reactions

Parry. The Bladewolf adds 2 to its AC against one melee attack that would hit it. To do so, the Bladewolf must see the attacker and be wielding a melee weapon.

GLEAMING SKULLBEARER

Large undead, neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	6 (-2)	16 (+3)	6 (-2)

Saving Throws Con +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire

Condition Immunities blinded

Senses blindsight 120 ft., passive Perception 13

Languages understands Infernal

Challenge 7 (2,900 XP)

Limited Telepathy. The Gleaming Skullbearer can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Fire Absorption. Whenever the Gleaming Skullbearer is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Actions

Multiattack. The Gleaming Skullbearer makes two melee attacks: two with its claw and one with its Soul Tear. It can use Skull Throw in place of any melee attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and 7 (2d6) necrotic damage, and the target must succeed a Wisdom saving throw DC 14 or be frightened of the Gleaming Skullbearer for 1 minute, an affected creature can repeat the saving throw at the end of each of its turn.

Skull Throw. *Ranged Weapon Attack:* +6 to hit, range 60/90 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and 10 (3d6) necrotic damage.

Soul Tear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage and the target must succeed a Constitution Saving Throw DC 14 or take 22 (5d8) necrotic damage and have their hit point maximum reduced by that amount. Creatures that are frightened of the Gleaming Skullbearer have disadvantage on the save. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration. A creature killed by this ability cannot be resurrected until the Gleaming Skullbearer who ate the soul is slain.

Circle Of Hell. Flames come pouring down from the skulls on the Gleaming Skullbearer's back. All creatures within a 40ft radius of the Gleaming Skullbearer but not within 10ft of it, must succeed on a dexterity saving throw DC 14 or take 5D6 fire damage, or half as much on a success.



CAPTAIN CATABOMB

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14	14	12	15	12	12
(+2)	(+2)	(+1)	(+2)	(+1)	(+1)

Saving Throws Dex +5, Int +5, Wis +4

Skills Arcana +5, History +5, Perception +4, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Regeneration. Captain Catacomb regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If Captain Catacomb takes radiant damage or damage from holy water, this trait doesn't function at the start of the Captain Catacomb's next turn.

Spider Climb. Captain Catacomb can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Captain Catacomb has the following flaws:

Forbiddance. Captain Catacomb can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. Captain Catacomb is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. Captain Catacomb takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Spellcasting. Captain Catacomb is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Captain Catacomb has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, dancing lights, prestidigitation*

1st level (4 slots): *false life, mage armor, fog cloud*

2nd level (3 slots): *darkness, misty step, ray of enfeeblement*

3rd level (2 slots): *animate dead, vampiric touch*

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 2) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage. Instead of dealing damage, Captain Catacomb can grapple the target (escape DC 13).

Legendary Actions

Captain Catacomb can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Captain Catacomb regains spent legendary actions at the start of its turn.

Move. Captain Catacomb moves up to its speed without provoking opportunity attacks.

Cutlass. Captain Catacomb makes one attack with his pirate cutlass.

Bite (2 actions). Captain Catacomb makes one bite attack.

THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support us, without you we couldn't have brought this project to life.

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And now onto the next project...

Cheers !

If you enjoyed this adventure, you can join either of the creators listed above to access even more 5e content !

