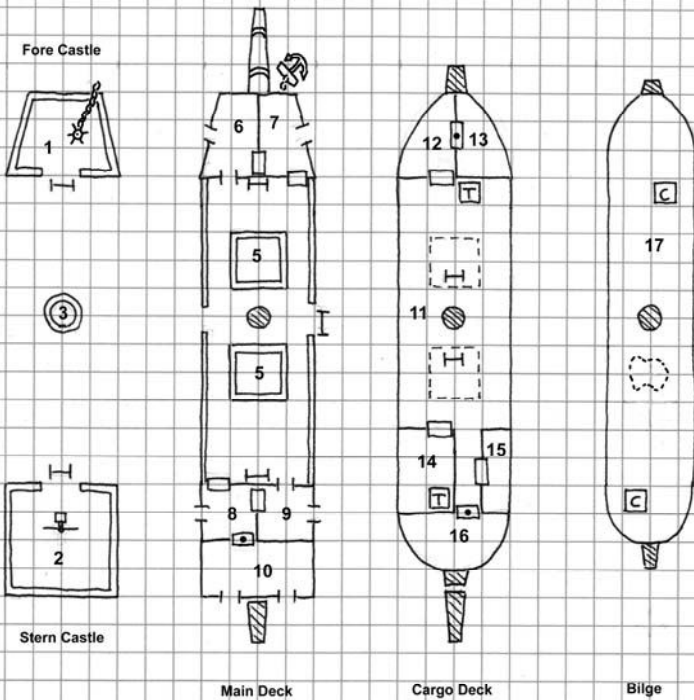


# The Haunted Hulk – by S.J. Harris

1 Square = 5 feet

## The Ebony Eagle



**Lighting:** Normal lights in on main deck and fore castle and stern castle. Dim light in the rooms under Stern Castle & Fore Castle. Complete darkness in bilge & cargo deck.

### Random Encounters

Roll 1d20 per rest period.

1-10: No encounter (add 2 to next roll)

11-12: Sounds of splashing water on the hull.

13-14: Kapoacinth, (from room 7) patrolling or Eye of the Deep (from room 17) patrolling around the ship or lurking near trap doors.

15-16: Moans of zombie prisoners in the cargo hold.

17-18: Dire Seagulls.

19-20: Skeletal Dire Rats.

### Background:

The Ebony Eagle was once a pirate cog. The navy damaged it in capture but instead of scuttling it the Commodore decided to load up the still living pirates & haul the hulk of a ship back to port to be used as a prison hulk until the pirate would be tried. On the way back to port a storm snapped the tow rope & the Ebony Eagle & the crew were set adrift. Three royal marines died one by suicide & other two by accidents. The prisoners eventually died starving still chained to the bulk heads.

### Recently:

A Kapoacinth has taken up residence in the upper decks & wounded Eye of the Deep has broken into the bilge & is using it to recover. They both try to ignore each other for now.

### Room Key

- 1. Fore Castle:** This salt coated deck is a tangle of rope. The capstan is locked and the rusted anchor dangles just underwater. Monsters: (3) Dire Seagulls. Treasure: Gold chased buckle shaped like a mermaid (85 g.p.) (on a 3 day dead pirate) Trap: Accidental trap – the twisted lines & anchor chains are effectively a snare. If stepped on will release the anchor and the victim will be pulled over board & go a fathom down with the anchor.
- 2. Stern Castle:** Bits of the rigging are draped over the area. The skeleton in rotten studded leather armor is limp over the ship's wheel. A trident is stuck through and wedged into the ship's wheel. A ballista is mounted to the deck. Monsters: (2) Dire Seagulls. Treasure: +1 trident
- 3. Crow's Nest:** Up the mast in a tangle of rotten rope is the crows nest. A sun scorched man in pirate garb screams hoarsely. Witterknee the pirate was captured by the Kapoacinth from another ship along with his fellow Hagurn in the Fore Castle. He is wounded and will help the party if protected and given water. Monsters: (1) Human Pirate. Treasure: Gold ring with ruby (45 gp) on Witterknee's finger. Hazard: 20% that the ropes attached to the mast will snap dropping the victim to the deck. Standard falling damage applies.
- 4. Main Deck:** The main deck of the ship is covered with broken rigging, dry sea weed and seagull droppings. A skeleton in worn studded leather armor appeared to have once been a royal marine. His head appears to have been smashed in by a yard arm. Monster: (1) Dire Seagull Hazard: Swinging debris in the rigging. 40% chance something will come loose from the rigging above & swing across the deck striking a random P.C. Movement: ½ move due to debris on the deck.
- 5. Cargo Hatches:** The hatch's locks a corroded shut. The keys are long gone to the locks. Holes in the hatches show ladders leading down.
- 6. Galley:** This room appears to be the galley or kitchen. Pots & pans hang from the ceiling. A small brick lined stove has a large caldron on it. A few barrels are lashed to the wall cleats. Monsters: (1) Kapoacinth Treasure: Magical Ever-full Tankard of Grog (on a peg on the wall)
- 7. Crew's Quarters:** There are 3 hammock a table & 3 stools in the room. A broken lantern swings from the ceiling. Monsters: (3) sea sprites (evil)
- 8. Companionway:** This area appears to be more a hall way. A brass lantern hangs from a hook in the ceiling.
- 9. Officer's Quarters:** This room has 2 small hammocks & table bolted to the floor. Two chairs are at the table & a chart of the sea & coast is on the wall. A sea chest is on one of the walls. Fish bowl hanging from net attached to the ceiling with a skeletal eel swimming in it. Treasure: spyglass worth 150 gp
- 10. Captain's Cabin:** This room is locked. (Key to the room is on the body in this room.) This stateroom is obviously the captain's cabin. A skeletal sailor is slumped on the floor obviously dead by a self inflicted dagger wound to the heart. (On his person is a key ring with 3 keys.) A ghostly person dressed as a sailor of runs around frantically trying to find something & screams and fades away. A skeletal parrot lurks about. Monsters: (1) Apparition and (1) Animal Skelton - Parrot. Treasure: Magical Folding Boat. (Hidden under the captains chair.), (3) potions of healing, 120 gp, 89 sp, 232 cp (in a sea chest.)
- 11. Cargo Hold:** This open cargo hold smells of salt and foulness. Man size lump lay on the floor and shuffling forms move in the dark. Monsters: Hungry Zombies in rusted chains. They use chains as weapon. Treasure: Nil. Hazard: Rotten wood – There is a 25% per round of one party member falling through the floor into the bilge in Room 17.
- 12. Crew's Quarters:** This room has 3 hammocks & a table. Two ghostly spirits appear to be playing cards then fight & kill each other. Monsters: (2) Haunts
- 13. Strong Room:** A locked brass clad door bars entrance to the room. Treasure: Chest A– silks worth 300 gp, scroll protection from evil, potion of water breathing, Chest B - spices in sealed jars worth 400 gp Trap: Door has a Poison Needle trap on lock. (Key to the room is on the body Room 10)
- 14. Ship's Stores:** The door to the room is busted open. Rotten provisions molder & set un-used. Monsters: (2) Ghouls (former prisoners turned cannibal)
- 15. Sail Locker:** This room has orderly coils of rope and folded sail and carpentry supplies. Monsters: Haunt, Treasure: Hidden pouch with 42 cp, 12 sp, 6 gp, 2 pearls worth 15 gp worth each., Supplies to make the ship more seaworthy given about a months labor.
- 16. Weapons Locker:** This heavy brass shod door secures the weapon's locker. (Key to the room is on the body Room 10) Within are a 10 ballista bolts, 2 gaffing hooks, 5 cutlass, one light crossbow w/20 arrows and 3 harpoons., Monsters: (1) Animated Cutlass
- 17. The Bilge:** This stinking large open area is filled 5 foot deep with putrid water. Light appears to be coming out of the side of the ship under the water line. Monsters: Eye of the Deep (marine beholder) – wounded ½ h.p., Treasure: Brass shod chest holding 100 gp, 45 sp, 45 pearls worth 10 gp each.