



Ship of the Lost

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The ship is made of black, rotting wood. The black sails are nothing more than tatters. The figurehead is an evil-looking gargoyle. The ship's name is a single word: *Lost*. It carries the bedlam stone, and within it, the death titan *Arak-Kur-Mortahn*. If it ever reaches the mainland, it will bring about the apocalypse and the end of the human and demi-human races.

Figurehead: The figurehead looks like a grinning, evil gargoyle. It is indeed a **kapoacinth**, and will attack any characters investigating the front deck.

Aftdeck: A woman hangs over the steering wheel, her hands on the wheel. This is **Gwendolyn the Beautiful**, a pirate that entered the ship with her crew. Gwendolyn is cursed to stay behind the wheel and keep steering until the ship reaches land. She has to keep her hands on the wheel at all times and cannot let go unless someone else takes it of his own free will. She looks exhausted, but the ship keeps her alive and in good health. Gwendolyn is in her early twenties. She's a **5th level thief**. She is smart, malicious, and subtle, and tries everything to persuade the character to take the wheel.

Captain's Cabin: A pool of green slime flows from under the door to the cabin. Inside, the cabin is arranged as typical captain's quarters: a desk, maps laid out, a large globe next to it, navigational instruments on the window sill. In the corner is a hammock. Everything in the room is covered in a thin layer of slime. The green slime isn't a monster, but the phlegm of the **guardian daemon** hanging against the ceiling. The daemon is sleeping, but will awake if the characters make enough noise. If the ship makes landfall, the daemon will take the *bedlam stone* and carry it to land, thus bringing about the end of humanity.

Crew Deck: Dark and cave-like. Tattered hammocks hang from the ceiling. The ground is littered with the large bones of different types of demon. Searching for 1d4 turns reveals a gold and silver box (worth 450 gp), containing 8 black candles. The candles emit an ominous purple light when lit, but are not magical.

Crawling Space: Characters must crawl on their belly to enter it. The crawling space is home to a nest of 5d10 **husk rats**. Characters fighting prone get a -4 to AC and attack rolls, and cannot use bows in the crawling space. Husk rats are the undead, mummified remains of rats. Use stats for normal rats, but undead and instead of a normal disease they can infect a character with mummy rot.

Treasure: a 50 gp gem.

Cargo Hold: The hold is flooded with about 4 feet of water. In the water float 10 bloated, rotting human bodies. These are the remains of Gwendolyn's pirate crew. When the PCs enter the water and make for the aft hold, the *bedlam stone* will animate the bodies as **zombies**. They will try to grapple PCs and drown them.

Aft Hold: The *bedlam stone* is a clear yellow diamond, greenish mist swirling within, worth at least 5,000 gp. It stands on a tripod in the centre of the room. Any PC touching the diamond must save vs. spell or roll 1d4:

1. Wants to possess the gem.
2. Wants to protect the gem from harm (this includes from the other PCs).
3. Wants to bring the gem to land and bring about the apocalypse.
4. Has a vision of the death titan *Arak-Kur-Mortahn*, destroying the world.

Pocket Dimension: The *bedlam stone* is a container holding the den of *Arak-Kur-Mortahn*, the death titan. A character holding the diamond and concentrating on the swirling mist within will be transported to an octagonal room. Behind him the wall has a reflective surface; touching this will return him to the ship's hold. Before him is an alcove in which rests *Arak-Kur-Mortahn*, the Death Titan, 5th Lord of Misrule. *Arak-Kur-Mortahn* is a **titan** of 20 HD, with the following additional abilities: only vulnerable to attack by creatures of 6 HD or more, unaffected by non-magical weapons, immune to *charm*, *sleep*, cold-based and electrical-based attacks, and death spells.