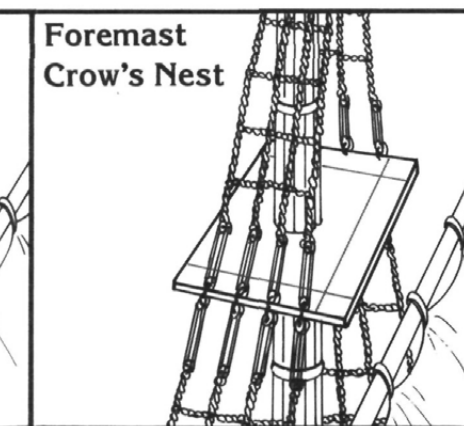
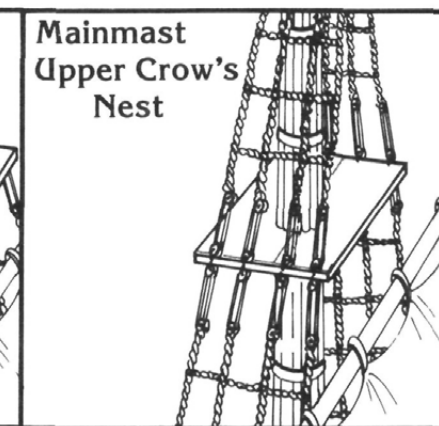
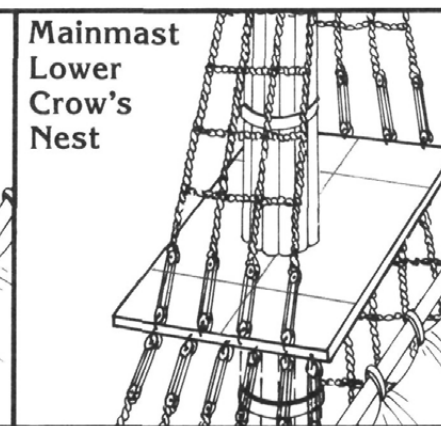
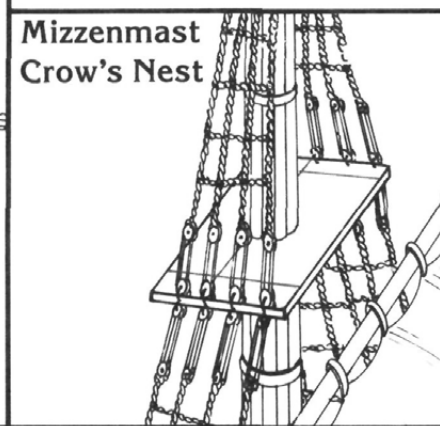
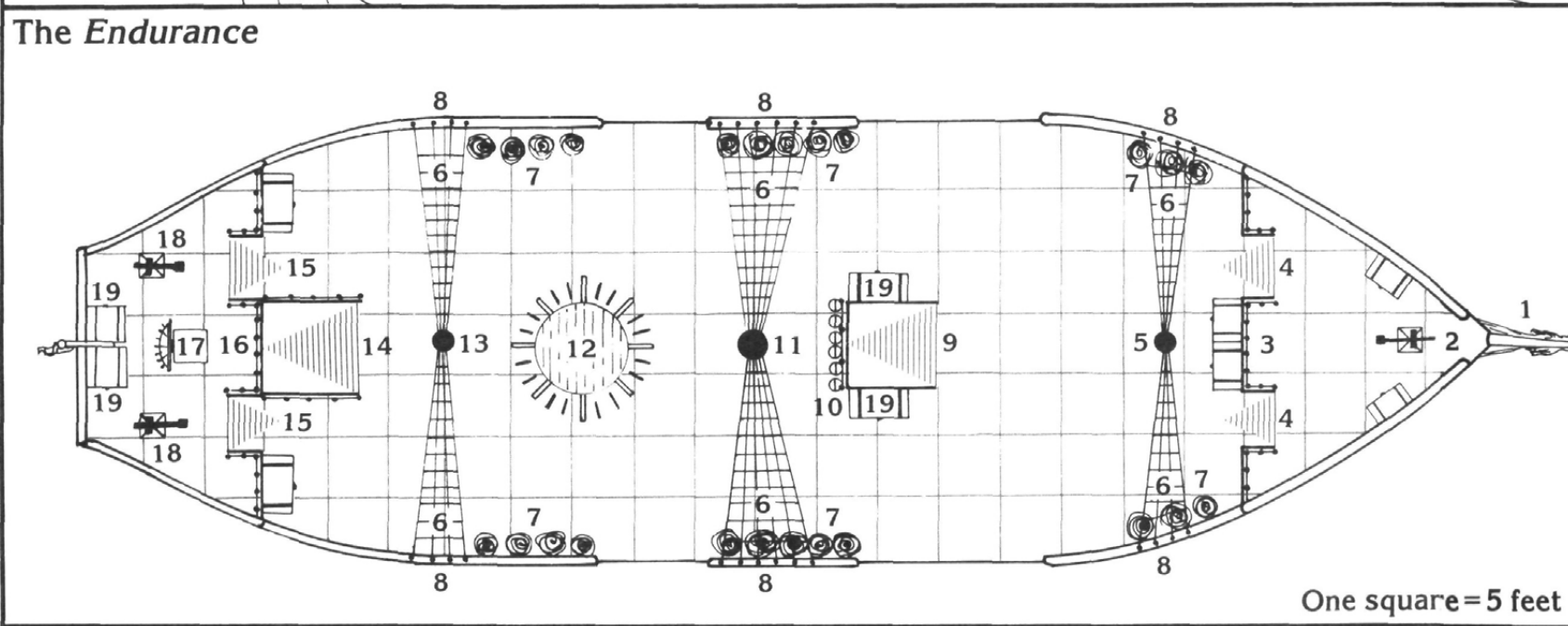
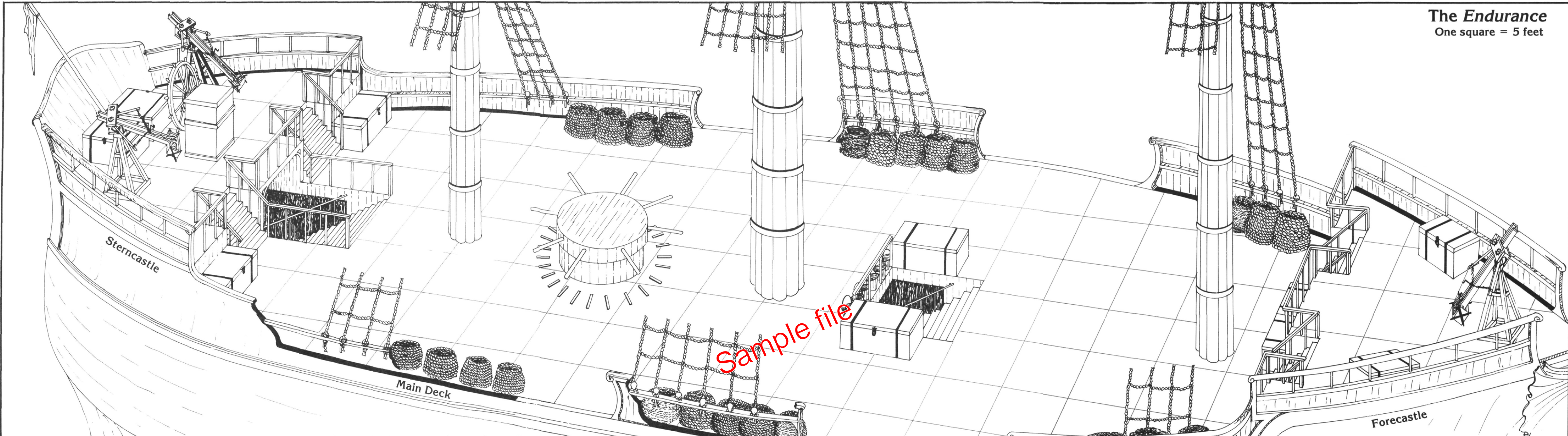


The Endurance
One square = 5 feet



- 1 Bowsprit
- 2 Forward Catapult
- 3 Forecastle Rail
- 4 Ladderway to Forecastle
- 5 Foremast
- 6 Rigging
- 7 Rope Coils
- 8 Belaying Pins
- 9 Ladderway to Lower Deck
- 10 Firebuckets
- 11 Mainmast
- 12 Anchor Capstan
- 13 Mizzenmast
- 14 Ladderway to Lower Deck
- 15 Ladderway to Sterncastle
- 16 Sterncastle Rail
- 17 Wheel
- 18 Catapult
- 19 Lockers

SHIP OF HORROR



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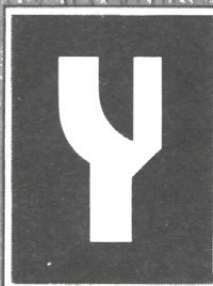
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INTRODUCTION



You are about to embark on a terrifying journey into the mists of Ravenloft. The land that knows no mercy calls your name—you might hear it in the rustling of leaves in the autumn wind, in the creaking of floorboards underfoot, or in the blast of snow that rattles the windowpanes. You can take the precautions that

mortals have taken throughout the ages—latch the windows, light candles to drive out the darkness, and stoke the fire—but the mists of Ravenloft will not be held at bay. The land will come to you, slipping under a door, slinking in behind the cat, or finding you while you dream. It will not give up once it has decided to pursue you.

For the DM

The materials in this module are intended for the DM's eyes only. Players should not read any farther!

As any good DM knows, this adventure should be read through completely before beginning play. Familiarity with the events that follow is important to a smooth game. In the RAVENLOFT™ game world in particular, familiarity with the material is especially important for the DM to make the most of pacing, mood, and tension. Only in this manner can the DM cultivate maximum fear and horror in his players.

Player Handouts

The DM should pay special attention to pages 29-36. These pages contain information about new monsters, presented in the format of the *Monstrous Compendium*. They are placed in the center of this book so they can be easily separated from the rest of the book and inserted into the *Monstrous Compendium* binder. By carefully opening the staples, these pages can be removed without damaging them or the rest of the booklet. The staples can then be pushed back into place.

Also included in these pages are various handouts to be distributed to the players. Hand them out only as indicated in the text—do not simply hand the players the entire packet at the beginning of the game. The players should feel that they've been forced to earn each clue. The DM should become familiar with these pages and may wish to separate them before beginning play to avoid interrupting the flow of the game.

Ability Checks

At various times during the adventure, characters will be asked to roll ability checks. For example, if a player is trying to sneak up a rotting staircase, he may be required to roll a Dexterity check to see if he falls through the rotting boards and sustains an injury. The player should roll 1d20. If the result is equal to or lower than the character's ability score, he is successful and climbs the staircase without falling. If the result of the die roll is higher than the character's Dexterity score, he falls through the rotting wood and is injured by the fall.

Another use for ability checks is to help players who are truly stumped. If the players are trying to unravel a mystery and run into a dead end, the DM can, at his discretion, ask the characters to roll Intelligence (or Wisdom) checks. Success can

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indicate that a *character* has a burst of inspiration that never occurred to the *player*. This can help the DM to keep things moving in a more subtle manner than by handing out clues. The DM should use this technique sparingly, to avoid giving the players too much free information.

Modifications to the DM's Campaign World

As in any adventure, events must fit logically into the greater scheme of the DM's world. If the monsters and treasure presented in this adventure are not in line with the DM's campaign world, he is heartily encouraged to alter them. In a magic-heavy world, the DM may wish to toughen the monsters by increasing their hit points or lowering their Armor Classes, or by simply increasing the number of monsters encountered. In a campaign with weaker PCs, the DM might need to weaken the monsters to avoid killing off the entire party.

Similarly, the DM should adjust the amount of treasure available to the PCs. Whether the DM prefers the characters to struggle in a life of near poverty or he allows them all the trappings of a luxurious lifestyle, he should modify the treasure in this adventure to maintain game balance.

About AD&D® 2nd Edition Rules

This adventure follows the rules of the **ADVANCED DUNGEONS & DRAGONS®** 2nd Edition game. All references to game materials refer to the 2nd Edition books, although the adventure is playable using the original rules with some minor modifications by the DM. The **RAVENLOFT™** boxed set is required to play this adventure.

The first adventure in the **RAVENLOFT**

setting, *Feast of Goblins*, is helpful but not required to play *Ship of Horror*. Included in *Feast* is a DM's screen especially designed for the **RAVENLOFT** setting. It includes many helpful tables describing the effects of magical spells and brief instructions for making fear and horror checks. It is useful, but not required to play *Ship of Horror*.

Getting Started

Ship of Horror is designed to begin in two different ways. If the Player Characters are already in Ravenloft, the DM can introduce this adventure in almost any location that is near a large body of water, including any rivers. If the PCs are not already in Ravenloft, the DM can use this adventure as a way to pull them into this new realm. The adventure can begin from any campaign world.

This adventure will begin differently depending on whether the Player Characters are already in Ravenloft or are in a different campaign world. Chapter Two gives a choice of two beginnings. The DM should choose the start-up that is appropriate. Once the PCs are in Ravenloft, the adventure continues in the same way for both novice and experienced Ravenloft adventurers.

Notes for DMs New to the **RAVENLOFT™** Campaign

The most important advice for DMs using the **RAVENLOFT** setting is to never reveal too much to the players—keep them guessing at every turn. Many DMs distribute game statistics freely to their players as if NPCs and monsters wore signs on their chests listing their hit points, ability scores, motives, spells, and possessions. This takes the mystery and surprise out of the game. Avoid speaking in game terms whenever

INTRODUCTION

possible—better to describe something as a “horrible creature with twisted, grotesque features” than a “ghoul with a Charisma of 2.” Even simple things can become exciting and frightening when described properly. Consider the following description.

“It is a small, grey-furred creature, about the size of your hand. Its mouth opens wide, and you can see jaws lined with sharp fangs to match the razor claws on its four feet. The last thing you see before it darts into the shadows are its black, beady eyes.”

This description is far more evocative than saying, “You see a rat, but it runs away.” This example serves to illustrate what a creative DM can do to frighten his players and keep them guessing.

Adventure Synopsis

The PCs find themselves employed (imprisoned, actually) on a ship that has disguised its true identity, the *Ship of Horror*. After becoming lost at sea in a dense mist, a series of eerie visitations and clues leads the PCs to the realization that their ship, along with its captain, is cursed to ferry unsuspecting travelers into Ravenloft. The captain is guilty of grave-robbing and is responsible for defiling the bodies of the dead. As punishment, he is doomed to a life of torment by the spirits of the dead whom he disturbed.

By the time the PCs make this discovery, they have been lost at sea for several days, and it is now too late to save themselves—they have already been captured by the mists of Ravenloft.

The captain convinces the PCs that if they can help him to atone for his sins, he might be able to ferry them back out of Ravenloft. He had been hired by a wealthy family to transport the bodies of their

dead to a small island to be interred in a mausoleum. In three cases, he took the money he was paid and simply dumped the bodies overboard. He must find these bodies and inter them properly in the mausoleum. He hopes that then the spirits of these three will cease haunting him.

After a difficult search, the PCs find the bodies and recover them from the ocean floor. They must then deliver the bodies to a mausoleum on a small, remote island.

In the process of making this delivery, the PCs make a gruesome discovery. The family that hired the captain was not transporting their dead relatives—they were working for an evil necromancer who required bodies for his research. The bodies they were sending him were stolen from graves near their village, and in some cases, were the bodies of unfortunate local peasants who were murdered by this evil family.

The PCs now have their work ahead of them. They may choose to eliminate the family of grave robbers. Whether or not they destroy the family, they must nevertheless find the necromancer on his island and destroy him. This is no easy task, since he has legions of undead unlike any seen before who guard his island.

Once the necromancer has been destroyed, the PCs have several choices to make. Since the necromancer was the island’s sole inhabitant, the PCs may take possession of the island (if they wish to own a domain in Ravenloft). Also, once the grave-robbing family has been destroyed, the family’s land and possessions are at the PCs’ disposal (if the estates are not destroyed in the process). The PCs might also attempt to exit the realms of Ravenloft; success in this endeavor is, naturally, up to the DM.