

The Lost Ship Barotok

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Premise – The Lost Ship of Barotok can be encountered at any time. The Barotok was once a wedding vessel to hold ceremonies only for noble and royal families. The ship last voyage was over 500 years ago. What happens when despair is found on the sea? Each hallway has a door on either end making the area an independent space. When players rest too long in one spot it, brings unwanted attention and they begin to sink into the floor.

- A. The entrance to The Lost Ship of Barotok can be found behind any normal looking door. Inspecting the door reveals the wood is dried as if exposed to the sun for long periods. Salt is crystalized along the frame adding to the mystery. The smell of the ocean is in the air.
- B. A hallway covered in sand extends into the darkness. The air is filled with the scent of sea air and dried coral climbs its way up the walls. What remains of corpse lies up against a wall clutching a battered book. Inside the book is a wedding announcement from many years ago. Inspecting the body reveals he is dressed in exceptionally fine clothes.
- C. Directly across from previous corpse lies a door unusually void of coral. The red cross of an infirmary stands out against the otherwise encroaching sea life. Beyond the door, the room is filled by organized beds and cabinets. Rhythmic beating can be seen from underneath the blankets. The beds attempt to scramble away as players approach. Pulling back the covers reveals internal organs, causing the bed to writhe in agony and die. While investigating the room the party is attacked by a creature from the darkness. After a few attacks the creature leaves.
- D. A partially covered cabin door can be seen through the coral. Opening the door reveals the sleeper cabin has been mostly consumed by the reef. Two backpacks can be found at the end of the beds. The journal details the wedding, getting stuck at sea, running out of food, increased tension, and missing guests. The journal ends with a mandatory meeting announcement.
- E. This hallway is stretched to an impossible length. The wood itself appears to be straining against the pressure.

- F. A door barely fills its frame, stretched wide by the hallway. Through the cracks a lit candle is seen flickering along with the acrid smell of smoke. Inside the walls are filled with makeshift candles and claw marks. The phrase "Forgive Me" is repeated over and over.
 - G. A door labeled mess hall sits ajar at the far end of the hall, a meeting notice is nailed to the door. On the other side a grotesque scene of cannibalism is revealed. Long ago in this mess hall starving, desperate people ate the less fortunate and a Wendigo was born. Bones litter the room, on the floor, plates, and in pots. Again, players are briefly attacked.
 - H. The door to the next hallway has water constantly streaming from the bottom. Beyond the door the walls are transparent and permeable providing a spectacular view of the ocean floor. This area is filled with water. Players can breathe the water with no problem and can easily pass through the walls into the ocean. They will have difficulty trying to get back without assistance. The journey is dangerous as sea creatures might attack as they attempt to reach the stone door at the other end.
 - I. Beyond the stone door sits a hallway of earth, stone, and the hull of the ship. The air is cold and damp. The hallway itself angles down into the ground. An odd collection of bones, coral, and fish line the walls. Fresh tracks can be seen entering and leaving the room.
 - J. The door to the Honeymoon suite is faded and worn by time, covered by dirt and roots. Inside the bright sun can be seen through the portholes, the scent of lavender fills the air, and a gentle humming. She knows nothing of what happened to the rest of the ship, the guests, or the world around her. She states she is given food every day but believes only a day has passed. She is dismissive of any attempt to point out the passing of time. She insists her groom means no harm.
 - K. Following the hallway leads to a nest of bones, ship boards, and tattered clothing. A Wendigo stands ready to fight and hesitant to engage. Pausing the players hear him bleat "Sorry" repeatedly. The wendigo is "defeated" by being forgiven for his actions. The nest is filled with various treasure.
- Resolving the mystery of The Lost Ship Barotok is an exercise in forgiveness and expectation. Players can learn of the fate of the ship and the bridal party.

Returning to the families whom may find peace.

