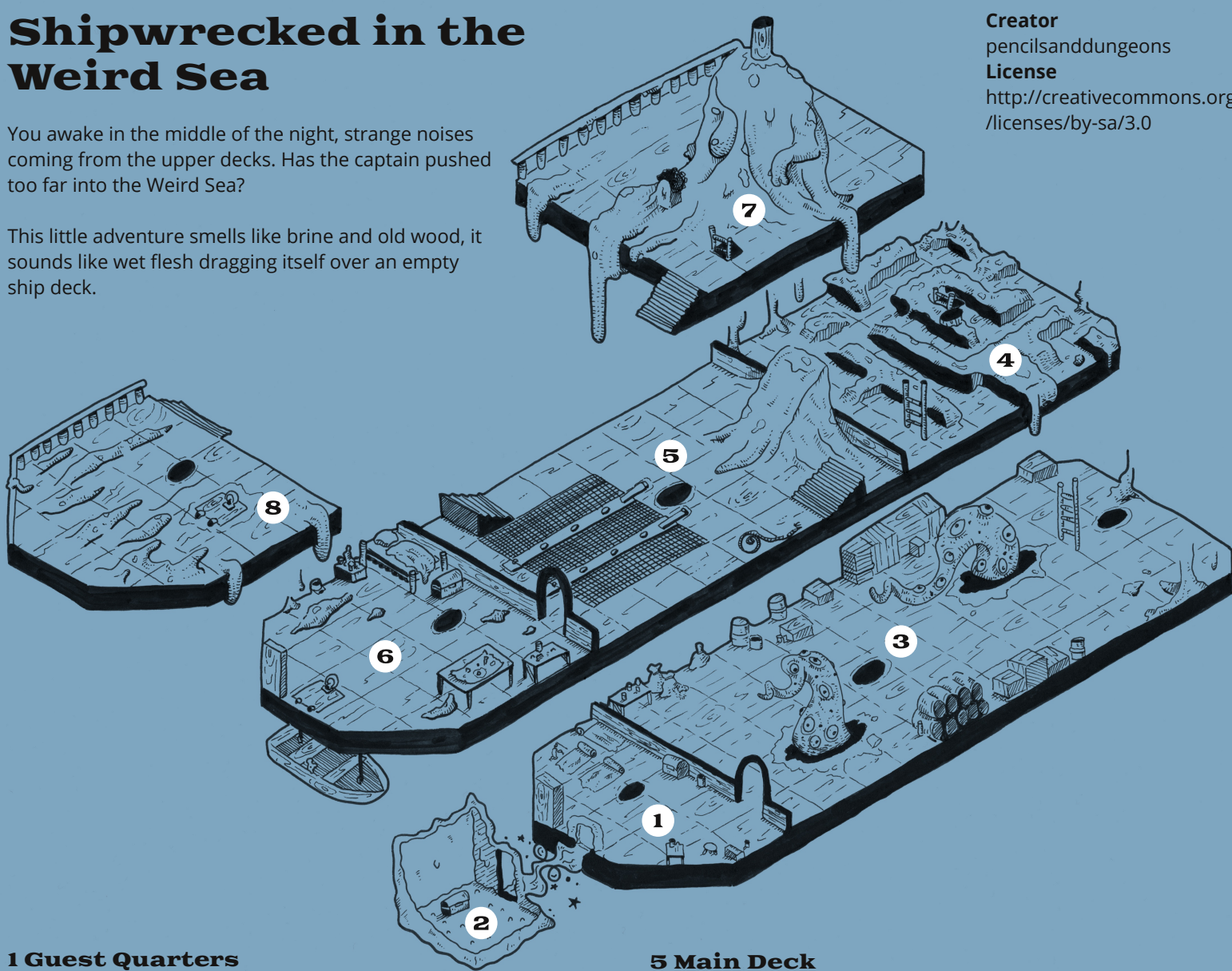


Shipwrecked in the Weird Sea

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You awake in the middle of the night, strange noises coming from the upper decks. Has the captain pushed too far into the Weird Sea?

This little adventure smells like brine and old wood, it sounds like wet flesh dragging itself over an empty ship deck.



1 Guest Quarters

Stale air, neon-coloured water drips from ceiling. The Main Door is locked from the outside, use skill or force. **Secret Door** detectable by attentive players. The fleshy opening blurs when looked at directly and leads into a pocket dimension.

2 Pocket Dimension

A shivering, dripping room, feels like walking in the belly of a giant whale. One vial labelled **Mutaboost** in an open, fleshy chest. Roll 1d6 on the mutation table for whoever drinks it, lasts one hour.

3 Cargo Hold

Food in barrels and crates, **two giant tentacles** with reach break through the floor. Easy to hit, but a good amount of hitpoints. Can grapple players. As soon as the tentacles appear, the **water starts to rise** in the cargo hold. The players don't have a lot of time to escape the sinking ship.

4 Crews Quarters

The helmsman (7) mended with the ship's wheel, dripping down flesh like molten rubber from above. The crews quarters below have turned into a **flesh labyrinth**, roll 1d4 for the type of hazard:

- 1 Slippery molten flesh
- 2 Spiky bones
- 3 Acid puddles
- 4 Grabby tentacles

The door to the main deck has been sealed from the outside, so the players have to find the ladder for the upper exit. Requires a **skill-challenge** to maneuver through and up the ladder. The helmsman does not react to anything, but there can be **five gold coins** found in one of his fleshy pockets.

5 Main Deck

1d8 crewmembers on deck, attack the party on sight. If the players failed a lot in the skill challenge or spent a long time in the flesh labyrinth, there are 2d8 crewmembers instead. Then roll 1d6 on the mutation table for each crewmember.

6 Captain's Quarters

The captain's quarters is a cacophony of tearing muscle and wet gurgles. The **captain** and **two crewmembers** are in the process of mutating. Roll 2d6 for the captain and 1d6 for the crewmembers on the mutation table. Access through the door or surprise them through the trapdoor (8) on top. The captain has a slither of his conscious mind left, he has a small chance to be responsive. Likes people who take risks, gold and power. Drops his logbook when defeated, roll 1d4 for contents:

- 1 Nearest safe harbor
 - 2 Location of a treasure-island in the Weird Sea
 - 3 Plans for mutation and world-conquering
 - 4 Details of a contract to maroon the players in the Weird Sea
- The players can find a small hatch on the floor that leads to the only lifeboat.

Mutation Table

Every enemy counts as a **Zombie**, with one (or two, in the captain's case) of these traits:

- | | |
|---------------|-------------------------------------|
| 1 Eel neck | - Reach |
| 2 Crab claw | - Can restrain people |
| 3 Seagull | - Steal a few copper with every hit |
| 4 Rotten fish | - Save against barf when near it |
| 5 Sandhopper | - Wide jumps |
| 6 Seashell | - Harder to hit |

Feel free to adjust the number of crewmembers and mutations.