



LORE OF THE GREAT VORHALEN

A long time ago a mighty ship used to glide the waters of The Western Sea. No ordinary ship it was. It was made from the remains of an ancient dragon. It was the prize ship of the Song Catcher's navy. One day the ship disappeared without a trace. It was missing for years, until a merchant vessel happened upon a crazed sailor stranded on a desert island. Though little was to be gained from his ramblings, a few details were clear. Shortly after putting out to sea, the members of the crew began to hear strange noises and the ship started to shift and tilt oddly. A pale green mist began to fill the hold and forced the crew to the deck. The last thing the sailor heard before madness drove him overboard, was a horrific roar that shook him to his bones.

The ship was never found, but there are rumors heard from time to time that on cold moonless nights one might see a sickly green shape moving on the edge of your vision. Monstrous and shifting, pale wings and green mist flowing from the sides. The cursed dragon ship Vorhalen.

ADVENTURE SUGGESTIONS

ADVENTURE HOOK

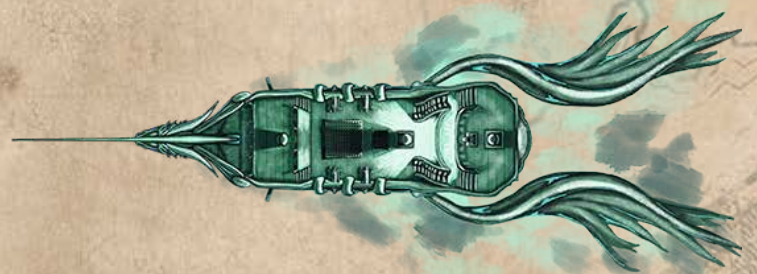
This adventure can be started with the party coming across the crazed sailor who then begs them to find and take the ship down, so it doesn't cause any more madness. Alternat-

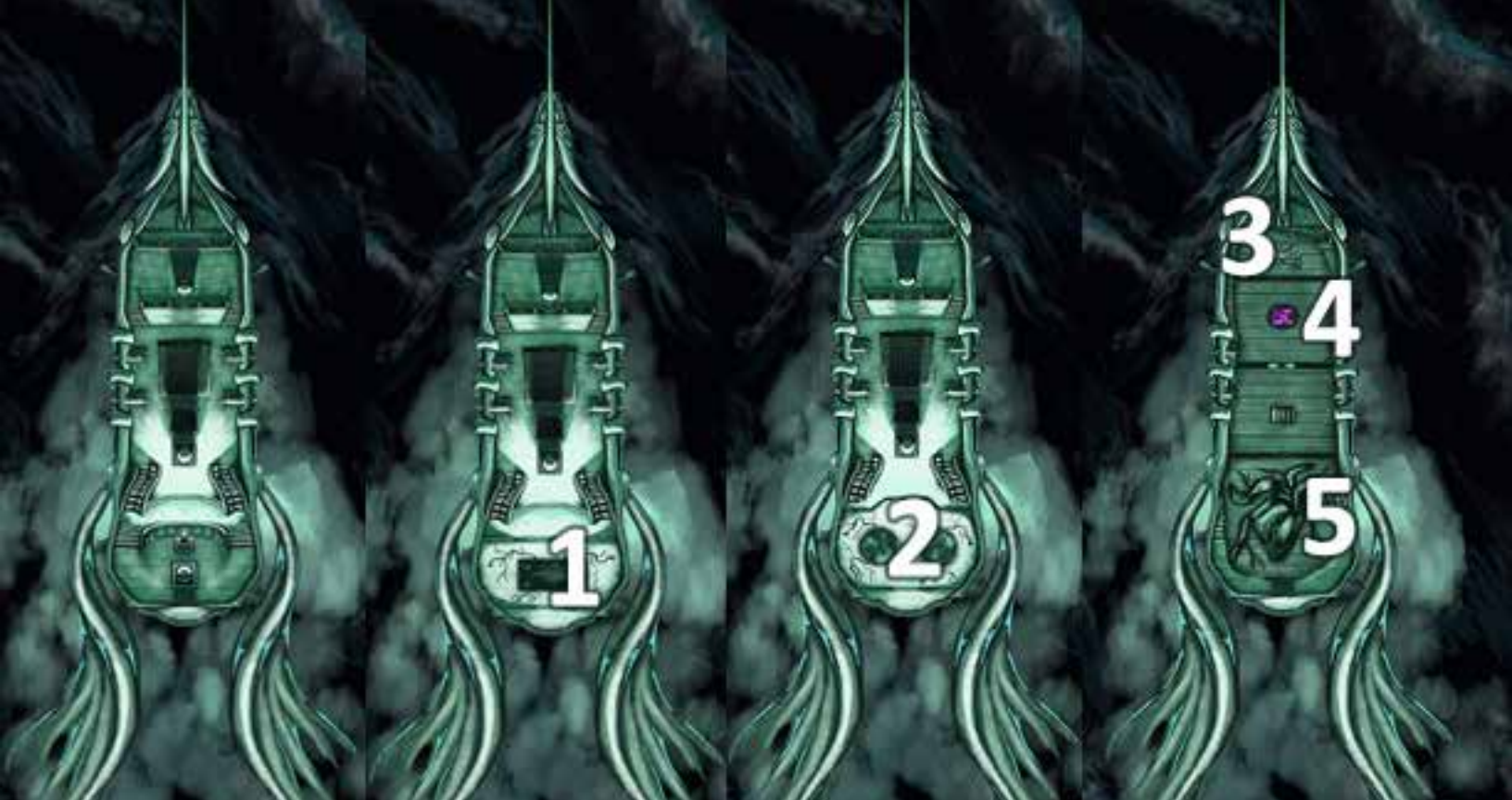
tively, the sailor can either request a valuable item to be retrieved from the ship, or he could point to the vessel as a possible location of an object the party is in search of.

SUMMARY

During his research into a new project, a necromancer named Starlazar Hex heard the news of the the Song Catcher's prized ship. He then decided it was the perfect vessel for his next experiment. In the dead of the night, he summoned the spirit of the ancient dragon whose bones the boat was built from, and trapped it inside the old planks. This is when the crew began going insane. It did not take long for people on board to abandon it.

Once the ship was empty, Starlazar needed to not only solidify his dragon trap, but also to empower the spirit to do his bidding. The only way he could figure out to be able to accomplish his goals is to feed souls to the trapped spirit.





SOUL GATHERING AND LAYOUT OF VORHALEN

The ship has 4 decks. Once the party boards the vessel, they can hear a loud, thundering heartbeat of the vessel. They can also be met with hostile ghosts of the people that have perished on this ship. The real horrors of the necromancer's machinations, however, start to be revealed once the party ventures into the interiors of the vessel.

Room 1 is where the party will come across a table with restraints. There are also vein-like objects stretched out all through this cabin, going into the walls, ceiling, and the floor of the room. This room is where the soul gathering starts.

Room 2 contains large vats of "soul liquid" with the familiar veins stretching out to all sides of the cabin. The soul liquid has a strange appearance as if gravity doesn't affect it. Perfectly round spheres of the liquid can be seen separating from the large gathering of the fluid in the vats and hanging just above it.

Room 3 contains the final reward for the party. This is where the necromancer kept all of his treasure. This room has a secret door. I would not reveal this room until the party dealt with the heart in room 5.

Room 4 contains a large purple gem on a pedestal. The door to this room is bright and obvious once one is below the decks. The gem is emanating a magical hum that can be heard as soon as one enters this room. This gem is here simply to confuse and misdirect anyone who may want to harm the ship. If the gem is taken or destroyed, the magical hum of the gem will stop, and the ship will appear to power down.

The heart beat of the vessel will become more quiet, but it will not disappear altogether.

Room 5 contains the dragon's beating heart. This is where all of the veins from previous rooms connect. This room is where the sound of the heart beat is coming from. The necromancer himself may be in this room, tending to the beating heart of its subject. The door to this room is also secret. It will not be visible to the naked eye. However, I would avoid putting the discovery of the secret door behind an ability check, as it would impede the story progression. It may be the best time to show your players this door once they are done dealing with the gem stone in the room across.

RESOLUTION

Ultimately, it is up to the players how they will decide to deal with this ship. It is possible to take control of the ship themselves, once the necromancer is dispatched. In this case, the dragon's soul will continue to be entrapped, and the players would have to keep feeding the vessel additional souls. The players can also choose to kill the heart in Room 5, this would stop the sound of the beating heart and releasing the dragon from its prison. However, this will cause the vessel to immediately deteriorate, and if they want to make it off the vessel alive, they may have to make a series of checks to escape unscathed.

Battle Maps, Layout, Writing

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