



DUNGEON AGE

DESERT ANGEL FIASCO

Written and illustrated by Joseph Robert Lewis © 2020

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“DESERT ANGEL FIASCO”

an adventure for low-level play (1-3)

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INTRODUCTION

Some say the world is dying.
Others say the desert is growing.
In either case, merchants and
princes always desire new ways
to cross the Great Sand Sea.

Today, someone has found a way
to fly over it. Who will tempt fate
and join the maiden voyage of
the **Desert Angel**?

No one knows what dangers or
treasure have lain hidden in the
heart of the desert for all these
eons. If you survive, you will be
the first.

ONE-SHOT

This adventure is intended as a
one-shot, but it can easily be
inserted into a campaign.

Any time your players wish to
travel to a distant city, you can
simply say there is a large desert
in their way, but luckily there is a
new flying ship they can travel
on. Good luck with that!

DESIGN NOTES

This adventure is intended for
low-level characters (1-3). It is
primarily geared for social
encounters and combat.

It runs 2 to 5 hours.

Players ride a flying ship across
the desert. Monsters attack.
Passengers plot treachery.
Mysterious locations appear.

You can keep the tone serious or
play up this ridiculous sequence
of disasters for laughs.

LAYOUT

The DM's read-aloud text looks
like this. It's brief!

Descriptions of locations focus
only on key adventure items.

You may assume that any
“missing” details are obvious,
such as a pot in a kitchen.

Items that are further explained
in their own bullet or section are
bolded and underlined.

Creature statistics are at the end
of each area/section.

OBVIOUS NOTE

The names and settings used in
this adventure are drawn from
the world of Dungeon Age.
Obviously, you can and should
change whatever you want to fit
in your campaign setting.

The creatures in this adventure
range in challenge rating from
easy to deadly. Obviously, you
can and should adjust the stats
and numbers of creatures to
meet the skills of your players or
your style of play.

But you already knew that, right?

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END OF LICENSE

NOTES FOR THE DM

INTRODUCTION

This is a linear adventure for low-level characters.

The party boards the Desert Angel for the 3-day crossing, and then things happen to them.

In this adventure, the encounters come to you! This may be good for players who need an extra nudge to go find things to do.

This emphasizes social encounters and combat, with some exploration and mystery-solving as well.

RAILROAD?

This is absolutely a linear adventure. However, the DM and the PCs can choose which encounters to have along the way. Also, the results of some encounters can dramatically alter later encounters.

IS THIS ADVENTURE FAIR AND BALANCED?

No! And because the PCs are trapped on this flying ship, there is a real possibility that enough bad rolls will wreck them in the desert. And that is very bad.

HOW LONG IS THIS?

Between 2 and 5 hours. It depends on the number of encounters you choose to include, and how long your combats run.

COMBAT

There are many opportunities for combat built into the locations and the Sailing Checks. You can add encounters by rolling more Sailing Checks, or skip them to move on. It's up to you!

The creatures are statted fairly weakly. To increase the challenge or danger, just add more damage to dice to their attacks (but don't give them more HP).

TREASURE

There are valuables and money on the ship, as well as hidden in some locations. There are also opportunities to acquire weird magic items and allies.

But the main challenge is to survive the journey!

HOW TO RUN THIS

A few things to know:

- The adventure is broken up into Days and Nights. You can do as many encounters in each period as you wish.
- Each Day/Night starts with **DM Notes** that list where the NPCs are and what can happen. Characters marked with (?) may be absent or dead depending on events.
- The ship can be damaged and the crew can be killed, which affects how the ship flies. You will need to be mindful of this for the Sailing Checks.
- The map is intended for DM use only. The encounters come to you, so there are no navigational choices to make.

PREP WORK

As always, I encourage you to skim the whole adventure to have a sense of it.

Most importantly, you should really know **The Ship** (page 5) and **The Characters** (page 8).

When you get started, tell the players up front that you (or they) will be rolling Sailing Checks, which are affected by ship damage and crew deaths. So...they should care about those things!

NPCS

There are 8 people on board at the beginning, and opportunities to pick up a couple more along the way.

I highly recommend you get a feel for **The Characters** ahead of time (page 8). Some are plotting things! Their behavior should change depending on how their plots turn out.

You definitely don't need to play out all of the plots! Just do the ones you find interesting (or have time for).

There are notes for every NPC to help you roleplay them.

WHAT IS THE DC?

Short answer: It's 13.

Longer answer: There are no skill checks or saving throws listed in this adventure.

Skill checks and saving throws were left out to encourage more organic play and narrative problem-solving.

But if you like rolling dice (and who doesn't?), then a DC 13 works well for just about every skill check or saving throw in this adventure (for 5e).

BACKGROUND

The Great Sand Sea stretches from the beautiful desert city of Sahar to the grim town of Khervik. Sahar is rich in silks, spices, and glasswares, while Khervik is rich in iron, copper, and silver products.

Trade is natural.

But camel caravans around the desert take 3 weeks, and can only carry 6 tons of goods per trip.

Wealthy old adventurer Zhubid Vahid has just paid a small fortune to purchase a flying ship, made from the bone marrow of extinct Sonorous Titans.

This ship, the **Desert Angel**, can carry 20 tons and should be able to cross the center of the Great Sand Sea in only 3 days.

No one has ever crossed the heart of the desert before...

TODAY

Today is the maiden flight of the Desert Angel. The Vahid Trading Company has convinced enough merchants to fill its hold with silks and spices, as well as some other strange odds and ends.

In addition to the five crew, there are two merchants and one pilgrim are on board.

STORY HOOK

Retired adventurer Zhubin Vahid has purchased a flying ship to run his new trading company. But he is very worried about the safety of his new ship and crew, as well as the cargo!

He is looking for trustworthy mercenaries to provide security on the **Desert Angel's** maiden voyage. Payment upon (safe) arrival at Khervik!

THE SHIP

DESCRIPTION

The **Desert Angel** is a dunecutter, a newly invented flying ship. It is held aloft by the enchanted Titan bones in the hull. It is propelled by the wind.

It handles identically to a ship at sea. Except that it is **floating 10 ft** above the sand and can travel **50 ft per round**.

The Desert Angel is **100 ft long and 25 ft wide** amidships. There are two masts supporting two lateen (triangular) sails.

There are three areas: Deck, Cabin, and Hold.

(See illustration on page 6.)

DECK

A flat wooden deck, 100 x 25.

- **Hatch.** Between the two masts is a large square hatch for moving cargo in and out of the Hold. It's always open.
- **Ballista.** At the bow there is a small ballista bolted to the deck. Use the gunner's Dexterity to attack, dealing 3d6 damage.
- **Quarterdeck.** At the stern is the steering wheel shaded by a canvas canopy. Several comfortable benches are also bolted to the deck here.

CABIN

The Cabin is located downstairs directly below the Quarterdeck, roughly 25 x 25.

- **Hammocks.** 20, for both crew and passengers
- **Galley.** For preparing food.

HOLD

The Hold is downstairs next to the Cabin, roughly 75 x 25.

There is a narrow walkway down the center. To either side are goods being transported for sale.

- **Thin wooden boxes** are packed with carefully wrapped and folded bolts of raw silk dyed in every color, as well as tailored dresses and shirts.
- **Burlap sacks** contain small cloth bags full of ground spices: paprika, pepper, cinnamon, and more. One bag contains three silver spheres: **angelfire grenades**.
- **Wicker baskets** packed with straw contain elegant glasswares: carafes, flutes, wind chimes, lenses, etc.
- **A large stone jar**, sealed with holy wax. Contains a tiny **eldritch horror: *Kyagatha***. Shipping info is missing!
- **A locked chest.** Contains lapis lazuli jewelry stolen from the tomb of Solomon III. Value: 3,000 GP.

EXPLORATION

Captain Ava wants to keep the ship safe, but she also wants to chart the inner desert. She needs to identify safe places to drop anchor, as well as dangerous places to avoid, in the future.

If the PCs make a good case either for or against exploring a given place, then the Captain will probably agree with them.

SAILING CHECKS

This adventure calls for regular Sailing Checks. Simply roll 1d6, or have a player roll it.

There are modifiers to this roll:

Captain Ava is alive	+1
QM Reza is alive	+1
Ship is off balance	-1
Hull is damaged	-1
Sails are damaged	-1

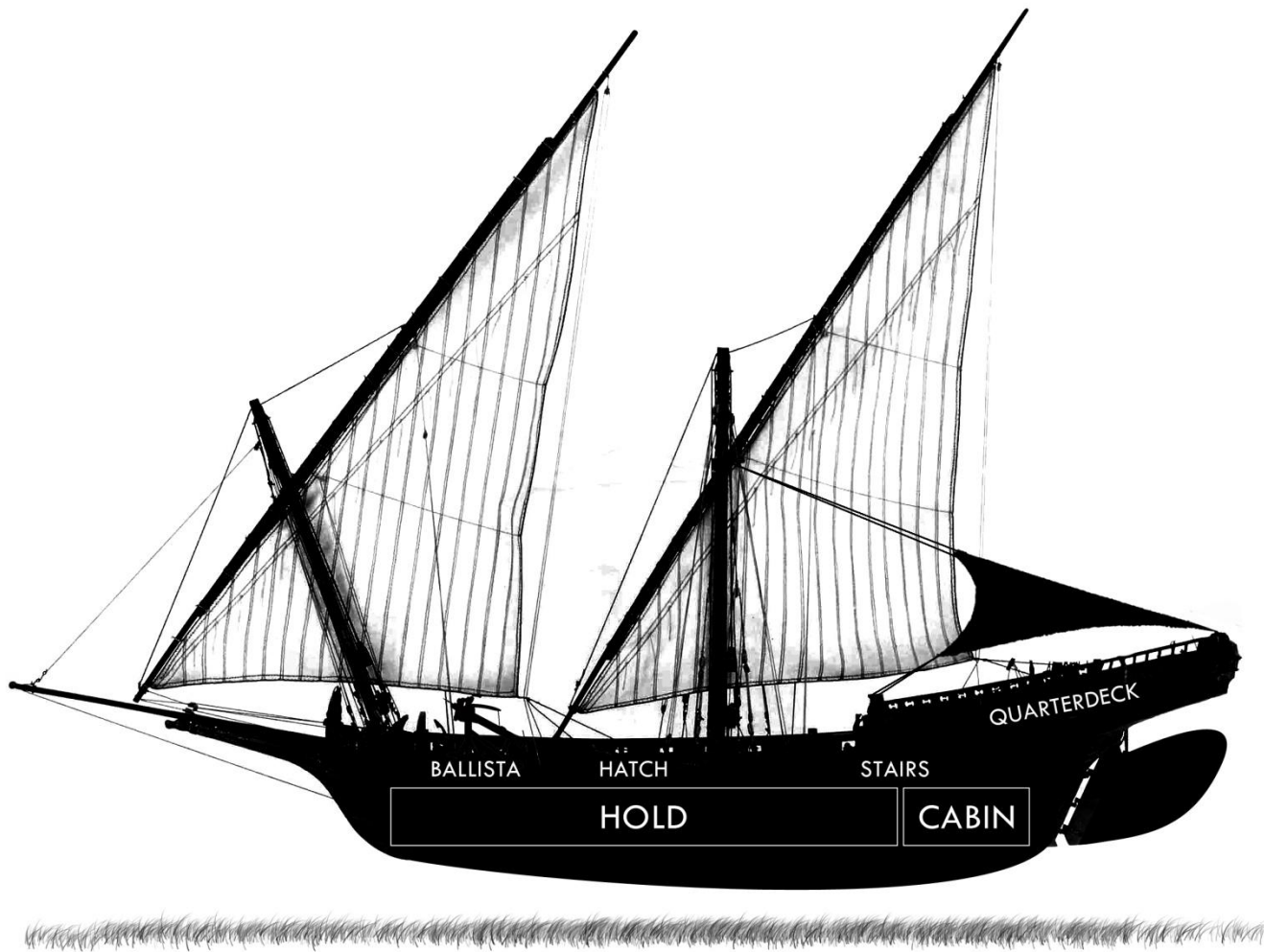
1,2,3 = **Fail** 4,5,6 = **Pass**

Each check describes what a Pass or Fail means for the ship.

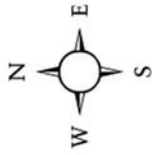
DAMAGE/REPAIRS

Events can damage the hull or sails of the Desert Angel. Damage is not cumulative, it simply is or is not. PCs can repair hull and sail damage using:

- Damaris's magic, 1 hour.
- PC magic, 4 hours.
- PC tools/skills, 8 hours.



SAHAR



1 HEADING OUT

2 OASIS

3 DUNEWRECK

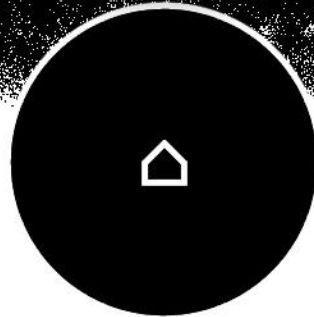
4 ROCK SPIRE

5 MIDNIGHT RAID

6 DEAD SUN MASSIF

7 CYAN ASTROBLEME

8 GOLDEN PYRAMID



9 SABOTAGE

10 SANDSTORM

11 MUTINY

12 MADNESS

13 GRAY WASTE

14 PHOENIX

15 SKYJACKING

KHERVIK

THE CHARACTERS

CREW

CAPTAIN Ava Bahar, 62.

- Short white hair, dark brown skin, patch over left eye. Expensive black silks, a loose golden headscarf.
- Expert sailor, very protective of her ship and crew.
- Tells bizarre tales of sailing on vast saltwater seas. All true.

QUARTERMASTER (QM)

Reza Sadeq, 36.

- Black hair and beard. Tall, muscular. Heavy eyeliner. Loose white silk shirt and blue linen pants.
- Barks orders at the sailors. Brags about his army service.
- **Secretly** planning to kill Ava and take over as captain.

COOK Naveed Musa, 74.

- Short, frail, bald. Thick white mustache and eyebrows. Dingy gray tunic and slippers.
- Exhausted, timid, polite.
- **Secretly** a thief working with pirates to steal the jewels.

SAILOR Leyla, 24.

- Frizzy hair, chatty. She is honest, polite, and very lazy.

SAILOR Eskander, 22.

- Floppy hair, shy. He is also honest, polite, and very lazy.

PASSENGERS

MERCHANT Ira Jaron, 58.

- Gray beard, squinty eyes. Red turban, brown kaftan. Smells strongly of camels.
- Spice trader. Speaks proudly of his daughters, who are taking over his caravan.
- **Secretly** planning to blow up the ship to protect his daughters' business.

MERCHANT Soraya Gol, 29.

- Curling red hair, yellow dress, red tattoos on her arms.
- Silk trader. Polite and professional, charming.
- **Secretly**, she is a diabolical wizardess plotting to steal the ship for herself so she can explore the world. Prepared to bribe the crew and summon help on board.

PILGRIM Lev Meyer, 25.

- Wavy brown hair, slender, short, glasses. White turban, gray kaftan.
- Friendly, clever. Totally sincere. Barely useful.
- Returning home to Khervik after exploring the religious wonders of the desert cities. Looking forward to his mother's borscht, beef stroganoff, and blinis.
- Smitten with Soraya Gol.

OTHERS

DUSTEATER Damaris, ???.

- Shaggy brown hair, rough brown skin, slender. Dingy gray rags. Barefoot.
- Earnest, honest, kind.
- Lives as a hermit, stargazer, worships the eldritch abomination **Sholleth** on the red moon Qaray.
- Immortal. Eats dust and sand. Sharp fingertips for climbing.
- Can warp wood and stone with her mind. This can repair the ship quickly.
- Wears a hideous wooden mask to hide the writhing tentacles in her mouth.
- Invites you to worship Sholleth and receive her gifts, all it takes is a kiss!

MUMMY PRINCESS Varrani Hagar, ???.

- Desiccated gray corpse wrapped in ivory cloth, attired in golden armor and jewelry.
- Highly intelligent and creative.
- Laments the death of her civilization. Enjoys writing stories and poems. Rewards intelligence. Punishes crime.
- Instantly knows when people tell lies in front of her.

DAY 1

DM NOTES

Where is everyone?

DECK

- Captain Ava Bahar
- Merchant Ira Jeron
- Merchant Soraya Gol
- Pilgrim Lev Meyer
- Sailor Leyla
- Sailor Eskander

CABIN

- Cook Naveed Musa
- Quartermaster Reza Sadeq

HOLD

- No one

What happens today?

- The ship sets sail
- The cargo is unbalanced
- Sailing Check (monsters)

You see 3 locations that the PCs can choose to visit:

- Oasis (monster)
- Dunewreck (meet Damaris)
- Rock Spire (find pirates)

LAUNCH!

At the outskirts of **Sublime Sahar**, a ship made of wood and bone hovers above the sand in the warm morning breeze. To the west, the dunes of the **Great Sand Sea** ripple out to the end of the world.

The sailors cast off the lines from the makeshift dock, and the **Desert Angel** sets sail. The vessel flies in absolute silence, except for the flapping canvas and the creaking ropes.

SETTLE IN

The journey has begun, and the crew has gone to their stations. The PCs are free to move about, meet the crew and passengers, or explore the ship now.

BALANCE THE LOAD

During this “settling in” time, **Captain Ava** calls out that the ship feels off-balance and orders that someone needs to shift the cargo to balance the load.

Sailor Eskander acknowledges the order, but doesn’t do it.

If the PCs help, it takes 1 person 4 hours or 2 people 2 hours to balance the cargo.

If the cargo is not balanced, then Captain Ava comments on it again the next morning.

1 HEADING OUT

As you sail over the golden dunes, the captain peers into the distance to set a safe course.

Roll a 1d6 Sailing Check:

- **Pass.** The captain spots a line of **Giant Sand Fleas** about to leap at the ship, but she deftly avoids them.
- **Fail.** Dozens of **Giant Sand Fleas** leap into the air all around the ship. Six of them land on the deck and attack!

2 OASIS

Between the dunes, a dense mound of greenery stretches along the shores of a sparkling **pool**. Stunted palm **trees** rustle in the hot morning wind.

- **Pool.** 50 ft wide, 3 ft deep. Two crumbling human **skeletons** lie at the water’s edge. The **water** is safe and anyone who drinks it is **immune to poison** for 3 days. Under the surface, a giant **oasis scorpion** lies in wait for fresh prey.
- **Trees.** 10 ft tall. Each has 3d6 prickly dates. Delicious!

3 DUNEWRECK

Around noon, you see the desert floor is covered in large swirling vortices of sand. Between these **whirlpools**, a decaying wooden **ship** lies on a crusty ridge. A **figure** stands on the wreck, waving at you.

- **Whirlpools.** 100 ft wide. Anything as heavy as a person sinks immediately in the soft sand and is sucked under.
- **Ship.** Centuries old. Rotting. Twice as large as the Desert Angel. **Captain Ava** thinks it looks like the ships she sailed on the southern seas.
- **Figure.** *Damaris.* Youthful, kindly hermit in decaying rags. Wooden **mask** over mouth. **Wants** to ride on the ship for the sheer novelty of flying. **Offers** her ability to magically mend wood. **Claims** she doesn't need food or water. **Says** her mask is "private".
- See page 8 for more details.

DAMARIS'S MASK

Hand-carved mask of smoky gray mystwood, covers the nose and mouth. Engraved with tentacles. You hear the whispers of the horror Sholleth the Writhing Dream. Constantly. You can survive eating dust. Each morning, there is 1 in 100 chance your tongue turns into a tentacle.

Value: 1,000 GP

4 ROCK SPIRE

Late in the afternoon, you spy a slender **spire** of crooked red rock spears up from the desert floor. Firelight flickers in a **cave** half way up. A bright white light glints from the **top**.

- **If the PCs go to the spire,** then the old cook **Naveed** will wander up on Deck. He **advises** the captain to avoid this dangerous rock. He **points out** that some of the cargo is fragile glass. **Captain Ava** agrees with him, unless the PCs can change her mind.
- **Spire.** 100 ft tall. Leans slightly. Wind howls by it.
- **Cave.** 60 ft up. The walls are jagged and easy to climb. Inside, two sky **pirates** with Yumari **gliders** are dozing. Bedrolls, water, rations, and lots of knives. They **plan** to attack from the air tonight.
- **Top.** An old cracked mirror is wedged into the rocks. The beautiful frame is pure silver worth 100 GP.
- **Pirates.** *Yared* and *Desta* are young thrill-seekers plotting with the cook **Naveed Musa** to steal the locked chest from the Hold. **Claim** to be simple adventurers. **If caught,** they instantly implicate **Naveed**, who denies everything.
- **If the PCs invite them** onto the ship, then they will still rob the ship tonight.

YUMARI GLIDER

This wearable, collapsible hang-glider can carry one person. The user must launch from a height of at least 60 feet. A glider can travel 50 miles. While flying, the user cannot use their hands for any other action.

Value: 10,000 GP

DAY 1 CREATURES

Giant Sand Flea 50 xp

Small beast	AC	HP	Leap
unaligned	15	10	30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

Leap. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage and the target is knocked Prone.

Oasis Scorpion 750 xp

Large beast	AC	HP	Move
unaligned	15	50	40 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	1 (-5)	8 (-1)	3 (-4)

Senses. Blindsight 60 ft., Passive Perception 10

Amphibious. The scorpion breathes air and water.

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage, and the target is grappled. The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (2d6) piercing damage and 7 (2d6) poison damage.

Sky Pirate 100 xp

Medium humanoid	AC	HP	Move
Chaotic neutral	13	20	30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Senses. Passive Perception 15

Keen Sight and Hearing. The pirate has advantage on Perception checks that rely on sight or hearing.

Multiattack. The pirate makes two attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

Crossbow. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. Hit: 3 (1d6) piercing damage.

NIGHT 1

DM NOTES

Where is everyone?

DECK

- Quartermaster Reza Sadeq
- Cook Naveed Musa

CABIN

- Captain Ava Bahar
- Merchant Ira Jeron
- Merchant Soraya Gol
- Pilgrim Lev Meyer
- Sailor Leyla

HOLD

- Sailor Eskander
- Damaris (?)

What happens tonight?

- No Sailing Check
- **If you did not** already uncover the pirates' plot, then they try to rob the ship
- **If you did** pick up Damaris, then she starts sniffing around the cargo in the Hold

NIGHTFALL

The blazing sun sets and thousands of jewel-like stars emerge from the blue-black sky. The wind chills as the crew shifts stations. The night is clear and calm.

EXPLORE THE SHIP

On the Deck:

- **Reza Sadeq** stands at the wheel. Brags that he is a better sailor than the captain, even though this is his first real voyage.
- **Naveed Musa** is enjoying the cool air before going to bed. He says breakfast will be ready an hour after sunrise.

In the Cabin:

- The captain, merchants, pilgrim, and Leyla are all asleep in their hammocks.

In the Hold:

- **Eskander** is asleep near the main cargo hatch.
- **Damaris** is poking around the cargo. She says she smells something familiar and she can hear a faint whisper. No one else senses anything. She fixates on the stone jar.

5 MIDNIGHT RAID

Only if the PCs did not already catch the sky pirates

Sky pirates attack!

If there is no PC on watch, then in the morning you find:

- The cook **Naveed** is missing
- The sailor **Eskander** lies dead (stabbed) in the Hold
- The **locked chest** is missing from the Hold

If there is a PC on watch on the Deck, then they see two people hang-glide onto the ship. **Yared** and **Desta** attack!

- Cook **Naveed** helps them!
- **Naveed** has a glider hidden in the Hold for his escape.
- Their goal is to grab the **locked chest** and escape.

In combat:

- **Naveed** uses the **ballista** against the PCs.
- **Reza** "bravely" guards the steering wheel.
- **Captain Ava** fires a crossbow at the pirates from cover.
- The passengers do not help.

LOCKED CHEST

"From Anon., to Torescu."
Lapis lazuli jewelry stolen from Solomon III's tomb.

Value: 3,000 GP

NIGHT 1 CREATURES

Sky Pirate				100 xp
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Medium humanoid	AC	HP	Move
Chaotic neutral	13	20	30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Senses. Passive Perception 15

Keen Sight and Hearing. The pirate has advantage on Perception checks that rely on sight or hearing.

Multiattack. The pirate makes two attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

Crossbow. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. Hit: 3 (1d6) piercing damage.

DAY 2

DM NOTES

Where is everyone?

DECK

- Captain Ava Bahar
- Merchant Ira Jeron
- Merchant Soraya Gol
- Pilgrim Lev Meyer
- Sailor Leyla
- Sailor Eskander (?)

CABIN

- Cook Naveed Musa (?)
- Quartermaster Reza Sadeq

HOLD

- Damaris (?)

What happens today?

- Enter the Dead Sun Massif
- Make 3 Sailing Checks
- Discover the Cyan Astrobleme ruins
- Maybe visit the golden pyramid and meet mummy princess Varrani Hagar

DAWN

The sun rises bright and clear over the desert. Sand streams away from the dune crests on the hot wind.

Ahead, a rugged wall of red rock obscures the western horizon. This must be the fabled **Dead Sun Massif!**

Dozens of narrow canyons and ravines lead deeper into the ancient rock walls...

EXPLORE THE SHIP

On the Deck:

- Everyone is nervous about navigating the Dead Sun Massif ahead. But **Captain Ava** is confident she can do it.

In the Cabin:

- Nothing interesting.

In the Hold:

- **Damaris** is sitting by the stone jar, petting it and listening to it. Says she hears it whispering something, but can't make it out. No one else hears anything.
- She is happy to **convert** you: "Have you heard the good news about our Undying Mistress Sholleth the Writhing Dream?"

6 DEAD SUN MASSIF

There are six possible Sailing Checks listed below to travel through the Dead Sun Massif. Choose (or roll 1d6 for) any **three** of them in any order.

SAILING CHECK #1

A crooked **stone arch** looms low over the ravine ahead.

- **Pass.** The ship leans dangerously to one side and slides safely under the low stone arch, which collapses behind you in a cloud of dust.
- **Fail.** The mast clips the low stone arch and small rocks pepper the deck. Everyone on the Deck takes **d6 damage** as the arch collapses on the stern of the ship. The hull is now **Damaged**.

SAILING CHECK #2

A giant **amber nest** bulges from the rock wall. It buzzes.

- **Pass.** The ship darts around the giant nest. Man-sized Amber Wasps emerge to give chase but cannot catch you.
- **Fail.** The ship is becalmed beside the nest, and d6 **Amber Wasps** attack anyone on deck. Water or Cold drives them away quickly.

SAILING CHECK #3

A shrieking **wind** blasts out of the canyon ahead. The jagged walls sparkle in the sunlight.

- **Pass.** The ship is battered by winds and stinging dust, but escapes unharmed. You find 200 GP worth of diamond dust on the Deck.
- **Fail.** The ship slams into the glittering rock wall, grinding and cracking the ribs. The hull is now **Damaged**. You find d6 tiny diamonds worth 10 GP each rolling on the Deck.

SAILING CHECK #4

The air grows hot and humid, and it reeks of sulfur. Tiny holes in the rock walls glisten all around you. **Acid geysers!**

- **Pass.** The ship deftly whizzes through the acid mist and between the burning spouts, barely sizzling at all. The thin acidic mist also scours away the desert filth on your skin and hair. Everyone on the Deck gains 1 HP.
- **Fail.** The ship swings wide directly into a soaring spout of sickly yellow acid. The rigging hisses as it quickly disintegrates. The sails are now **Damaged**.

SAILING CHECK #5

The passage forces you down into a dark **tunnel** dripping with long, pointed stalactites!

- **Pass.** The ship slices silently between the stalactites dripping from the ceiling, and 50 GP worth of Lesser Kyraptor guano spatters on the Deck (can be made into one small explosive vial).
- **Fail.** The sails and rigging tangle and tear on the stalactites as a swarm of **Lesser Kyraptors** attack everyone on the Deck. The sails are now **Damaged**.

SAILING CHECK #6

A rippling black rift appears in the sky and a thousand tiny **white worms** rain down!

- **Pass.** The worms pepper the sun-baked Deck and instantly die in the harsh heat. You collect 3d6 dead Vermesh Spawn worth 50 GP each to the right collector.
- **Fail.** The worms pepper the shaded deck and begin to scream. Everyone on the Deck takes d6 psychic damage per minute until the worms are smashed or swept away. You collect 2d6 dead Vermesh Spawn worth 50 GP each to the right collector.

7 CYAN ASTROBLEME

You emerge from the rocky corridors of the Dead Sun Massif above an iridescent blue crater over a league wide.

Blue stone ruins dot the crater floor. Solar zombies stumble across the searing rock, their blackened bodies crackling with tiny blue flames.

- During the night, the burnt corpses of the solar zombies lie still on the ground, hissing and groaning, too weak to move by starlight.

Sailing Check:

- **Pass.** You easily chart a course to avoid both the ruins and the shambling corpses.
- **Fail.** Blinded by the light reflected from the blue crater, you steer too close to a crumbling ruin and d6 **solar zombies** leap onto the ship from the broken walls.

If you stop to explore the ruins:

- Ruins are 1,000 years old.
- Only broken walls and foundations remain.
- Incomplete etchings and mosaics reveal a sun-worshipping culture.
- You find 100 GP worth of platinum dust in a corner.
- Eventually, d6 **solar zombies** find and attack you.

8 GOLDEN PYRAMID

In the center of the blue crater stands a polished black marble **pillar**. Upon it, a golden **pyramid** gleams brilliantly in the midday sunlight.

- **Pillar.** 50 ft square, 20 ft high. Perfectly straight flat sides.
- **Pyramid.** 40 ft square, 40 ft high. Pure gold. No markings. A rectangular entrance on the east side. A small crystal pyramid at its apex.
- **Entrance.** The walls, floor, and ceiling of the 15 ft passage are covered in crystal tiles. A dense lattice of burning white beams criss-cross the hall.
- If you enter, take d6 ancient laser damage for every 5 ft of movement.
- The beams are powered by the crystal atop the pyramid. Solutions include covering or breaking the top crystal, or breaking the crystal tiles, or reflecting the lasers back on themselves.

HAGAR'S CAT

Once per day, you can place this tiny gold figurine beside an object and the cat will shove the object one foot forward, no matter how large or heavy or immovable the object may be.

Value: 2,000 GP

INSIDE

The interior of the pyramid is one large chamber. The walls are plated in gold. A treasure **trove** glitters all around you. In the center, a corpse **woman** hums to herself on a plush blue silken couch.

- **Trove.** Statues, figurines, urns, necklaces, crowns, rings. All gold, all cat iconography. In total, worth 15,000 GP and weighs 5 tons.
- **Woman.** *Varrani Hagar*, mummy princess of a dead civilization. Hideously desiccated. Wears graying rags and golden armor. Highly intelligent and artistic.

LORE: The word “varrani” means princess.

- She instantly knows if anyone tells a lie.
- Currently working on a poem. **She asks**, “What is a word for the smell of rain on soil?” If you answer “**petrichor**” then she rewards you with a small **golden cat figurine**.
- **If you give her a gold item**, she answers any one question about the desert or the people in the room.
- **If you steal anything** from her trove, she instantly senses it and attacks.
- **If you entice her**, she will leave with you (sealing the pyramid shut behind her).

9 SABOTAGE

As the sun sinks low in the western sky, the pilgrim Lev Meyer comes to you holding a small silver **orb**. It is ticking.

- **He says**, “I found this a moment ago in the cabin. It was stuck between two boards in the corner. I wasn’t sure what it was. Is it yours?”
- **Orb.** An **angelfire grenade**. Rare, expensive, and very dangerous. Currently armed, will detonate in 3 minutes. No obvious way to defuse it.
- **Two more.** There are two more armed grenades in the Hold. You have 3 minutes to find them.
- **Boom?** If any grenades detonate on board, then the hull is **Damaged**. Anyone nearby takes 2d6 damage. Any cargo nearby is destroyed (except the stone jar).
- **Who did it?** The merchant **Ira Jaron** set the grenades. He wants to destroy the ship to protect his camel caravan business, which he has left to his daughters.

ANGELFIRE GRENADE

Apple-sized silver sphere. Twist to arm, 3secs or 3mins to boom. 1d6 fire + 1d6 thunder damage. Ignites or shatters nearby objects.

Value: 500 GP

DAY 2 CREATURES

Amber Wasp 100 xp

Medium beast AC HP Fly
unaligned 12 10 50 ft

STR DEX CON INT WIS CHA
10 (+0) 14 (+2) 10 (+0) 1 (-5) 10 (+0) 3 (-4)

Senses. Passive Perception 10

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 3 (1d6) piercing damage and 3 (1d6) poison damage.

Snatch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: the target is grappled and lifted into the air, and the wasp carries the target back toward its nest at half speed.

Swarm of Lesser Kyraptors 75 xp

Medium swarm AC HP Fly
unaligned 12 25 30 ft

STR DEX CON INT WIS CHA
4 (-3) 14 (+2) 10 (+0) 2 (-4) 12 (+1) 4 (-3)

Damage Resistances. Bludgeoning, Piercing, Slashing

Senses. Blindsight 60 ft., Passive Perception 11

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Solar Zombie 200 xp

Medium undead AC HP Move
Neutral evil 8 20 20 ft

STR DEX CON INT WIS CHA
12 (+1) 10 (+0) 16 (+3) 2 (-4) 6 (-2) 4 (-3)

Senses. Passive Perception 8

Searing Aura. *Area Effect:* Any creature that ends its turn within 5 feet of the zombie takes 1 fire damage from the heat radiating from its flaming flesh.

Scorching Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage and 3 (1d6) fire damage.

Raging Flare. *Reaction:* When a zombie takes damage from a melee attack, the attacker takes 1 fire damage.

Varrani Hagar 750 xp

Medium undead AC HP Move
Lawful neutral 14 50 30 ft

STR DEX CON INT WIS CHA
14 (+2) 12 (+1) 14 (+2) 16 (+3) 12 (+1) 12 (+1)

Damage Resistances. Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities. Charmed, Frightened

Senses. Darkvision 60 ft., Passive Perception 11

Multiattack. Varrani Hagar makes two attacks with her scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) slashing damage.

Dreadful Aura. Any creature that finishes its turn within 5 feet of Varrani Hagar is instantly Frightened of her until the end of their next turn.

NIGHT 2

DM NOTES

Where is everyone?

DECK

- Quartermaster Reza Sadeq
- Varrani Hagar (?)

CABIN

- Captain Ava Bahar
- Merchant Ira Jeron (?)
- Merchant Soraya Gol
- Pilgrim Lev Meyer
- Cook Naveed Musa (?)
- Sailor Leyla
- Sailor Eskander (?)

HOLD

- Damaris (?)

What happens tonight?

- Sailing Check (sandstorm)
- Reza Sadeq tries to kill Captain Ava
- Damaris tries to open the stone jar

DARK CLOUDS

As you leave the crater and return to the western dunes, the wind tonight is strangely warm. Dark clouds roil and churn on the southern horizon. The stars hide their light. Everyone is uneasy and goes to bed early.

10 SANDSTORM

A sandstorm stampedes toward the ship, blotting out the sky, roaring with thunder, crackling with lightning, and hissing with deadly flying sand.

Roll a 1d6 Sailing Check:

- **Pass.** You skirt the edge of the storm, daring it to touch you. In the darkness, you see the smoky shape of a giant bird skull hovering high above the churning chaos.
- **Fail.** Unable to outrun the predator wind, the hissing sand shreds the sails. Anyone on the Deck takes 1d6 damage from flying debris. The sails are now **Damaged**.
- **Exception:** If **Varrani Hagar** is on board, then she protects the ship from the storm. The sand flies around the ship as though it were within a protective bubble. **She says**, “The desert cannot harm its true mistress.”

11 MUTINY

If a PC is awake on the Deck:

As the night grows cooler and the stars shine brighter, you notice that the Quartermaster **Reza Sadeq** is no longer here. No one is steering the ship.

- **Reza.** Currently sneaking into the Cabin to **poison** Captain Ava. He will then carry her upstairs and throw her overboard. A poison-soaked **rag** is in his hand. **He wants** the prestige and the wages of a captain for himself.
- **If you catch him before** killing her, he denies any wrong-doing. The poison rag reeks of rotten eggs.
- **If you catch him carrying her body**, he claims he found her ill and is helping her to get some fresh air.
- **If you don't catch him**, then Captain Ava is gone in the morning. Her hammock smells faintly of rotten eggs.
- **If Captain Ava drank the oasis water**, then she is immune to poison. She wakes up and begins fighting with Reza. Everyone in the Cabin also wakes up.

12 MADNESS

Only if Damaris is on board

Late in the night, a soft clinking sound carries through the ship. Clink, Clink, Clink. Every few seconds. The **noise** is coming from the Hold.

Damaris is trying to chip open the stone jar. Roll 1d6 on each Clink. On a 1, the jar opens.

- **Noise.** Damaris is chipping the wax seal off of the stone jar. She will beg desperately on behalf of the captive creature, claiming she can hear it crying out for freedom.
- No one else hears anything. If the PCs demand **proof** from her, Damaris removes her **mask** and reveals the **tentacles** in her mouth.
- **If you try to stop her,** Damaris refuses to stop. She must be subdued. She is not beaten easily.
- **If you try to help her,** it only takes a minute to remove the wax seal and open the jar.

OPEN THE JAR

A tiny wriggling mass of fleshy tentacles tumbles out of the jar. Its three golden eyes slide smoothly across its red skin. It crawls to the nearest bundle of spices and begins to feed.

Kyagatha is an eldritch horror. It simply wishes to eat and grow. It is immortal, amoral, and completely fearless. It cannot be negotiated with, or killed by the likes of you.

- **Damaris** thinks Kyagatha is wonderful and beautiful and will not harm it. She doesn't care if the ship crashes.
- **Varrani Hagar** has no power over the creature. She will help if she can, but she will flee if she must.

Every minute that it feeds, Kyagatha grows one size level: Tiny, Small, Medium, Large, Huge, Gargantuan.

- When it is **Large** (3 mins), it will no longer fit inside the stone jar.
- When it is **Gargantuan** (5 mins), the ship bursts apart and crashes in the desert.

Options:

- Grapple the horror back into the jar and re-seal it. The jar is blessed and can contain it indefinitely.
- Grapple the horror outside and throw it overboard.
- Leap overboard and run!

LORE: Eldritch horrors are known as the **yugarim**. They were the first beings created in this world, and are generally seen as a mistake.

By contrast, the next beings to be created, the **seraphim** and the **angelim**, are considered most holy.

The only object that can harm a yugarim is a **crystal knife** made from the tooth of one of the seraphim.

You probably don't have one.

NIGHT 2 CREATURES

Damaris 500 xp

Medium humanoid	AC	HP	Move
Neutral	15	50	30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	12 (+1)

Senses. Passive Perception 12

Condition Immunities. Charmed, Exhausted, Frightened, Poisoned

Spellcasting. Damaris can cast Suggestion and Hunger of Hadar (spell save DC 13).

Eldritch Visage. Damaris reveals her mouth full of cosmic tentacles. Any creature that ends its turn within 5 feet of her takes 1 psychic damage.

Multiattack. Damaris makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

Reza Sadeq 200 xp

Medium humanoid	AC	HP	Move
Neutral evil	12	30	30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Skills. Deception +5, Insight +4, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses. Passive Perception 11

Cunning Action. On each of his turns, Reza can use a bonus action to Dash, Disengage, or Hide.

Multiattack. Reza makes two melee attacks.

Mutinous Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) slashing damage.

Kyagatha the Endless Hunger ----- xp

Tiny Aberration	AC	HP	Move
Pure chaos	1	999	50 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	24 (+8)	10 (+0)	10 (+0)	10 (+0)

Skills. Acrobatics +5, Sleight of Hand +5

Senses. Passive Perception 10

Immunities. Everything

Fluid Flesh. The creature's flesh flows like water around weapons and spell effects. You cannot harm it.

Devour. As an action, the creature can swallow any one object or creature smaller than itself within 5 feet. The object or creature is instantly digested and cannot be recovered.

Uncanny Growth. For every minute that passes in which the creature devours something, it grows in size by one level (Tiny, Small, Medium, Large, Huge, Gargantuan).

DAY 3

DM NOTES

Where is everyone?

DECK

- Captain Ava Bahar (?)
- Merchant Ira Jeron (?)
- Merchant Soraya Gol
- Pilgrim Lev Meyer
- Sailor Leyla
- Sailor Eskander (?)
- Damaris (?)
- Varrani Hagar (?)

CABIN

- Cook Naveed Musa (?)
- Quartermaster Reza Sadeq (?)

HOLD

- None

What happens today?

- Sailing Check (cacti)
- Skyjacking (Soraya Gol)
- Phoenix collision

DAWN

The sun rises to reveal the desert floor hidden beneath a thick forest of dead cacti. Thousands of gray trunks covered in long needles lie in heaps for miles in all directions.

13 GRAY WASTE

Hot updrafts lift the dead cacti up into shivering gray streamers higher than the ship's masts.

Roll a 1d6 Sailing Check:

- **Pass.** You carefully weave the ship around and between the waving cacti, avoiding their deadly needles.
- **Fail.** Unable to dodge the unpredictable cacti, the heavy dead trunks thump and scrape the hull. Needles snag and snarl in the sails and rigging. The ship is caught! Spend 2d6 minutes hacking the ship free of the flopping gray cacti. Everyone on the Deck takes 1d6 needle damage. The sails are now **Damaged**.

14 PHOENIX

Early in the afternoon, at the peak of the day's heat, you spot a dark shape in the sky. It tumbles wildly, plummeting toward the ship. Before you can react, a flaming black **bird** crashes into the main sail, where it hangs and burns.

- The phoenix lies motionless in the rigging, dying in flames.
- **Bird. Pyroclastic Phoenix.** Large size. Looks like a jumble of obsidian shards, shiny black and ashen white, and entirely on fire.
- **If you attack it**, it tumbles out of the sail and it falls harmlessly overboard.
- **If you do nothing**, then in 5 minutes the phoenix and the sail are reduced to ash, which flutters down to the deck. A baby phoenix rolls out of the ashes and imprints on the first person to feed it.
- **Baby Phoenix.** Its kitten-sized body and feathers are all obsidian shards and basalt rock, it is always on fire, and it is absolutely adorable.
- **Note:** There is one **spare sail** in the Hold.

15 SKYJACKING

Late in the afternoon, **Soraya Gol** holds a black rod over the helm and begins **chanting** in a strange language.

- **Chanting.** In a moment, she casts **Sleep** on everyone on board except the PCs, Damaris, and Varrani Hagar.
- **She says,** “I’m taking this ship. It’s mine now. Anyone willing can stay on as my crew. Everyone else is getting off. One way or the other.”
- **She offers,** “If you let me take the ship without any fuss, then I’ll drop you off in Khervik with 50 GP in each of your purses.”
- She then summons three **Iron Skeletons** to serve and protect her.
- **Soraya Gol** is a career wizard merely posing as a merchant. She wants to steal the ship so she can travel the world.

Loot: 500 GP

SOYARA’S ROD

This twisted black rod has three charges. Burn one charge to make one humanoid sleep for 1 minute. Burn all three charges to roll an 8d8 Sleep spell. The rod regains all its charges at dawn.

Value: 2,000 GP

KHERVIK

As the sun dips low to the horizon, you sight a grassy ridge at the desert’s edge. A grim **town** of gray stone buildings and timber lodges stands on the green plain.

- **Town.** You have arrived at the town of **Khervik!**
- The people here are stunned to see a flying ship. They are not at all prepared. There is no docking platform.
- But you have arrived! Whoever is in command of the ship allows you to leave with whatever is in your possession.
- **Damaris** and **Varrani Hagar** are both unwilling to leave the desert. The grassy plain is disturbing to them.

DAY 3 CREATURES

Iron Skeleton 200 xp

Medium construct	AC	HP	Move
unaligned	16	10	30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	8 (-1)	8 (-1)	6 (-3)

Damage Immunities. Fire, Poison

Vulnerabilities. Acid

Multiattack. The skeleton makes two melee attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage.

Shove. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: target is Prone and takes 3 (1d6) damage.

Soraya Gol 50 xp

Medium humanoid	AC	HP	Speed
neutral	12	40	30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	16 (+3)	14 (+2)	12 (+1)

Spellcasting. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks).

Cantrips: mage hand, gust, prestidigitation

Spells: magic missile, shield, wind wall

Summon Iron Skeletons. She summons 1d4 servants, which appear within 10 feet of her.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage.

Pyroclastic Phoenix (dying) --- xp

Large monstrosity	AC	HP	Fly
Lawful neutral	18	25	-- ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	12 (+1)	18 (+4)	14 (+2)

Immunities. Fire

Senses. Passive Perception 14

Actions. None.

Pyroclastic Phoenix (young) 500 xp

Small monstrosity	AC	HP	Fly
Lawful neutral	15	50	60 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Immunities. Fire

Senses. Passive Perception 11

Burning Aura. The phoenix sheds bright light in a 20-foot radius and dim light in an additional 20 feet. No Cold effects can occur within this radius.

Multiattack. The phoenix makes two attacks.

Wings. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (2d6) slashing damage and 7 (2d6) fire damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (3d6) piercing damage.

TREASURE

ANGELFIRE GRENADE

Apple-sized silver sphere. Twist to arm, 3secs or 3mins to boom. 1d6 fire + 1d6 thunder damage.

Ignites or shatters nearby objects.

Value: 500 GP

REZA'S MUTINOUS DAGGER

This magical bronze weapon gains +1 to attack and it deals 2d6 damage to Lawful creatures, but only 1d6 to Neutral or Chaotic creatures.

Value: 500 GP

DAMARIS'S HIDEOUS MASK

Hand-carved mask of smoky gray mystwood, covers the nose and mouth. Engraved with tentacles. You hear the whispers of the horror Sholleth the Writhing Dream. Constantly. You can survive eating dust. Each morning, there is 1 in 100 chance your tongue turns into a tentacle.

Value: 1,000 GP

SOYARA'S BLACK ROD

This twisted black rod has three charges. Burn one charge to make one humanoid sleep for 10 minutes. Burn all three charges to roll an 8d8 Sleep spell. The rod regains all its charges at dawn.

Value: 2,000 GP

HAGAR'S CAT

Once per day, you can place this tiny gold figurine beside an object and the cat will shove the object one foot forward, no matter how large or heavy or immovable the object may be.

Value: 2,000 GP

YUMARI GLIDER

This wearable, collapsible hang-glider can carry one person. The user must launch from a height of at least 50 feet. A glider can travel 50 miles. While flying, the user cannot use their hands for any other action.

Value: 10,000 GP

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