

# GALLEY OF DEATH

AN ADVENTURE MODULE FROM THE GM'S SECRET STASH

Quickphix Presents

A Tier 1 to 2 one-shot adventure for  
the world's greatest roleplaying game





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Presented by Quickphix

# The Galley of Death

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A 3-4 Hour Adventure for 1<sup>st</sup> to 2<sup>nd</sup> Level Characters

## CREDITS:

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*“What arrogance these filthy miscreants display! How dare they even talk to me? Shut your filthy gaping mouths you scum! If I hear one more squeak from any of you pathetic slaves, I’ll feed the whole lot of you to Kheela and Fang. Captain! Chain them together with the other slaves – we’ll see if they manage to survive the trip to Rahar’s mines!” – Vanter Raharson*

### **In your Campaign:**

This adventure requires a small fishing village (or town) located somewhere near a northern coast. It’s assumed, that the entire region is not tightly controlled by any empire, state or government. This allowed the warlord Rahar to seize power in this sparsely populated region. For a bigger challenge, Kheela can be made into a displacer beast (MM p. 81).

## **Summary**

The ruthless warlord Rahar controls large parts of the coastal regions in the northern lands with his small army of bandits and pirates. So far, he’s made a good fortune by extorting protection money from the local towns. However, recently he’s come across an even more lucrative venture: the slave trade. He uses his luxurious (and suspiciously affordable) inns along the northern coast to lure in travellers. Once they are boozed up and defenceless, his slavers can capture them without much resistance. These prisoners are then taken onto one of Rahar’s notorious “Galleys of Death” to be shipped to one of his many goldmines. There, they’ll either be held for ransom or put to work for the rest of their lives. All the towns of the northern coast buy into this scheme, because Rahar keeps other pirates at bay and pays handsomely for the goods he demands from each town.

In this 3- to 4-hour adventure, the players will be captured by one of Rahar’s slaver troops, led by his sadistic son Vanter. Will they escape their fate before they reach Rahar’s mines? Can they use their wits, strength and cunning, to escape the monstrous Vanter and his “Galley of Death”?

## **The Fishing Town Lattia**

The mostly human town of Lattia is small, with only a single inn, called the “Water Shed”, located near the harbour. The town’s inhabitants all work for Rahar, either out of fear or for profit. They’ll direct the party

towards the inn, insisting that it is “incredibly affordable” and famous for its homebrewed ale.

### **Rumours / Stories:**

- There’s a small gold rush going on and a lot of new mines have been opened recently (true).
- The local druid living somewhere beneath a cliff (true) has predicted, that there will be a dangerous storm this night (false)
- The “Water Shed’s” Ale is famous even amongst southern nobles for its light and delicate taste (false).
- The local hunters tell of weird cat like beasts stalking the roads at night (false).

### **How the Trap works**

The townsfolk will try everything apart from violence to get the party to stay at the inn – even inviting them to stay for free. They are experienced in doing this and seem to be genuinely hospitable people. In case this doesn’t work out, the mayor will send a message hawk to the galley. This will result in a troop of six slavers chasing the party through lands they know far better than they do.

Investigating the normal villagers will reveal that some of them are afraid of something. Although, they won’t reveal specifics or mention Rahar’s name. The staff of the inn and the mayor work for Rahar directly. They’ll try to get the players drunk and tired with free, highly alcoholic Ale and greasy food. Roll CON saves for drunkenness (DC 12 + the number of drinks they had)

after the meal. On a failed save they'll become poisoned for 1d6 + 2 hours.

Once the party has retired to their rooms or after midnight, the owner of the inn will light the small light-house on the Inn's roof. The Galley of Death will then lay anchor in the harbour next to the inn and a troop of six slavers will come to pick up the party while they are sleeping. Their gear will be taken away and stored onto the ship.

### **Rahar's Slavers (male human)**

The crew of the galley consists of a number of these human slavers (DM's decision). They are fiercely loyal to Rahar and would die for him, because he has managed to make their previously poor families somewhat wealthy. They are well equipped and won't show any sympathy towards the PCs. However, they'll try to keep them alive, because they are valuable merchandise.

#### **Ability scores:**

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AC: 16 / Hit points: 15 / Speed 30 / Challenge 2

STR: 17 (+3) | DEX: 15 (+2) | CON: 12 (+1) |

INT: 8 (-1) | WIS: 12 (+1) | CHA: 8 (-1) |

#### **Traits:**

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**Good swimmers.** Having grown up near the coast, they have a swim speed of 35 ft. and don't suffer any disadvantage when using melee weapons under water.

#### **Attacks:**

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**Scimitar** (+5 to hit) 1d6+3 slashing damage

**Whip** (+5 to hit) 1d4+3 slashing damage

**Light Crossbow** (+4 to hit) 1d8+2 piercing damage. Range 80 / 320 | Bolts: 10

**Manacles** (2 times). The Slaver tries to restrain a target creature using a grapple attack. After a successful grapple, the target is restrained. Manacle hit points: 15 / Escape without thieves' tools: DC 20 dexterity check

## **The Galley of Death**

The apprehended party will be lead in chains before the commander of the galley: Rahar's son Vanter. Depending on how the players have been captured, the slavers might warn the players to watch their tongue around Vanter. He's an extremely fat, lazy and malicious man-child. He's been spoiled by his father his entire life and his crew hates him. He's worthless in a fight, but he's got a sharp tongue. He's always accompanied by his two favourite concubines (Marla and Seya) and his two pet jaguars called Kheela and Fang. He'll try to provoke the captured party. Any word apart from convincing praise or reverence will make him angry. If one of the players provokes Vanter, he'll tell one of his jaguars to attack the player in question for 2 rounds. Should any other player join the fight, he'll also send in his second jaguar.

### **Vanter Raharson (male human)**

Fat, blond with an extremely rotten personality. Speaks in a high-pitched voice and enjoys sadistic spectacles.

#### **Ability scores:**

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AC: 10 / Hit points: 15 / Speed 15 / Challenge 0

STR: 4 (-3) | DEX: 4 (-3) | CON: 8 (-1) |

INT: 16 (+3) | WIS: 12 (+1) | CHA: 12 (+1) |

#### **Traits:**

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**Psychopath.** Immunity to charm and advantage against intimidation or fear saving throws.

**Vanter's Ring.** He wears a magic ring, that allows the wearer, while attuned to the item, to cast the Shield-spell as a reaction once per day.

### **Kheela & Fang (Beasts)**

Two beautiful female jaguars and Vanter's only means of defence. They never leave his side and even sleep in the same bed as he does.

#### **Ability scores:**

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AC: 12 / Hit points: 38 / Speed 40 / Challenge 1

STR: 17 (+3) | DEX: 15 (+2) | CON: 14 (+2) |



INT: 3 (-4) | WIS: 12 (+1) | CHA: 7 (-2) |

### **Traits:**

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**Keen Smell.** Kheela & Fang have advantage on Wisdom (Perception) checks that rely on smell.

**Well trained.** Advantage against any non-combat related checks that would distract them from the last order they were given. They'll only listen to Vanter's orders.

**Pounce.** If Kheela & Fang move at least 15 feet straight toward a creature and hit it with a claw attack in the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, Kheela & Fang can perform a bite attack as a bonus action.

### **Actions:**

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**Bite** (+5 to hit) reach 5 ft., one target. 1d10 + 3 piercing damage.

**Claw** (+5 to hit) reach 5ft, one target. 1d8 + 3 slashing damage.

### **The Slave Pits**

Below deck are 12 rows (6 on each side) of benches. Each bench seats 1 or two slaves. There are just enough seats for each party member (see Appendix I). They are chained to their benches with 3 ft. steel manacles. It is expected, that the slaves will be rowing for the next 5 hours straight. Those who stop will be whipped by one of the two slavers below deck (one at each end of the deck). They don't care if the slaves talk to each other, as long as they keep on rowing.

After 5 hours of rowing the players must succeed in a DC 10 CON saving throw - a failed save will result in one level of exhaustion.

### **Journey and Escape**

The best thing is to let the players come up with a strategy on how to escape. The journey takes roughly 7 hours. The galley will only make one stop on its way to the goldmines: at another fishing town or meeting with another galley to pick up some supplies. During this

time, only one of the guards will be below deck. The players' equipment is stored in the captain's quarters on the main deck (see Appendix I). It is always possible to see the shore line from the galley. However, trying to swim to shore is still dangerous seeing as the water is freezing cold.

It is the GM's job to give the party some hooks to plan an escape. Here are just some possibilities:

### **Mutiny amongst the Slavers**

The slavers are completely loyal to Rahar, whom they see as an honourable man, doing only what's necessary to save the poor fishing towns along the coast. Yet, they aren't so keen to serve under his son. If the party manages to convince the slavers, that they can get rid of Vanter without his father finding out, they might consider the offer.

### **Freeing the Slaves**

One of the slaves, Gardain Frostbeard, is a dwarfen escape artist from the continent. He's almost been mauled to death by Kheela after his first failed escape attempt. Maybe the party can convince him to try again – this time with their help. Alternatively, most of the slaves fear for their life, but the line between flight and fight is a thin one.

### **Gardain Frostbeard (male hill dwarf)**

Sarcastic rogue and escape artist from the continent. He got caught by Rahar's men after trying to hide from the law in the northern coastal towns. He's had humility beaten into him by the slavers and a mauling jaguar.

### **Ability scores:**

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AC: 14 / Current HP: 1 / Max HP: 14 / Speed 5 /

STR: 7 (-2) | DEX: 16 (+3) | CON: 13 (+1) |

INT: 10 (+0) | WIS: 10 (+0) | CHA: 14 (+2) |

### **Traits:**

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**Almost dead.** Gardain is barely clinging on to life – he has disadvantage on attack rolls and saving throws, even if he's healed by one of the party members.





**Escape Artist.** Gardain is proficient in the use of thieves' tools and can use any sharp or pin-like object as thieves' tools. He can also dislocate his joints to escape his bonds (DC 10 Dexterity check).

### Rowing Slaves (no specific race / gender)

Mostly healthy, younger men, captured in one of Rahar's many inns. Their exact number is the GM's decision.

#### Ability scores:

AC: 12 / Current HP: 5 / Max HP: 12 / Speed 20 /

STR: 12 (+1) | DEX: 13 (+1) | CON: 13 (+1) |

INT: 10 (+0) | WIS: 10 (+0) | CHA: 10 (+0) |

#### Traits:

**Exhausted.** Most of them have been rowing for hours by now. They have disadvantage on ability checks.

**Frightened of Kheela & Fang.** They've all seen some of the slaves being devoured by these beasts and are therefore frightened of them.

### The Big Storm

Vanter is known to be an impatient man, often driving his crew to travel risky routes to get to his destination faster. Thus, it wouldn't be the first time he'd damage or sink one his galleys. Use the table below to roll what happens, after the ship enters a large storm:

1	A reef penetrates the lower hull of the ship, water starts pouring in fast.
2	The boat is hit by a small wave. All make a DC 5 dexterity saving throw to not fall prone.
3	The boat is hit by a medium wave. All make a DC 10 dexterity saving throw to not fall prone.
4	The boat is hit by a huge wave. All make a DC 15 dexterity saving throw to not fall prone.
5	Heavy rain is pouring onto the ship, soaking even the decks below, reducing visibility.
6	Lightning strikes one of the masts and it starts burning.
7	The heavy rain and gusts of wind extinguish almost all the torches. The ship gets dark.

8	Strong winds rupture the sails, the captain loses control over the ship.
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### Sinking the Ship

The ship's lower deck is lit with several oil lamps and carries some barrels filled with oil in the hold. While the upper and lower decks are quite damp, a fire started in the hold would quickly spread and produce a lot of smoke. After the hold starts burning, it'll take 1d20 + 5 minutes until the ship starts sinking.

### Rewards

Depending on how the players escape the ship, they might be able to plunder the captain's quarter. There, they'll not only regain their equipment, they'll also find some of the extortion money the crew has been collecting: 300 sp, 111 gp as well as two uncommon potions. Robbing or killing Vanter will give them the magic ring in his possession as well as other pieces of non-magical jewellery worth 230 gp. The hold is filled to the brim with fish, oil and ale. The crew quarters have some spare leather armour, whips and scimitars. Some also have speculated, that a jaguar's fur would catch quite a nice price in these northern lands.

### What's next?

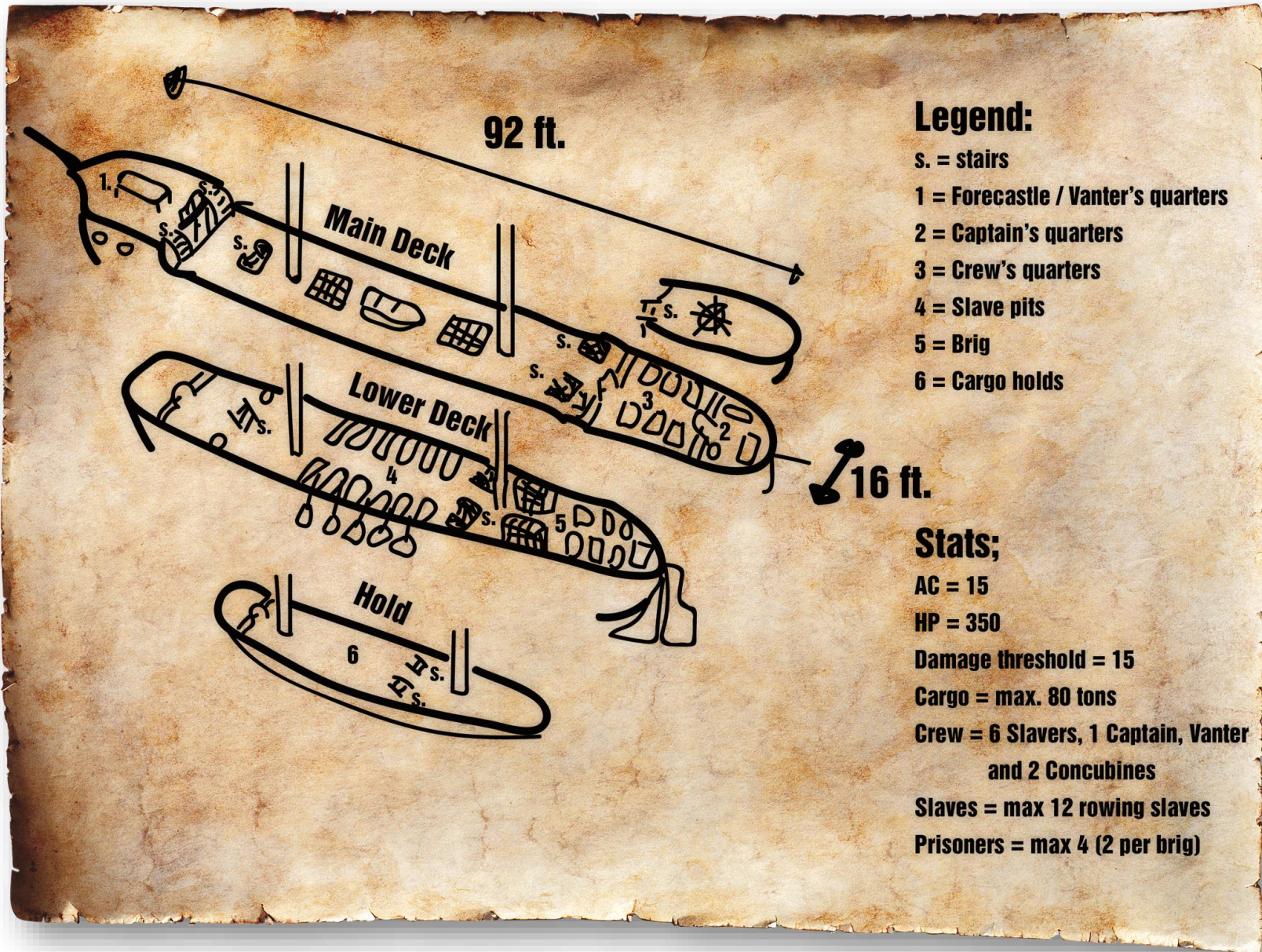
Just escaping the "Galley of Death" does not stop Rahar or his slave trade. His hideout lies on a well-protected island near his ever-deepening gold-mines. It is said, that he doesn't just hoard all his gold there – the legend goes, that he's found an ancient source of power beneath the island. It is this power, which allowed him to conquer all of the northern coast in the first place. Rumor has it he's not just digging for gold up there. Maybe that's the reason why he never leaves the island – he's guarding something powerful with his legion of devout followers.

Surely, a party would have to be suicidal to seek the treasures Rahar has hidden on his "Island of the Smiling Shadows".





## Appendix I – Map of the Galley of Death





## Appendix II – Galley from above



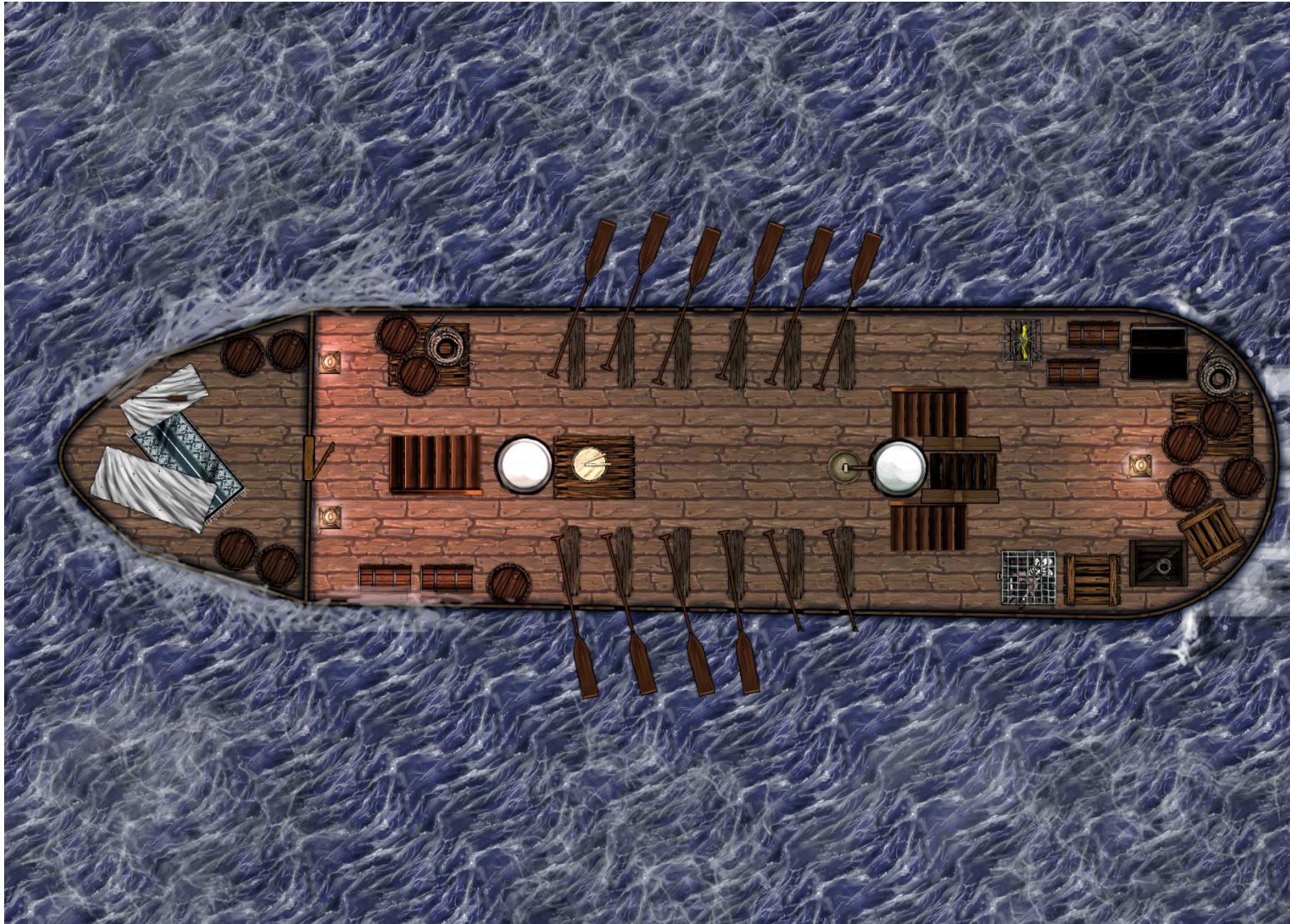


## Appendix III – Top Deck





## Appendix IV – Below Deck







## Appendix V – Cargo Hold

