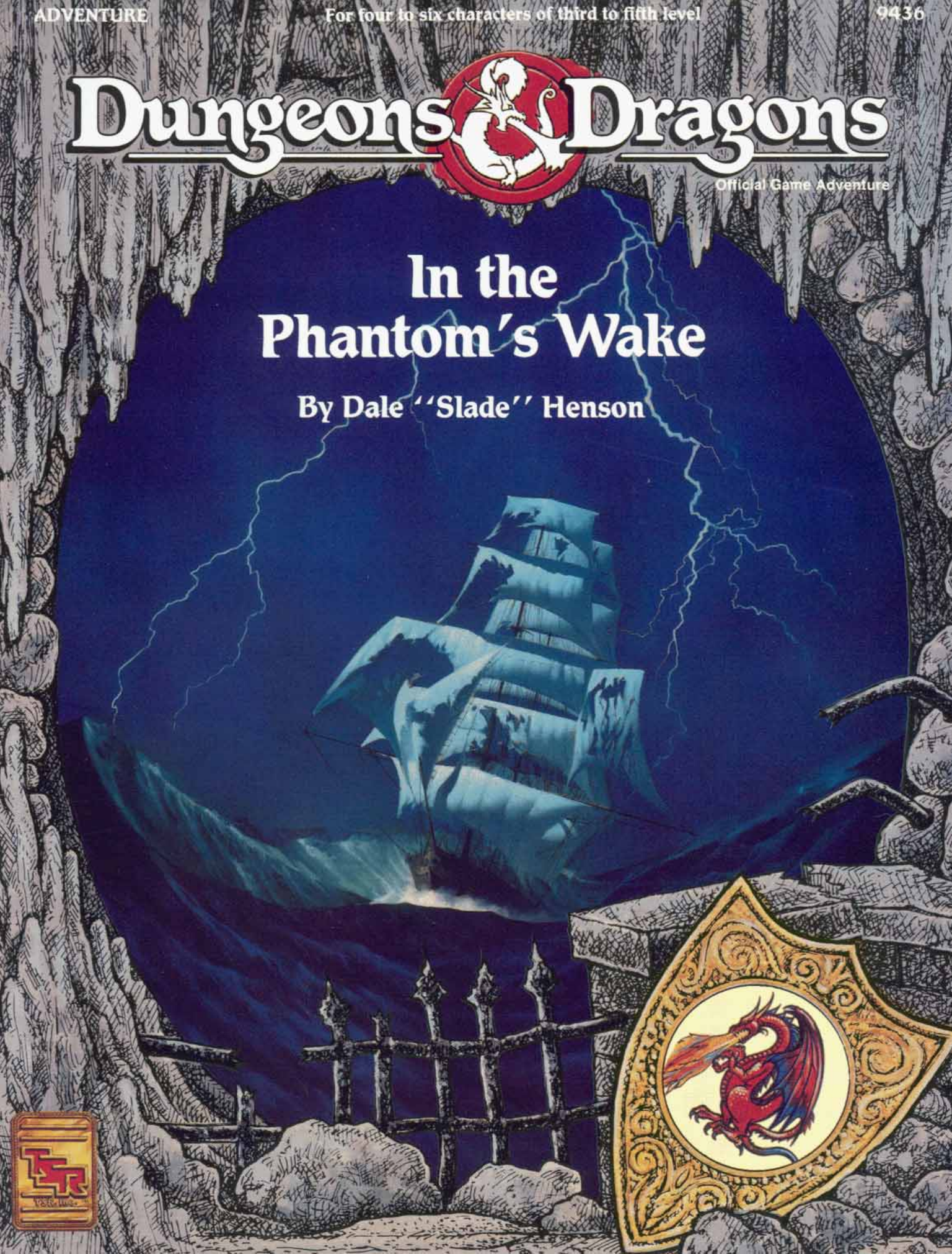


Dungeons & Dragons

Official Game Adventure

In the Phantom's Wake

By Dale "Slade" Henson





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Dungeons & Dragons®

An Official Game Adventure

In the Phantom's Wake



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Credits

Design	Slade Henson
Editing	Jon Pickens
Product Manager	Bruce Heard
Cover Art	Robh Ruppel
Poster Map Art	Dino Design
Stand-up Character Art	Robin Raab
Interior Art	Arnie Swekel
Typography	Angelika Lokotz

TSR, Inc.
POB 756
Lake Geneva
WI 53147
United States



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom

introduction

In the Phantom's Wake is one of a series of 16-page adventures for the DUNGEONS & DRAGONS® game. It can be played with two to four players of 3rd to 5th level, with or without a DUNGEON MASTER™.

Playing Without A DUNGEON MASTER™

If *In the Phantom's Wake* is played without a DM™, the players need one player (the Caller) who will read the boxed text given on the inside cover whenever a room or hallway is entered. As soon as the boxed text is read, all players decide what their characters are going to do.

Once the decisions are made, the Caller flips through the book to find the details of that location. If a player's action is listed under the room heading, there will be details on what happens next. If the player's action is not listed, it has had no important result. Characters can always fight monsters and can often run from them.

When a monster is fought, players roll attacks for their characters in the usual way. When it is the monsters' turn to attack, one player rolls the monster's attack against another player. Players should not roll attacks for monsters that are fighting their own characters (unless they are playing this adventure solo). Unless otherwise stated, characters can flee from a combat that goes badly. The monster gets a free attack at the character's back.

Playing With a DUNGEON MASTER™

If a Dungeon Master is available, the DM is the one who reads the boxed text on the inside cover. The DM is responsible for playing the NPCs and monsters that the characters encounter (reading their dialogue, making up their speeches, rolling their attacks, etc.).

What's Needed to Play?

This adventure is intended for use with the DUNGEONS & DRAGONS boxed game. It can be used with many other TSR products, such as the *D&D® Rules Cyclopedia* or the DRAGON QUEST™ game (or even the ADVANCED DUNGEONS & DRAGONS® 2nd Edition Game with only a little effort on the part of the Dungeon Master). Although this is part of a series of adventure modules, it is a fully self-contained story.

This adventure begins north of the Marshwood in the valley of Thunder Rift. Full information about this location can be found in the DUNGEONS & DRAGONS game accessory, *Thunder Rift* (#9357). It is not necessary to own *Thunder Rift* to play this adventure; the accessory simply gives background information and campaign details that a DM might find useful.

In the Phantom's Wake can be used in any other campaign setting. The only other things needed to enjoy this adventure are some paper and pencils, dice, and a few good friends.

Adventure Setting

For centuries, rumors regarding a ghostly ship have persisted throughout the lands of Thunder Rift. Generally the sightings (or the rumors thereof) coincide with stormy, rainy weather or near bodies of water. Strangely enough, the craft has been sighted in locations like Wizardspire where large water bodies are nonexistent. The characters unwittingly stumble upon this legend when they discover a magical astrolabe and have an opportunity to solve its sinister mystery.

Monster Statistics

Throughout this D&D® game adventure, the players' heroes will be called upon to battle strange and undead enemies. Whenever such creatures appear, information about them will be presented in the following format:

Monster Name (quantity encountered): AC (Armor Class); HD (Hit Dice); hp (Hit Points); MV (Movement Rate); #AT (Number of Attacks per round); THAC0 (See below); Dmg (Damage inflicted per attack); Save as (type of character the monster's saving throws are made as); ML (Morale); AL (Alignment); XP (Experience Points earned for defeating the monster); Treasure (Any valuables and magical items carried by the monster).

One notation, **THAC0**, may be unknown to new players and Dungeon Masters. THAC0 simply means "To Hit Armor Class 0." By subtracting the attack roll (made with 1d20) from the THAC0 number, the DM can tell what armor class a monster hit. Thus, if the DM rolls an 8 for a monster with a THAC0 of 15, the monster will hit a hero with an armor class of 7 or worse ($15 - 8 = 7$).

Maps

In addition to the poster map on which players move their figures, a detailed map of the phantom ship is shown on the inside cover of this booklet. This map, for the DM or Caller only, shows the position of traps, treasures, and other important features. The DM/Caller should keep this map secret from the players during the game. When playing without a DM, the cover map is used by the Caller to describe the rooms as the characters enter them.

The *In the Phantom's Wake* adventure casts the player characters on board a ghost ship. Shortly before the adventure starts, they found a magical astrolabe rumored to come from a haunted place. Accidentally triggering its power, they found themselves aboard a cursed phantom ship. Now they must discover a way home.

Starting Without A DUNGEON MASTER™

If *In the Phantom's Wake* is played without a DM™, **do not read past this page** at this time. Instead, pick one player to be the Caller. The Caller takes the module cover and finds Location 1 on the Lower Deck. The adventure begins at *The Adventure* chapter on page 4. The Caller keeps the module cover and reads the boxed text each time a new location is entered. At that point, each player decides what his character is going to do.

Typical actions include **fight, check out** (a specific feature), **flee, wait, watch the rear, find/remove traps** (if a thief), and so on. Once the decisions are made, the Caller turns to the page with the full details of that location. Ignore any actions that do not have a **boldfaced** listing. Sometimes there will be a boldfaced instruction to **make another decision**. The secondary actions that have an effect will have an *italic* listing. One useful practice is to have a piece of paper handy to cover the outcomes of possible actions to avoid accidentally reading too far.

Finally, it is important to keep track of the number of creatures each character destroys. In the *Epilogue*, the number of creatures slain plays an important part in how the adventure ends.

Starting With a DUNGEON MASTER™

When playing this adventure module with a group of players and a Dungeon Master, the DM™ should start the adventure with a brief opening to set the scene.

Location descriptions begin on page 4. The party starts in Location 1. The DM reads the boxed text to the party as they enter each area.

The DM should keep track of the number of creatures each character destroys. In the *Epilogue*, the number of creatures slain plays an important part in how the adventure ends.

The Adventure Lead-Ins section gives several ways to begin this adventure. Some assume accessory material. If you don't have is material, use another lead-in. In short, chose the beginning you like. Begin the adventure from there, making the transition from lead-in to actual adventure as long or short as you desire.

Some Adventure Lead-Ins

• The Infuriated Wizard

The characters, through either their own actions or the rumors created by an enemy of theirs, have incurred the wrath of a very powerful wizard. The wizard uses a magical astrolabe to cast a curse against the characters (see page 13 for a picture of the astrolabe). The device *teleports* them to the hold of a ghost ship: the *Hollandes*. Curses, being what they are, must always have an escape. The characters must find theirs.

• The Continuing Saga

(Requires another module or adventure pack)

In the depths of another dungeon, the characters come across a secret door. The door opens to reveal a small alcove. In the center of the alcove, on a pedestal, sits an astrolabe. As the characters investigate the astrolabe, they accidentally trigger its magic and it sends them on a perilous journey to the *Hollandes*, a phantom ship.

• The Missing Daughter

A weary old salt (sailor) asks the characters to find his lost daughter, offering up to 300 gp for their services (he'd offer more, but he doesn't have it). She reportedly disappeared three weeks ago after she found a strange astrolabe. The sailor still has the astrolabe but has been unable to discover its secret. When he shows it to the characters, they accidentally discover a way to activate it. The astrolabe *teleports* all of the characters onto the deck of the phantom ship. (The person they seek is found dead when they investigate Location #19.)

• The Pirates' Grotto

(Requires *Thunder Rift*)

The characters begin the adventure in one of the port cities along either the Drake River or along one of the lakes in the Rift (Kleine, Melinir, or Torlynn). While in town, they hear rumors of a magical astrolabe that has come from a haunted place. The astrolabe is on display in a tavern named *The Pirates' Grotto*. The proprietor is charging a 3 cp fee for people to view or study it. While the characters study the astrolabe, they accidentally trigger its effect, and wake up on the *Hollandes*.

Set Up

The DUNGEON MASTER™ or the Caller should read the following boxed text to the players to set the scene.

The last thing you remember before coming here, wherever *here* is, was a massive burst of light. You seem to be alive, and your equipment is here, too.

You are in a small room of rough-hewn planks. From the howl of salty air, the creak and groan of rigging, and the pitching of the floor, you seem to be on a storm-tossed ship, a very old one — and well below the main deck, by the smell of things.

Then you recall, with rising disquiet, tales of a ghost ship, the *Hollandes*, doomed to sail forever with its crew of cursed undead. Well, you aren't dead yet, and don't intend to be. There *has* to be a way off . . .

Location 1: Crew Quarters

This room (actually a cabin) contains two bunks with two beds apiece. Four closed chests lie next to the beds against the wall. There is one door that leads to the rest of the ship. What do you do?

- **Check out the chests:** You find miscellaneous clothing. The clothes, are rotted, dusty, and useless. There is nothing of value in any of the chests.

- **Check out the beds:** You find an aged human leg bone lying under the dusty covers. There is also a water-stained message scrawled on a scrap of parchment:

"... every time I have tried to escape, I have returned here . . . (blot) . . . the captain's cabin? I must try before my strength is completely gone . . ."

Location 2: Cargo Hold

This is a huge area. Three large wooden pillars running from floor to ceiling are evenly spaced down the center of the area. The floor is heavily scratched and pitted. Apparently, heavy objects were moved about here. There are several crates lying about. A short stairway of three steps leads up to the dimly lit upper deck. A pair of closed doors stands at the bow of the ship. Other doors stand at the stern. What do you do?

- **Check out the stern doors:** Refer to matching Location (#1, #3, #4, #5, #6, #7).

- **Check out the bow doors:** The port door is Location #8. The starboard door is Location #9.

- **Walk up the stairs:** Refer to Location #10.

- **Check out the crates:** You find three crates. One crate has three crossbows with five bolts each, packed in old rags. Even after all these years, the weapons appear to be in perfect condition.

The second crate has a rosewood coffin in it. Dirt fills the empty spaces between the coffin and the wooden crate. The lid to the coffin is not secured. When you lift the lid, you see that it is empty.

The third crate is filled with huge, old bones. The bones appear to have once belonged to a giant bird-like creature, perhaps, as the bones are very long, thin, and brittle. Several are broken.

Location 3: Crew Quarters

This cabin contains three bunk beds with two beds apiece. There are the remains of six chests: smashed, rotted, and their contents scattered. Before you can do anything else, four skeletons roll out of the bunks and start to approach. What do you do?

- **Flee (without closing the door):** The skeletons follow you through the door. Normal combat follows.

- **Flee (closing the door):** The skeletons do not open the door to follow you. You escape unharmed.

- **Turn undead (cleric only):** If successful, the skeletons go to the far corner and don't interfere with you.

- **Attack the skeletons:** You have the first attack against these monsters.

Skeleton (4): AC 7; HD 1 (M); hp 8; MV 60'(20'); #AT 1; THAC0 20; Dmg 1d6 (by weapon); Save as F1; ML 12; AL C; XP 10; Treasure: each carries a short sword.

If the skeletons are defeated, you search the room and find nothing of interest here.

Location 4: Crew Quarters

The door opens to a very large cabin, 30 feet deep, and 20 feet wide at the widest point. It is filled with boxes and dust. Off to one side, above several wooden crates, you think you see the shadows move. What do you do?

- **Flee:** You leave the cabin without incident.

- **Check out the moving shadows:** You are attacked by the shadows that haunt this cabin. Normal combat follows.

- **Check out the crates and boxes:** If nobody checked out the moving shadows or watched the rear, you are surprised by shadows.

Shadow (4): AC 7; HD 2+2; hp 18; MV 90'(30'); #AT 1; THAC0 19; Dmg 1d4 + one Strength point (Strength loss lasts for eight turns — 2 hours); Save as F2; ML 12; AL C; XP 35; Treasure a *potion of healing*, *scroll of protection from undead (shadows only)*, *potion of water breathing*, *ring of protection +1*, *rope of climbing*, six pieces of jewelry (500 gp each) and 1,000 ep.

If the shadows are defeated, you find crates of old food — only the packaging looks edible. However, one box has 16 bottles of wine over 900 years old, worth 100 gp each.

Location 5: Passenger Quarters

This cabin was once used to house low-rent passengers. Bedding of straw and cheap, rat- and moth-eaten blankets cover the floor. It looks like if you want to find anything in the debris, you'll have to dig for it. What do you do?

- **Dig through the debris:** Your fingers are bitten by invisible teeth — you take one point of damage. Though you see nothing, it feels like a rat bite. **Make another decision:** Keep digging or leave.

- **Quit:** You can leave the cabin without incident.
- **Keep digging:** Each round, digging characters each take a point of damage from the ghost rats. Each digging character rolls 1d20 in Dexterity order. The first two rolls of 1-9 will find something. The first find is a *short sword +1*. The second find is a silver dagger. Characters can dig until they find everything, quit, or die. Those who quit can leave without further incident.

Location 6: Library

This cabin is lined with shelves. Once, scores of books filled the shelves, but time has sent many of the books to the floor. A small table sits in the middle of the cabin. What do you do?

- **Check out the table:** Moving the books, papers, and dust around, you notice a knife. Furthermore, next to the knife, someone has scratched a message on the table. The message reads:

“Curses. I am becoming one of the crew. To those who read this, do not make the mistake I have. Do not k . . .”

Abruptly, the message stops. Next to the message, four withered and severed fingers lie in the dried, caked remains of their long-spilled blood. The scar of an axe blade on the table marks their resting place.

- **Check out the shelves:** As you search through the books, you come across many titles (the Caller or the DM™ should read out each one separately). These titles include: *The Art of Courty Love*, *The Deeds of Beowulf*, *The Boko of the Duchess*, *Friossard's Chronicles*, *The Dream of Scipio*, *Legend of Good Women*, *Raphael Hollinshed's Chronicles*, and *The Illiad*.

Location 7: Crew Quarters

This cabin contains three bunk beds with two beds apiece. What do you do?

There is no treasure or anything else of value here.

Location 8: Officer's Quarters

This cabin has a single bed, a roll-top desk, a wicker basket for waste papers, and an armoire (a tall clothes cupboard). What do you do?

- **Check out the armoire:** You find a large assortment of naval clothing. Obviously someone of high rank used this cabin. An assortment of cured and waterproof leather boots line the bottom of the cupboard. The clothes will fit any human or elf character who is 5½ feet tall.

- **Check out the bed:** You find that the bed is messy and in complete disarray. The pillows are thrown to the floor and the sheets are cockeyed and filthy.

- **Check out the wicker basket:** You find a piece of parchment that has been crumpled and thrown into the basket. When you pick up the parchment and straighten it out you see that a few splatters of blood blot out some of the letters, but the message is still legible. It reads:

“I believe the Captain has gone insane. He refuses to give up. We all know that trying to go around the cape is hopeless, but he keeps us under his whip.”

- **Check out the desk:** You discover the lid is sticky and hard to lift. Once the lid is lifted three inches, a hand from within helps you lift the lid! A zombie with a crushed head unfolds himself from the desk. The zombie rubs his wrists briefly, revealing a set of horrid welts. Then it lurches forward to attack you! You will have the initiative every round.

Zombie (1): AC 8; HD 2; hp 16; MV 90'(30'); #AT 1; THAC0 19; Dmg 1d8; Save as F1; ML 12; AL C; XP 20; Treasure Nil.

If the zombie is slain, you can look in the desk. Several pens and ink wells are scattered here and there, as well as hundreds of loose, blank pages of parchment. A set of bracelets that were once welded together with a delicate gold chain, lie broken on the desk. **Make another decision:** You can put on the bracelets or not.

- *If a character puts the bracelets on:* You scream in agony and buckle at the waist, falling to the floor. The delicate gold chain flies up and connects the bracelets together, wrapping itself around your ankles as well — effectively hog-tying you. You can feel your heartbeat pulse in your fingers and toes as the chain strangles your circulation. If you are alone, then the adventure is over.

If another character tries to cut the chain using a magical weapon, the chain breaks easily. If a weapon is nonmagical, the golden cord cannot be cut, no matter how much force is used. A *dispel magic* spell is required to affect the gold chain. If neither of these two are available, the affected character is trapped. **Make another decision:** Leave the trapped character or take him or her with you.

- *Leave the trapped character:* If the character is left behind, the character is killed within 10 minutes, becoming a new crew member for the *Hollandes*.

Location 9: Empty Cabin

This cabin is empty and free of dust. What do you do?

- **Leave:** You leave without incident.
- **Search the walls:** As you feel along the walls, your hands pass through a section of the wall nearest to the bow. This unusual hole seems to be about six foot high and four foot wide. Whenever this part of the wall is touched, it feels extremely cold and foreboding.

Make another decision: You can leave, poke something (specify what) into the hole, or enter the hole.

- *Poke an item into the hole:* The item shakes a bit and becomes strangely light. When the item is pulled out, only a bit of it remains. Teeth marks at the end suggest that the item has been chewed off by an unknown force. Cross the item off your equipment list, it is now useless.

- *Poke an arm (or other body) part into the hole:* As you put your arm into the hole, you scream in agony and pull it out as quickly as possible. All the fingers of your hand have been chewed off by something. You take 1d6 points of damage as your blood spills onto the deck.

- *Enter the hole:* You bravely pull up your jerkin and secure your belt. You step through the portal. All with you can hear your scream of agony. Just as quickly as the wail leaves your lips, it stops. You are never seen again.

Location 10: Main Deck

This is the main deck of the sailing ship *Hollandes*. It is big, and it gives you a sense of freedom like you've never felt since setting foot on this cursed ship. Waves of stormy sea water splash over the rails, washing clumsy sailors to the deck. High above your head, the ship's sails billow and fill with the strong salt breeze. The ropes and hawsers moan and rattle in the wind. All around the deck, undead sailors, some skeletal, some rotting, some wrapped completely in rags, pull on ropes, lift sails, and swing booms, trying to steer the ship in its current direction. High on the stern castle, a spectral captain screams and shouts orders to the crew, cracking a gnarled, nasty-looking whip at the undead sailors. There are doors to cabins at both ends (fore and aft) of the deck. What do you do?

- **Jump overboard:** As you enter the water you lose consciousness. You lose two hit points and wake up in Location 1.

- **Assist the crew:** As you approach the undead crew, the mummies, ghouls, skeletons, and zombies allow you to squeeze in closely. They "show you the ropes" (demonstrate how to sail the ship) without speaking a word. You feel your work is greatly appreciated.

- **Start cutting lines and sails:** You find that your weapons have no long-lasting effect. They cannot scar the wood. Cut lines magically twist to resplice themselves. Not even magical weapons have any effect.

- **Cast a spell at the captain:** The spectre laughs and snaps his whip at you. You take 1d2 points of damage and the spell is spoiled.

- **Charge and attack the captain:** The spectre laughs aloud and whips quickly at each member of the party. Every character taking this action receives 1d2 points of damage. Just as you think you've got him in your grasp, he and his whip dissipate into thin air.

- **Interfere with the crew (including attacking them):** The spectre cracks his whip at you as you try to rouse a crew member from his or her duties. The whip strikes you with unerring accuracy, regardless of how far away you are. You receive 1d2 points of damage. He says:

"Stop messin' with th' crew, ye' land lovers, or there'll be more where that came from."

Make another decision.

- *If the characters continue to attack the crew:* As you prepare to attack the undead crew, the DM™ or the Caller

should stop the action for a moment and put the monsters in their places. The picture on this page shows where they should be placed. There are not enough stand-ups for all the spaces, so place only ones nearest the characters' location. If the DUNGEONS & DRAGONS® boxed set, or other modules or other adventure packs are available, you can also use stand-ups from them. All undead crew not close to the characters ignore them and continue with their sailing duties (otherwise they would suffer the wrath of the spectre). For as long as the characters attack, the crew they fight attack. Once the characters stop attacking, the surviving crew return to their duties.

Ghoul (6): AC 6; HD 2*; hp 16; MV 90'(30'); #AT 3; THAC0 19; Dmg 1d3/1d3/1d3+special; Save as F2; ML 9; AL C; XP 25; Treasure nil.

Mummy (4): AC 3; HD 5+1; hp 41; MV 60'(20'); #AT 1; THAC0 16; Dmg 1d12+disease; Save as F5; ML 12; AL C; XP 575; Treasure nil.

Skeleton (10): AC 7; HD 1; hp 8; MV 60'(20'); #AT 1; THAC0 20; Dmg 1d4; Save as F1; ML 12; AL C; XP 10; Treasure nil.

Zombie (5): AC 8; HD 2; hp 16; MV 90'(30'); #AT 1; THAC0 19; Dmg 1d8; Save as F1; ML 12; AL C; XP 20; Treasure nil.

Location 11: Forward Stateroom

This cabin contains a ten foot long table and several chairs lying overturned and scattered. Broken mugs and plates lie everywhere. It appears as though the winds of a hurricane have blown through this cabin. There is a door on the far side of the cabin (to Location #13).

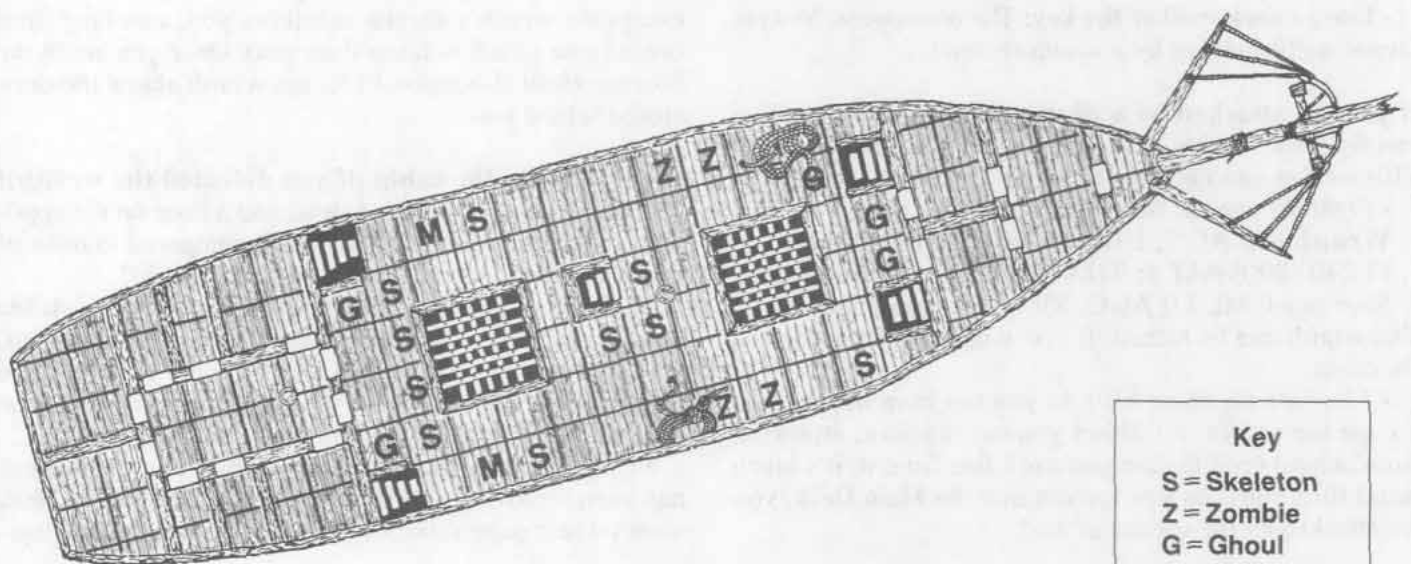
There is nothing of interest in this room.

Location 12: First Mate's Quarters

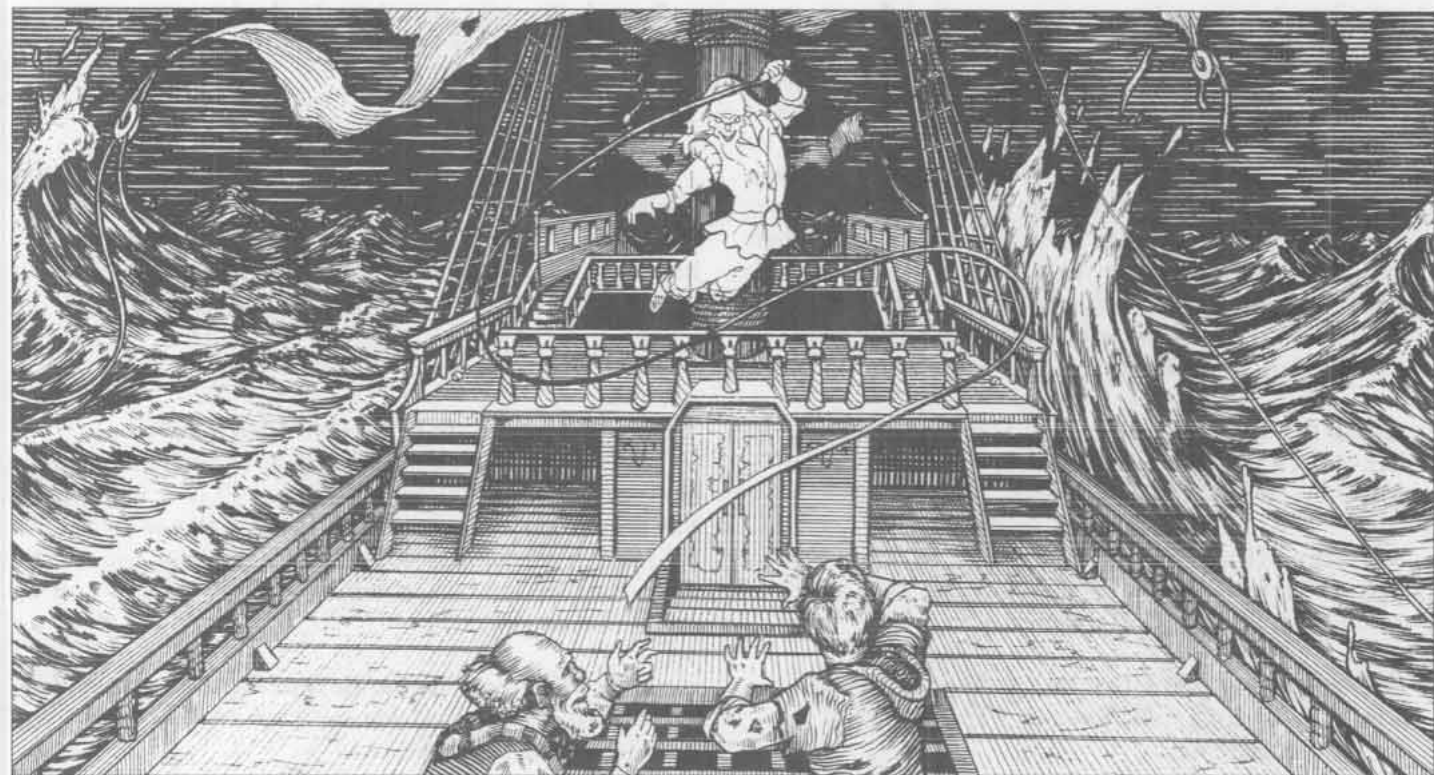
The door to this cabin is locked. If you have a set of skeleton keys, the key with a ruby skull in it will unlock this door. If not, a character with thief skill can try to pick the lock. A magic-user with a *knock* spell can use it here. Any character can try to force the door open by rolling 1d6. What do you do?

• **Force the door:** Regardless of the die roll, you fail. The door is solid oak. If you can't use another option, you must leave and go elsewhere.

The *Hollandes* Main Deck



one square equals 10 feet



- **Pick the lock (thief only):** Roll your pick lock chance.

If you fail, you will have to force the door, use a key or spell, or go elsewhere. If you are successful, the door opens. You are immediately attacked by a wraith (see below).

- **Use a *knock* spell or the key:** The door opens. You are immediately attacked by a wraith (below).

If you are attacked by a wraith, make a decision: You can fight the wraith, flee onto the Main Deck (Location #10), or flee into Location #13.

- **Fight the wraith:** Normal combat takes place.

Wraith (1): AC 3; HD 4**; hp 32; MV 120'(40'), Fl 240'(80'); #AT 1; THAC0 17; Dmg 1d6+drain; Save as F4; ML 11; AL C; XP 175; Treasure nil.

The wraith can be turned. If you win, you can check out the cabin.

- **Flee into Location #10:** As you run from the cabin to escape the wraith, it follows you out the door, attacking from behind (you realize you can't flee from it, it's much faster than you). As you run out into the Main Deck, you are attacked by the spectre as well.

Spectre (1): AC 2; HD 6**; hp 40; MV 150'(50'), Fl 300'(100'); #AT 1; THAC0 15; Dmg 1d8 + double drain; Save as F6; ML 11; AL C; XP 725; Treasure: nil.

- **Flee into Location #13:** As you run from the cabin to escape the wraith's attacks, it follows you, attacking from behind (the wraith is faster than you). Once you are in the Storage Hold (Location #13), the wraith slams the door closed behind you.

• **Check out the cabin (if you defeated the wraith):** This cabin contains a bed, a desk, and a door on the opposite wall. The cabin is unkempt, but compared to most of the other cabins, it's very neat. What do you do?

- **Check out the bed:** As you inspect the bed, you see hundreds of small black bugs crawling through the sheets. Lifting the sheets has caused a few to land on your hand and arm. The bugs bite with their tiny jaws, causing great discomfort but no damage. You easily flick them away.

- **Check out the desk:** Strangely, everything on the desk has been removed, and fairly recently. Dust on the desk shows where papers, books, pens, and note pads once lay.

Location 13: Storage/Hold

This cabin is filled with gray smoke. The odor of burnt wood and paper is unmistakable. You can leave, try to find another exit, or search the cabin. What do you do?

- **Try to find another exit:** As you stumble about in the smoke with your arms outstretched in front of you, you hit another wall where you feel a closed door. As you open the door, you see light and feel fresh air. You enter Location #14 (go to its description).

- **Search the cabin:** The cabin, to the best of your knowledge, is empty. You can keep searching or go to Location #11, #12, or #14.

- **Keep searching:** The cabin, to the best of your knowledge, is empty. You can keep searching or go to Location #11, #12, or #14.

- **Keep searching:** Oops, you just bumped into a pedestal. You feel around, and you notice that it is an astrolabe — much like the one that sent you here. If you are playing this module alone, go to page 13 and read the Epilogue. **If you are playing without a DM:** Everyone except the Caller makes another choice. The Caller's character cannot trigger the astrolabe, nor can the Caller hint at proper character actions (see below). **If you are playing with a DM:** The characters may continue to take actions until someone takes an effective action.

- **Touch the astrolabe and ask to go home, to return, or something along those lines:** Go to the Epilogue on page 13. This takes place before any other action, including attempts to break the astrolabe.

- **Attack or smash the astrolabe:** Your blows destroy the astrolabe, your only hope of escape. You are forever trapped on the *Hollandes*.

Location 14: Rope, Anchor Storage

This is roughly a triangular room, coming to a point where the bowsprit juts out from the bow of the ship. The area is exposed to the elements — the salty sea sprays onto the deck where extra ropes, lines, anchor chains, and a spare rusted anchor sit. What do you do?

- **Leave or flee:** You leave without incident.

- **Check out any part of this area:** You are attacked by the gargoyle that serves as the ship's figurehead.

Gargoyle (1): AC 5; HD 4**; hp 32; MV 90'(30'), Fl 150'(50'); #AT 4; THAC0 17; Dmg 1d3/1d3/1d6/ 1d4; Save as F8; ML 11; AL C; XP 175.

If the gargoyle is defeated, the characters can check out the room. The ropes crumble when they are touched, the anchor chains have fused into one single circular ring of

rust, and the anchor has crumbled into five separate pieces. The salty spray from the seas has destroyed almost everything. The ropes that are used on the sails, however, are completely intact.

Location 15: Open Hallway

This cabin is lined with doors, making it more of a foyer. Just outside are stairs to the Sterncastle. What do you do?

- **Go through one of the doors:** Refer to the specific text for that location (#16, #17, #18, #19, #20, #21, #22, #23).

- **Go up the stairs:** Refer to Location #24.

Location 16: Galley

This cabin is filled with tables and benches. The dried remains of centuries-old meals sit in filthy plates, and cups stand upright with the dried remains of their contents staining their bottoms. What do you do?

There is nothing of interest or of value here.

Location 17: Storage/Hold

This cabin is filled with boxes that are secured to shelves. Dust nearly an inch thick lies on the floor. What do you do?

- **Check out a box:** You pull a box down from the shelf and open it up. Inside, the smell of pungent cheese is so nauseating that you drop the box. Out falls a chunk of cheese covered in blue and green mold. You could almost swear you saw it move. **Make a decision:** Eat the cheese, try another box, or leave.

- **Eat the cheese:** When you pop it in your mouth, you gag as the taste hits you. Make a saving throw versus poison. If the saving throw is successful, you take 2d4 points of damage and fall to the floor weakened for 1d4 hours. If the saving throw fails, you die.

- **Check out another box:** You pull a box off the shelf and open it up. Surprisingly, no smell greets your nose. Instead, you find a set of canning jars with lids. Inside these jars are various canned goods: corn, beets, even canned salmon. **Make a decision:** Eat some of the canned food, check another box, or leave the room.

- **Eat some of the canned food:** You force a lid off one of the jars and taste the food. It is good and nutritious. It looks like you won't starve soon. **Make a decision:** Check out another box or leave the room.

- **Check another box:** You pull a box from the shelf and open it. Inside, you find many small leather pouches. The

the adventure

pouches contain spices like basil, black pepper, cinnamon, clove, dill, fennel, garlic, saffron, tarragon, and thyme. The lot is worth 50 gp to a spice merchant.

Location 18: Guest Quarters

This cabin contains a single bed and a chest. What do you do?

- **Check out the bed:** You carefully inspect the bed. Overturning the pillow and throwing off the pillow reveals nothing. Under the straw-filled mattress and find something interesting. Several of the ropes used to keep the bed above the reach of fleas and rats have been removed; sawed off to get them loose. A silver chain necklace lies under the bed (worth about 50 gp).

- **Check out the chest:** As you inspect the chest, you notice a series of fine holes along the lock. You believe this chest might be trapped. **Make a decision:** You can open the chest if you wish. If you are a thief, you can try to use your find/remove trap ability.

- **Remove the trap (thief only):** You take out your tools and sit down to work. Several minutes later, you hear a sickening pop. Roll against your *remove traps* ability now. If you succeed, the trap is removed — you can open the chest (see below).

- **Open the chest:** Unless you are a thief and removed the trap, the trap affects you. You take 1d4 points of damage from a poisoned dart. Roll a saving throw vs. poison. If this saving throw fails, you die unless you can neutralize the poison. The chest contains a set of skeleton keys.

Location 19: Aft Stateroom

This cabin contains a single bed, a lacquered wooden chest, and a porthole. What do you do?

- **Check out the port hole:** As you peer out the porthole, all you can see are swirling fog, lightning flashes, and plunging, white-capped waves smashing against the hull of the ship.

- **Check out the chest:** In this chest, you find ladies' clothing, but nothing else of value.

- **Check out the bed:** The partially-preserved body of a dead woman lies on the bed. Apparently her back was broken when she died. **Make a decision:** loot the body or take another action.

- **Show respect, give final rites, etc.:** Any characters taking or agreeing with this action receive 200 bonus XP.

- **Search the body:** You find three silver coins and a pearl wrapped in black velvet cloth (worth 150 gp). **Make a decision:** You can take the goods or not.

- **Take the Goods:** You find three silver coins and a pearl wrapped in a black velvet cloth (worth 150 gp). As you take the pearl, all looters are immediately cursed with weakness. Strength is reduced to three until the character has the curse removed.

Location 20: Captain's Quarters

This cabin is lavishly decorated. The furnishings are those you would not expect to see on a sailing craft of any kind. A beautiful bed sits to one side, and a huge desk adorns the other. The cabin and the desk are well kept, in spite of the rough seas. There is a porthole in the side of the cabin. What do you do?

- **Check out the porthole:** As you peer out the porthole, all you can see are swirling fog, lightning flashes, and plunging, white-capped waves smashing against the hull of the ship.

- **Check out the bed:** The sheets of the bed are made from the finest silks. The bed posts are varnished rosewood — highly expensive. There is nothing of note here.

- **Check out the desk:** On the desk, the most important thing you find is a Log Book and a Lading Schedule. **Make a decision:** You can read the Log Book, read the Lading Schedule, or not read either one.

- **Read from the Log Book:** As you turn the pages, you notice that the hand writing gets progressively worse, as though the person who wrote in the ledger slowly forgot how to write. One of the last legible entries states:

"I remember all those centuries ago when I took this crew on board. I crewed the ship with as many as she could bear. We had 75 men total. Since that time, many have been killed by strangers who somehow found their way aboard the ship. Others have found a way to slay themselves to end their personal torment. (I, on the other hand, must bear this until the end of all Creation.) I just hope I can at least maintain the Hollandes' skeleton crew of 35. I know not what would happen should the numbers drop below that total, but I know I surely do not want to find out."

- **If the characters read from the Lading Schedule:** The Lading Schedule is a boring piece of literature that lists cargos, their purchasing price and the sale price. It lists destinations and crew listings for each voyage. Henrik Vandecken is listed on each ledger as the ship's captain. Either the Ledger was replaced when Henrik became the captain, or Henrik was always the captain. The Lading Schedule also lists the name of the ship as the *Hollandes*.

Destinations recorded in the Lading Schedule include: Bilboa, Bristol, Calais, Dieppe, Dover, Dun Laoghaire, Genoa, Oporto, Reggio, Rotterdam.

Sample cargos include: copper, cotton, grain, livestock, lumber, passengers, rare birds, rubber, silk, slaves, spices, steel, weapons, wine, and wool.

Location 21: Chart Cabin

This cabin contains strange cabinets on every wall. The cabinets consist of small latched doors, each door being approximately four-inches square. A table with a glass top sits in the middle of the cabin. What do you do?

- **Check out the cabinets:** As you unlatch a small door on the cabinet and swing it open, you notice a roll of paper within. When you pull it out and unroll it, you see that it is a map of an unfamiliar coastline.

DM Note: The DM can put additional clues and maps into these cabinets, including clues that will lead the characters into other adventures.

- **Break the glass table:** The table shatters beneath the blows of your weapon. It makes a lot of noise. Roll a die on the Wandering Monster Table on page 16 to see what shows up. Unless someone was watching the rear, you are surprised. The monster attacks and the combat is then fought normally.

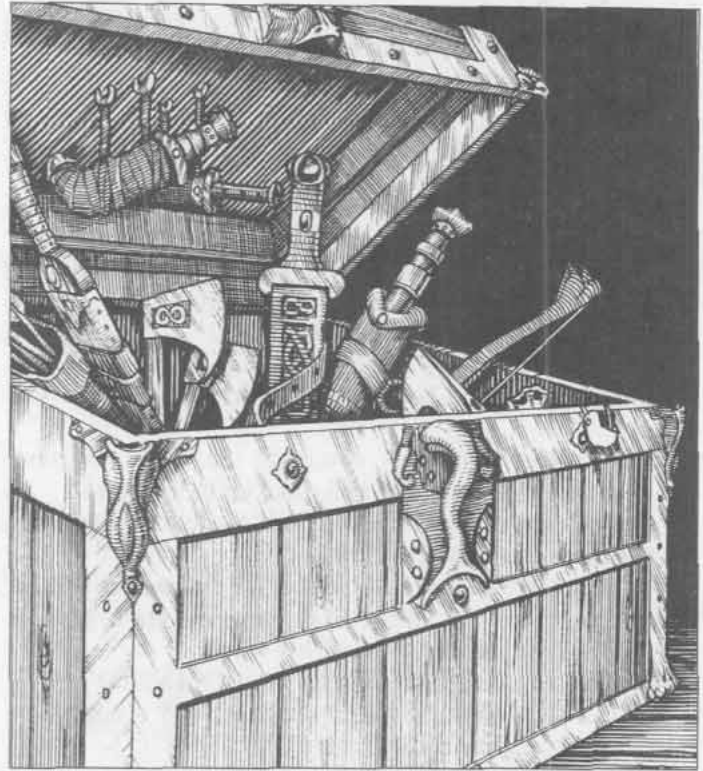
Location 22: Guest Quarters

This cabin contains a single bed and a chest. What do you do?

- **Check out the chest:** In this chest, you find an assortment of weapons. Three short swords, five hand axes, one short bow and quiver of arrows, five daggers, and two slings (with ten stones each) are enclosed in this wooden chest. You guess that, when the *Hollandes* first set sail, the crew was ordered to turn in their weapons. The weapons they turned over were put here.

- **Check out the bed:** The skeleton of a sailor lies behind the bed. It is missing a foot, and a hole has been smashed in the skull. A silver bracelet circles the skeleton's left wrist. **Make a decision:** Check out the bracelet or leave it alone.

- **Check out the bracelet:** You remove the silver bracelet, hoping to find the unfamiliar runes that might indicate a magical item. Instead, you see an inscription: "*To my love, Nephaniel. May you remain safe until you return to me.*" It belongs to a widow in the character's base town. If the



party returns it, each character receives a two hundred experience point bonus.

Location 23: Stateroom

This cabin contains a single bed and a chest. What do you do?

- **Check out the chest:** It contains small pieces of cloth. Apparently, someone has taken several bolts of cloth and cut four-inch square pieces out of them and stacked the squares neatly in this chest. On top of them is a leather pouch containing three spools of thread and five small needles. **Make another decision and write it down.**

If you are playing this module alone, you must make an Intelligence check to check out the chest again. Otherwise, checking out the chest again reveals a false bottom. Inside a small compartment, you find a tube sealed with wax on either side. As you peel away the wax, the smell of fresh ink escapes. Within this tube is a single rolled piece of parchment. This is a special scroll with two *restore* spells. Each will restore a level drained by an undead monster. There is nothing else here of interest.

Location 24: Stern Castle

This area of the ship allows the viewer to see out over the Main Deck as well as all around the ship. On each side of the aft end of the stern castle lies an ancient catapult in disarray. A pair of stairways allows access to the Main Deck.

As you walk up the stairs to the Stern Castle, you hear the crack of a whip and the howl of an unfortunate undead crew member. The thunder of the wind buffeting the sails is almost deafening. The spectral captain faces you as you step onto the stern castle. What do you do?

- **Leave the Stern Castle by the stairs:** No problem. Go to Location #10.

- **Jump overboard:** As you enter the water you pass out. You lose two hit points and wake up in Location 1.

- **Turn the spectre (cleric only):** If successful, the spectre dissipates (see "Spectre", below).

- **Attack the spectre:** As you move forward to attack the spectre, his whip coils and disappears. He begins to attack, this time, he does not use his whip.

Spectre (1): AC 2; HD 6**; hp 40; MV 150'(50'), Fl 300'(100'); #AT 1; THAC0 15; Dmg 1d8 + double drain; Save as F6; ML 11; AL C; XP 725.

If the characters defeat the spectre, it dissipates, taking the magical whip with it. Within one hour, it returns to command the crew once again.

- **Check out a catapult:** All the moving parts are rotted or rusted through from exposure to salt water; it is useless.

Location 25: Forecastle

This area of the ship allows the viewer to see out over the Main Deck as well as all around the ship. On the bow end of the Forecastle's deck lies an ancient ballista in disarray. Stairs at the other end of the Forecastle allow access to the Main Deck.

- **Check out the ballista:** This is rotted and useless.

- **Jump overboard:** As you enter the water you pass out. You lose two hit points and wake up in Location 1.

Epilogue

Touching the Astrolabe and requesting to go home is the only way the characters can get off the cursed phantom ship. Their ability to escape, however, will be decided by the number of undead sailors they destroyed while on the *Hollandes*.

At the adventure's end, the Caller or the DM™ totals the undead crew that each character killed. If the total number of undead destroyed is less than 20, all of the characters can leave. If more than 20 were slain in this adventure, some of the characters stay behind to replace them. Use the table to determine how many characters are trapped. Those who slay the most undead are the first taken.

Number of Undead Destroyed	Number of PCs that Stay Behind
21	1
22	2
23	3
24	4
etc. . . .	etc. . . .

The ship started with a total of 55 undead aboard, and needs a skeleton crew of 35 to ride its perpetual storm. If less than 35 exist, the ship finds something or someone to take the place of the missing crew. The characters are handy replacements. They are doomed to man the sails and rigging until their bodies are too weak to move. When they finally die from starvation and thirst, they become undead creatures, and they inherit the phantom ship's eternal curse.

Any character who dies in the module and is abandoned becomes part of the phantom ship's crew — as a zombie — at the close of the adventure.

If one or more of the characters escape from the *Hollandes*, read the following to them:

As you touch the astrolabe, it seems that you simply vanish into thin air. You, in turn, see the ship slowly fade and vanish. The smell of salty air is the last to fade, as you find yourself standing in an open field, just outside the town you know so well. At least one question remains: Will anyone believe the adventure you've been through?

Map Hazards (use with a DM only)

The following lettered locations can be found on the Dungeon Master's map on the inside cover. When a character passes over the location, the DUNGEON MASTER™ furnishes the bad news (or occasionally good news). Ignore these locations if playing without a DM™.

A: The door into Location #3 is locked. A thief character is needed to pick the locks. If no thief is available, a fighter or other character can bash the door with a club or another bludgeoning weapon. If 8 hp of damage are caused, the door swings upon.

B: A group of stirges live just over the door stoop inside Location #7. If the characters look up at the ceiling, they see these small creatures and are able to take precautions against them. If the characters do not look to the ceiling, they do not see the creatures. When they turn to leave, the stirges attack with surprise.

Stirge (7): AC 7; HD 1* (S); hp 8; MV 30'(10'), Fly 180'(60'); #AT 1; THAC0 20; Dmg 1d4; Save as F2; ML 9; AL N; XP 13; Treasure 1d4 gems, 50 gp each, hidden in a hole above the door.

C: These locations are directly beneath gratings in the Main Deck. The grates can be moved to allow cargo to be loaded or unloaded. A very strong character, standing on some crates, can open the grates, allowing access to the Main Deck.

D: This location is a portal to another dimension, where dwells a horrible monster. Characters who enter, instead of automatically dying, fight it. The monster is a loathsome bulk with many tentacles, all of which are covered with hundreds of tiny mouths. Those who enter are seized and held (but can still fight). The monster causes continuous damage, which prevents spell casting. The other dimension space can't be left until the monster is dead, although there is no limit to the number of characters who can enter. Magic cannot be cast through the portal.

Portal Monster (1): AC 0; HD 8**; hp 50; #AT 1 per character; THAC0 always hits; Dmg 2d6; Save as F8; AL C; XP 13; Treasure: *medallion of ESP, 30' range.*

E: The weakness in the floor boards at this point of the Forecastle is so great that anyone who stands upon this area falls through to the lower deck. The character receives 1d6 points of damage from the fall and ends up in Location #13, separated from the rest of the party.



New Magical Item The Astrolabe of Henrik

The historical astrolabe was a device used to determine the altitude of the sun, the moon, and other celestial objects. Originally, the navigator of a sea-going vessel would locate a relatively stationary stellar object (the North Star, for instance) and find its altitude. From that reading, the navigator would be able to calculate the approximate latitude of the ship. Since most sea travel was done on an east-to-west axis from common ports, the navigator rarely needed to know the longitude. Simply knowing that the ship was three days out of home port, the navigator would know the approximate number of days left in the voyage. The navigator did need to know how far north or south he was from the destination, however.

A *magical astrolabe* in the D&D® game allows a navigator to know exactly where the ship, both in longitude and latitude, without having to make exact measurements and precise calculations.

The *Astrolabe of Henrik*, the astrolabe of this adventure, is a cursed item of great power. When activated, it sends the user, and all within 10 feet, to the nearest cursed or evilly-enchanted location. The *Astrolabe of Henrik* usually sends people to the *Hollandes*, but the DM is free to send characters anywhere. The device itself does not go with the transported party.



The *Hollandes* is larger than most of the sailing ships in the game. It is long — over 260 feet — and 40 feet wide. The size of the ship makes it more stable than most ships. This makes for a more comfortable voyage, since the sheer bulk of the ship keeps it from pitching and rolling as much in all but the roughest seas.

The larger size of the ship requires a greater number of sails (often 6 or more) and a larger crew. The *skeleton crew* (the minimum number of sailors needed to safely run the ship) is greater as well. The *Hollandes* requires a crew of at least 35 sailors, and up to 150 marines can be safely accommodated for a four-month journey.

The *Hollandes* was used primarily as a cargo vessel, moving precious goods from its home port to distant lands. Its lower deck, the cargo deck, can hold about 35 tons of cargo.

During times of war or while traversing hazardous, pirate-infested waters, the *Hollandes* carried heavy missile engines. A forward ballistae and stern-mounted catapults gave the ship an advantage in long-range combat — and its sides of stout timber were more resistant to the rams of war galleys than were the sides of smaller and less well constructed ships.

In times of greatest danger, however, the *Hollandes* would sail with a minimal crew. The rest of the ship's ros-

ter would be filled with armed marines. This, and the high sides of the sailing ship, provided ample protection from boarding parties from smaller and faster pirate ships.

When the *Hollandes* met with its fate, the captain, Henrik Vandecken, had more than 50 crew. No marines were present. The ship was filled to the beams with fine wines, delicate cheeses, and exquisite silks. Much of the cargo has soured, spoiled, or rotted away from the salt air of strange seas sailed in the course of its eternal voyage. The large ranged weapons, the catapults and the ballista, have also rotted from lack of use and care, rendering them worthless.

Hollandes* D&D® Game Statistics

Cost: 50,000	Capacity: 700,000	Hull Pts: 200
Sailors: 35	Move/Day: 60 mi.	AC: 7
Marines: 150	Move/Rnd: 90 ft.	

* Of course, as a phantom ship, the move/round is 150, and AC and hull points are irrelevant.

DUNGEON MASTER'S BACKGROUND

Centuries ago in a forgotten land, a poor soldier's son joined his Queen's navy to serve in a harrowing war against her nation's greatest enemy. Serving as a midshipman, young Henrik Vandecken quickly moved up the ranks. His willingness to work hard and please those above him won him many favors. Soon, he became Chief Navigator, where he learned the intricate details of piloting by watching the Captain at his duties.

Years later in their home port, the owners of a merchant company gave Henrik his own ship, a newly built and fully crewed merchantman. A man of no fear and few scruples, Henrik soon became famous for achieving the impossible and having never lost a crew member. Duty on his ship would have been desired berth, but his vicious temper made him a hated leader. A song soon grew out of this twisted labyrinth of admiration and hatred.

*Old man Vandecken, captain of the Hollandes;
They say he never lost a man to the stormy seas.
Pilot the craft he could, to keep fresh wind in the sails.
Protect the crew he would, except from his own cat-tail.
Cruelty or death, death or cruelty;
It's a wonder the men gave him their loyalty . . .*

While the name of Vandecken became one with fearless adventure, Henrik's arrogance grew with each passing day. The grudging, yet hard-cast, loyalty of his crew, and the unceasing acclaim of an adoring public soon proved too much for Henrik. His voyages became harsher and more dangerous, until even his backers whispered that he was taking too many chances.

Finally, Henrik accepted the challenge of finding a safe sailing route around a treacherous southern cape. He no longer doubted anything he tried. He knew he would succeed where everyone before him had failed. With a fresh and completely loyal crew, Vandecken set sail for the dreaded cape. Arrogance grew in his heart as he sailed southward through calm, tropical seas.

As he neared the cape, even as it came into view, a sudden gale tore open his sails and splintered his rudder. Every navigational trick Henrik learned in his many years as navigator and captain won him no gains against the waters of the cape whatsoever. Days turned to weeks, and Henrik Vandecken's frustration and rage increased with each passing hour.

After nearly five weeks with little progress, Henrik Vandecken's forbearance snapped. Henrik looked to the skies, raised his hands in exhaustion, and screamed a blood-chilling wail that froze the hearts of the crew. As the wail

slowly died into silence, Henrik's fabled and blasphemous words could be heard over the din of wave and wind . . .

"My destined course and resolute career appears at an end by the fault of the gods. The power of these gods I thus defy to cease. Nor shall the fiends of the Pit awake my fear though I should cruise until the world and all creation end."

At that moment, terrible retribution was quick and exacting. Henrik Vandecken, his loyal crew, and the ship were cursed to forever travel the wind- and wave-torn seas, just as Henrik declared in his cry of anger and despair, attempting forever to round the southern cape.

Years later, the *Hollandes* was spotted off the cape during a spell of bad weather. The ship that spotted the *Hollandes* sank soon after, but a few survivors spoke of a phantom ship with full-drawn sails trying to round the cape. Over the next several decades, the *Hollandes* was spotted again and again. Each time, the ship that spotted her met with disaster. Soon, the phantom ship became a legend, and the tale but whispered in seaside taverns.

During the great war between the wizards and the fighters (see the *Thunder Rift* accessory), fearsome magic was cast. Rifts were torn in the fabric of reality, and ways were opened into alternative planes of existence. Horrid creatures and strange phantoms flooded Thunder Rift and had to be slain or driven forth. One of these was the phantom ship, *Hollandes*.

The spell casters of Wizardspire saw the ghostly ship first. To them, it was a thing of promise, a mystery to investigate once the war was over. Little did they know that even they would not escape its curse. Less than one year after the *Hollandes* emerged from the void, the surviving members of the Fighter's Academy tricked their way into the Wizard's Academy and killed everyone there.

Since that time, the *Hollandes* has been seen only rarely. It usually appears near the seas and the rivers of Thunder Rift or at a place where great magic has been brought into play. From Castle Kraal in the Black Swamps to the Drake River fork (the scene of a horrible massacre), the phantom ship has appeared for a brief time (sometimes as long as a half-hour), in the end disappearing back into its fog as quickly as it arrives. Seeing the ship at all is a bad omen — a harbinger of ill luck. Everywhere the ghost ship *Hollandes* travels, it leaves a wash of sorrow and death in its wake.

monster table

Monster	AC	HD or Level	hp	MV	#AT	THAC0	Dmg	Save As	ML	AL	XP
Gargoyle	5	4**	32	90'(30') Fl 150'(50')	4	17	1d3/1d3/1d6/1d4	F8	11	C	175
Ghoul	6	2*	16	90'(30')	3	19	1d3/1d3/1d3+special	F2	9	C	25
Mummy	3	5+1*	41	60'(20')	1	16	1d12+disease	F5	12	C	575
Shadow	7	2+2*	18	90'(30')	1	19	1d4+special	F2	12	C	35
Skeleton	7	1	8	60'(20')	1	20	By weapon type	F1	12	C	10
Spectre	2	6**	40	150'(50') Fl 300'(100')	1	15	1d8+double drain	F6	11	C	725
Stirge	7	1*	8	30'(10') Fl 180'(60')	1	20	1d4	F2	9	N	13
Wraith	3	4**	32	120'(40') Fl 240'(80')	1	17	1d6+drain	F4	11	C	175
Zombie	8	2	16	90'(30')	1	19	1d8 or by weapon type	F1	12	C	20

Wandering Monsters

If this module is being played without a DUNGEON MASTER™, ignore this section. Otherwise, from time to time, the DM™ may wish to introduce a wandering monster. There is no strict rule in this adventure about when such an event should occur. A good rule of thumb, however, is to use them when the game is slowing down or if the players' party is too strong for the adventure.

Wandering monster encounters can also force the players to move on if they seem to be spending too much time in an area that is not important to the adventure as a whole. Use the following table for generating random wandering monster encounters while playing *In the Phantom's Wake*.

Roll 1d20	Monster Name	No. Appearing
01	Gargoyle	1
02-04	Ghoul	1d6
05	Mummy	1d2
06	Shadow	1d2
07-11	Skeleton	3d4
12	Captain (spectre)	1
13-14	Stirge	2d4
15	Mate (wraith)	1
16-20	Zombie	2d4

The total number of undead crew will not exceed 50. Ignore encounters with undead if this many have been destroyed. The captain cannot be killed, so there is no limit to the number of times he can be encountered.

Other D&D® Products

If you enjoyed this module and are looking for more adventure, look for these other D&D® game adventures, novels, and accessories:

Rules and Accessories

DUNGEONS & DRAGONS® Game	#1070
DUNGEONS & DRAGONS® Rules Cyclopedic	#1071
DRAGON QUEST™ Game	#1100
Character Record Sheets	#9308
Thunder Rift	#9357
Character and Monster Assortment	#9363
DUNGEONS & DRAGONS® DM™ Screen	#9437

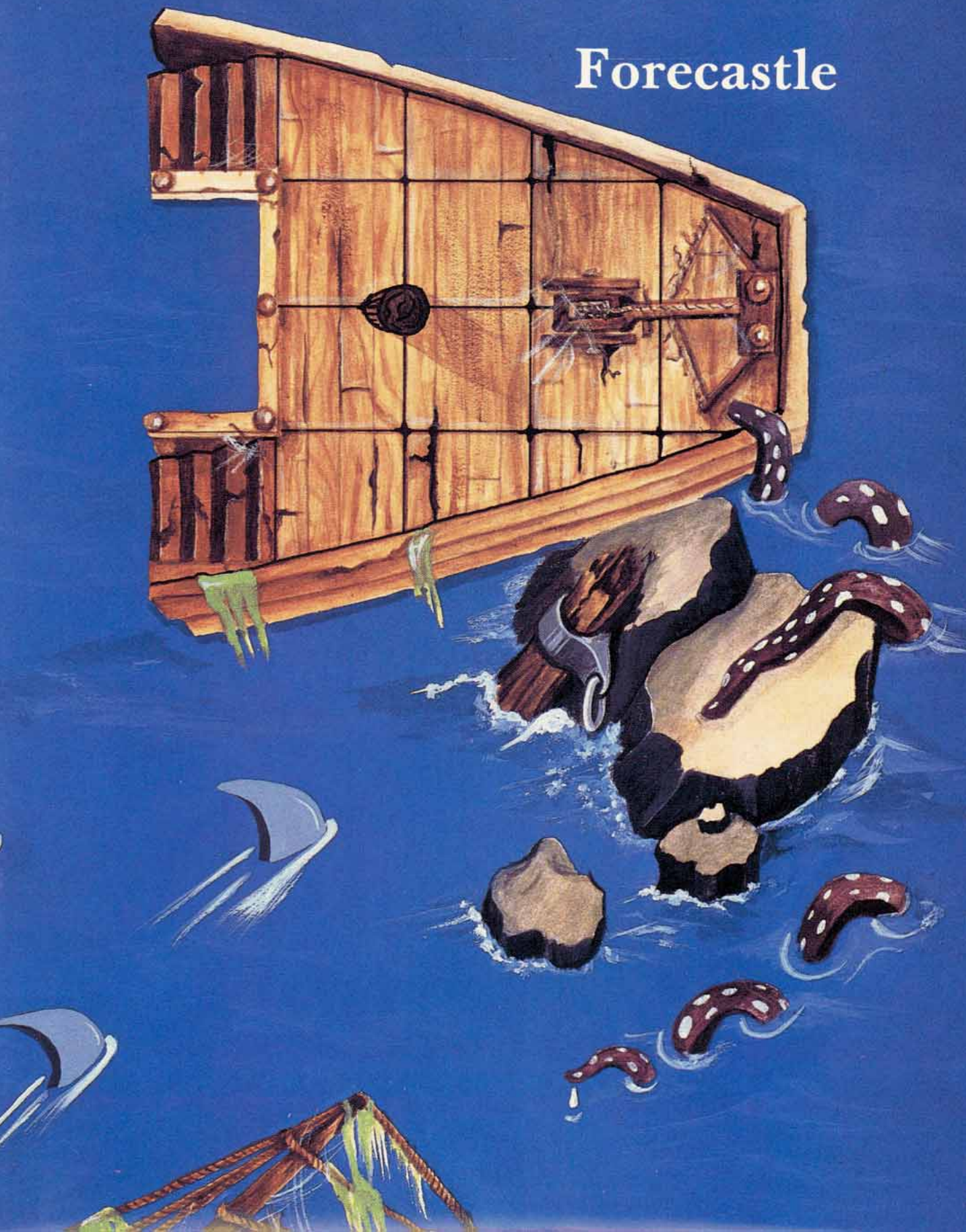
Adventures

Dragons' Den™	#1073
Goblins' Lair	#1076
Haunted Tower	#1081
Knight of Newts	#9434
Rage of the Rakasta	#9435
Quest of the Silver Sword	#9342
Assault on Raven's Ruin	#9350
Sword and Shield	#9387

Novels

The Tainted Sword	#8035
The Dragon's Tomb	#8036
The Fall of Magic	#8037

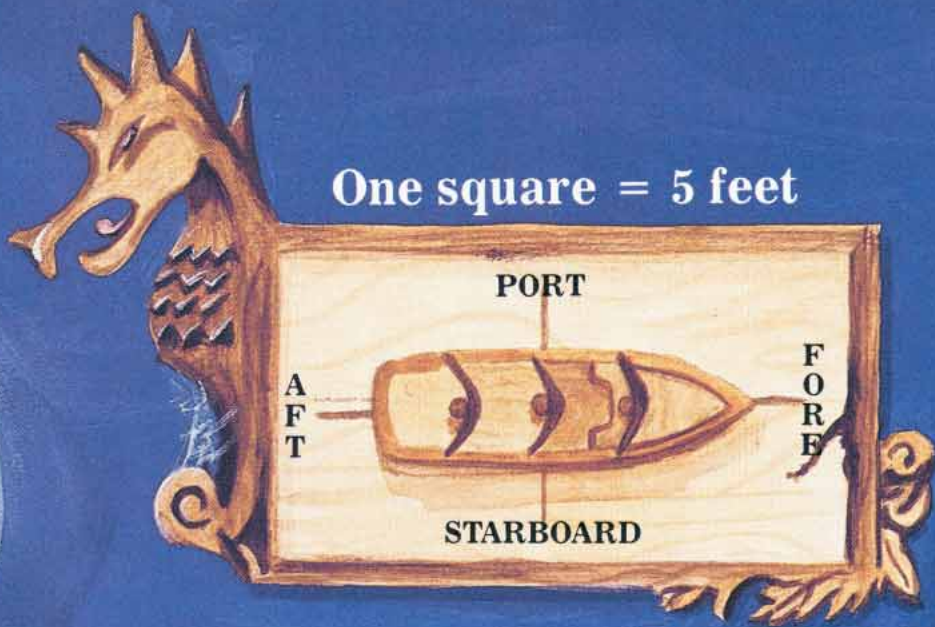
Forecastle





In The
Phantom's Wake

One square = 5 feet



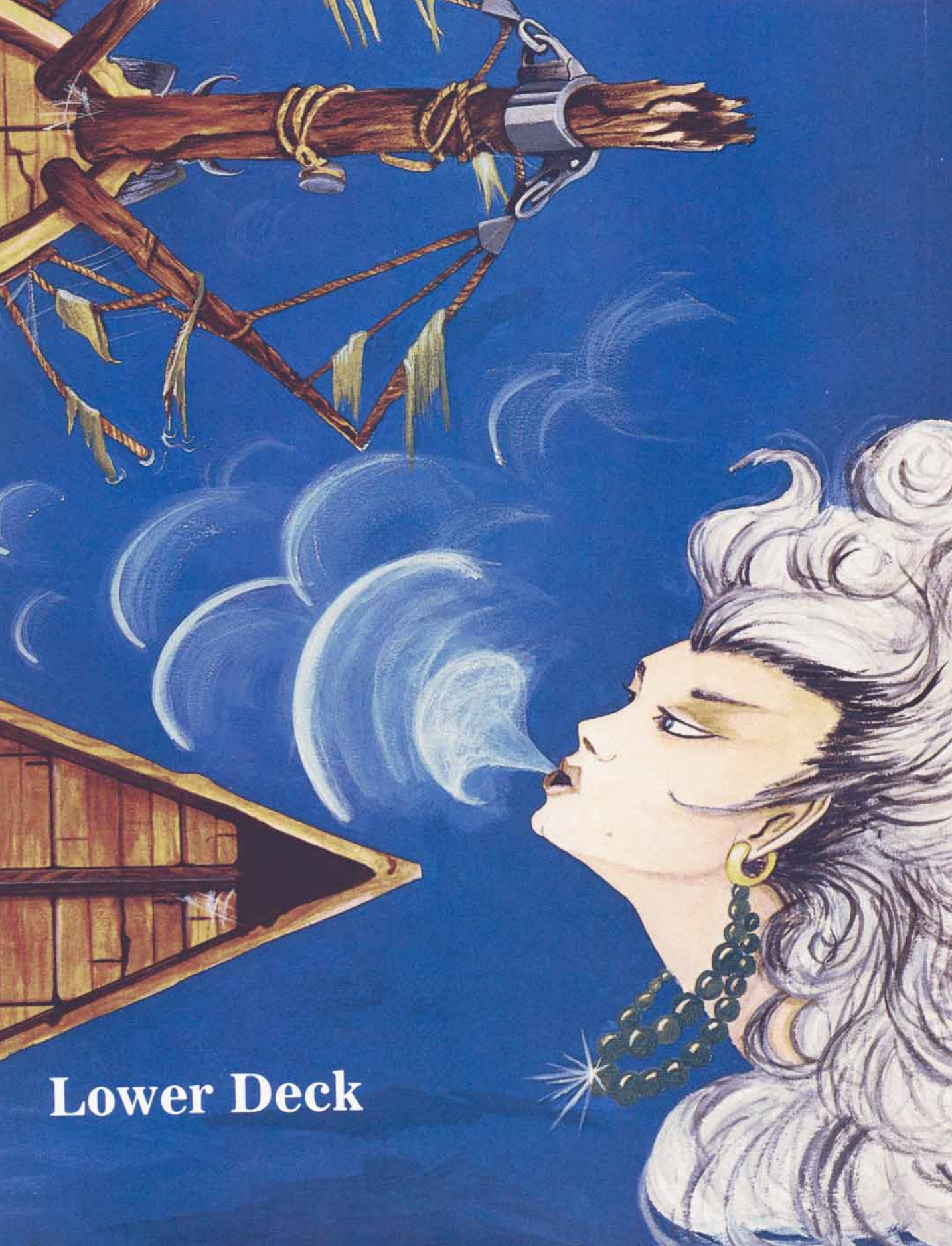






Main Deck





Lower Deck

Stern Castle



Location 24:

This area of the ship allows the viewer to see out over the Main Deck as well as all around the ship. On each side of the aft end of the stern castle lies an ancient catapult in disarray. A pair of stairways allows access to the Main Deck.

As you walk up the stairs to the Stern Castle, you hear the crack of a whip and the howl of an unfortunate undead crew member. The thunder of the wind buffeting the sails is almost deafening. The spectral captain faces you as you step onto the stern castle. What do you do?

Location 17:

This cabin is filled with boxes that are secured to shelves. Dust nearly an inch thick lies on the floor. What do you do?

Location 16:

This cabin is filled with tables and benches. The dried remains of centuries-old meals sit in filthy plates, and cups stand upright with the dried remains of their contents staining their bottoms. What do you do?

Location 15:

This cabin is lined with more of a foyer, stairs to the Sterncastle.

Location 18:

This cabin contains a single bed and a chest. What do you do?

Location 19:

This cabin contains a single bed, a lacquered wooden chest, and a porthole. What do you do?

Location 20:

This cabin is lavishly decorated. The furnishings are those you would not expect to see on a sailing craft of any kind. A beautiful bed sits to one side, and a huge desk adorns the other. The cabin and the desk are well kept, in spite of the rough seas. There is a porthole in the side of the cabin. What do you do?

Location 21:

This cabin contains strange cabinets on every wall. The cabinets consist of small latched doors, each door being approximately four-inches square. A table with a glass top sits in the middle of the cabin. What do you do?

Location 22:

This cabin contains a single bed and a chest. What do you do?

Location 23:

This cabin contains a single bed and a chest.

Location 5:

This cabin was once used to house low-rent passengers. Bedding of straw and cheap, rat- and moth-eaten blankets cover the floor. It looks like if you want to find anything in the debris, you'll have to dig for it. What do you do?

Location 4:

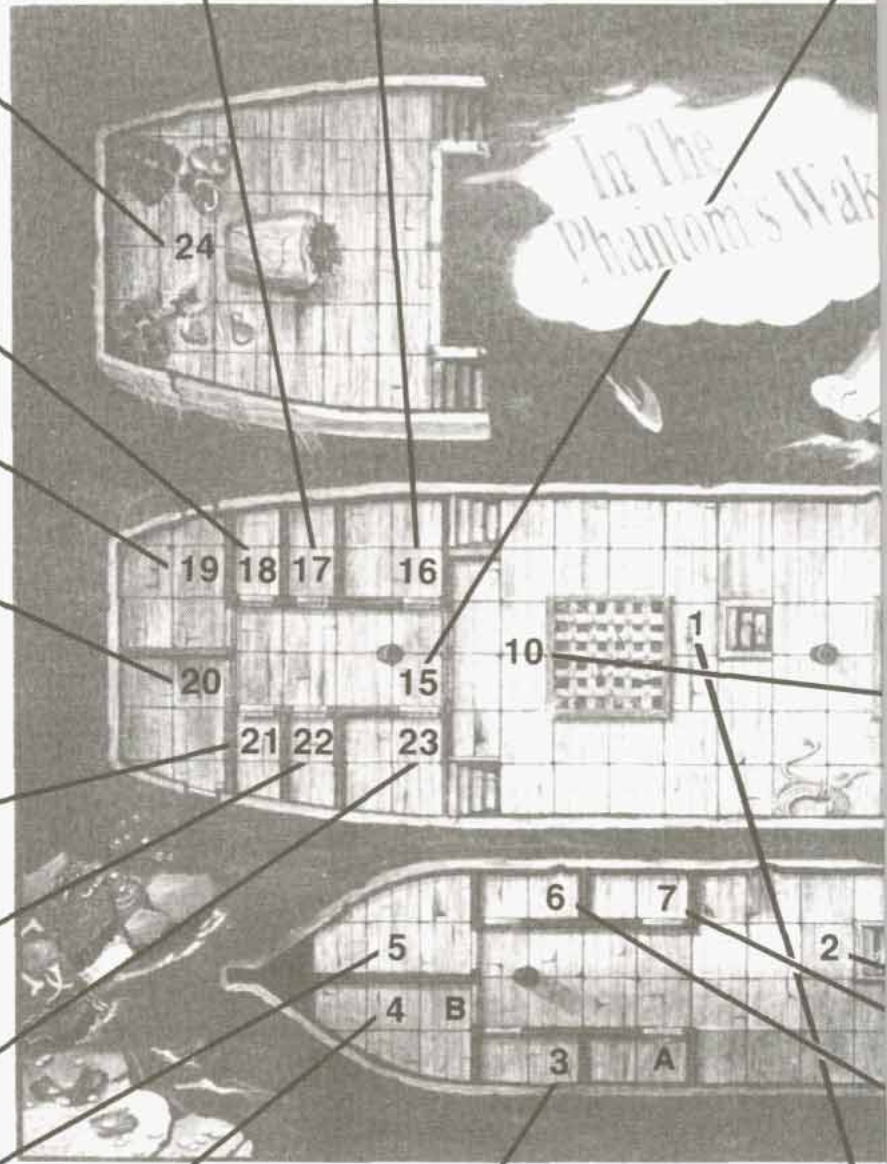
The door opens to a very large cabin, 30 feet deep, and 20 feet wide at the widest point. It is filled with boxes and dust. Off to one side, above several wooden crates, you think you see the shadows move. What do you do?

Location 3:

This cabin contains three bunk beds with two beds apiece. There are the remains of six chests: smashed, rotted, and their contents scattered. Before you can do anything else, four skeletons roll out of the bunks and start to approach. What do you do?

Location 1:

This room (actually two bunks with two closed chests lie against the wall. The leads to the rest of you do?
Check out the che
Check out the bed



h doors, making
Just outside are
le. What do you

Location 11:

This cabin contains a ten foot long table and several chairs lying overturned and scattered. Broken mugs and plates lie everywhere. It appears as though the winds of a hurricane have blown through this cabin. There is a door on the far side of the cabin (to Location #13).

Location 12:

The door to this cabin is locked. If you have a set of skeleton keys, the key with a ruby skull in it will unlock this door. If not, a character with thief skill can try to pick the lock. A magic-user with a *knock* spell can use it here. Any character can try to force the door open by rolling 1d6. What do you do?

Location 25:

This area of the ship allows the viewer to see out over the Main Deck as well as all around the ship. On the bow end of the Forecastle's deck lies an ancient ballista in disarray. Stairs at the other end of the Forecastle allow access to the Main Deck.

Location 13:

This cabin is filled with gray smoke. The odor of burnt wood and paper is unmistakable. You can leave, try to find another exit, or search the cabin. What do you do?

Location 14:

This is roughly a triangular room, coming to a point where the bowsprit juts out from the bow of the ship. The area is exposed to the elements—the salty sea sprays onto the deck where extra ropes, lines, anchor chains, and a spare rusted anchor sit. What do you do?

Location 10:

This is the main deck of the sailing ship *Hollandes*. It is big, and it gives you a sense of freedom like you've never felt since setting foot on this cursed ship. Waves of stormy sea water splash over the rails, washing clumsy sailors to the deck. High above your head, the ship's sails billow and fill with the strong salt breeze. The ropes and hawsers moan and rattle in the wind. All around the deck, undead sailors, some skeletal, some rotting, some wrapped completely in rags, pull on ropes, lift sails, and swing booms, trying to steer the ship in its current direction. High on the stern castle, a spectral captain screams and shouts orders to the crew, cracking a gauged, nasty-looking whip at the undead sailors. There are doors to cabins at both ends (fore and aft) of the deck. What do you do?

Location 8:

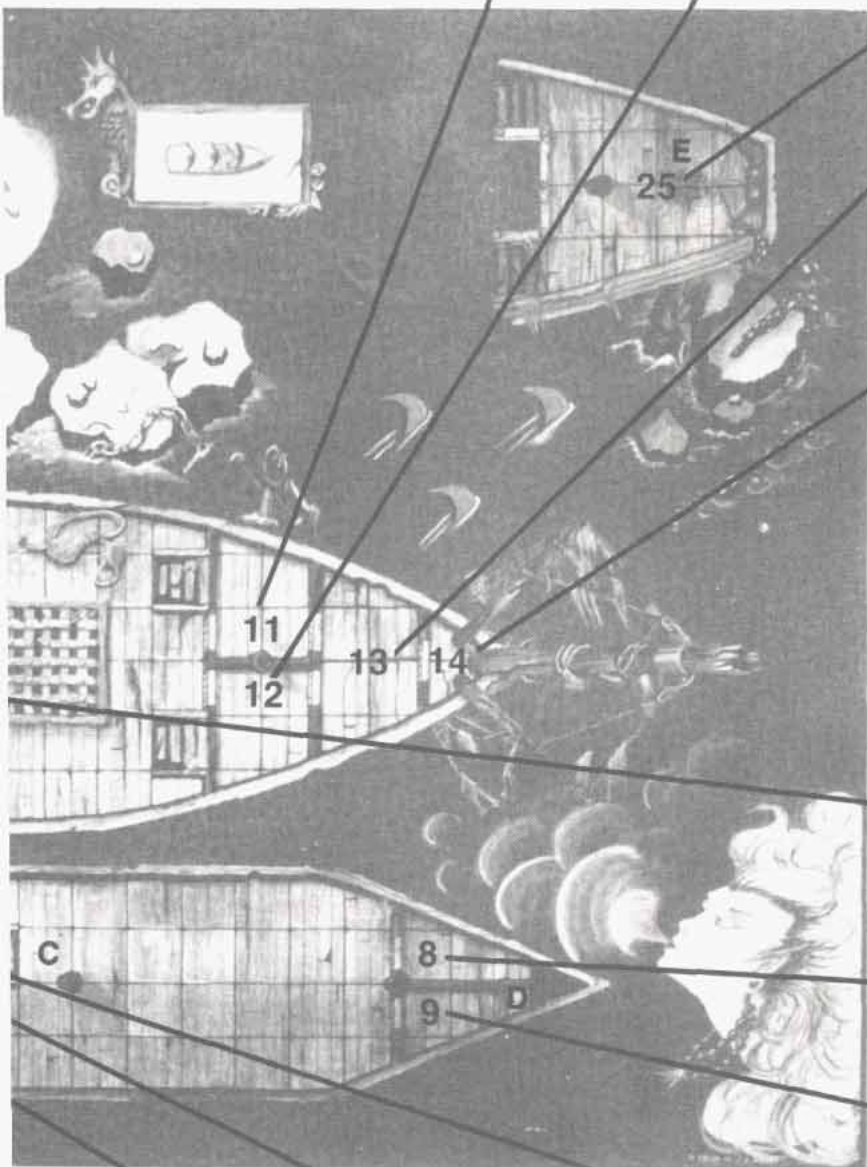
This cabin has a single bed, a roll-top desk, a wicker basket for waste papers, and an armoire (a tall clothes cupboard). What do you do?

Location 9:

This cabin is empty and free of dust. What do you do?

Location 2:

This is a huge area. Three large wooden pillars running from floor to ceiling are evenly spaced down the center of the area. The floor is heavily scratched and pitted. Apparently, heavy objects were moved about here. There are several crates lying about. A short stairway of three steps leads up to the dimly lit upper deck. A pair of closed doors stands at the bow of the ship. Other doors stand in the stern area. What do you do?



Location 6:

This cabin is lined with shelves. Once, scores of books filled the shelves, but time has sent many of the books to the floor. A small table sits in the middle of the cabin. What do you do?

Location 7:

This cabin contains three bunk beds with two beds apiece. What do you do?

PORT HERE

(cabin) contains
beds apiece. Four
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is one door that
e ship. What do

Dungeons & Dragons

Official Game Adventure

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By Dale "Slade" Henson

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