

GHOSTLIGHT



5TH
EDITION

GHOSTLIGHT

Ghostlight is an adventure for four or five players of 1st-level characters using the fifth edition of the world's greatest roleplaying game.

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TABLE OF CONTENTS

Section	Page
Synopsis and Background	3
A Ship Appears	4
Abandoned Deck	5
The Wailing Banshee	6
The Fiddler's Green	7
Filth and Rot	8
Worg Guardians	9
Mad Tilley	10
Flotsam	11
Galley of the Damned	12
Aftermath	13
Appendix A: Maps	14
<i>Ghostlight's Deck</i>	14
The Fiddler's Green	15
Sewers	16
The Galley of the Damned	17
Appendix B: New Monsters	18
Shadow Rat	18
Ghostly Sailor	18
Appendix C: The Tavern	19
Hidden Lore	20
Acknowledgements and Credits	21

SYNOPSIS

- On a starless night at sea, a black-masted galleon lunges out of the swirling ocean mist. It sails on a close, parallel course to the characters' ship.
- The ship is the infamous *Ghostlight*, a legendary galleon that houses the afterlife for departed sailors. It invites the PCs aboard.
- If the PCs board the ship, they find a series of extra-dimensional spaces inside. They also discover one of the ship's underworld guardians has been overthrown by a malevolent **spirit** and his deadly minions.
- If the characters are able to stop the evil spirit, *Ghostlight* rewards them for their valor, returns them to their vessel, and drifts back into the mist.

BACKGROUND

- *Ghostlight* is a ship unlike any other. It has haunted the high seas for centuries, working its way into sailor folklore as an ill omen, a safe haven, a door to the afterlife, or the harbinger of death.
- The ship defies logic; on the outside, it looks like a decrepit pirate ship. But on the inside, it houses large, extra-dimensional spaces, including the two afterlives for the souls of good and evil sailors.
- Recently, the keeper of evil souls, **Eskeril the Rat King**, fell prey to a trick by the spirit of a cruel pirate named **Jarvey the Whistler**.
- Jarvey now holds Eskeril captive and is using his *Pipes of the Sewers* to control and corrupt Eskeril's loyal rats. Under Jarvey's command, the rats have transformed into shadowy beasts that run rampant and threaten the ship's passengers. Jarvey has also stopped new evil spirits from entering their afterlife in the Galley of the Damned.
- With nobody aboard who can stop Jarvey, *Ghostlight* approaches the PCs hoping they can put him back in his place and restore Eskeril to his stolen throne.

A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here's what you'll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found [here](#).
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure that can be found [here](#).

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That's your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before a **Development** section is safe to share however you prefer to do so.

A SHIP APPEARS

The characters are traveling by sea on a misty, starless night. The waters are becalmed, bringing their voyage to a near standstill.

Ask the PCs why they're traveling on the ship. After Ghostlight's Invitation, use the hooks to give the group a motive to board Ghostlight.

GHOSTLIGHT'S INVITATION

- A silent, black **ship** lunges out of the foggy darkness. Ghostly orbs of light float inside glass lanterns on its unmanned deck. Rows of oars run along the bottom of the ship, moving it swiftly in the becalmed waters.
- The ship draws parallel to the characters' vessel. Ropes and grapples thrown by unseen hands clatter onto their deck and tow the ships to within 15 feet of each other.

DEVELOPMENT

- Characters who are sailors or proficient in Intelligence (History) know this vessel is none other than the legendary ***Ghostlight***, a harbinger of good fortune or grave folly to those brave enough to board.
- The PC with the highest passive Wisdom (Insight) senses the ship is **inviting** them aboard.
- The PCs can cross the **ropes** to the *Ghostlight* with successful DC 12 Dexterity checks.

HOOK: APPEAL TO REWARD

The stories about *Ghostlight* say the lost treasure horde of the pirate queen Golden Gillie is hidden on the ship, waiting for those brave enough to find it.

HOOK: APPEAL TO HEROISM

It's said *Ghostlight* appears to heroes when there is something wrong that needs to be righted in the afterlife. An invitation to board the ship is a chance to help the spirits of the dead sailors who call it their home.

HOOK: APPEAL TO DISCOVERY

Legends say *Ghostlight* is home to the Fiddler's Green, the afterlife for good sailors who did their duty well. The ship is also said to be the prison for the souls of evil sailors who deserve punishment. A dead friend or enemy might be found aboard, and this could be a rare chance to speak with that person one last time.

DRAMATIC QUESTION

Will the characters board *Ghostlight*?

TRANSITION

If the characters board *Ghostlight*, go to *Abandoned Deck*. If they don't, the ship returns another night and bids them board again, this time with the help of an illusory sailor who beckons to them pleadingly from the deck.



ABANDONED DECK

RATS IN THE SHADOWS

- *Ghostlight's* rigging and sails clank and flutter on the groaning, empty deck. Ghostly orbs of light float inside glass **lanterns** bolted to the masts and railings.
- The **wheel** on the rear deck corrects itself without any hands to guide it.
- The ship's **figurehead** is a smiling mermaid holding a scythe in one hand and an iron lantern in the other.
- A **door** beneath the rear deck leads into the hold. It creaks open and closed in the wind.

DEVELOPMENT

- Three big **shadow rats** lurk in the dark along the edges of the deck. PCs with a passive Wisdom (Perception) of 14 or higher notice them. The rats attack once noticed or when the PCs approach the door in the rear deck.
- The orbs inside the **lanterns** are *will-o'-wisps*. Characters can shatter the glass on a successful attack with a bludgeoning weapon (AC 12). The will-o'-wisps can't attack or pass through the lanterns unless the glass breaks. If released, they use a Shock attack against the nearest target and flee.
- If characters try to grab the **helm**, they must succeed at a DC 20 Strength check to turn the wheel. *Ghostlight's* lanterns flare brightly as the ship tries to regain control each round with an opposed Strength check (+8).

COMBAT

- The **shadow rats** prefer surprise attacks and approach the PCs with Dexterity (Stealth).
- The rats use Pack Tactics to gang up on individual PCs.

DRAMATIC QUESTION

Can the characters defeat the shadow rats?

Treasure

Inside one of the glass lanterns on deck (see *Appendix A: Maps*), characters notice a blue tint to the light when they are within 10 feet. Inside the lantern is a blue gem that is actually an *Ioun Stone of Awareness*.

TRANSITION

When the characters go through door beneath the rear deck, they descend a 15-foot, winding staircase. Go to *The Wailing Banshee*.



GHOSTLIGHT

THE WAILING BANSHEE

THE WAILING BANSHEE

- A three-level **tavern** climbs up to the 30-foot high ceiling. Music and revelry fill the air, along with the smell of roasted meats and hearty ale.
- Hundreds of green, ghostly sailors float around the room, guzzling ale and bellowing sea shanties. Alongside them, a few dozen living sailors cheer and lift their mugs.
- The **barkeeps** slide free drinks to the living and dead patrons, as well as to the surprised new spirits who materialize on the barstools.

DEVELOPMENT

- The Wailing Banshee is a pocket dimension and tavern inside *Ghostlight*. Living passengers stay here during their voyage, while the newly dead spend one last day reveling before being sent on to the afterlife.
- The proprietor, **Darby Grizzlegut**, “closes the tab” at midnight on each new dead soul who appeared, sending them to either the Fiddler’s Green or the Galley of the Damned.
- For events, rumors, and NPCs in The Wailing Banshee, see **Appendix C: The Tavern**.
- After a short time, Darby approaches the characters. Go to Darby’s Request.

Darby Grizzlegut, LN **androsphinx**
“Welcome to The Wailing Banshee! Drinks are on the house — until midnight, that is.”

- *Appearance.* A balding dwarf with a brown beard, one blue eye, and one green eye.
- *Does.* Whispers words of comfort and welcome to dead sailors as he passes them.
- *Secret.* An agent of the god of death. Hides his true form, which is an ancient sphinx.

DARBY’S REQUEST

- Darby introduces himself as the proprietor.
- He says he senses *Ghostlight* invited the characters aboard to help it solve a problem.
- Darby says large, **ghostly rats** he’s never seen before have been boiling up from depths of the ship. They’ve destroyed several innocent spirits.
- Darby explains he hasn’t been able to send evil spirits to their afterlife in **The Galley of the Damned** for three days. He isn’t allowed to enter the Galley to investigate. He also hasn’t heard from the Galley’s keeper, **Eskeril the Rat King**.
- Darby asks the PCs to go the Galley, find out what happened, and root out the rats.
- He warns the characters that they must pass through the intoxicating **Fiddler’s Green**, the afterlife for good sailors, on the way to the Galley of the Damned. They must be careful not to fall prey to the Green’s charms.



DRAMATIC QUESTION

Will the characters help Darby?

Sidebar: Spirits On The Ship

- The undead spirits aboard *Ghostlight* retain their memories from life.
- They use the **ghostly sailor** statistics. While ethereal, they can affect objects on the Material Plane given to them on *Ghostlight*.

TRANSITION

If the characters agree to help Darby, he leads them behind the bar and lifts a trapdoor in the floor, revealing a staircase. It goes to Area 1 in *The Fiddler’s Green*.

THE FIDDLER'S GREEN

AREA 1: THE ROLLING MEADOW

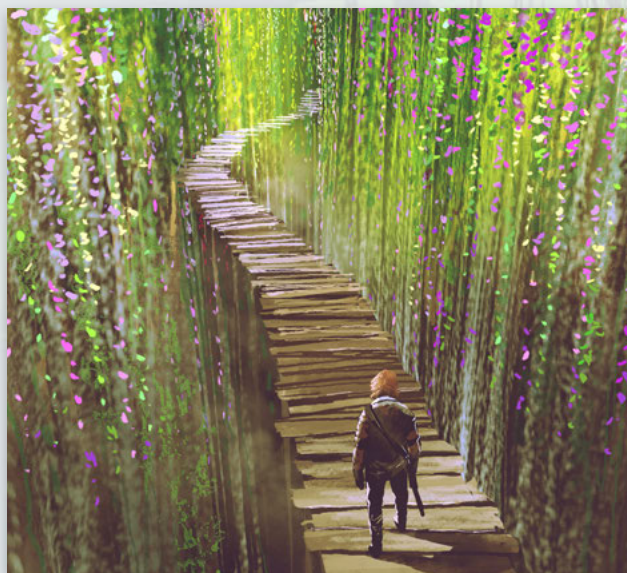
- The stairs lead to a vast, sunny **field** with knee-high grass. Merry fiddle music and laughter carry on the cool breeze.
- A giant **willow tree** stands at the center of the field about 200 feet from the entrance.
- Groups of **sailors** cluster around the gleaming meadow, growing more dense closer to the tree. They sing, share bowls of ale, and lounge in the soft grass.

DEVELOPMENT

- The **meadow** is a circular pocket dimension. Walking directly away from the willow tree leads to its opposite side in an hour.
- The **sailors** seem corporeal, but they're neutral or good-aligned undead spirits.
- The **willow tree** is the center of the dimension and has an open door in its trunk. None of the spirits here can pass through it.
- Three **events** happen in order while the characters traverse the Fiddler's Green.

DRAMATIC QUESTION

Can the group traverse the Fiddler's Green and save the spirits from the shadow rats?



EVENT 1: THE FIDDLE

- An overwhelmingly beautiful **fiddle song** begins. PCs who hear it must pass a DC 13 Charisma saving throw or be charmed by the next person they see for 1d4 hours.
- **Charmed** PCs feel compelled to sing and dance with the person who charms them. Each time the PC moves within five feet of their charmer, they must pass a DC 13 Charisma save or burst into a loud sea shanty while dancing with or around their charmer. While singing and dancing, they can't move more than five feet from their charmer and have disadvantage on attack rolls and ability checks. This effect lasts for three rounds.

EVENT 2: THE DRINK

- Sailors offer passing characters a bowl of cold, golden **grog**. The PCs must succeed on DC 13 Wisdom saves or find themselves drinking deeply from the bowl.
- PCs who drink the grog must pass DC 13 Constitution saves or be **intoxicated** for one hour, giving them disadvantage on attack rolls and Dexterity-based ability checks.

EVENT 3: THE RATS

- Writhing, black shapes cut through the tall grass 20 feet away. Four giant, red-eyed rats leap out, tearing at the spirit of a sailor!

COMBAT

- The **shadow rats** destroy the **ghostly sailor** in 1d4 rounds unless stopped. They target a new spirit if they destroy their current target.
- The rats turn their attention toward anyone attacking them.

TRANSITION

The door in the willow tree leads through a curtain of its boughs along a wooden path. It ends in a stone arch. Passing through the arch leads to *Filth and Rot*. If the characters return to Darby's tavern, go to *The Wailing Banshee*.

FILTH AND ROT

AREA 2: THE SEWERS

- A short, damp tunnel opens up into a wide hall that smells of rot and sewage.
- A **river** of murky filth pours from a sluice beneath the stone arch, forming a channel with stone walkways. The channel splits in opposite directions further down the tunnel.
- Two large, grated **pipes** sit opposite each other a few feet along the walkway.
- Iron **lanterns** with bobbing orbs of light illuminate the passages.

DEVELOPMENT

- PCs who step on the squares indicated on the map feel the floor click. They must succeed on DC 15 Dexterity saves or be blasted by a wash of sewage exiting the pipes, taking 7 (2d6) bludgeoning damage and falling prone.
- The **lanterns** contain *will-o'-wisps* and function as in *Abandoned Deck*.
- A short way along the eastern tunnel, PCs can find an unlocked **door** leading to a small, musty room. Inside it are three burlap bags full of softly glowing, edible mushrooms.

Treasure

A 50 gp **sapphire** is hidden beneath the mushroom bags.

Sidebar: Inside The Sewers

- PCs submerged in sewage water for at least one round must pass DC 11 Constitution saving throws or contract *sewer plague*.
- PCs can cross the wooden planks with successful DC 12 Dexterity checks. Failure results in a fall into the sewage.

AREA 3: DRAINAGE PIT

- The tunnel ends in a short waterfall that leads down to a scum-filled collection **pool**. A rickety plank crosses the flowing water.

DEVELOPMENT

- Examining the 20-foot deep pool reveals glittering objects at the bottom, as well as a grate. Pulling the southernmost **lantern** opens the grate and drains all the water.

Treasure

At the bottom of the pool are 30 gp, a silver pipe worth 15 gp, and a *Potion of Healing*.

AREA 4: VERMIN NEST

- An unlocked door opens into a partially collapsed room of worked stone. The floor writhes and churns, coalescing into a swarm of tiny, chittering rats.

COMBAT

- The *swarm of rats* pours out of the entrance, attacking anyone in its path. The rats leap into the sewage and swim away as soon as they're able, dispersing the swarm.

Treasure

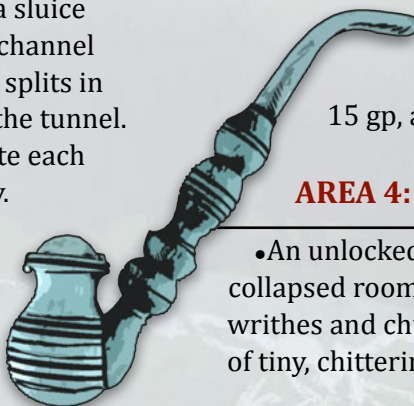
A PC who succeeds on a DC 15 Wisdom (Perception) check finds a gold anchor charm worth 30 gp among the room's debris. The charm has the name "Mary" etched on it.

DEVELOPMENT

- As the PCs exit or pass by Area 4, they hear the wet slap of feet fleeing to the west, followed by a squeaky **voice** that yells, "The Rat King will not be seeing visitors today!"
- The voice is actually **Mad Tilley** (see Area 6) trying to draw the characters toward the worgs in Area 5.
- PCs who pass a DC 14 Wisdom (Insight) check can tell the voice is a skillful imitation.

TRANSITION

If the group moves toward Areas 5, 6, or 7, go to *Worgs Guardians*. The group can also backtrack to *The Fiddler's Green*.



WORG GUARDIANS

AREA 5: COLLAPSED POOL

- Collapsed walls have caused this chamber to flood with reeking sewage. Stacked rubble forms precarious walkways around the pond.
- Two lupine, horse-sized **beasts** prowl in the muck, a low growl rumbling in their throats.

DEVELOPMENT

- Two ageless **worgs** named Hruthur and Balix lurk at the edges of the pool. They guard the sewers from intruders but allow Mad Tilley to stay as long as she catches rats for them.
- The worgs are aware of the PCs due to Mad Tilley's warning. They can be persuaded to let characters pass (see **Worg Negotiation**).
- Both worgs haltingly speak Common.
- The **sewage** is knee-deep. It's difficult terrain for creatures smaller than Large size.

Hruthur, CE worg

"Tear them up, Balix! They're tress... padders!"

- *Appearance.* White fur and a scarred eye.
- *Does.* Lopes back and forth while Balix does most of the talking.
- *Secret.* Believes he could easily overpower Balix and only keeps him around to deal with Mad Tilley.

Balix, LE worg

"Shut up, Hruthur. I want to hear them whine."

- *Appearance.* Several broken teeth.
- *Does.* Rolls his Rs when he speaks.
- *Secret.* Believes he is the mastermind and Hruthur is merely his foolish pawn.

DRAMATIC QUESTION

Can the characters defeat or negotiate with the worgs?



WORG NEGOTIATION

The worgs let the PCs pass if the conflict score reaches 0. Go to Combat if it reaches 6.

- The worgs begin with a **conflict score of 3**.
- Giving each of them a **rat** to eat reduces their score by 1. PCs can capture a rat with a successful DC 13 Wisdom (Survival) check.
- A successful DC 12 Charisma (**Intimidation**) check reduces their score by 1.
- They are skeptical of all other types of persuasion. Any other **Charisma-based check** increases their score by 1.
- Using **three syllable words** (or longer) angers them and increases their score by 1.
- Speaking to them in Goblin or Worg reduces their score by 1 (once only).
- A successful DC 12 Wisdom (**Insight**) check reveals one of the above details or their current conflict score.

COMBAT

- The **worgs** use their superior speed to race around, staying away from melee fighters.

TRANSITION

If the PCs get past the worgs, Mad Tilley (who has been watching from the hall using Invisible Passage) appears. She laughs maniacally and invites the characters to her "lair" to "discuss business matters." If they agree, go to *Mad Tilley*. If they bypass her, go to *Flotsam*. The group can also backtrack to *Filth and Rot*.

MAD TILLEY

AREA 6: MAD TILLEY'S LAIR

- A frothing **cauldron** hangs over an open fire in the center of this smoky room.
- Rat skins, bones, dented tin mugs, shattered oars, bottles, and other **debris** hang from the walls and cover driftwood shelves.
- A hunched-over, green-skinned **crone** mutters to herself and casts a handful of powder into the cauldron, which flares purple and hisses. She beckons to you.

Mad Tilley, NE green hag

"I think we may be of help to each other, my beauties. Listen to old Mad Tilley for a spell."

- *Appearance.* Green, warty skin. Lizard feet. Glowing mushrooms sprout from her hunchback.
- *Does.* Occasionally plucks a ripe mushroom off her back and pops it in a burlap sack.
- *Secret.* Died at sea but escaped imprisonment in the Galley of the Damned. She's spent 40 years preparing a spell that will allow her to leave *Ghostlight*.

DEVELOPMENT

- Mad Tilley wants the characters' help gathering the final ingredients for a **spell** (she's reluctant to say the spell will free her from *Ghostlight*). She can't enter the Fiddler's Green and has been unable to find these items.
- In exchange for the characters' help, Mad Tilley gives them **information** about Eskeril the Rat King and the Galley of the Damned.

- She asks the characters for four spell **components**: A dead eye, a divine breath, a stolen drink, and a last song. What these actually are and how to get them are up to the PCs to interpret.
- If the characters get these components for Mad Tilley, she tells them the details in **What Mad Tilley Knows** before casting her spell and disappearing with a triumphant shriek.

DRAMATIC QUESTION

Will the characters get any useful information from Mad Tilley?

WHAT MAD TILLEY KNOWS

- **Eskeril the Rat King** is the immortal keeper of the Galley of the Damned. Ever a competitive fool, he allowed himself to be tricked by a spirit named Jarvey the Whistler.
- **Jarvey** was a wily, heartless pirate in life who burned his enemies' ships while playing jolly songs on his tin whistle.
- Jarvey has corrupted Eskeril's loyal **rat minions** with the help of the Eskeril's magical, haunted pipes. Ever since then, the crazed rats have prevented any newly damned souls from entering the Galley.

Treasure

Hidden inside a foggy, green bottle on Mad Tilley's shelves is the map leading to Captain Golden Gillie's legendary treasure hoard.

TRANSITION

If the characters go back toward the entrance of the sewers, go to *Filth and Rot*. If they move toward Area 7, go to *Flotsam*.



FLOTSAM

AREA 7: RAFTS AND PLANKS

- The entrance to a lightless **tunnel** sits across a churning pond of sewage.
- Four grime-crusted **pipes** jut from the walls.
- A network of lashed-together rafts and loose planks bob in the swill, offering a precarious path to the tunnel.

DEVELOPMENT

- An obsidian **giant octopus** haunts the waters here, targeting creatures in the sewage. PCs can spot it with a successful DC 15 Wisdom (Perception) check.
- Characters can leap between pieces of floating **debris** with successful DC 15 Dexterity (Acrobatics) checks. On a failed check, PCs must succeed on DC 13 Dexterity saves or fall into the pond.
- Once every 1d4 rounds, the **pipes** unleash a torrent of muck, causing the debris to bob and spin. Any PCs on the debris must succeed on DC 13 Dexterity saves or fall into the sewage.

COMBAT

- The **giant octopus** uses its Tentacles on the nearest target swimming in the sewage. It doesn't attack creatures balanced on the debris. The octopus drags grappled characters down into the 20-foot deep water (suffocating rules found [here](#)).
- The octopus can't always distinguish between creatures and objects. PCs can **distract** it from attacking for one round by throwing an item into the water and passing a DC 13 Charisma (Performance) check.

DRAMATIC QUESTION

Can the group get to the tunnel?

TRANSITION

The dark, long tunnel echoes with a distant drum beat. It leads to *Galley of the Damned*.



GALLEY OF THE DAMNED

AREA 8: THE INFINITE ROW

- A steady beat echoes through the wide underbelly of *Ghostlight*. It's the heartbeat of the ship itself, keeping time for the shackled, spectral **sailors** rowing oars.
- The benches of mariners seems to stretch infinitely, like a mirror reflected upon itself.
- At the distant end of the galley, a **sailor** with curly blonde hair and a childish grin reclines on a throne carved to look like a swarm of rats. He clutches a gleaming set of **pipes**.
- Four rats of churning smoke of leap from the gloom on either side of the entrance!

DEVELOPMENT

- **Jarvey the Whistler** sits on Eskeril's throne. When the PCs approach, he demands they halt or he'll have his rats eat them alive.
- At the same time, **Eskeril the Rat King** shouts triumphantly, calling for the PCs to defeat the knave on this throne. He's chained in the rowing spot Jarvey once occupied.
- The rows of sailors seem infinite by illusion, but the hall is only 90 feet from end to end. The spirits can't leave their shackles.



Eskeril the Rat King, CG **wererat** (18 CHA)

"That devious whelp plays every third note flatter than a plank!"

- **Appearance.** Rat-man hybrid. Bedecked with earrings, gold jewelry, and silk sashes.
- **Does.** Yells dramatic insults at Jarvey. Adds swashbuckling commentary to everything.
- **Secret.** Has only ever lost one contest (to Mad Tilley) and hates talking about it.

Jarvey the Whistler, NE **thug**

"I'll bust your lips, burn your ships, and whistle all the while!"

- **Appearance.** Blond curls, baby face.
- **Does.** Grins sweetly even while uttering vile insults and threats.
- **Secret.** Deeply sensitive about his subpar whistle and pipe playing.

DRAMATIC QUESTION

Can the characters free Eskeril the Rat King and defeat Jarvey the Whistler?

COMBAT

- Jarvey has Eskeril's **Pipes of the Sewers**. He is corporeal (use **thug** statistics), having wrested some magical power from Eskeril.
- Jarvey begins with the four **shadow rat** allies by the portal. Each round, the pipes cause one new **shadow rat** to appear under Jarvey's command within 30 feet of him.
- If the characters take the pipes from Jarvey, the shadow rats transform into **giant rats** and become hostile toward him.
- The PCs can free **Eskeril** from his shackles with a successful DC 20 Strength check or a successful DC 20 Dexterity check with thieves' tools. He merrily joins the fight.

TRANSITION

Once the confrontation is over, go to *Aftermath*.

AFTERMATH

DEFEATING JARVEY

- If the PCs defeat Jarvey and free Eskeril, the reinstated Rat King thanks them heartily. He says he fell prey to Jarvey's cheating soul.
- Eskeril explains that all sailors' spirits have the right to **challenge** him to a duel of wits or performance to gain the freedom to roam the ship (although evil spirits can't enter the Fiddler's Green). But Jarvey didn't play by the rules and stole Eskeril's magic pipes, causing Eskeril's rats to become corrupted and evil.
- If the PCs return Eskeril's **pipes**, he gives them a **marble** that looks like a rat's eye. He says they can shatter it to call *Ghostlight* to them in a time of need, and he will help them.

JARVEY WINS?

- If Jarvey defeats the characters, rather than kill them, he imprisons them as rowers in the Galley of the Damned. They have the right to challenge him to a **duel** of wits or performance for their freedom, and it is a cosmic law Jarvey can't deny.
- The PCs may win their freedom to roam the ship this way, but they can't actually leave *Ghostlight* without additional intervention, such as help from Darby or Mad Tilley.

LEAVING GHOSTLIGHT

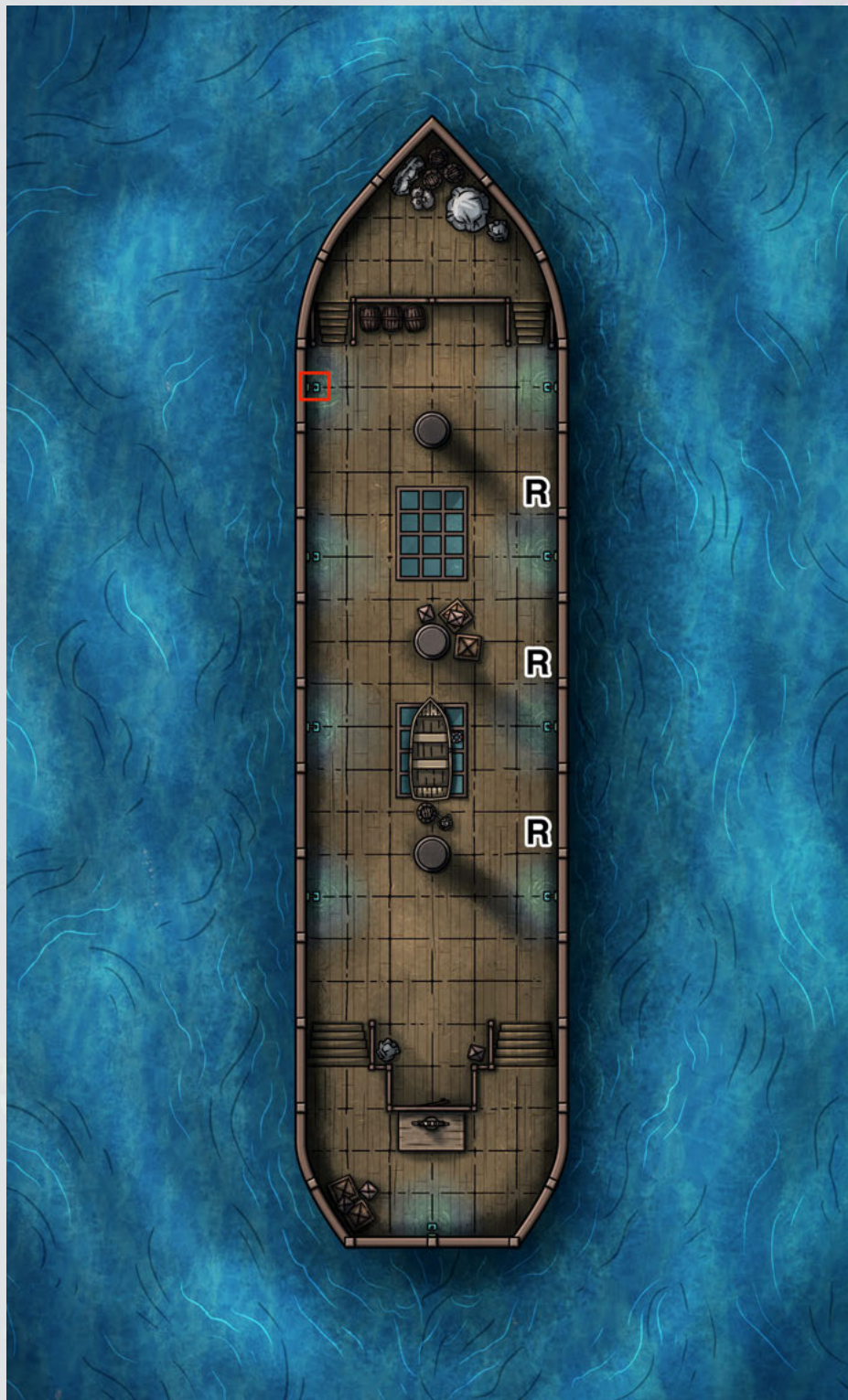
- Darby is thrilled if the characters manage to restore order to the ship. If they want to speak to a dead soul aboard, he arranges a **meeting** at a back table in the tavern.
- When the characters are ready to leave *Ghostlight*, the ship pulls next to their original vessel and extends a rigging net to allow them to cross safely. The ship remembers their deeds aboard and may reward them if they ever find themselves once again in the halls of dead mariners.

FUTURE ADVENTURE HOOKS

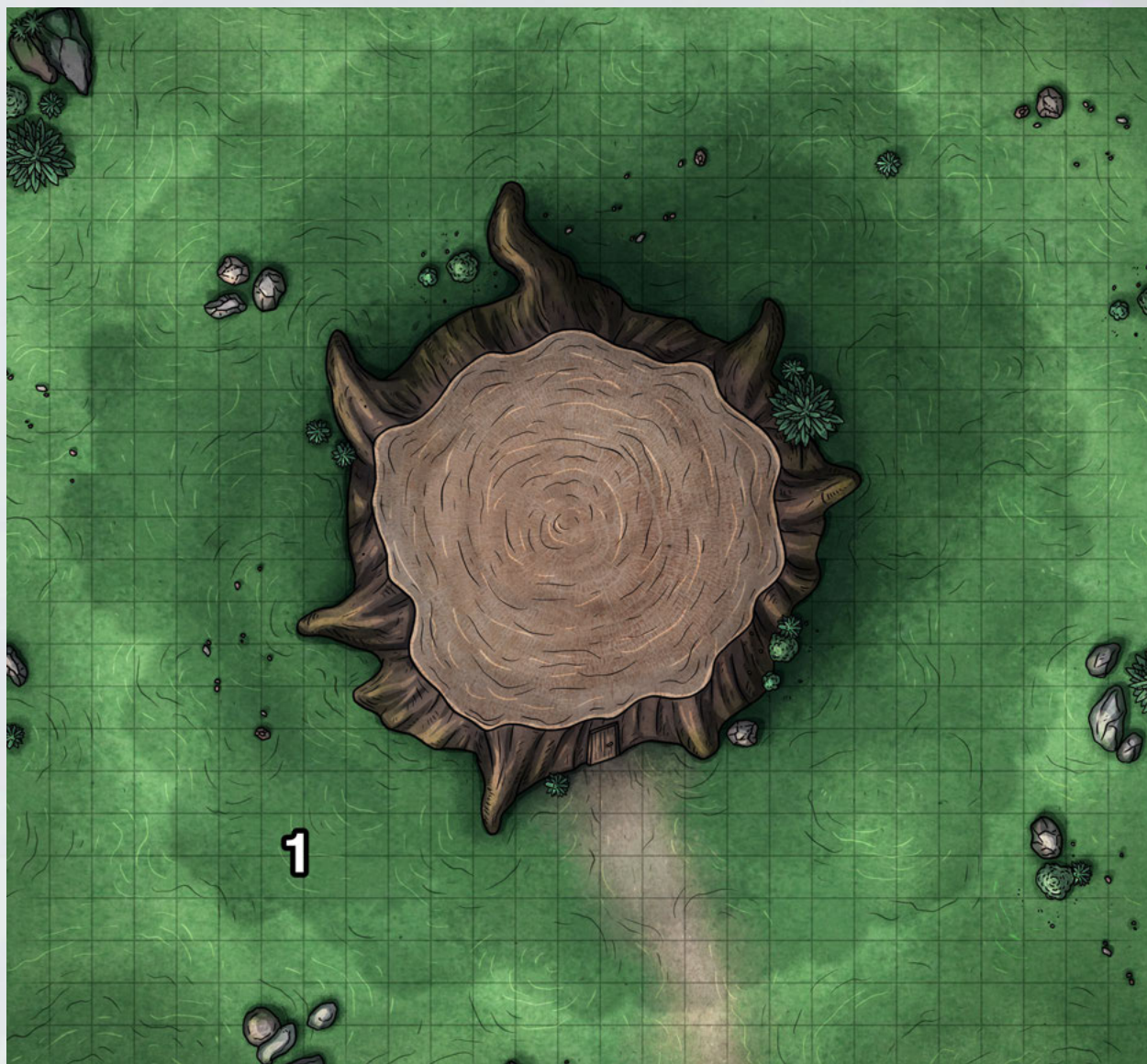
- If **Mad Tilley** escaped *Ghostlight*, she may have a "new deal" to cut with the group, especially now that she has been reunited with the full strength her coven.
- If the characters refused to help Mad Tilley, she sends them vengeful dreams of her torturing the departed souls of sailors, especially NPCs the characters care about.
- As the characters leave, a spirit may whisper a fell **secret** into their ear about a ritual, artifact, or plot she knew of in life that threatens the fate of all living beings.
- **Darby** may appear to the characters in his sphinx form with an important message. A strange quest must to be undertaken to keep the dead in the Briny Sea from rising again...

APPENDIX A: MAPS

GHOSTLIGHT'S DECK



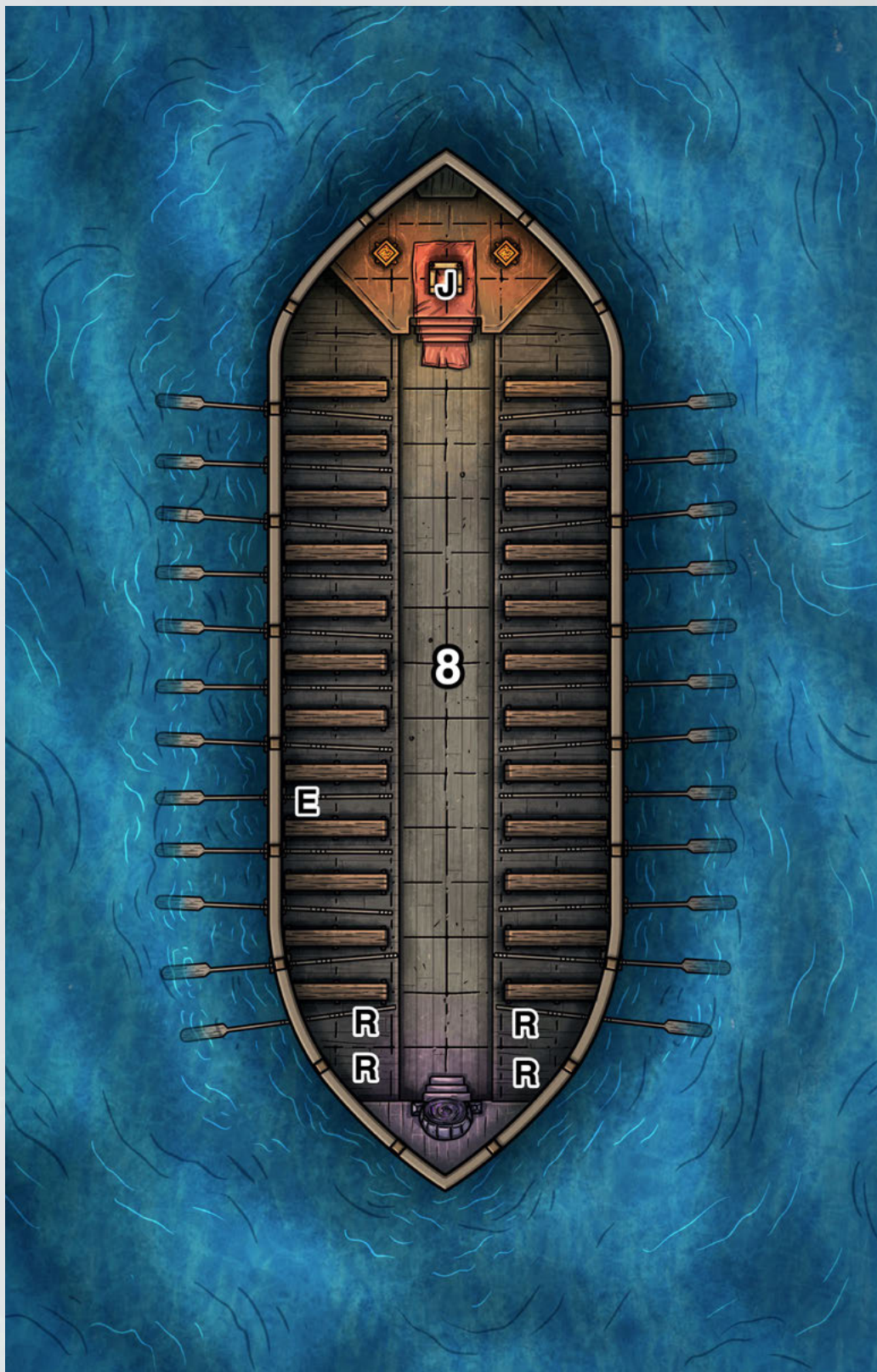
THE FIDDLER'S GREEN



SEWERS



THE GALLEY OF THE DAMNED



APPENDIX B: NEW MONSTERS

Shadow Rat

A squirming blot of smoke materializes into a red-eyed rat the size of a dog. Wisps of darkness trail from it as it scrambles forward, yellow fangs gnashing hungrily.

Undead Corruption. Giant rats mutate into shadow rats when a malevolent, undead being exerts power over them. Negative energy leeches into the creatures, infecting them with necrotic qualities.

SHADOW RAT

Small beast, neutral evil

Armor Class 12
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	2 (-4)	10 (+0)	4 (-3)

Skills Stealth +4 (+6 in dim light or darkness)
Senses darkvision 60 ft., passive Perception 10
Challenge 1/4 (50 XP)

Amorphous. The shadow rat can move through a space as narrow as 1 inch without squeezing.

Magic Weapons. The shadow rat's weapon attacks are magical.

Pack Tactics. The shadow rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) necrotic damage, and the target's Strength score is reduced by 1. The reduction lasts until the target finishes a short or long rest.

Ghostly Sailor

A green, translucent sailor floats by, singing a merry sea shanty and guzzling ale. Somehow, the ale fills its spectral belly rather than splattering on the floor.

Afterlife Dweller. The spirits of dead sailors who make their way to the afterlife aboard *Ghostlight* transform into ghostly sailors. As soon as they materialize on an empty barstool in The Wailing Banshee, the next chapter of their existence beings. They retain this form for the remainder of their undying days.

GHOSTLY SAILOR

Medium undead, any alignment

Armor Class 12 (leather armor)
Hit Points 13 (3d8)
Speed 30 ft., fly 30 ft. (hover)

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

Skills Athletics +3, Survival +3

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 1/4 (50 XP)

Ethereal Sight. The ghostly sailor can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghostly sailor can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

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

Etherealness. The ghostly sailor enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

APPENDIX C: THE TAVERN

WAILING BANSHEE EVENTS

D10	Detail
1	The spirits of two newly dead pirates appear, both still dueling with sabers
2	The entire tavern joins in a famous song
3	PCs overhear a rumor. Roll on the Wailing Banshee Rumors table
4	A spirit challenges a character to a drinking contest
5	A spirit mistakes a PC for their in-law
6	A living sailor starts choking on a bone
7	A brawl breaks out between 1d4 spirits
8	A drunk spirit shares a rumor from the Wailing Banshee Rumors Table
9	A PC spots a living NPC they know across the tavern
10	A spirit tries to steal a PC's drink

WAILING BANSHEE RUMORS

D6	Detail
1	Darby is actually a gold dragon (false)
2	The grog in the Fiddler's Green grants immortality to the living (false)
3	Damned sailors can challenge the guardian of the dead to a musical contest to win their freedom (true)
4	The rats that have been attacking passengers are evil spirits who have been transformed as punishment (false)
5	Living passengers can go anywhere on the ship, but the undead can't leave their realms once sent there (true)
6	Two wolflike beasts guard the in-between realm that separates the good spirits from the evil spirits (true)

PATRON GENERATOR

3D12	First	Last	Trait
1	Mary	Black	Gold tooth
2	Jocko	Tullins	Shark tatoo
3	Liza	Benton	Several rings
4	Scrag	Hikari	Eyepatch
5	Esther	Regent	Battered hat
6	Jusef	Downing	Beads in hair
7	Jen	Hawkeye	Scar across nose
8	Marley	Dent	Bald
9	Hilda	Weber	White wig
10	Gordo	Amari	Spectral parrot
11	Ira	Shanks	Gaudy jacket
12	Wilbert	Van Demir	Hoop earrings

PATRON SECRETS

D12	Detail
1	Knows where buried treasure lies
2	Is best friends with a famous pirate
3	Burned their own ship on purpose
4	Doesn't know how to swim
5	Took on a false identity
6	Served an evil aboleth
7	Marooned their captain and took over
8	Was a spotter, but is very nearsighted
9	Can understand whale songs
10	Was a stowaway on a ship
11	In love with a merfolk
12	Royalty who ran away

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