

# HOLE IN THE SKY

## Bonus Scenario

GM's Note: This bonus scenario is designed to occur on the third day of the adventure, as the PCs walk on the invisible bridge and pass over the wreck of a ship:

### THE DOOMED SHIP

*Below you is the wreck of a merchant ship, its mainmast splintered from crashing into the invisible bridge upon which you walk. Swarms of Sea Shrikes dart around the tattered sails, and the fresh corpses of sailors litter the deck, their flesh being devoured by the creatures. Suddenly, you see one of the bodies twitch. It's the ship's ballista-man, covered with several of the creatures, greedily sucking out his blood. His hooked hand, a golden thing covered in gems, feebly gouges one of the creatures, pinning it to the deck. His remaining eye looks up at you, and with his other hand reaches towards you, begging for help.*

The Sea Shrikes notice the PCs at this point. Their appetites unending, they swarm to the invisible bridge. Once the PCs deal with the shrikes, they can climb down the broken mast to get to the deck of the ship. Climbing down requires a DC 10 Agility or Strength check. A failure results in the PC falling (roll randomly if they hit the deck hard for 1d6 damage, or fall into the sea for 1d4 damage).

Unless the PCs truly make heroic efforts, the poor ballista-man is likely to have perished during the fight. The magnificent hook on his hand will be a tempting thing for the PCs. However, the golden hook is an ancient and mysterious thing. If touched, it instantly attaches itself to the nearest hand (roll randomly), chews up the hand like blender, and spatters nearby folk with viscera. The hook is magical, however, and lets one pull back ballista ropes with ease. It is also treated as a magical weapon (1d4 damage like a dagger, but +1 to hit and damage).

The ship's decks are flooded and will surely sink within the hour. The captain's quarters, however, are still intact. Its door can be picked or smashed open.

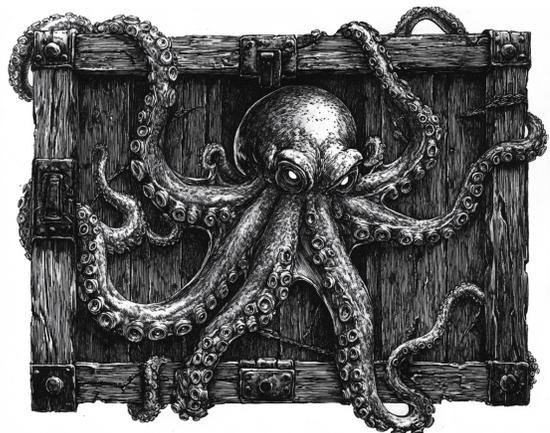
Inside the minimalist quarters is a cutlass mounted to the wall (treat as a shortsword), and a wooden locker, painted black with tar. An unusual and fierce-looking

spined octopus, pulsing oddly, is wrapped around the latches of the locker, effectively locking it tight. The only way to open the locker is to cut the arms of the creature. The first point of damage the thing takes causes it to spray bright-blue, preternaturally cold ink into the face of its attacker. The subject must succeed a DC 12 Fort save or take 1d10 damage and be permanently stained blue. Survivors, however, gain a form of dark vision as the ink infects their eyes with the strange blue dye!

Inside the locker is a mummified, severed minotaur-like head. While most of the wrappings are ancient and yellowed, a newer bandage is wrapped several times around the creature's eyes. If unwound, there are two, nugget-sized gems, one green, one purple, in each of the minotaur's empty eye sockets. The captain of this ship knew *one* of these was a valuable treasure, but knew not which one.

The green nugget is cursed. Once held, it infects the subject's mind and imbues them with great, burning fury. They gain +1d4 HP, but can never run from a fight unless they succeed a DC 15 Will save. Even if the nugget is given to someone else, the curse remains.

The purple nugget is the ancient treasure. Once held, it gives +2 Strength to the wielder. However, over the course of the year, the owner slowly turns into a monstrous minotaur-like creature. Small horns will sprout from their head within a day, and their feet become like hooves.



*This unofficial short interlude for the Dungeon Crawl Classics' adventure Hole in the Sky is written by J.C. Connors. For free adventures, VTT assets, and more, check out [1shotadventures.com](http://1shotadventures.com)*