

# SUNKEN SHIP'S HOLD

*The Sunken Ship's hold is a labyrinth of waterlogged corridors and collapsing chambers, perpetually churned by treacherous currents and unpredictable whirlpools. A sickly green luminescence emanates from the depths, a visible manifestation of the cursed artifact's influence, twisting the very fabric of the sunken vessel and breeding grotesque, mutated sea creatures within its watery embrace.*

## ADVENTURE HOOKS & RUMORS

- Whispers among coastal taverns speak of the Tide Reavers' renewed interest in the Sunken Ship, driven by rumors of a relic within capable of amplifying their control over the turbulent currents and solidifying their dominance over the sea lanes.
- A grizzled old diver claims to have witnessed strange, bioluminescent creatures attacking a Tide Reaver scouting party near the ship, suggesting the artifact's corruption is fueling the mutation of the local marine life.
- A cryptic map surfaced detailing a hidden chamber within the Sunken Ship's hold, rumored to contain not only valuable relics but also a ritual to harness the artifact's power, a prize the Tide Reavers would kill to obtain.

## LOCATIONS

### 1. The Maw

The entrance to the Sunken Ship's hold is a gaping maw in the ship's hull, perpetually awash in murky water. Jagged metal teeth frame the opening, and the air is thick with the smell of brine and decay. Powerful currents immediately buffet those who enter, threatening to drag them into the darkness. Visibility is severely limited, and the sound of rushing water echoes around the cavernous space, creating a disorienting and oppressive atmosphere.

### 2. The Flooded Cargo Hold

Collapsed crates and submerged goods create a maze, hinting at the ship's original purpose.

### 3. The Pressure Valve Chamber

A massive, rusted valve controls water flow, requiring a strength check to manipulate.

### 4. The Bioluminescent Garden

Strange, glowing flora thrives, pulsating with the artifact's eerie green light.

### 5. The Heart of the Curse

Deep within the ship's hold, the Tide Reavers have converged upon the artifact's chamber. The room is a chaotic jumble of collapsed walls and waterlogged debris, illuminated by the sickly green luminescence emanating from the cursed object at the center. The Tide Reavers, clad in scavenged armor and wielding crude weapons, are locked in a desperate battle against grotesque, mutated sea creatures spawned by the artifact's influence. The currents are at their strongest here,

## ENCOUNTERS

Name	Details
Tide Reaver Ambush	A group of pirates lies in wait, guarding a narrow passage leading deeper into the ship.
Mutant Crab Swarm	A horde of mutated crabs attacks, drawn to the unnatural energy of the sunken vessel.
Corrupted Guardian	A large, aquatic creature, twisted by the artifact, defends a key chamber.
Pirate Captain's Stronghold	The Tide Reaver captain and his elite guard hold a fortified position, protecting a valuable relic.

## TREASURE

- Amulet of the Deep:** Grants resistance to water damage but slowly induces paranoia.
- Rusted Cutlass:** Deals extra damage to mutated creatures but has a chance of breaking.
- Cartographer's Scroll:** Reveals hidden passages but is covered in a sticky, corrosive slime.

## NPCs

- Captain Baruk:** Ruthless and greedy leader of the Tide Reavers, obsessed with the artifact's power.
- Elara Meadowlight:** A knowledgeable hermit who studies the artifact's influence and seeks to contain it.
- Silas Blackwood:** A rival treasure hunter, also seeking the artifact but willing to betray anyone for profit.

## PLOT RESOLUTIONS

- The adventurers could choose to destroy the artifact at the Heart of the Curse, severing the Tide Reavers' connection to the corrupted sea creatures and potentially stabilizing the currents, but doing so risks unleashing a catastrophic energy surge that could collapse the entire sunken ship, trapping everyone inside.
- The PCs might decide to ally with Elara Meadowlight, the knowledgeable hermit, and help her perform a ritual to contain the artifact's power, gaining valuable knowledge and protection from the mutated creatures, but this requires a dangerous quest to gather rare components scattered throughout the ship's hold, drawing the ire of the Tide Reavers.
- The adventurers could attempt to seize the artifact from Captain Baruk and the Tide Reavers, leading to a final, desperate battle for control of the sunken treasure, potentially securing a powerful weapon against the sea or leaving the artifact in the hands of a more ruthless faction with far-reaching consequences.

