

ESCAPE OF THE TORMENT

Can your party stop the pirates before they escape?
A 1st tier adventure ready to drop into your campaign

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PROGRESS TRACKER

Combat Round	1	2	3	4	5	6	7	8
Ship Speed (ft per round)	10	10	15	15	15	20	20	20

1. Alarm Trap

Concealed pressure plate on the floor (DC 17 Investigation) that activates a silent alarm. If triggered, notifies guards (5) to detonate black powder barrels (2) near the entrance and activate the ship launcher (8).

2. Black Powder Barrels

6d6 Fire Damage 20' radius. Detonated with flaming crossbow bolts from guards (5) or sailors on board the *Torment* (7).

Waterfall Height: 60'

3. Bridge Trap

Bridge with rotten and new boards. The latter are pre-cut and will collapse. DC 15 Investigation to detect, DEX save 15 or dropped into waterfall.

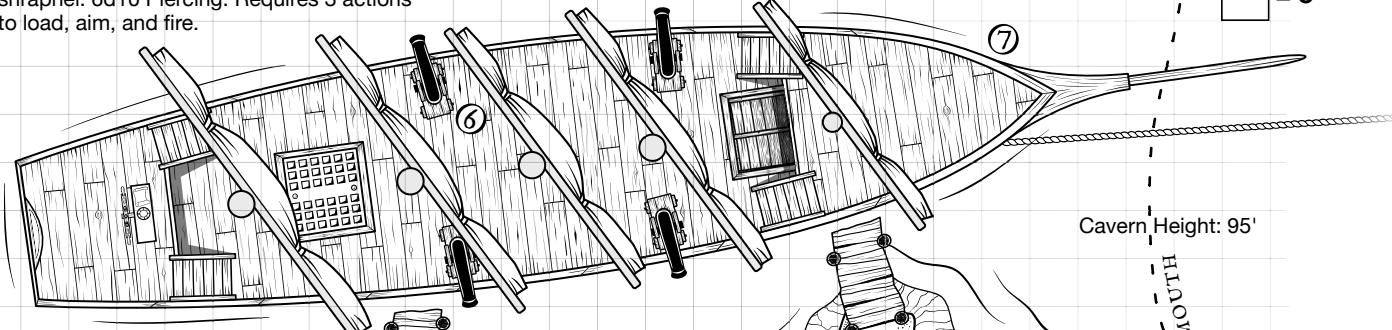
4. Rowboats

Can carry 2 medium creatures. Speed 15' per turn.

A party of adventurers followed a pair of drunk and bragging outlaws from the local tavern and discovered the secret entrance to the coastal cavern where pirates keep their ship, the *Torment*, and unload their stolen wares. The entrance is trapped with an alarm trap (1) that silently alerts the brigands to intruders. Once triggered, the pirates activate a

6. Cannons

Loaded with Grape Shot dispersal shrapnel. 6d10 Piercing. Requires 3 actions to load, aim, and fire.



5. Guards

A pair of Bandits are posted here to monitor for and deal with intruders.

ship launcher (8) that hauls the *Torment* (7) from the cavern for a quick getaway. Begin counting rounds as soon as the party trips the silent alarm or, if they avoided the trap, once they are spotted inside the cavern. The ship escapes after 8 rounds.

Cavern Height: 45'

Cavern Height: 70'

Cavern Height: 95'

Cavern Height: 120'

= 5'

7. The Torment

Sailing Ship - 105' L, 25' W, 90'H; Hull: AC 15 HP 300; Sails: AC 12 HP 100
Ship launcher (8) accelerates the ship out of the cavern in 8 rounds (see Progress Tracker above for speeds). Crew: 12 Bandits and 1 Bandit Captain.

8. Ship Launcher

A boulder hangs from a truss 105' above the cavern floor. A rope runs from this boulder to a series of pulleys attached to a sea stack outside and then returns to the bow of the ship. When activated, the boulder falls and launches the *Torment* (7) into the sea for quick getaways. Ropes: AC 12 HP 10 (disadv on range); Pulleys: AC 12 HP 25; Boulder 3d8 bludgeoning per 10' of fall for anyone underneath.

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