

CURSE OF “THE SINKING MAIDEN”



“Her timbers groan with every wave, and her keel thirsts for the sea. Only the gods know how she still sails...”

CURSE OF THE SINKING MAIDEN is a plug-and-play sea-voyage adventure designed for any campaign setting. It begins when the party seeks passage to a distant land, only to discover that their ship — The Sinking Maiden — is more trouble than they bargained for.

The vessel's current captain was deceived into purchasing her, unaware of the dark curse that plagues her hull. Since then, every voyage has been a desperate struggle: bailing water, patching leaks, and fending off unnatural misfortunes. Storms brew from clear skies, sea monsters harry the ship, and strange hauntings echo through her decks. The Maiden herself seems determined to drag her crew to the bottom of the sea.

Desperate, the captain offers the adventurers passage — but only if they help him break the curse. Long ago, pirates stole a sacred treasure from a distant temple, binding the Maiden to her fate. The captain has finally uncovered where the treasure belongs, but his crew must remain aboard to keep the ship afloat. It falls to the party to brave the journey, protect the vessel, and deliver the treasure to its rightful resting place.

This adventure unfolds during the perilous voyage itself, blending skill challenges, shipboard drama, and encounters at sea. Whether the players succeed or fail will determine not only the Maiden's fate, but also whether she becomes a prize worth claiming — or a watery tomb.

How to Use

The plug-in assumes the party is already on an adventure, looking for travel to a distant land. The idol responsible for the curse can either be stored in one of the storage rooms off the captains' quarters or in one of the ship's holds. Where the idol is returned to is up to you, the DM. Whether it's returned to a separate dungeon or to the same crawl the party is destined for. The plug-in fills the "travel time" with adventure and the potential for reward. The captain, so grateful that he offers future travel on the ship. Perhaps even giving her to the party; tired of the never-ending battle with the sea. Who knows, the ship could one day set sail into the ethereal sea!

The ship is fully crewed, but it is the Captain, First Mate and Cook who have had a long-standing relationship.

Captain Edrin, First Mate Sira, and the ship's cook Merek were once a small but formidable adventuring company. For over a decade they traveled the realms, braving dungeons, slaying monsters, and chasing legends. Edrin's keen sword and iron will earned him the mantle of leader, while Sira's steady aim and sharp instincts kept them alive when danger pressed in. Merek, though known now for his stews and salted biscuits, was once a battle-hardened fighter whose axe split many foes before he traded it for a ladle.

After years of peril, the three companions longed for a quieter life, hoping to retire upon the sea. Pooling their earnings, they purchased a vessel that promised freedom, profit, and peace. Instead, they found themselves the unwilling masters of *The Sinking Maiden*, a ship plagued by a curse that has turned their dream of rest into endless toil.

Crew Spotlight

Captain Edrin Veyne — Once a daring adventurer, Edrin now seeks a quieter life at sea. Weathered and determined, he purchased The Sinking Maiden hoping for a peaceful retirement, only to discover her cursed fate. Though no stranger to danger, he relies on a new crew — and the party — to finally break the ship's dark spell.

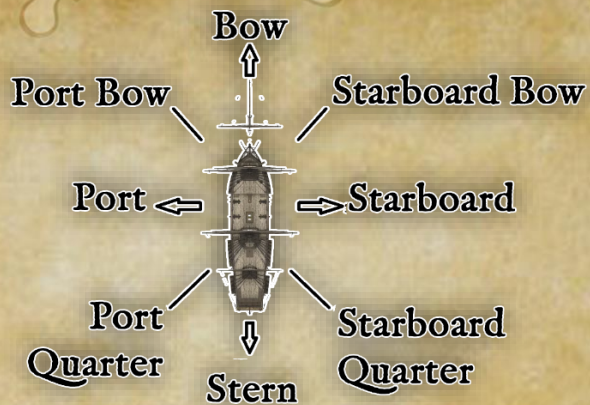
First Mate Sira "Ironhand" Talos — Sira served alongside Edrin in many perilous campaigns, earning her fearsome reputation and the nickname "Ironhand." She remains loyal to the Captain and the ship, managing deck operations with a firm hand. Though she yearns for calm seas, she knows adventure still calls.

Ship's Cook Merek "Soupbone" Tallow — Merek left a life of dungeon delving to pursue the art of cooking at sea. Jolly and talkative, he keeps the crew fed and morale high, swapping tales of past exploits for hearty meals. Even so, he quietly frets over the ship's cursed condition and the dangers it brings.

"THE SINKING MAIDEN"

Ship Stats (based on a Sailing Ship, DMG p.119)

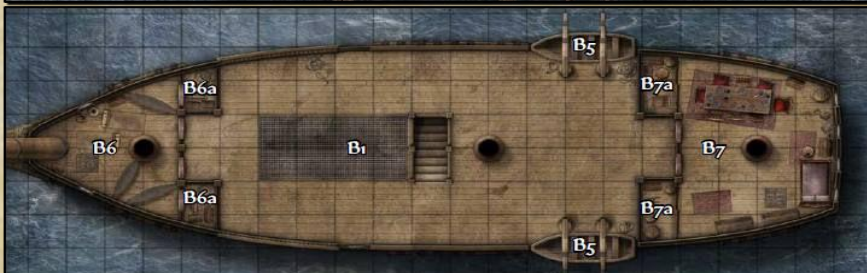
| | |
|------------|---|
| Size | 100 ft. long, 20 ft. wide |
| Crew | 20 (minimum 10) |
| Passengers | 20 comfortably |
| AC | 15 (rotting wood) |
| HP | 300 (Hull) |
| Speed | 1.8 knots (Cursed) 4.6 knots (Restored) |
| Cargo | 100 ton |



| | |
|----|------------------------|
| B1 | Main Deck |
| B2 | Forecastle |
| B3 | Quarter deck |
| B4 | Poop deck w/2 Ballista |
| B5 | Dinghies |



| | |
|-----|--------------------|
| B6 | Passenger Quarters |
| B6a | Storage |
| B7 | Captains Quarters |
| B7a | Storage |



| | |
|-----|-------------------------------|
| B8 | Cargo Hold & Port Ballista |
| B9 | Crew Quarters |
| B10 | Galley |
| B11 | First Mate and Bosun Quarters |



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|-----|---------------|
| B12 | Forward Orlop |
| B13 | Aft Orlop |



- **Port & Aft Ballista:** 120 - 480 ft. range, 3d10 piercing per bolt.

VOYAGE ENCOUNTER TABLE

Roll 1d10 each day of the voyage (or once per 12-hour watch):

| Roll | Encounter /Event | Mechanics /Notes |
|------|----------------------------|--|
| 1 | Raging Storm | Strong winds, 2d10 hull damage if leaks aren't patched. DC 14 Athletics/Survival to navigate. |
| 2 | Sahuagin Ambush | 1d6 sahuagin attack, targeting crew/PCs. Disrupts patching. |
| 3 | Ghostly Whispers | DC 12 Wisdom save or gain 1 level of exhaustion. Night terrors. |
| 4 | Leaking Planks | Extra leak forms. Adds +1 to hull damage/day until repaired. |
| 5 | Calm Seas | Nothing happens. Opportunity for character roleplay, patching, morale checks. |
| 6 | Flying Fish Swarm | Fun diversion; make DC 13 Dex/Perception to avoid minor injuries (1d4 damage). |
| 7 | Mutinous Crew | Crew complains and refuses work. DC 14 Persuasion/Intimidation to rally them; failure = hull takes 1d10 damage. |
| 8 | Kraken Tentacle (Glancing) | Tentacle strikes at distance. DC 15 Dex save to avoid 2d10 bludgeoning damage to ship. |
| 9 | Cargo Shifts | Treasures slide; DC 13 Athletics to secure. Failure = 50 gp worth of supplies damaged. |
| 10 | Magical Surge | The cursed idol reacts; spectral lights & eerie wind. Roll d4: 1) navigation disadvantage, 2) leaks worsen, 3) brief ghost ally appears, 4) nothing. |

Optional: Increase difficulty or frequency if you want a *"high tension survival"* feel. Each failed hull check or exhausted crew roll can escalate danger or cause cumulative penalties.

TRAVEL TIME

| Distance (nm) | Cursed (days) | Restored (days) |
|---------------|---------------|-----------------|
| 50 | 2 | 1 |
| 100 | 3 | 2 |
| 200 | 5 | 3 |
| 300 | 8 | 4 |
| 500 | 12 | 6 |
| 750 | 18 | 8 |
| 1,000 | 24 | 11 |
| 1,500 | 36 | 16 |
| 2,000 | 48 | 21 |
| 2,500 | 60 | 27 |
| 3,000 | 72 | 32 |

"LEAKING DOOM!"

The ship is cursed until the stolen treasure is returned.

Effects of the Curse...

Hull Rot: The ship leaks constantly. Every day at sea, the crew must make a Group Skill Challenge (DC 13) to patch leaks, bail water, and reinforce the hull. Failures accumulate.

Spectral Whispers: At night, the crew (and party) hear ghostly voices whispering in the bilge. (DC 12) Wisdom save or gain 1 level of exhaustion from night terrors.

Attraction of the Deep: Sea predators (sahuagin, sharks, sea spawn, sea hag) are drawn to the ship once per week.

Creeping Doom: If 3 failures in the daily skill challenge stack up before reaching port, the Maiden begins to sink (encounter: 1d4 hours to save her or abandon ship).



THE HIDDEN TREASURE

Locked in the captain's chest (ironbound, rusted, DC 15 to pick or smash).

Inside: A jeweled idol of a forgotten sea goddess (worth 250gp but cursed if removed). Salt crystals and seaweed cling unnaturally to it.

Detect Magic → Necrotic aura, faint transmutation.

VOYAGE SKILL CHALLENGE

Each day, the players can contribute with:

DC = 13. Three successes = ship stays afloat. Three failures = progress lost, and the hull takes 2d10 damage.

Strength (Athletics): Pumping bilges, hauling heavy patchwork planks.

Dexterity (Sleight of Hand): Quick repairs with tar, nails, rope.

Constitution: Enduring backbreaking work in damp, cold conditions.

Intelligence (Investigation): Spotting new weak points in the hull.

Wisdom (Survival/Perception): Predicting leaks, listening for hollow wood.

Charisma (Persuasion/Intimidation): Rousing the exhausted crew to keep working.



NOTABLE NPCs

ANCHOR CAPTAIN EDRIIN VEYNE

Medium humanoid (human), Neutral Good

| | | | | | | |
|--------------|-------------------------------|------------|--------|------------|--------|-------------------|
| AC | 17 (studded leather + shield) | | | | | |
| HP | 28 (3d8 + 12) | | | | | |
| Speed | 30 ft. | | | | | |
| STR | 14(+2) | DEX | 14(+2) | CON | 16(+3) | INT 12(+1) |
| WIS | 13(+1) | CHA | 14(+2) | | | |

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| Saving Throws | Str +4 Wis +3 |
| Skills | Athletics +4 Persuasion +4 Survival +3 |
| Tools | Navigator's tools |
| Senses | Passive Perception 11 |
| Languages | Common |

Actions:

| | |
|---------------------|---|
| Multi-attack | Two melee attacks (shortsword + dagger) |
| Short sword | +4 to hit, 1d6+2 piercing |
| Dagger | +4 to hit, 1d4+2 piercing |

Special Abilities:

Rally (Battlemaster Maneuver): As a bonus action, can grant one ally within 30 ft. a d4 to add to an attack roll, ability check, or saving throw once.

Roleplay/Utility:

Organizes daily shipboard skill challenges, advises players on navigating hazards, and participates in combat as needed.



ANCHOR FIRST MATE SIRA "IRONHAND" TALOS

Medium humanoid (half-orc), Chaotic Good

| | | | | | | |
|--------------|-----------------------|------------|--------|------------|--------|-------------------|
| AC | 16 (leather + shield) | | | | | |
| HP | 22 (3d8) | | | | | |
| Speed | 30 ft. | | | | | |
| STR | 16(+3) | DEX | 14(+2) | CON | 14(+2) | INT 10(+0) |
| WIS | 12(+1) | CHA | 11(+0) | | | |

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|------------------|--|
| Skills | Athletics +5, Acrobatics +4, Perception +3 |
| Senses | Darkvision 60 ft., Passive Perception 13 |
| Languages | Common, Orc |

Actions:

| | |
|---------------------|---|
| Multi-attack | Two melee attacks (shortsword + dagger) |
| Short sword | +5 to hit, 1d6+3 piercing |
| Dagger | +5 to hit, 1d4+3 piercing |

Roleplay/Utility:

Oversees deckhands, helps patch leaks, enforces discipline, can give advice or hints during skill challenges.

ANCHOR SHIP'S COOK MEREK "SOUPBONE" TALLOW

Medium humanoid (dwarf), Neutral

| | | | | | | |
|--------------|--------|------------|--------|------------|--------|-------------------|
| AC | 12 | | | | | |
| HP | 9(2d8) | | | | | |
| Speed | 25 ft. | | | | | |
| STR | 10(+0) | DEX | 12(+1) | CON | 14(+2) | INT 11(+0) |
| WIS | 12(+1) | CHA | 14(+2) | | | |

| | |
|------------------|---|
| Skills | Cook's Tools +6, Survival +3, Persuasion +4 |
| Tools | Cook's utensils, Brewer's supplies |
| Languages | Common, Dwarvish |

Actions:

| | |
|--------------------------------------|--------------------------------------|
| Knife | Melee attack +2 to hit, 1d4 piercing |
| Improvised Utensil (optional) | +2 to hit, 1d3 bludgeoning |

Roleplay/Utility:

Keeps morale high, can give bonuses to crew or PCs during daily ship skill challenges (e.g., add +1 to morale checks). Provides narrative flavor and hints about supernatural events.

ENCOUNTER STAT. BLOCKS

SAHUAGIN

Medium humanoid (sahuagin), Lawful Evil

| | | | | | |
|--------------|---------------------|------------|--------|------------|--------|
| AC | 12 (natural armor) | | | | |
| HP | 22 (4d8 + 4) | | | | |
| Speed | 30 ft., swim 40 ft. | | | | |
| STR | 13(+1) | DEX | 11(+0) | CON | 12(+1) |
| INT | 12(+1) | WIS | 13(+1) | CHA | 9(-1) |

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| Skills | Perception +5 |
| Senses | Darkvision 120 ft., passive Perception 15 |
| Languages | Sahaugin |
| Challenge | ½ (100xp) |

Actions:

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|---|---|
| Multi-attack | The sahuagin makes two melee attacks: one with its bite and one with its claws or spear. |
| Bite | Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3(1d4+1) piercing damage. |
| Claws | Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3(1d4+1) slashing damage. |
| Spear. Melee or Ranged Weapon Attack | +3 to hit, reach 5 ft. or range 20/60 ft., on target. Hit: 4(1d6+1) piercing damage, or 5(1d8+1) piercing damage if used with two hands to make a melee attack. |

Special Abilities:

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

HUNTER SHARK

Large beast, unaligned

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|--------------|--------------------|------------|---------|------------|--------|
| AC | 12 (natural armor) | | | | |
| HP | 45 (6 d 10 + 12) | | | | |
| Speed | 0 ft., swim 40 ft. | | | | |
| STR | 18(+4) | DEX | 13 (+1) | CON | 15(+2) |
| INT | 1(-5) | WIS | 10(+0) | CHA | 4(-3) |

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| Skills | Perception +2 |
| Senses | Blindsight 30 ft., passive Perception 12 |
| Languages | - |
| Challenge | 2 (450 XP) |

Actions:

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|-------------|---|
| Bite | Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage |
|-------------|---|







Special Abilities:

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.



Voyage Log

| | |
|--------------------|--|
| Day # | |
| Location / Heading | |
| Weather | <input type="radio"/>  <input type="radio"/>  <input type="radio"/>  <input type="radio"/>  <input type="radio"/>  <input type="radio"/>  (choose one) |
| Crew Morale (1-10) | |
| Hull HP (max 300) | |

Daily Leak Challenge

Each day, crew & PCs attempt to keep the ship afloat. Roll 3 checks (DC 13):

- 3 Successes: Ship stays afloat, no penalty.
- 2 Failures: Hull takes 2d10 damage.
- 3 Failures: Crisis! The Maiden begins to sink.

| Attempt | Player/NPC | Skill Used | Success |
|---------|------------|------------|---------|
| 1 | | | |
| 2 | | | |
| 3 | | | |

Crew Morale Events

DC 14 Persuasion/Intimidation/Performance check to rally crew each morning.

Fail: Morale -1. Success: Morale +1.

Morale ≤ 3: Crew refuses work.

Morale ≥ 8: Crew grants 1 automatic daily success.

Random Encounters - (Roll 1d10 each day/shift → see Voyage Encounter Table.)

Notes:

Player Contributions

| PC | Role Today | Notes |
|----|------------|-------|
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