

THE NEKROBARGE OF

Overview: Save your loved ones' immortal souls from being consumed by the NekroBarge as it travels down the infernal River of Time to the netherworld. You'll fight grim reapers, hunt ghosts and sabotage the psychopomp captain in this fight against time to stop the regeneration ritual of Pawlee the Elder Lich.

Opening scene: PCs start in a boo barrel floating alongside the NekroBarge, then flashback to 24 hours earlier with Geraldine prepping them for the mission to save their loved ones and stop Pawlee's reconstruction.

Geraldine The Licher Witcher (she/her): This master artificer killed the lich Pawlee the first time. She'd go herself, but she's too old to survive the aging effects of the NekroBarge. She gives the PCs one of each of these tools:



Comm Skull: This tiny animated skull fits into your ear and relays verbal messages in real time to your network.



Ghost Dog Collar: This high tech, one-use collar will extract their loved one's ghost from the NekroBarge and send them to their proper afterlife.



Ghost Gloves: Allows you to touch the incorporeal.



X-Ray Goggles: Allows you see ghosts and ethereal objects.

In-game time vs. IRL (In Real Life) time: In-game is the time the characters experience. IRL is the time the players experience. This game has a **four hour IRL** time limit.

Time effects table.
Duration: One in-game minute.

- 1) Time stops for everyone but the PCs.
- 2) Time stops for the PCs and no one else.
- 3) Time moves in slow motion as a slow spell.
- 4) Time moves in fast motion as a haste spell.

Based on Epic Levels Mad Dungeon podcast episode 013

Art: Tiger Wizard - Words: Steve Albertson
Story by: Andrew Bellury, Keith Baker, Rob Bellury, Steve Albertson

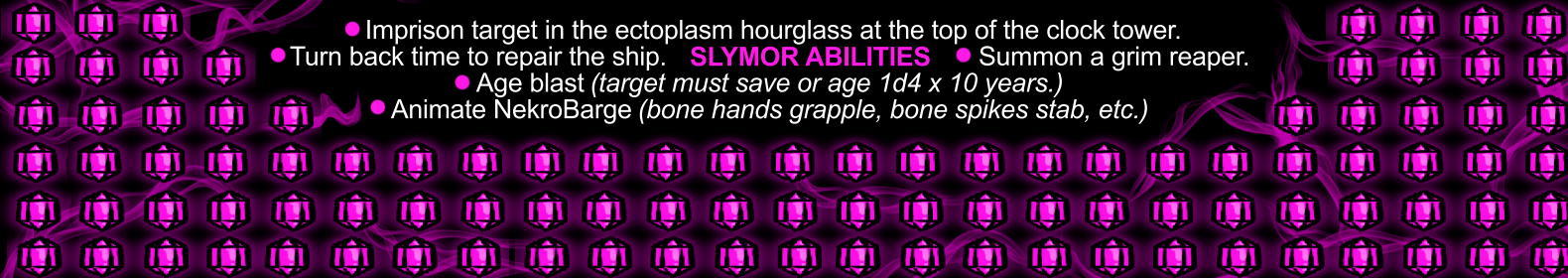
epiclevelsrapgods.com
patreon.com/epiclevels @epic_levels

© 2022 Epic Levels

Slymor (he/him): Psychopomp captain and muscle-bound avatar of the NekroBarge. His goal is to feed the furnace 50 soul crystals by the end of the four hour trip to complete the elder lich ritual. If defeated, Slymor's spirit flies to the top of the clocktower and the scythe clock hands go crazy and roll on the time effect table. Slymor regenerates in the clocktower after 10 IRL minutes. Slymor can devour a soul crystal to do one of these abilities:

- Imprison target in the ectoplasm hourglass at the top of the clock tower.
- Turn back time to repair the ship.
- Summon a grim reaper.
- Age blast (target must save or age 1d4 x 10 years.)
- Animate NekroBarge (bone hands grapple, bone spikes stab, etc.)

SLYMOR ABILITIES



NekroBarge: This behemoth riverboat is the phylactery of Pawlee. This journey will complete her transformation from lich to elder lich. If killed on the NekroBarge, you immediately separate from your body as a ghost.

Boo Barrels: 100 barrel coffins are in a procession around the NekroBarge. The barrels are tethered to the NekroBarge by threads of ectoplasm.

Below Decks: A purgatory holding cell where the ghosts are being processed into soul crystals. These illusionary chambers put the ghosts in their own happy place where they toil at a menial task. They turn into a soul crystal at the task's completion, and are sucked into the clock room and into their clock.

Remains Room: Pawlee's indestructible remains rest on a massive podium surrounded by candles in the center of this stark wooden room. Over the four IRL hours, she starts as fragments of bones, grows into a full skeleton, develops sinew and muscles, her skin grows in to look like a gaunt, monstrous Geraldine. In the final IRL hour she can barely move or talk, but she'll offer you whatever she thinks will tempt you to aid in her reconstruction. At the end of the 4th IRL hour Pawlee is whole, a godlike elder lich who'll annihilate all of humankind.

Clock Tower: In the center of the NekroBarge is an iron & bone clock tower whose hands are massive scythes. At the top of the inside of the tower is a massive quartz crystal where Slymor respawns. If the quartz crystal is destroyed, the clock hands fly off and slice open space time allowing the PCs to swim back to their reality.

Skull Sucker: The boo barrels are pulled into the skull-mouth front of the NekroBarge, where the souls are sucked from the corpses and deposited below decks as a ghost.

Clock Room: The walls are filled with 100 different clocks. Each ghost is bound to a clock waiting for its soul crystal. Smashing a clock allows one to summon that particular ghost, but time will reverse and repair the clock when you're done. When a spirit is destroyed, its clock stops.

Furnace Room: Slymor is almost always here preparing and shoveling soul crystals into the arcane furnace. There's a "ghost gauge" with a running count of soul crystals consumed. 50 crystals completes the ritual.

Ghosts: These lesser spirits are bound to obey Slymor. Whenever you enter a room or area, there's a 1 in 6 chance of a **jump scare** from a ghost that's wandered off from below decks.

The River of Time:

The following occurs every IRL hour on the hour: The clock tower bell tolls. Describe the NekroBarge descending, getting closer to the netherworld. Each PC ages or de-ages (determined randomly) 1d4 x 10 years. Roll on the time effects table.

NekroBarge Descending:

During the **1st hour:** the NekroBarge is still in the world of the living on a river filled with ghost sharks and undead sea life. **2nd hour:** The final boo barrels have been brought into the skull sucker. The NekroBarge is gently sucked into a boiling whirlpool tunnel. **3rd hour:** all lights dim and the NekroBarge is shrouded in darkness. **4th hour:** The NekroBarge is surrounded by flames and the river turns to lava.

#	Adjectives	Noun
1	Aspiring	School kid
2	Professional	Poet
3	Scuzzy	Technician
4	Creepy	Mollusk
5	Adorable	Soldier
6	Vengeful	Priest
7	Lazy	Potter
8	Strong	Fighter
9	Slow	Fireman
10	Familiar	Chef

RANDOM GHOST MAKER

ROLL 2D10

