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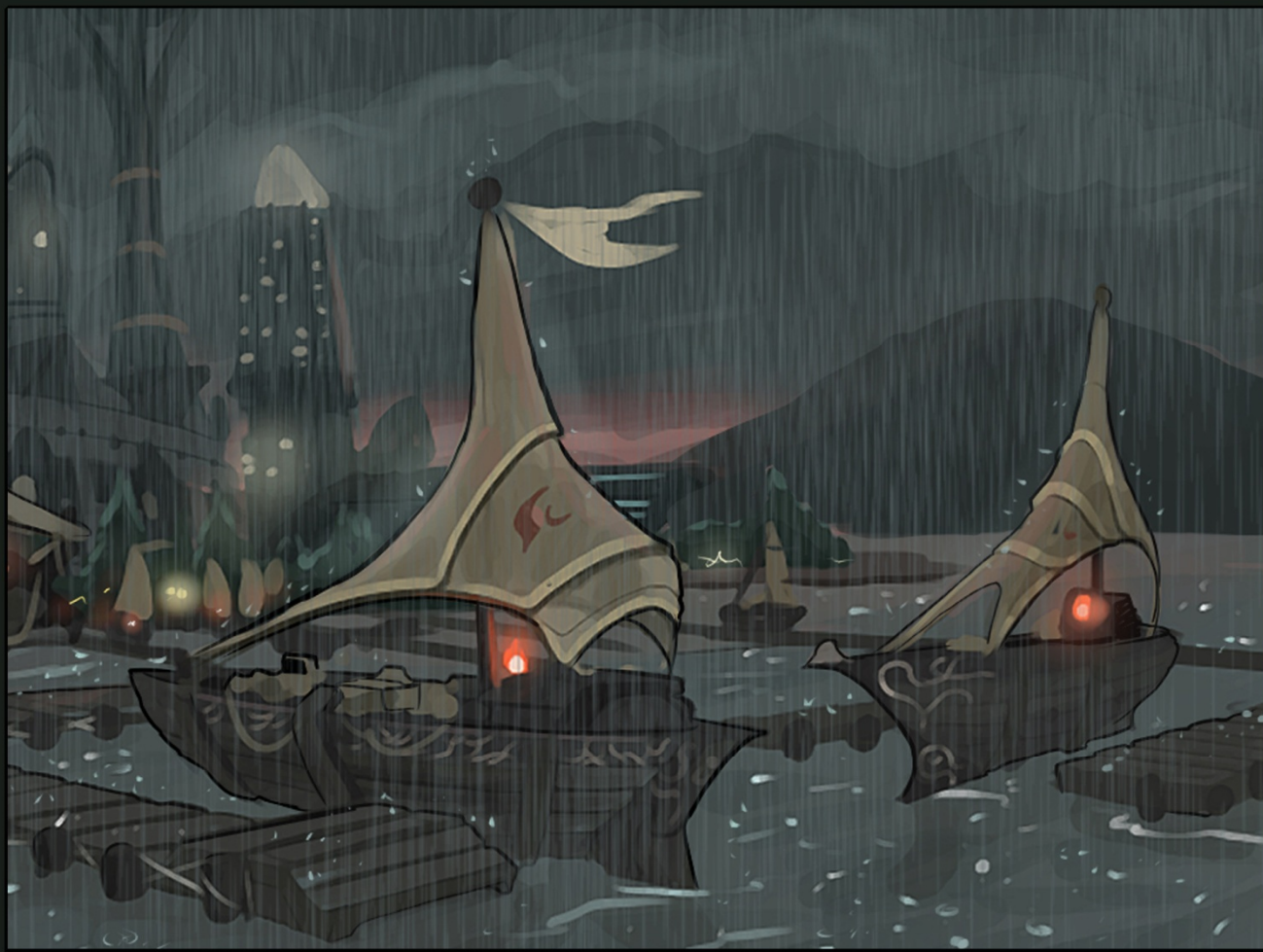
Compatible with the
Swords & Wizardry™ game

Mini-dungeon Module L5

Saving Pirate O'Ryan

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 5-7



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Saving Pirate O'Ryan is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



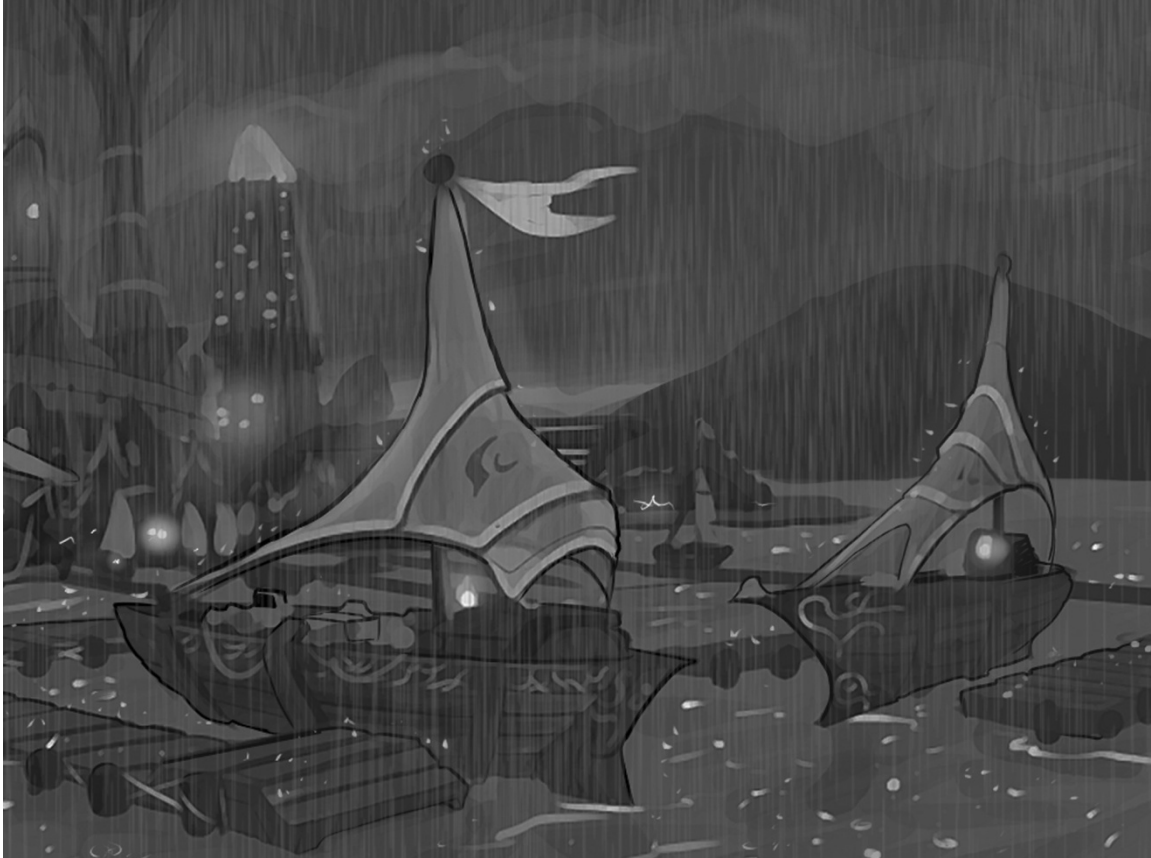
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Dazegoneby

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Dungeons of Dazegoneby

Mini-Dungeon Module L5

Saving Pirate O’Ryan

It seems like it’s always dark, cold, and raining in Dreadport. The party, eager to head for warmer and drier climes, takes a job as caravan guards for a merchant heading south. However all is not how it seems. The party soon discovers that they’re escorting a group of captives, and that there’s a pirate by the name of Captain O’Ryan in desperate need of saving...

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Saving Pirate O’Ryan is designed for 4-6 adventurers of level 5-7. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They’re ideal for use as short side quests, or for gaming sessions where you’re pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group’s style of game-play or level of difficulty.

It’s recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you’ll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you’ll find one or more of the following symbols:



This symbol indicates that there’s a monster or monsters in the room.



This symbol indicates there’s treasure in the room.



This symbol indicates that there’s a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

The cave riddled cliffs along the Hollow Coast make it a haven for pirates looking for a place to create a base of operations or stash their ill-gotten gains.

There were so many pirates operating in the waters off the coast at one time that it became necessary to create a governing body to prevent them from constantly fighting over territories and victims. The Pirate Guild of the Hollow Coast was established, forming a coalition of pirates, with rules, meeting, dues, and even a court; held to pass judgment upon those who engaged in "un-pirate like" activities.

The merchants of Ambertown, a city on the Hollow Coast, grew tired of their ships constantly being harassed. They offered a bounty on the miscreants. Once it was calculated that the bounty had sufficiently culled the pirate's numbers the merchants changed their tactics to deal with the remaining stragglers. They managed to secure a full pardon plus a decent parcel of land for any captain and crew that surrendered their ship at the port.

After discussing it with his crew, Captain O'Ryan of the *Sea Knave* was to be the first to take the merchants up on their offer. Unfortunately the guild found out about it and issued a warrant for O'Ryan's arrest, fearing that the captain's actions would cause others to follow suit. The *Sea Knave* was intercepted and sank by the *Black Crest* before it could make it to port at Ambertown.

Now O'Ryan sits in the *Black Crest's* brig, docked at Dreadport while the ship undergoes repairs, and his captured crew is on their way to a hidden slaver's market somewhere south along the Hollow Coast...

Set Up

The adventurers are relaxing in a tavern or inn in Dreadport, attempting to stay warm and dry when they're joined by a representative of a merchant looking to move a group of wagons full of religious goods (holy symbols, clerical vestments, incense, statues, etc.) south along the Hollow Coast to the city of Ambertown. The representative lowers his voice and adds that the cargo is quite valuable, containing some silver and even golden items and that the merchant is willing to pay the party members 1,500gp each for its safe transport.

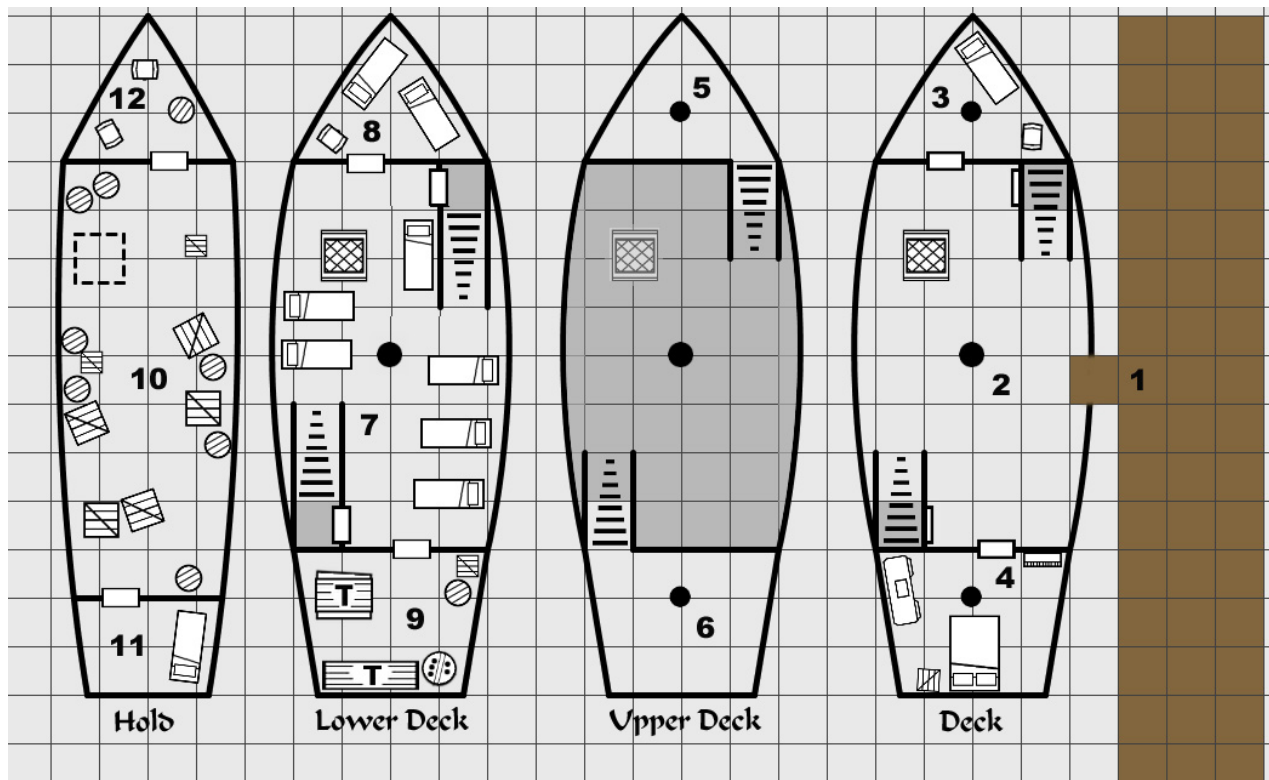
If the group is willing the caravan sets off the next morning. It's still dark, cold and raining of course...

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps the "merchant's" caravan is encountered by the party as it makes its way along the Hollow Coast and the group becomes suspicious, based upon the creatures the wagons are escorted by.





The Black Crest

Escorting the Caravan

The group meets up with the caravan just outside of Dreadport in the early hours of the morning. If the group doesn't have their own horses ones are provided to them by the caravan. The caravan is comprised of three horse drawn covered wagons. Stacks of wooden crates are visible in the gaps between the rear flaps on the wagons. There's a pair of drivers for each wagon and a total of 3 additional guards on horseback. It's dark, cold and raining. All wear a variety of cloaks and have their hoods drawn against the rain.

The representative is there to greet the group. He hands a contract to the party member he deems to be the leader (1,500gp X number of party members payable upon the good's safe arrival at Ambertown) then states that he's riding on ahead to make arrangements for the

group at an inn (it's a two day journey.) The caravan sets off soon after him.

After a bit into the journey the group begins to grow suspicious of their traveling companions. Perhaps they catch glimpses of the other escort's or caravan driver's faces, or maybe the rain slows and the others still wear their hoods up, obscuring their features, or maybe they hear odd noises coming from the wagons, whatever the cause they slowly begin to realize that something's not right.

The caravan's guards and drivers are half-orcs and full blooded orcs, members of the *Black Crest's* crew, wrapped in layers of clothing and hooded cloaks to hide their true nature. The pirates are transporting the survivors of the *Sea Knave's* crew to a secret slave auction held in a cavern complex hidden along the Hollow Coast. The players were hired to serve as less

conspicuous guards for the caravan (the *Black Crest* had lost several of its more human crew members during its attack on the *Sea Knave*.) A caravan comprised solely of demi-humans would have had difficulty traveling along the coast without drawing some unwanted attention.

The representative who hired the party was actually the *Black Crest's* First Mate (one of the few remaining human crew members.) He rode ahead to make arrangements at the auction. The group was never headed to Ambertown. The plan was that at some point during the journey, preferably close to the site of the secret auction, the other members of the caravan would ambush the party and either slay them or add them to the cargo.

Once the party's suspicion's aroused it's up to them to determine their next course of action. If the group tries to investigate further (questioning the guards or drivers, or attempting to sneak a look at the cargo) the pirates may believe their ruse has been discovered and attack. If the group decides to keep their suspicions a secret to see where things go they travel on for a few hours until the rear wagon feigns a problem with one of its wheels and falls behind, looking to divide the party between escorting it and the two lead wagons before the pirates launch their ambush.

Wagon One

The lead wagon is driven by two orc pirates and escorted by a half-orc on horseback.

The wooden crates visible through the wagon's rear flap are actually part of a panel designed to look like cargo. Behind this fake panel are six members of the *Sea Knave*, bound and gagged.



Pirates (3): HD 4; HP 22,19,17; AC 6[13]; Atk 1 weapon (1d8); Move 9; Save 14; CL/XP 4/120; Special: Dirty fighting (+1 to hit non-assassins and non-thieves.) Gear: Long sword (x3)

Wagon Two

The second wagon is driven by two half-orc pirates and escorted by one orc and one half-orc on horseback. The fake wooden panel at the rear of the wagon hides six more bound and gagged members of the *Sea Knave's* crew.



Pirates (4): HD 4; HP 23,22,18,16; AC 6[13]; Atk 1 weapon (1d8); Move 9; Save 14; CL/XP 4/120; Special: Dirty fighting (+1 to hit non-assassins and non-thieves.) Gear: Long sword (x4)

Wagon Three

The third wagon is driven by two half-orc pirates. The fake wooden panel at the rear of the wagon conceals two ogres who unfortunately are on the pirate's side...



Pirates (2): HD 4; HP 25,23; AC 6[13]; Atk 1 weapon (1d8); Move 9; Save 14; CL/XP 4/120; Special: Dirty fighting (+1 to hit non-assassins and non-thieves.) Gear: Long sword (x2)

Ogres (2): HD 4+1; HP 28,26; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None. Gear: Big club (x2)



The 9 *Black Crest* pirates each carry a pouch containing 25gp, 25sp, and 25cp. A small coffer in the back of the wagon that contained the ogres holds 500gp.

Rescuing O’Ryan

After the *Black Crest* pirates have been dealt with and the *Sea Knave* pirates have been rescued and un-gagged the latter can fill the group in on the situation: Their captain Sirus O’Ryan decided, along with the crew, to “go legit” taking up the merchants of Ambertown’s offer of pardon and land in exchange for their ship and an end of their pirating ways. Captain Jarrik Blackmane of the *Black Crest* intercepted and sank the *Sea Knave* before Captain O’Ryan could make port.

Blackmane sent part of his crew to take the survivors of the *Sea Knave* to a slave auction held at a Black Market hidden in a series of caverns somewhere along the coast while they carry out repairs on the *Black Crest*, docked at Dreadport. The pirates will add the fact that the “*Sea Knave* got some licks in before she sank” leading to a round of weak cheers.

Captain O’Ryan sits in a cell in the bowels of the *Black Crest*. Jarrik hopes to have repairs done by the time the “caravan” returns from the slave market, at which point he plans on taking O’Ryan to Cracked Skull Isle, home to the Pirate Guild where he’ll stand trial for “actions unbecoming a pirate”, i.e. “surrendering your ship and going legit.”

The trial is just a formality, before they sentence him to hang. They want to make an example out of Captain O’Ryan in hopes of dissuading others from following his example.

The pirates plead with the group to rescue their captain. If the party needs some incentive they tell stories of a treasure locked away in the belly of “*The Crest*” sure to contain any gold they were promised to escort them and then some.

The pirates are in no condition to aid the party. They plan on taking the wagons on to the nearest inn or even on to the city of Ambertown, where they’ll sell or trade them for food and lodgings.

Taking the wagons back to Dreadport’s an option; however the pirates are reluctant to go back just yet. If the player’s insist care must be taken in approaching the town and/or docks. The crew of the *Black Crest* will get suspicious if the wagons return too early, or with an incorrect number of drivers and escorts, or with signs of damage from battle. If the crew’s suspicious enough they’ll attempt to cast off immediately. This puts the players in a situation where they’d have to come up with some nautical way to give chase...

The crew’s also worried that if the repairs are completed early Blackmane may head for Cracked Skull Isle before the slave market caravan returns, eager to collect the bounty the guild has placed on O’Ryan’s head...

Hopefully the player’s decide their next action should be to head back to the docks at Dreadport and attempt to rescue O’Ryan from the *Black Crest*.



Key to the *Black Crest*

Dreadport is not one of the safest places to be. It's important to watch your back and your coins while walking the streets by night or day. Dreadport is a hub for illegal activities up and down the Hollow Coast, thanks to its proximity to the black market and easily bribed city guards. So it should be no surprise that pirates consider Dreadport to be a friendly port, which is why the *Black Crest* is currently docked here while its crew carries out repairs.

Interior and below deck areas of the *Black Crest* are lit by lanterns either sitting on surfaces or hanging from hooks mounted to the beams. This can present an added danger when engaging in melee combat.

1. Gangplank

A 5' wide wooden plank extends from the dock here to the main deck of the *Black Crest*.

There are two Dreadport city guards stationed here at all times. Blackmane's bribed them to stand watch here to discourage any curious souls. With half his crew off transporting the Sea Knave's crew to market he thought it wise to secure some extra muscle. The captain's bribed a total of 6 guards who stand watch in 2 man shifts. Even if the players successfully deal with these guards they may have to face the next shift once they report for duty.



Dreadport Guard (2): HD 4; HP 25,23; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 15; CL/XP 4/120; Special: None. Gear: Long swords (x2)

2. Main Deck

This is the ship's main deck. A set of stairs to the north lead up to the forecastle at the bow while a set of stairs to the south lead up to the poop deck at the stern.

Through the day there will be a total of eight pirates (5 orcs and 3 hobgoblins) here tending to repairs (replacing rigging, mending the sails, and patching up holes made by ballista fire.) Unless the guards at **Area 1** are taken out with some degree of stealth they'll be alerted by the sound of battle and join in in 1d4 rounds. At night these pirates can be found split between the Galley (**Area 9**) eating or playing cards, on the Lower Deck (**Area 7**) sleeping, or at a pub in Dreadport.

Doors beside each stairway can be opened to reveal sets of stairs leading down to **Area 7**. A 5' x 5' wooden grate set into the deck can be removed to allow cargo to be lowered to the hold.



Pirates (8): HD 4; HP 23,22,20,18, 18,18,17,16; AC 6[13]; Atk 1 weapon (1d8); Move 9; Save 14; CL/XP 4/120; Special: Dirty fighting (+1 to hit non-assassins and non-thieves.) Gear: Long sword (x8)

3. First Mate's Quarters

This small room holds a bed and a footlocker. It seems surprisingly well kept for quarters on a pirate ship.

This room is home to the only human remaining on Blackmane's crew, First Mate Weedo Richlee. He was the party's contact for the caravan job and is

currently at the secret black market waiting for its arrival (or possibly backtracking along its route to find out what's taking it so long.)

There's a framed painted portrait of an attractive young woman in a wooden frame on top of the footlocker. The footlocker itself looks like it's been to hell and back (Weedo and the footlocker were both found adrift.) The locker contains person effects; clothes, a water-damaged journal, an old battered shaving kit, etc. An ivory scroll case at its bottom is carved with the initials W.R. It holds an official looking document calling for the arrest and/or execution of Captain Weedo Richlee of the *Winking Maiden*.



4. Captain's Quarters

This private room holds a large bed, writing desk and bookcase. A map of the Hollow Coast hangs on one wall.

This is the captain's quarters. It smells like a wet animal in here and for good reason, Captain Blackmane, as it turns out is a minotaur; an exceedingly intelligent one at that ("exceedingly intelligent" for a minotaur. We're talking slightly above average human smarts here.)

If he hears sounds of combat coming from the deck he'll move to investigate in 1d4+1 rounds (he'll think it's just his crew roughhousing at first, then grow annoyed as the sound persist to the point where he'll move to 'restore peace'.)

Otherwise he'll be here going over charts at his desk or napping depending on the time of day. The "going over charts" is just for show. He relies upon his First Mate to plot the actual courses.

If the battle on deck doesn't seem to be going his way, or he's confronted in his quarters, he'll use the *Eye of the Sea King* (see New Magic) to summon up some water wights (see New Monsters.) The docks at Dreadport have been the sight of many violent sea related deaths over the years so there are quite a few water wights nearby to answer the summons. Eight will show up in 1d3 rounds after summoning, flowing up the side of the ship and onto the deck to engage the party in combat. Another five will show up 1d3 rounds after that. Since the combat occurs on the deck the players don't have to worry about the creature's regeneration ability. They won't be in contact with water (unless the characters get knocked overboard...)

There's a small wooden crate beside Blackmane's bed upon which sits a half full flagon of rum and a plate containing a few pieces of cheese and some bread.

The bookcase holds a number of rolled charts and maps as well as a few books. The books look as though they've been chewed (Blackmane can't read so good.)



Jarrik Blackmane (minotaur): HD 6+4; HP 32; AC 6[13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8+1); Move 12; Save 11; CL/XP 6/400; Special: Never get lost in labyrinths. Gear: +1 *Battle axe*

Water Wights (13): HD 3; HP 19, 19,17,16,14,14,13,12,12,11,10,9,9 AC 4[15]; Atk 2 fists (1d6); Move 8 (Swim 16); Save 14; CL/XP 5/240; Special: ½ damage from non-magic, non-silver weapons. Regenerate 1 hit point per combat round while in contact with water.



As noted above the captain carries the *Eye of the Sea King* as well as a +1 *battle axe*.

The crate next to the bed contains a large captain's hat with a horn sized hole in it along with bits of clothing and sections of leather armor. There's a *potion of extra healing* wrapped in a section of black cloth beneath the pirate hat.

The desk contains a wooden scroll case which holds a treasure map (fake.) There's also a key ring with the iron key to **Area 11**, the copper key to **Area 12**, and the two small silver keys to the treasure chests inside **Area 12**.

5. Forecastle

This is a raised section of deck at the bow of the ship. Two ballistas are mounted here, angled towards the port and starboard sides for ship to ship combat.

A covered barrel sits next to each ballista, fastened to the deck. Each barrel contains around 2 dozen large arrows for use with the ballistas.

6. Poop Deck

You're on a section of raised deck at the stern of the ship. The ship's wheel is here as well as a bell for sounding alerts and alarms. Two ballistas are mounted here, angled to port and starboard.

Two more barrels are here next to the ballistas. They also contain 2 dozen large arrows each.

7. Lower Deck

Stacks of bunks three tiers high fill this deck, save for a section of floor where a 5' x 5' grate can be removed allowing access to the hold.

The bunks are low and narrow. They don't look like they afford a very comfortable sleeping space, which could be a contributing factor to the pirate's disposition. There's a wooden ladder hanging on hooks in the wall near the floor grate. The only way to access **Area 10** is by removing the grate and either dropping down or putting the ladder in place and climbing down.

There are a total of 18 bunks. If they're searched roll 1d12 on the table below for each bunk to determine what's found.

Roll 1d12	Object found
1	Nothing of value
2	A necklace of shells. (Worth 2cp)
3	A skull ring carved from bone. (Worth 5cp)
4	A few loose coins. (5sp)
5	100sp and three aces from a deck of cards wrapped in a piece of cloth.
6	A few loose coins. (7gp)
7	A copper ring crafted to resemble a snake or eel biting its own tail. (Worth 25gp)
8	A large gold hoop earring. (Worth 45gp)
9	A jade shark. (worth 60gp)
10	A quarter of a torn treasure map.*
11	A white pearl. (Worth 80 gp)
12	A torn coin pouch holding 10sp and a gem worth 100gp.

*If the players are lucky enough to find 4 of these it creates a map leading to a buried treasure worth 3,500gp. After 4 sections have been found a roll of 10 results in "Nothing of value" being found.

8. Private Quarters

This small room holds two three-tiered bunks and a footlocker. The footlocker has been smashed open, its contents scattered across the floor.

The *Black Crest* lost the majority of its human crew members in its battle with the *Sea Knave*. Up until that point Blackmane thought it best to keep the human and demi-human sleeping quarters separate. There had been too many fights between the factions over snoring and flatulence not to segregate them. The

footlocker contained personal items belonging to the room's former occupants. After the battle with the *Sea Knave* the other pirates busted the locker open to look for anything of value. There's nothing here now but ripped clothes and a few smashed trinkets (the rest can be found stuffed in the bunks at **Area 7.**)

9. Galley

This is the ship's galley. A barrel and crate sit to the left of the entrance while a table and benches sit to the right. A potbelly stove and a high table stand against the rear hull.

A small ornately carved wooden box sits on the table near the door along with several half full flagons of ale and a plate of half eaten stale bread. The high table at the rear of the cabin is covered in marks left behind from cutting up vegetables, fruits, meats and whatever else the pirates see fit to consume. A knife holds a narrow strip of parchment pinned to the table's surface. It seems to be a shopping list for foodstuff the crew needs to acquire before leaving port, though the majority of it is illegible. The last item on the list, underlined several times is "Replazmant Kook". Apparently they lost their last cook in the battle with the *Sea Knave*.

The barrel near the door contains a quantity of ale while the crate contains dried and salted fish.



The wooden box on the table is carved to look as though it were covered in shells. It holds a deck of cards with a nautical theme. The standard face cards have been replaced with images of mermaids. The backs of the cards bare a shell

pattern similar to the one that covers the box. Both the box and deck are in surprisingly good condition and could fetch up to 150gp from the right buyer.

10. Hold

The wooden ladder allows access to the ship's hold. A number of crates and barrels are scattered throughout.

Three ogres make their home here in the hold among the ship's stores. Two were encountered with the caravan, which leaves one here guarding the brig to the south. There's a chance that it may be alerted to the party's presence from the sound of battle coming from the deck above, or if the party removes the wooden grate and lowers the ladder without a degree of subtlety. The ogre will move to attack the first player who descends the ladder once it realizes that they're not a member of the crew. The ogre will seek to knock the intruder from the ladder while splintering it in the process, hoping to trap the player and delay any allies.

It's a simple drop down to the ship's bottom, around 10'. Once the ogre's been dealt with crates and barrels can be stacked to allow the party to climb back up.

There are a total of 2 small crates, 5 large crates, and 7 barrels currently stored in the hold. The two small crates hold bits of old rope, wooden shims and spikes, and a wooden mallet for making repairs to the hull. The five large crates hold extra sails, rope, and rigging. The seven barrels contain fresh water, ale, and dried salted meat or fish. One contains a quantity of oil for refilling the lanterns.



Ogre: HD 4+1; HP 30; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None. Gear: Big club



The hold of a ship is not the best place to fight a rampaging ogre. It's not the best place for an ogre period, let alone three, but as noted above the captain's not that bright. The ogre barely has enough room to stand let alone swing a club. An attack by the ogre which results in a miss could still shatter a barrel or crate, sending shards of wood flying (dealing 1d4 damage to everyone in range including the ogre) or worse, hit a lantern or the hull. A critical miss will definitely result in one of the above. The hull will take a number of hits (or possibly one good hit at just the right spot) before it springs a leak.



11. Brig

This door is secured with a large padlock. It can be unlocked with the iron key found in **Area 4**.

Upon opening the door to this cell a disheveled man dressed in the dirty uniform of a ship's captain rises from a cot next to the wall. After looking you over he mutters "You don't seem like the normal riff-raff. Are you my liberators or representatives of the guild come to see me to my fate? Or maybe agents of some new Hell I've yet to consider?"

The man is Captain O'Ryan. There's a chance he was already alerted to the party's presence by the sound of combat with the ogre, however he reserved the right to identify them as his rescuers until they've declared themselves as such. He's considered the possibility of being taken by other mercenaries looking to collect the bounty on his head or of Jarrik Blackmane holding out for a greater payday, resulting in the guild sending some representatives of their own to fetch him.

Once the party makes clear their intent, O'Ryan's next concern is for the safety of his crew. He'll explain the need to mount a rescue party immediately in order to retrieve his crew from the slave market. If the party informs the captain that his crew is safe, his next thoughts will be of revenge. Once his gear is retrieved from **Area 12** he'll be able to help the party take care of whatever remains of the *Black Crest's* crew (if any.)

If he discovers his gear already in the group's possession he will politely ask for the items back.

12. Treasure Store

This door is secured with a large padlock. It can be unlocked with the copper key found in **Area 4**.

Opening the door reveals a small, damp room containing two wooden chests and a barrel.

The barrel contains a quantity of exceptionally good rum (the captain's private stash.) There's a tap hammered into its side and about two thirds of its contents are gone.



The two chests are locked and trapped with poison needles (save vs. death.) The silver keys from **Area 4** will disarm the traps and open the chests.



Leaning against one of the chests are a +1 *cutlass* (long sword), a light crossbow, and a small quiver containing 10 +1 *light bolts* (these items belong to O'Ryan)

The first chest contains the following items: A small silver coffer (worth 100gp) containing 10 gems (worth 50gp each) and a single gold coin bearing the image of a skull on one side and a chimera on the other, attached to a silver chain (worth 6gp); An iron hook-hand with a wide copper base studded with gems (worth 360gp); A set of silverware (24 forks, 24 spoons, 12 knives) in a polished oak box carved with the image of a dragon (worth 75gp). The above items are resting on top of two large sacks. The first contains 2,071gp, 980sp, and 1,358cp. The second contains 1,500gp, 1,053sp, and 882cp.

The second chest contains the following items: An ivory scroll case with gold end caps (worth 125gp) which holds a *protection from undead* scroll; a crossed pair of ornamental silver daggers with gems set in their pommels mounted to a walnut plaque (worth 720gp); a small round copper tin which holds *dust of appearance*. The above items are resting on top of two large sacks. The first contains 1,060gp, 2,555sp, and 2,000cp. The second contains 1,334gp, 1,260sp, and 1,780cp.

Wrapping Up

After Blackmane and his pirates have been dealt with and O’Ryan has been rescued, thoughts will turn to the fate of the *Black Crest*. Captain O’Ryan, given the opportunity, will plead his case for taking ownership of the ship. The offer of full pardon and land was dependent upon the captain turning over their ship. Since the *Sea Knave* was sunk the captain doesn’t have a ship to turn in. He’s hoping to appeal to the party’s good nature (and lack of seamanship) in a bid to take ownership of the *Black Crest* so he can turn it in at Ambertown.

If he’s allowed to take the *Crest* he’ll send word to his crew in Ambertown and have them travel up to Dreadport so they can sail the ship back down to Ambertown and turn it in at the dock. O’Ryan will offer the group a ride, dropping them off wherever they want or taking them all the way to port. If necessary O’Ryan will promise to reveal the location of a treasure hidden somewhere along the coast to sweeten the deal, but this will only be as a last resort since he was planning to use it as his “retirement fund”.

If the party decides to keep the *Black Crest* for themselves O’Ryan will play the part of the gracious loser, offering to summon his crew to serve as deck hands to help sail the group’s new ship. Of course he’ll seek to dispose of the party in some way at the first opportunity that presents itself, take control of the ship, and sail it to Ambertown (his crew however may be reluctant to act against the group of heroes who saved them from a life of slavery.) If O’Ryan takes this course of action there’s a good chance he’ll attempt to gain control of the *Eye of the Sea King* before he makes his move.

Of course the party just acquired enough gold to hire their own crew, and Dreadport has no shortage of lost souls eager to set sail. The group could decide that they don’t trust O’Ryan enough to let him stay on the ship and strand him there on the docks. This will not go over well with O’Ryan. Chances are he’ll seek out revenge against the party once he’s gathered up his crew (or a new crew if he finds his old crew reluctant to attack their rescuers.) This would involve the captain taking time to dig up his “retirement fund” and using it to purchase a new ship.

If the party does decide to keep the ship it would be wise for them to change the name as soon as possible, or at least swap out its “Skull & Crossbones” flag for something a little less conspicuous; lest they risk attracting the attention of the guild or pirate hunters...



Continuing the Adventure

Here are some suggestions for further adventures:

✂ When Blackmane pulled his First Mate from the drink he was clinging to a section of ship with the word *Maiden* painted on, dressed in a captain's uniform with no knowledge of his name or past, clutching the scroll case found in **Area 3**.

Blackmane assumed that the man was Weedo Richlee and made him part of his crew. In truth the man's name is Wyatt Riskel, a pirate hunter and captain of the *Copper Dawn*. He was swept overboard during a battle with the *Winking Maiden*. The party visits a town where they're honoring the missing, presumed dead, pirate hunter by unveiling a statue with a surprisingly familiar face. The town will be pleased to hear that their honored hero is still alive, offering a big reward for his safe return. Now the party just needs to figure out how to find him. Last time they saw him he was riding on ahead to make arrangements at an inn that didn't exist. And of course there's the little issue of restoring his memory...



✂ The "single gold coin bearing the image of a skull on one side and a chimera on the other, attached to a silver chain" found in **Area 12** is part of a legendary treasure hoard belonging to Captain Blightwind of the *Rampant Chimera*. It draws the attention of some unsavory characters who think the party knows the location of the treasure.

✂ The map of the Hollow Coast found hanging in **Area 4** bears an "X" marking the entrance to the secret black market (or possibly the home of an ancient red dragon...)

✂ After the battle with the water wights a character discovers that they've gained the ability to regenerate 1 hit point per round so long as they are in contact with water. Unfortunately they also discover that magical forms of healing no longer work on them. Unless they seek out a cure for this condition if their hit points are ever reduced to zero or less the regeneration ability will cease to function and they'll transform into a water wight after 24 hours.

✂ *The Eye of the Sea King* is cursed and starts attracting water wights and other nasty forms of sea creatures to it any time the group ventures near a sizeable body of water. It must be crushed beneath the heel of a storm giant before the Sea King takes possession of one of the party members and uses the Eye to build an army...

✂ There's a possibility that the party may try to turn the ship in at Ambertown for the "full pardon and land deal." The group may have a hard time convincing the authorities at Ambertown that they truly are pirates, especially if any of their previous heroics are common knowledge. There's also a chance that the Pirate Guild of the Hollow Coast is keeping an eye out for ships heading for port at Ambertown...

NEW MONSTERS

Pirate

Pirates are relatively undisciplined sailors who band together under a captain to attack and rob ships. They are usually aligned with chaos and often attract demi-human monsters such as goblins, hobgoblins, orcs, gnolls and even lizardmen to their ranks.

Pirates have an unorthodox combat style and they're not afraid to resort to dirty tactics. As a result pirates gain a +1 bonus to hit against foes unaccustomed to fighting dirty (non-assassins and non-thieves) provided there's more than one enemy pirate in combat at the time. Pirates lose this bonus against characters who fight them on a regular basis and thus grow accustomed to their tricks.

Pirates: HD 4; AC 6[13]; Atk 1 weapon (1d8); Move 9; Save 14; CL/XP 4/120; Special: Dirty fighting (+1 to hit non-assassins and non-thieves.)

Water Wight

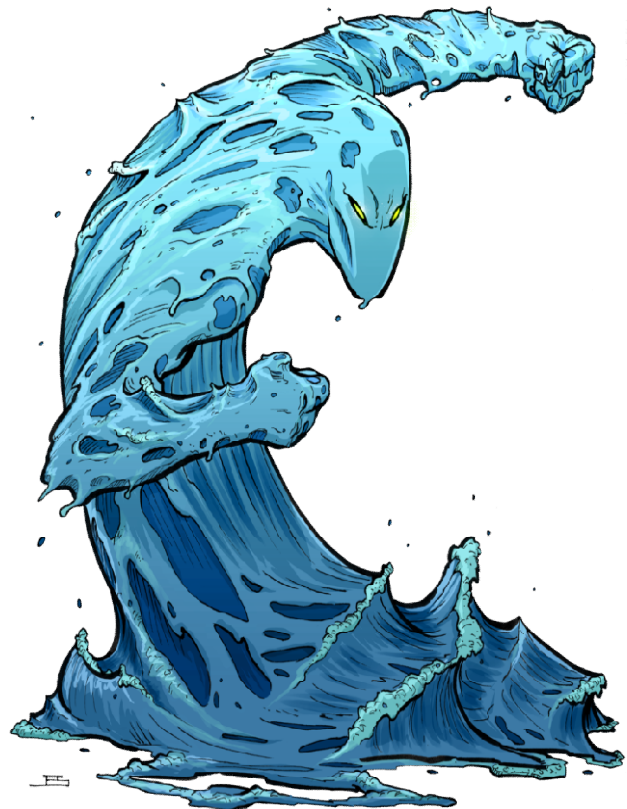
Part elemental, part undead, water wights are the spirits of creatures (mostly sailors, pirates, fishermen and the like) who have spent their lives so closely connected to water that upon their deaths they merge with it. The "death" that results in the creation of a water wight is usually of a violent nature and often involves drowning or some other situation where the body's ultimate resting place is underwater.

These restless spirits, angry at not being able to continue their lives sailing or marauding or fishing often lash out at the living. They're encountered in the same body of water they met their demise in (ocean, river, lake, etc.) and will not venture more than 60' away from it (although there was at least one case of

water wights moving beyond the 60' restriction during a particularly intense storm.)

Water wights are resistant to normal weapons however they take full damage from silver or magic weapons. They regenerate 1 hit point per combat round while in contact with water. A cleric can attempt to turn them as a wight however this turning functions differently since the creature is an undead/elemental hybrid. Instead of causing it to flee, a result of "turned" deals 2d6 points damage to the creature while a result of "destroyed" deals it 4d6 points damage.

Water Wight: HD 3; AC 4[15]; Atk 2 fists (1d6); Move 8 (Swim 16); Save 14; CL/XP 5/240; Special: ½ damage from non-magic, non-silver weapons. Regenerate 1 hit point per combat round while in contact with water.



New Magic

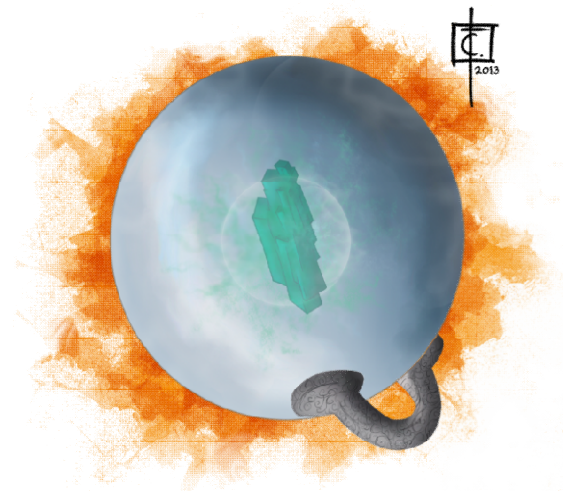
The Eye of the Sea King

The "Eye" resembles a fist sized pearl-like object which can be held by a silver handle mounted to one side. When any of its powers are used a crystal contained within it will start to glow, giving it the appearance of a large eye.

While in contact with the eye its owner can swim at a rate of 18 and gains the ability to breathe underwater.

Once per day the bearer of the Eye can cast the following spells as though they were a 7th level druid; *locate animals (aquatic)*, *purify water*, *create water*, *cure light wounds*, *obscuring mist*, *speak with animals (aquatic)*, *water breathing*, *animal summoning I (aquatic)*.

Once per week the bearer of the Eye has the ability to summon water wights to do their bidding. The bearer must be within 60' of a body of water (ocean, river, lake, etc.) that contains the creatures or harbors restless spirits that may be transformed into water wights (souls of beings who experienced violent death while in or near the body of water.)



1D6 of the creatures will answer the summoning. This number may be modified based upon the number of "restless souls" present in the water.

Once per week the owner must also "appease the Sea King." This involves slaying a creature in a body of water or tossing the body of a dead creature into an ocean, river, lake, etc. If this "appeasing" isn't carried out the Eye ceases to function until it is done.

It's rumored that the Sea King himself can see out through this Eye and takes a great interest in the actions of its bearer...

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The map for our "old school" Pirate Ship was created using dungeonographer mapping software from Inkwell Ideas.

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