

THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

Pirate Lords of the Dark Sargasso

Mini-Adventure WS3.5

by Scott Taylor

The Pirates of the Dark Sargasso is a companion adventure made to go along with the events unfolding in Folio #16. It is designed for 1E & 5E mechanics and is for characters levels 5–7. It contains the information needed to run a side adventure that will help characters in their journey toward Distant Turtle City.

After exploring the derelict wreck of the Blue Ki-Rin, the characters return to their own ship to tell a tale of dark adventure to their captain and employer. However, during the debriefing, strange sounds can be heard on deck, and was that a scream...

Dungeon Master Notes

This mini-adventure is set to be played after The Half-Sunk Junk, the Blue Ki-Rin encounter section of Folio #16. As the players have encountered the massive seaweed sargasso, they will have the opportunity to first investigate the Blue Ki-Rin, and then make their way back to their own vessel. However, during the time that they have been gone, a mysterious group of undersea raiders (pirates) who live beneath the sargasso have come calling on the ship. I would suggest having the characters get back to the ship just as night has fallen and the slithering tendrils of the Corsair Mists have begun slipping across the surface of the calm tropical waters.

1. Primary Purpose: Honestly, this adventure is likely to be harder than the first part of Folio #16, The Half-Sunk Junk, the Blue Ki-Rin, so I guess its real purpose would be to test the characters’ mettle in smaller team formats, fighting opponents without the full support of the team.
2. Secondary Purpose: Experience points of course, plus some cool little magic items.

3. Time for running: This adventure should be run AFTER the events on the Blue Ki-Rin but BEFORE the party leaves the sargasso.

All ‘grey blocks’ are for 5E conversions in this section.

The Captain’s Briefing

Once the characters have returned, much to the pleasure of the crew, they will be brought before the captain and Reld Fleetwood (see Folio #14) to relate the story of the ship. During this time, the ship will be attacked by the Pirates of the Dark Sargasso, and alarms will begin to sound all over the ship.

Multi-Party Fighting

This mini-adventure is set up in such a fashion as to break up the formal party of adventurers into smaller clusters, perhaps two players supported by lesser NPC crewmen. In this fashion you will have the opportunity to test both strengths and weaknesses of the party members.

Encounters

The way I’ve set up this adventure, there are no real ‘rooms’ like you’d find in a dungeon or even ‘encounters’ like you might get on a wilderness adventure. Instead, the DM will have 9 NPCs (or groupings of enemies) that can be placed all around the ship. Once these enemies are in play, the players can decide how to attack each

grouping and how to defend the ship before it is sent to the bottom of the ocean!

The Pirates of the Dark Sargasso

For the past year, the Pirates of the Dark Sargasso have been collecting ships that flounder into the dark surface of their abode. Led by a saltwater troll named Jungduur, this band of misfit aquatic scoundrels has become very adept at identifying good targets, attacking during the night, and then sinking the ships to be plundered at their leisure beneath the waves.

The Ship

As this is the first time there will be actual action on the ship, I’ve included a map and cabin description for you to help navigate where you’d like to place the battles.

1. The Poop Deck
2. The Foredeck
3. Main Deck
4. Reld’s Cabin
5. Reld’s Private Study
6. Officer’s Quarters (including the Captain)
7. Middle Hold
8. Quartermaster & Cook’s Cabin
9. Galley
10. Guest (Adventurers) Shared Cabin
11. Storage Closet
- Lower Deck (un-mapped): Crew quarters only.

The Ship’s Crew

For the purposes of this encounter, I’m providing basic ‘fodder’ members of the ship’s crew. I’d say the ship likely has 20 sailors on board, plus Reld Fleetwood, the captain (8th level fighter), and any other NPCs that the DM has added along the way. You can certainly use Reld and the captain to shore up a defensive position as you like, but otherwise you can have the simple members of the crew (likely to be ‘red shirts’ for the purposes of this mini-adventure) assist the characters where they can.

Standard Crew [AC 8, HD 2, HP 12, #AT 1, D 1–6 (Scimitar)]

TREASURE

NONE

Standard Crew [AC 12, HD 2d8+2, HP 11, Initiative +1, #AT 1, Hit +3, Dam Scimitar 4 (1d6+1)]

Running Combat

Combat will need to be run around a series of rounds that dictate how much damage the ship has taken. If the ship takes too much damage, it will begin to sink, which isn’t a great thing for the characters. Using this scenario will require the DM to keep track of rounds and let the players know that there is a time limit that they

have to get rid of the attacking pirates before the ship is irrevocably damaged. My ‘magic number’ for rounds is likely to be 15, but the DM can adjust that as preferred. At 5 rounds the ship begins to look tattered, at 10 it begins to groan and someone will likely notice it listing to port, by 15 we are talking Titanic.

Telling the Story

There really won’t be much of a story to tell in this mini-adventure as it is going to be pretty straightforward. However, there are things you can relate to the players like the nature of their attackers, perhaps through banter during fights, and the amount of damage the ship seems to be taking during the fight.

Setup from Folio #16

Remember, this adventure takes place when the players should feel most at ease, having just defeated the monsters on the Blue Ki-Rin. They should be having a good meal, some well-deserved drink, and telling the tale and showing the trinkets they’ve uncovered when you read the following.

‘A bell tolls somewhere amidship, and the muffled cry of a seabird... no, perhaps that was a man, drifts through the open window of the captain’s cabin. Fog, thickening above the surface of the water in the growing night, now slithers up the sides of the ship like ghostly fingers, and a thump comes from the ship’s underbelly as though something struck it.’

1.
Sahuagin Gang
Bristling with fins, barbs, and pasty moonlight scales, nearly a dozen bipedal fish-like creatures raise coral-barbed spears as their pale eyes seem to glow with an inner green light.

There are 10 of these sahuagin pirates under the command of the sahuagin baron (optionally present or absent for later use) who leads what Jungduur considers his shock troops. They carry bone and coral tridents and have been trained to use them two-handed so as to maximize damage, something they call ‘Powerful Attack’.

10 Sahuagin Brutes [AC 5, HD 4+4, HP 28, #AT 1, D (2–7)+3 (Trident), Powerful Attack (+3 Damage)]

TREASURE

THERE ARE 13 PEARLS AND PLUNDERED BITS OF GOLD IN VARIOUS PIECES OF JEWELRY AND DECORATIONS THAT THEY WEAR, TOTALING 130 GP IN TRADE VALUE.

10 Sahuagin Brutes [AC 15, HD 6d8+6, HP 30, Initiative +2, #AT 2, Hit +3, Dam Spear 4 (1d6+1), Bite 3 (1d4+1), Blood Frenzy (gain advantage in melee against foes with less than full HP), Multiattack]

2.
Sahuagin Leader
Barking orders in a hissing and gurgling language, a huge fish-man, his head crowned with a mighty spine sail, commands his troops over the deck.

This is Dushisha the sahuagin baron and commander of Jungduur’s shock troops. He carries a magical coral trident and wears a scale shirt made of black shark’s teeth that acts as +1 Scale Armor.

1 Sahuagin Baron [AC 3, HD 9+9, HP 65, #AT 2/1, D (2–7)+5 (Trident), Powerful Attack (+5 Damage)]

TREASURE

CORAL TRIDENT +2, +1 SCALE ARMOR

1 Sahuagin Baron [AC 16, HD 9d10+27, HP 76, Initiative +3, #AT 3, Hit +7, Dam Trident 11 (2d6+4), Bite 9 (2d4+4), Blood Frenzy (gain advantage in melee against foes with less than full HP), Multiattack (2 trident/1 bite)]

3.
Wereshark Brawler
A mighty roar, half-human and half-beast, shakes the deck as a bipedal shark with black skin and red glowing eyes marches forward, two huge shark’s teeth strapped to each hand.

Eiogo, the warrior of Zimbolay and wereshark of the raiders, is little more than a destructive animal when he is in his shark-man form. Anyone standing in his path is fair game for gutting or devouring.

1 Wereshark Brute [AC 0, HD 10+3, HP 63, #AT 3/1, D (1–4)+6 (Punch Daggers x2), 5–20 (Bite), +1 or better weapon to hit]

TREASURE

(2) +1 MEGALADON TOOTH PUNCH DAGGERS

1 Wereshark Brute [AC 20, HD 10d12+30, HP 102, Initiative +4, #AT 3, Hit +7, Dam Punch Daggers 10 (1d4+8), Bite 24 (2d20+4), Damage Immunity (All from non-magical weapons), Multiattack (2 dagger/1 bite)]

4.
Siren Beastmaster & Seawolves
A subtle melody, like spring rains on the surface of a lake, drifts through the battle as a woman of exceeding beauty commands a trio of wolf-like men with blue skin and webbed hands and feet.



Carisha the siren has charmed three greater seawolves and uses them to destroy any men she can't charm with the lilting falsetto of her deadly voice. If her charms don't work, she's a nasty shot with a bone crossbow and will gladly use one of her Bolts of Lightning on a target who is being particularly troublesome.

1 Siren Beastmaster [AC 3, HD 7, HP 42, #AT 1, D 1–6 (Bone Crossbow), 3 Bolts of Lightning (6d6), Song (Charm Person), Improved Invisibility, 25% Magic Resistance]

3 Seawolves [AC 5, HD 9+2, HP 58, #AT 2/1, D (1–8)+2 (Coral Sabers), +1 or better weapon to hit]

TREASURE

NONE (OTHER THAN HER MAGICAL BOLTS)

1 Siren Beastmaster [AC 17, HD 7d10+14, HP 49, Initiative +2, #AT 1, Hit +6, Dam Crossbow 5 (1d6+2), Bite 24 (2d20+4), Magic Resistance (advantage on saves), Charm (DC 15 Charm Person Song), Improved Invisibility, (3) Bolts of Lightning 18 (6d6)]

3 Seawolves [AC 15, HD 9d10+18, HP 73, Initiative +3, #AT 2, Hit +5, Dam Coral Sabers 6 (1d8+2), Damage Immunity (All non-magic weapons), Multiattack]

5.

Half-Sea Elf Mage

Sickly green witchfire burns across the deck as a lithe young man with blue skin and elven features throws spells of destruction at the ship.

Gramsen the Deep Trench is a half-sea elf born from rape and deposited in an ocean trench to die. However, he didn't die, and was instead raised by a sea hag, taught magic, and eventually broke free to join various pirate gangs in the Halo. He now serves Jungduur as his right hand enforcer and keeps the sea drider abominations in line.

1 Mage [AC 7, HD 9, HP 18, #AT 1, D (1–6)+2, Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Fireball, Hold Person, Suggestion; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

+2 QUARTERSTAFF, SPELL SCROLLS (INCLUDES ALL KNOWN SPELLS), RING OF PROTECTION +1, 54 SILVER PIECES, 18 GOLD PIECES

1 Mage [AC 13, HD 9d8, HP 40, Initiative +3, #AT 1, Hit +7, Dam Staff 7 (1d6+4), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Fireball, Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

6.

Sea Drider Gang

Skittering over the sides of the ship comes a press of three large spider-like creatures, their bodies those of great sea spiders and their torso the corrupted form of a sea elf...

These are the abomination minions of Gramsen, and he will utilize them as shields against fighters trying to approach him while he's casting spells. Their poison arrows are at the very least annoying, and at the worst, deadly, so keep that in mind.

7 Sea Driders [AC 3, HD 6+6, HP 42, #AT 1 (2 with a bow), D 1–6 (Bow), Arrow Poison (save vs. poison or lose 1 point of Dex for 1 hour), Spiderclimb (can move over water and on vertical surfaces without hindrance), Size: L]

TREASURE

EACH SEA DRIDER HAS 12 POISONED BONE-TIPPED ARROWS.

3 Sea Driders [AC 17, HD 8d10+22, HP 62, Initiative +3, #AT 2, Hit +5, Dam Bow 5 (1d8+2), Arrow Poison (DC 13 Con save or lose 1 point of Dex for 1 hour), Spiderclimb (can move over water and on vertical surfaces without hindrance)]

7.

Nereid Assassin

Water rolls across the deck and then swirls around the naked legs of a beautiful woman clad in a shimmering scarf that barely covers her lithe form.

Eania is the Nereid assassin of Jungduur as well as his consort. She is practiced in the art of stealth and will turn herself into a water-form that makes her seemingly immaterial (much like a cloaked Predator, ‘Get to da choppa!’). From her water-form she will attack by throwing water darts and using sneak attack.

1 Nereid Assassin [AC 10, HD 4, HP 28, #AT 1, D 1–4 (Water Darts), Backstab (4–24), Translucent Water Mimicry (can become nearly invisible, and thus attack using sneak), Spit (causes blindness to target for 2–12 rounds) (save vs. poison or be -4 to attack and +4 (penalty) to AC)]

TREASURE

ENCHANTED WRAP (ANY WOMAN WEARING THIS SCARF WILL HAVE THE ABILITY TO BREATHE UNDER WATER AND GAIN +2 TO CHA)

1 Nereid Assassin [AC 13, HD 4d8+8, HP 24, Initiative +4, #AT 1, Hit +6, Dam Water Dart 2 (1d4), Sneak Attack 12 (4d6), Translucent Water Mimicry (can become nearly invisible, and thus attack using sneak)(DC 18 Perception), Spit (causes blindness to target for 2–12 rounds)(DC 14 Dex save or be -4 to attack and -4 to AC)]

8.

Seaweed Golem

The ship rocks to the side as a lumbering and sloppy humanoid form, some fifteen feet tall, pulls its seaweed body onto the deck. Water leaks from it in gushing streams, and its empty eyes and gaping maw let out vapors of green ether.

This is a seaweed golem, the heavy siege engine of Jungduur’s attack force. It is relatively mindless and simply exists to destroy. Jungduur can command it and has set it on a course to rip the ship to pieces, starting with the main mast.

1 Seaweed Golem [AC 0, HD 12, HP 72, #AT 2, D 4–24 (Slam), Fire Resistance (1/2 damage vs. flame), Size: L]

TREASURE

NONE

1 Seaweed Golem [AC 20, HD 12d10+36, HP 146, Initiative +3, #AT 2, Hit +9, Dam Slam 22 (4d6+10), Fire Resistance (advantage on all saves vs. flame)]

9.

Marine Troll Leader

Towering over the mists that slither across the deck of the prow, a grey-green form covered in stringy hair and dripping sea water stares out into the night with green glowing eyes. Through black teeth seething with spittle, it barks orders to the invaders.

Jungduur is the leader of the Pirates of the Dark Sargasso, and he takes no prisoners. If, however, half his force is destroyed, he will need to make a morale check or retreat beneath the waves, calling his forces to join him.

The troll leader also carries something he calls his ‘warbag’, which is a sealskin leather bag with a scaled strap that has two enchantments on it. There are also some nice goodies inside the bag including Potions of Healing that he obviously has no use for but keeps for his loyal raiders. A hairpin in the bag was going to be a gift for his Eania, but as she only wears her enchanted wrap, she refused it.

1 Marine Troll Leader [AC 2, HD 10+12, HP 72, #AT 3, D (1–6)+6 (Claw x2), (1–10)+3 (Bite), Regeneration (5 HP/rd), Hard Starter (fire resistant, waterlogged hair saves on a 5 or higher to resist catching fire), Size: L]

TREASURE

WARBAG (+2 AC AND +1 ALL ATTACKS), 2 POTIONS OF EXTRA HEALING [GREATER HEALING], 120 PP, 7 BLACK PEARLS EACH WORTH 500 GP, CORAL AND JADE LADY’S HAIRPIN (+1 CHA & +1 AC BONUS)

1 Marine Troll Leader [AC 15, HD 8d10+40, HP 84, Initiative +3, #AT 3, Hit +7, Dam Claw 11 (2d6+4), Bite 7 (1d6+4), Multiattack (2 claw/ 1 bite), Regeneration (10 HP at the start of each round), Hard Starter (DC 15 (+8) to resist catching fire)]

Resolution

Once the fight is over, the remaining crew will limp the ship slowly away from the sargasso, hoping to find a friendly port to repair any damage. Maps recovered from the Blue Ki-Rin should lead the ship to Distant Turtle City, and the characters should be healed up by the time they get there.

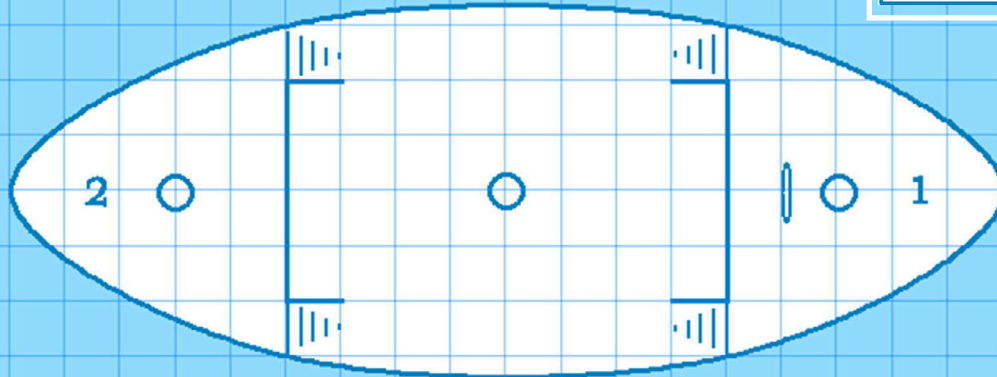
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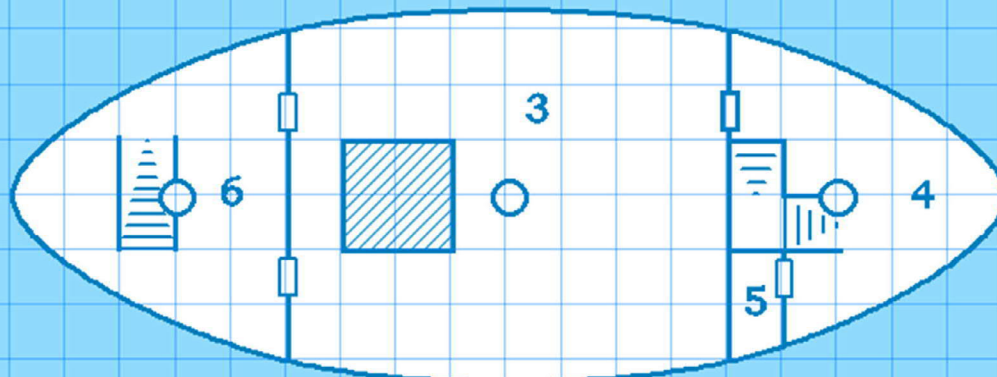
THE FOLIO

Upper Deck

-  Stairs
-  Mast
-  Door
-  S Secret Door



Main Deck



Middle Deck

