

PIETY AND PIRATES

The background of the entire page is a digital illustration. It depicts a person from behind, wearing a long purple robe and dark boots. A sword with a silver blade and a gold hilt is strapped to their back. They are standing on a small patch of land, looking out over a body of water. In the distance, there is a large, dark, jagged rock formation. The sky is a mix of purple and blue, with a large, bright orange sun or moon on the right side. Several small birds are flying in the sky. The overall mood is mysterious and dramatic.

HOME BREW

Smuggling, Magic and Intrigue

TABLE OF CONTENTS

	3
Adventure Hook	3
Hidden Bay	3
Pirate Hideout	4
Returning the Bloodstone	6
Appendices	7

FESTIVAL GAMES

This section is not necessary to the narrative but offers an opportunity for a lighter moment before the adventure starts. Read or paraphrase the following:

THE FESTIVAL OF MIUNA

The city of Wheldrake is abuzz with a festive spirit. Pretty maids with flowers woven into their hair spin and dance barefooted in the hopes of catching the eye of one of the young braves. Around the Swasgood Vale square are stalls of assorted foods, from candied fruits, pastries to sweetmeats and a rainbow of multi-hued cheeses. There are also a number of contests taking place. Which will you enter?

These contests will test the characters skills against those of proficient NPCs. Any number of characters can enter a contest, but they will also be pitted against one or two NPCs. Each NPC has a +4 to the relevant skill check (check out my website for more detail on these NPCs).

CREDITS

Story and Mechanics: Ninetoes82

Cover Illustrator: Patrick E Pullen

Illustrations: Patrick E Pullen

Cartography: Dungeondraft

If you like this adventure, please check out my website:
Ninetoes82



FESTIVAL CONTESTS

Type of Contest	NPC	Skill Check Involved	Prize
Archery Contest - Three arrows, closest to the bullseye wins!	Zook and Zanna	A character makes three attacks with any type of bow. Add up their three attack values and compare it to those of the NPCs.	An arrow with a golden head.
Contest of Strength - Can you beat the might Sprunk in an arm wrestle?	Devrin	A character makes three Strength (Athletics) checks. Add up the total value and compare with those of the NPCs.	A voucher for a free massage at Madame Roxy's Salon.
Eating Contest - Can you eat the most meat pies?	Gurdis	A character makes three Constitution checks. Add up the total value and compare with those of the NPCs.	A voucher for a free meal at the Drunken Goat.
Contest of Wits - Can you outwit the beautiful Orana?	Orana	A character makes three Intelligence (Investigation) or three Wisdom (Insight) checks. Add up the total value and compare with those of the NPCs.	A quill made from a griffon's tail feather.
Bucking Badger - How long can you keep your seat atop the mighty Jarric Rankor? (A giant badger)		A character makes three Dexterity (Acrobatics) or three Wisdom (Animal Handling) checks. Add up the total value and compare with those of the NPCs.	A bronze statue of a giant badger.

ADVENTURE PRIMER

Piety and Pirates is a 5th Edition adventure for **4-6 characters of 6th-level** and is **optimized for a party of four characters**. This adventure sees the party search a pirate ship to retrieve a magical item. Although this adventure is set on the Isle of Osonora, you could place it into any adventure where it makes sense.

BACKSTORY

The bustling city of Wheldrake sits a few miles inland from the northern coast of the island of Mintarn. A century ago, the Church of Vauna, an evil cult to the goddess of darkness, almost destroyed the city and in anger, the people abandoned the gods and sealed the temples. Now, the city is threatened once again by cultists. Sabine Fleurette has been hired by the cult to sow chaos, during the city's harvest festival, to mask their own devious machinations.

Sabina paid some pirates to smuggle a powerful magic item, a bloodstone to the island. The pirates, however, betrayed Sabine and are holding the item ransom. Fearful of explaining his failure to the Church of Vauna, Sabina intends to trick a band of adventurers into retrieving the stone for him.

ADVENTURE SUMMARY

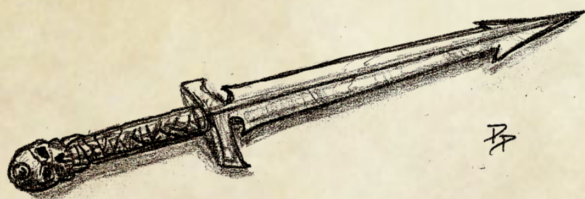
Sabina, disguised as Scallonbec the Blind, will hire the characters to retrieve the bloodstone from the pirates. The characters must find a way on board the pirates' ship, the Blind Squid. This will lead them to the pirates' hideout and a run in with the captain of the Squid. Finally, upon returning the stone to Sabina, the mage will use the stone to summon a hydra in the city's centre to cause chaos.

ADVENTURE HOOK

Once you feel your players are ready to start the adventure proper, read or paraphrase the following:

From across the square steps an old friend and patron, Scallonbec the Blind. "Hail adventurers. I had not thought to see you here." Before you stands Scallonbec the Blind. The gnome's bright blue hair is offset by orange, polka dot robes and pointed slippers. "I am glad to have found you, I have a task for you; if you're willing?"

This is not, in fact, Scallonbec the Blind, but rather Sabine Fleurette (CE male human **mage**), using an *alter self* spell to make himself resemble the gnomish archmage. She needs a group of adventurers to retrieve a magical item from some pirates and has disguised himself as Scallonbec to trick the characters into doing his dirty work.



AS SCALLONBEC HE TELLS EXPLAINS THE FOLLOWING:

- He hired the privateer ship, the Blind Squid, to deliver a powerful magical item, a bloodstone (see appendix A), to the Isle of Osonora.
- The item is a component used in powerful transmutation spells is extremely dangerous and so he needed to keep it secret from the authorities.
- The captain of the Squid betrayed him and is now ransoming the item, demanding more gold.
- While he could afford it, he expects the pirates will simply keep demanding more and more gold and so wants the characters to go and retrieve the item for him.
- The Blind Squid couldn't dock near the city and is hidden in a sheltered bay a few hours journey to the northwest.
- The bay is watched over by an old tower, used as a lighthouse by the smugglers and the pirates will most assuredly have lookouts watching from atop the tower.
- He offers the characters 1000 gp to retrieve the item and teach the pirates a lesson.

All of this is, of course, true. So any checks made to seek out lies will come up negative.

THE HIDDEN BAY AND CATHERINE'S LEAP

The tower, known by locals as Catherine's Leap because of an old tale of a young woman who leapt from the tower's summit after being spurned by her lover, overlooks a small bay on the northwestern coast of the island.

GENERAL FEATURES OF THE HIDDEN BAY

The tower's outside is in poor repair, but the structures within are well maintained by the smugglers who use the tower as a lighthouse and lookout. There is no map for this area.

Tower. The tower is sixty foot tall. It has a single doorway at ground level and a ladder that leads to the summit. The top of the tower is a small, circular platform that is 15-ft in diameter.

Brazier. A 5-ft diameter brazier sits in the centre of the platform. It is filled with wood, kindling that is kept dry. Above the brazier hangs a clay pot of burning oil. Using an action, the pot can be released, smashing it and setting the brazier alight.

Cliff top. The pirates have cleared the clifftop of rocks, bushes and anything else that may be used as cover.

Light. Moonlight casts dim light over the entire bay.

Stairs. A staircase is carved into the wall of the cliff and leads down to a small beach where a single rowboat, large enough for four medium creatures, rests.

1 - CATHERINE'S LEAP

Encounter: Lookouts. The tower is used as a lookout by the pirates and has a clear view of the surrounding areas. Two **bandits** are stationed atop the tower. If they sense anything amiss, they will light the brazier and alert the pirates on the Blind Squid in the bay below.

THE BLIND SQUID

The Blind Squid is a sixty-five foot schooner, captained by Reba the Sparrow. Reba is, however, in her hideout and so the ship is currently under the command of the first mate.

GENERAL FEATURES OF THE BLIND SQUID

Use the Blind Squid map for areas 2 and 3.

Light. The moonlight is supplemented by a lantern hanging above the main deck and another above the quarterdeck.

Door. The only door onboard leads to the captain's quarters and is unlocked.

2 - THE BLIND SQUID - MAIN DECK

Encounter: Pirates. Aboard the ship currently are seven pirates (use the **bandit** stat block). They are commanded by first mate Bor (CE male human **bandit captain**). Bor is on the quarterdeck, leaning against his pet bear Jake (use the **polar bear** stat block). Bor and four of the other pirates are asleep, unless they have been alerted of something amiss.

3 - CAPTAIN'S CABIN

Even in Reba's absence, the crew of the Blind Squid know better than to enter their captain's private quarters without permission.

Encounter: Smothering Rug. Reba protects her private stash of booty with a **rug of smothering**. The rug sits across the room's centre and will attack the first creature to step on it, surprising and smothering them.

Treasure. Within her private quarters Reba keeps a chest containing 210 sp and 60gp. On her map desk are charts of the surrounding area. The second chart down shows the bay the Squid is currently in. An X marks what appears to be a small inlet a little way to the west, this chart reveals the location of the pirates' hideout.

PIRATE HIDEOUT

Reba and the crew of the Squid discovered this cave system a few years previously and carved out a hideout within it.

GENERAL FEATURES OF THE HIDEOUT

Use the Pirate Hideout map for areas 4 to 9.

Ceilings. Ceilings are 10 feet high unless otherwise noted.

Doors. Interior doors are made of wood reinforced with iron bands. They all have rusted metal locks. It takes a successful DC 15 Dexterity check with proficiency in thief's tools to pick a lock or a successful DC 15 Strength (Athletics) check to break down a door.

Floors. Cracks and uneven flagstones conceal a dirt floor underneath.

Light. The complex is dark unless stated otherwise. Any read aloud text assumes that the characters have their own sources of light or darkvision.

Walls. Walls are roughly carved from the limestone.

4 - CAVE

The chart from area 3 leads to this cave, accessible via water.

Gaining Entrance. The waves outside the cave crash against the cliff and rocks below, making it extremely difficult to swim safely into or out of the cave, requiring three successful DC 17 Strength (Athletics) checks. These checks are made with disadvantage if the character is wearing or carrying heavy armour.

In a rowboat the cave can be reached with relative ease, requiring only a single successful DC 12 Strength (Athletics) check, made with advantage if the character making the check has proficiency with water vehicles.

Two torches light this area. Once within the cave the waters are much calmer. A single rowboat are already tied to a small dock.

Underwater Tunnel. In the southwest corner of the cave is an underwater tunnel that leads directly into area 7. The tunnel is pitch black and riddled with stalagmites and stalactites.

Successfully navigating the tunnel requires three successful DC 17 Strength (Athletics) checks, taking 7 (2d6) bludgeoning and 7 (2d6) piercing damage for each failed check.



5 - SMALL STORE ROOM

Trapped Entrance. Reba's crew have set simple, but effective traps at both entrances into their hideout.

When a creature of small or larger size steps onto the area marked on the map, a bell rings in areas 6, 7 and 9 alerting anything in those areas to the presence of intruders.

Noticing the trap requires a DC 20 Wisdom (Perception) check and disarming it requires a DC 15 Dexterity check made with proficiency in thief's tools.

This room is a small storeroom where the pirates keep coils of rope, tools and sailcloth. There is nothing of value here.

6 - HIDDEN STORAGE HALL

Secret Door. Entrance into this room is concealed behind a false wall. Noticing the seams requires a DC 20 Wisdom (Perception) check and opening it requires a DC 15 Intelligence (Investigation) check.

Treasure. Most of the pirate's loot is contraband and so unlikely to be useful to the characters. If the characters have a means of moving and selling the goods, however, these goods would fetch 500 gp.

There are also two chests, one holding 7000 sp and the other holds a potion of healing and a *potion of diminution*.

7 - LARGE CAVE

This large cave is too damp and cold to be used regularly by the pirates.

Crevasse. A fifteen-foot deep and fifteen-foot wide crevasse bisects the area from east to west.

Bridge. The bridge is made of wooden planks and has no rails.

Encounter: Reba and her Golem. If the characters set off either of the alarm traps in areas 5 or 8, then Reba the Sparrow (CE female human **veteran**) and her **flesh golem** are here.

Reba will have commanded the golem to stand on the bridge and only move if she commands it to. Reba herself will be concealed behind the cover of a stalagmite. If the golem is defeated or more than one character crosses the crevasse, Reba will attempt to bargain for her life, offering the bloodstone.

Treasure. Reba carries the *bloodstone* as an amulet (see Appendix A) and 10 gp and 5 pp. An *identify* spell used on the bloodstone will only reveal that it is suffused with transmutation magic and only a *legend lore* spell or similar magic will reveal its true nature.

8 - EMPTY ROOM

This small room is lit with a torch and is home to a devious a trap.

Trapped Room. When a creature of medium or larger size steps into this room the trap is triggered. Noticing the trap requires a DC 15 Wisdom (Perception) check and disarming it requires a DC 15 Dexterity check made with proficiency in thief's tools.

If the trap is triggered gas begins to silently fill the room. Each creature within area 8 must succeed on a DC 15 Constitution save. On a failure the creature falls asleep, as if by a sleep spell.

9 - SLEEPING QUARTERS

This room is hung with hammocks and the floor is covered in sleeping mats. Most of the pirates prefer to sleep aboard the Squid but Reba had business ashore and so sleeps here.

Encounter: Reba and her golem. If she has not been alerted to the presence of the characters, Reba the Sparrow (CE female human **veteran**) and her **flesh golem** are here. Trapped as she is in this room, Reba will immediately attempt to bargain for her life.

10 - HIDDEN ENTRANCE

A second entrance to the hideout is concealed within the bole of a large oak tree that sits within a small copse of similar trees. Discovering the secret door requires a DC 21 Wisdom (Perception) check and then, finding a means to open it requires a DC 15 Intelligence (Investigation) check. This hidden entrance leads into area 8.

Trapped Entrance. Immediately inside this entrance is another alarm trap like the one in area 5. Triggering this trap provides Reba enough warning to escape to area 7.



RETURNING THE BLOODSTONE TO SABINE

If the party is successful, Sabine will give the characters a bag filled with 1000 copper pieces, painted to resemble gold and take the bloodstone.

This ruse needn't last long, because as soon as he has it, Sabine will smash the stone onto the cobbled floor and summon chaos.

Encounter: Hydra! Smashing the bloodstone releases a fully grown **hydra** into the centre of the Swasgood Vale market. Use the Town Square map for this encounter.

Confused and angry the monster will begin attacking anything its many heads can see. There are 10 (3d6) **commoners** nearby when combat starts. The hydra will use two of its attacks to tear apart these townsfolk until the second round of combat when the survivors escape.

For each round that the hydra is alive, it bashes into a nearby building and the structure will collapse, crushing 2 (1d4) **commoners** within.

Meanwhile, Sabine (CE male human **mage**) will cast *fly* and aim to escape, not engaging the characters unless absolutely necessary. He will still resemble Scallonbec, so don't reveal the disguise if you can help it.

ADVENTURE CONCLUSION

With heart, soul and steel the adventurers will have dealt with the hydra and saved as many people as possible.

After the battle is over, however, the characters will discover that a number of coordinated attacks took place across the city, murdering important leaders and stealing many items of power. Worst of all, Lord Commander Embuirhan was assassinated. The real Scallonbec is safe, having never actually left his tower and, if Sabine survived he'll return in a future adventure.



APPENDICES

A - MAGICAL ITEMS

BLOODSTONE

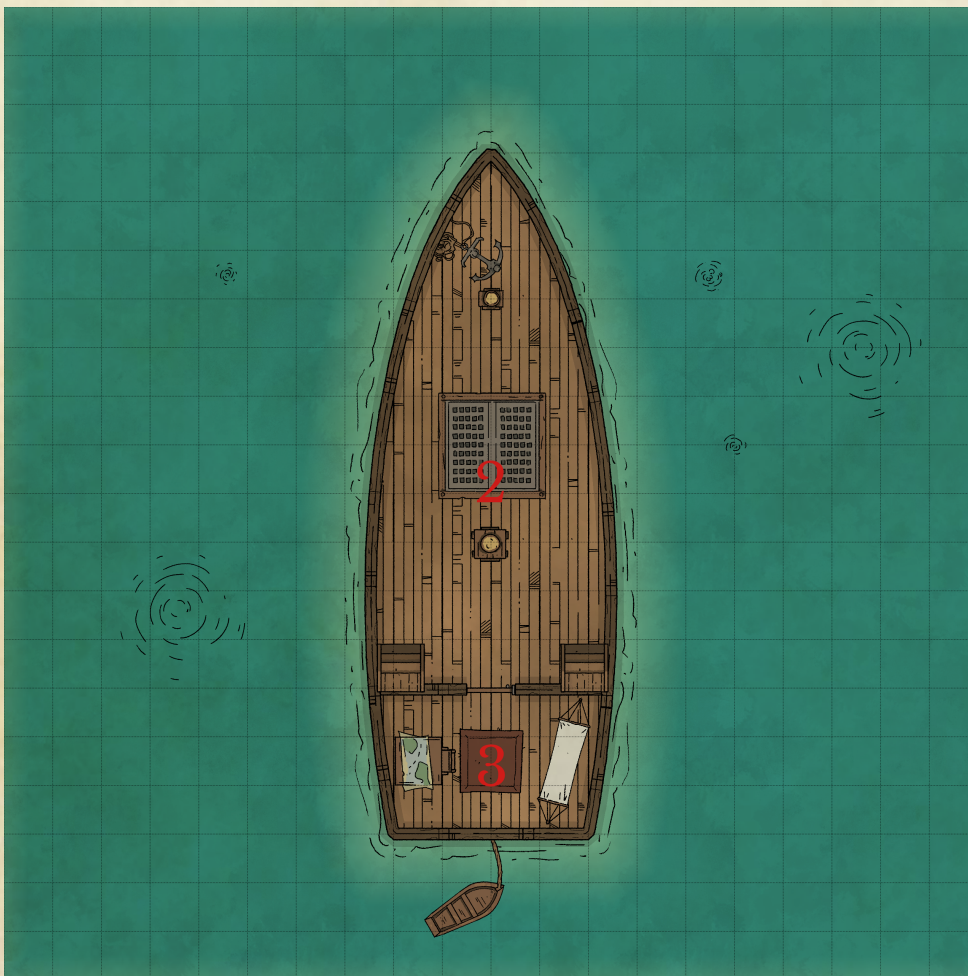
Wondrous item, artefact

When the queen of dragons gave birth to the first dragon, drops of her blood created the many-headed hydra. Some of these drops of blood were collected and sealed into magical crystals, known as bloodstones. As an action you can smash the stone, doing so transforms blood into a **hydra**.



B - MAPS

THE BLIND SQUID



PIRATE HIDEOUT



SWASGOOD VALE - MARKET SQUARE



Open Gaming License The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original

