

Background for the DM

The campaign setting is for the original D&D setting mapped out by the gazetteers. The Minrothad Guilds to be more precise. The party is crew on a privateer ship, out of Dmitrov in the Grand Duchy of Karmeikos. Each in the party has their own goal.

The first Mate welcomes the crew aboard, and welcomes the new members of the crew
“Welcome to the Ocean's ghost gentlemen, ladies, and everything in-between. Captained by the Hero and some say disgraced Merchant Prince Captain Alturus. He's tough, fair, and a demon with the blade and dagger. The captain's seen us out of more scrapes than I care to admit, woulda been lost without im. Bebo is a bit more than a pet, with silver hair and a knowing stare. Few be the men who can beat im up the main Mast.”

The Setup

The party have joined the Ocean's Ghost as Scuppers in the Minrothad Guilds. Some minor testing, like, climb the main mast, swim under the ship, fist fights, general training and drills. Rumors are that Goblin ships have been seen around, and the ship might clear a few out, for training. They set course for Seawell to investigate rumors of Goblin pirates, and find that two regular transport ships have not arrived in port, over the last fortnight. The captain allows some of the crew to spend a little time in town gathering information. This is done to evaluate skills that the crew might have that are not standard sailing skills.

3 contested climb checks to make it up the mast, between new crew members and the captain's pet monkey. Bebo has +16 climb

SEAWELL Seawell is a small but prosperous trading town on the seacoast, nestled into the base of a peninsula. Since the town is near enough to the peninsula to attract occasional lizardfolk attacks, it maintains a well-trained militia for protection. Even so, Seawell retains the feel of a small, bustling port town rather than a military post.

Two problems plague Seawell at present: the increased hostility from the local lizardfolk and the continued absence of all ships expected from the direction of the reef. Anyone in town can provide the PCs with basic information about these issues. If they seem uninterested in the missing ships, the mayor approaches them upon finding out that they are adventurers. He offers them 50 gp each, plus all the treasure they find, to find out what happened to the ships and resolve the problem. The characters are not really needed to deal with the lizardfolk raids, since the militia has thus far been able to repulse the attacks. They can, of course, strike out on their own through the swamps in search of lizardfolk to attack, but such a trek is beyond the scope of this adventure. Doing so, however, might provide them with clues about the pirates, since they have been in close contact with some lizardfolk tribes.

Goblins on the beach

The following text assumes the PCs have come down the beach looking for the goblin encampment.

The goblin pirates have built a campsite just off the beach on the lighthouse side of the peninsula. Their light tower is out in the open on the beach, but their tents and semi permanent structures are concealed in the bushes off to the side. The pirates wrecked and salvaged a ship two days before the PCs' arrival. After slaying the crew and looting the ship, they burned the wreck; thus, no trace of it is visible from the beach or above the water's surface. The pirates are still in the process of sorting the loot, figuring out what they have, and deciding what to do with it. Except for the patrols, most of them stick fairly close to the camp.

NORMAL PIRATE ACTIVITIES The pirates' regular activities include the following.

- **Inventory and appraisal of loot**

The pirates have dragged most of the goods they took from the lighthouse and all the goods salvaged from the wrecked ship into their campsite. During the day, four pirates are usually engaged in sorting, appraising, and recording the loot under the captain's supervision.

- **Hiding the loot**

When they're finished with the sorting, the pirates pack their stolen goods in barrels and bury them above the high tide mark. At any given time, two pirates are busy packing barrels and two more are hauling a packed barrel off somewhere to bury it.

- **Patrolling the area** This patrol is in addition to the one in encounter A. Three goblin pirates are always on patrol, except at mealtimes. The patrol searches for tracks and keeps an eye out for unwanted visitors, such as survivors of wrecks or lizardfolk. Patrols cover a circular area about 200 yards around the camp, but the pirates investigate anything suspicious that they see, even if it is farther away. They keep the camp informed as to their movements outside the base area, and a second patrol comes looking for any missing crew members after 1 hour.

- **Preparing Meals**

At mealtimes, one or two goblin pirates cook under the pavilion. The whole crew eats together, so patrols are suspended during meals.

- **General Activities**

Pirates not engaged in any other activity gamble, repair equipment, read, or pursue other leisure activities during the day.

- **Nighttime**

At night, the pirates light the false light, and one of them remains atop the tower as lookout. Those not on patrol sleep in the tents.

There are always pirates in the camp unless a wreck is being salvaged. When they discover the PCs depends on how quiet and discreet the characters are while exploring the area. Use your judgment here, and make use of perception checks.

KEY TO THE CAMP The points of interest within the pirate camp are detailed below.

Place The Tower on the map somewhere along the beach. The false light tower is situated about 30 feet from the shoreline and 20 feet from the edge of the bushes that conceal the pirate campsite. The structure is basically a 60-foot-tall, skeletal tower with a ladder attached on the side nearest the campsite. It measures 25 ft. square at the top and slopes outward toward the ground. The top supports a great fire basin made of stone and metal, as well as a pile of wood. Beside the structure stands a winch that the pirates use to haul wood and other supplies to the top of the tower. The pirates burn a fire in the basin at night to simulate the light of the lighthouse. The tower is generally manned only at night, but the pirates sometimes use it as a surveillance platform during the day. Those on top of the tower can stay out of sight of people on the ground just by staying low.

The Campsite The pirate camp is located 40 feet from the tower, about 20 feet beyond the edge of the bushes. They cannot see the shore from their camp, but they rely on the noise of a wreck to know when a ship has grounded on the reef. The campsite consists of four 15-foot-by-15-foot tents for sleeping, a central area with a 20-foot-square wooden pavilion under which the pirates cook their meals, and three wooden buildings, each 15 feet by 10 feet, that they use for storage. The structures are well built because the pirates worked on this camp for weeks before lighting the false lighthouse fire for the first time.

Boats Two large rowboats, each equipped with four oars, stand on the beach. The pirates use these to row out to the reef and salvage wrecks.

Goblins at the camp

3 for patrol
2 guarding the tower, just not very well
3 burying treasure
5 in camp

Goblin

CR 1/3

XP 135

Goblin [warrior](#) 1

NE Small [humanoid](#) ([goblinoid](#))

Init +6; Senses [darkvision](#) 60 ft.; [Perception](#) –1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 [armor](#), +2 [Dex](#), +1 [shield](#), +1 [size](#))

hp 6 (1d10+1)

Fort +3, Ref +2, Will –1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19–20)

Ranged short bow +4 (1d4/x3)

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats [Improved Initiative](#)

Skills [Ride](#) +10, [Stealth](#) +10, [Swim](#) +4; Racial Modifiers +4 [Ride](#), +4 [Stealth](#)

Languages Goblin

Their stash of barrels buried on the beach includes twelve casks of salted meat (1 gp each), eighteen casks of wine and other spirits (18 gp each), twenty-eight bales of cloth (10 gp each), three casks of glassware (15 gp each), fifteen hundred copper ingots (30 pounds, 15 gp each), nineteen casks of oil (2 gp each), and fifteen casks of herbs and spices (25 gp each).

The setting is not mine, I only use it and modify it for the fun and gaming of my friends and I.

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