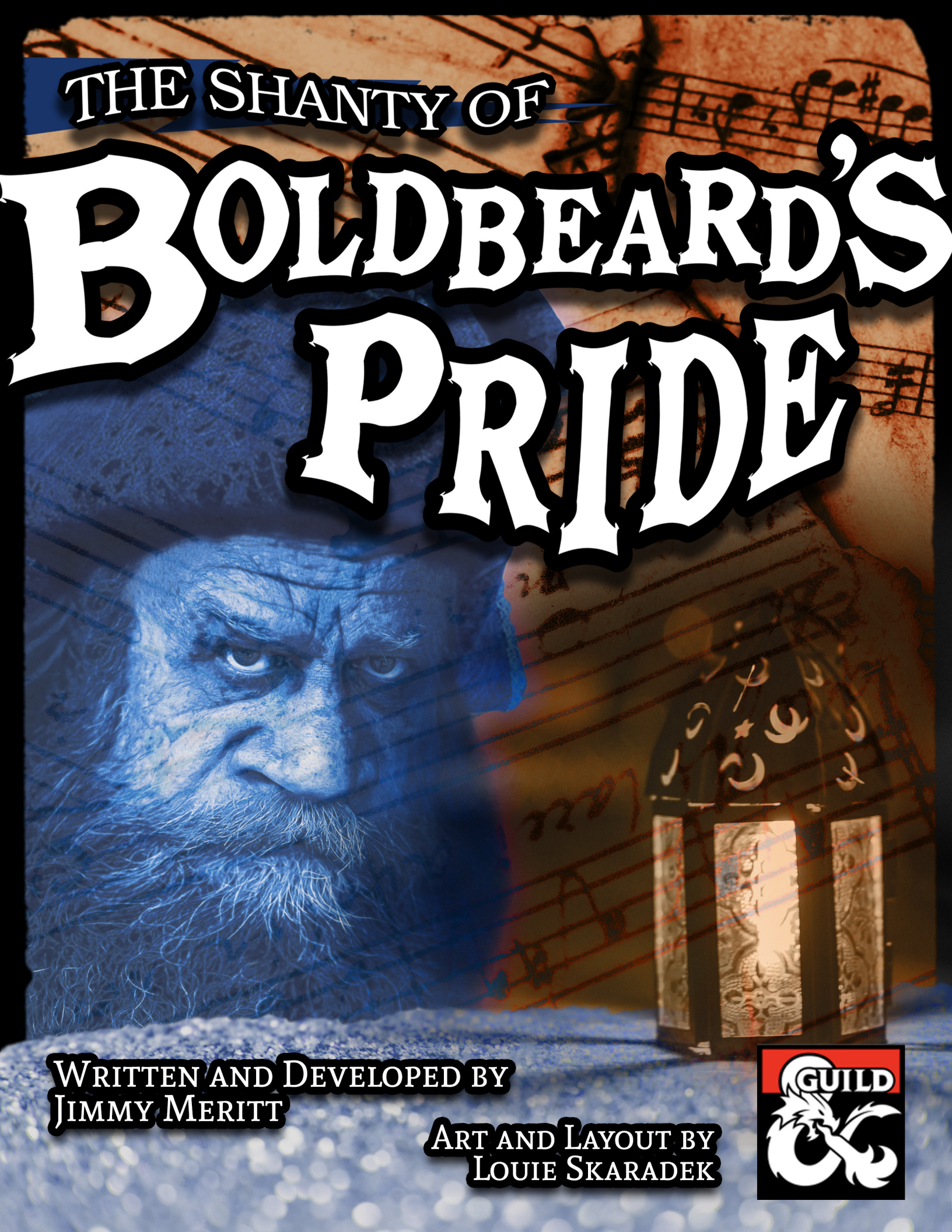
The Shanty of Boldbeard's Pride



Written and Developed by
Jimmy Meritt

Art and Layout by
Louie Skaradek

Guild



Pendant Design with a Sea Monster
Carrying Neptune Flanked by Two Nerieds, 1582
Adriaen Collaert, Netherlandish

THE SHANTY OF
BOLDBEARD'S PRIDE

Written and Developed by Jimmy Meritt
Art and Layout by Louie Skaradek
Edited by Merle Rogers

"A titillating tale of adventure awaits brave sailors in this swashbuckling supplement for Saltmarsh."

Arrrghhh It's Adventure!

Thank you so much for investing your time in "The Shanty of *Boldbeard's Pride*!" We worked hard to make sure this adventure gave you the feeling of a classic pirate yarn with a good mix of swashbuckling action, social encounters that present opportunities for backstabbing and plotting, and some exotic locations to explore. We hope this adventure has a little something for everybody! Please feel free to contact us and/or leave a review to let us know what you loved and what you didn't love, both to improve this adventure in future updates and to make our next supplement even better!

What you need to play

This adventure uses creatures found in the Fifth Edition Monster Manual. Rather than reprinting stats, whenever a creature is referenced in the adventure you will be given the page number in the Monster Manual (hereafter referred to as "MM") where it can be found.

"Ghosts of Saltmarsh" presents sailing rules and tables. There are moments in this adventure where these optional rules can be used. This adventure also ends with the PCs getting a ship, The *Boldbeard's Pride*, which uses the stat method found in "Ghosts of Saltmarsh," but "Ghosts of Saltmarsh" is not necessary to run this adventure.

In this adventure, characters will travel to the Darklake, found in the Underdark. You are given all of the information you need in this supplement to run this specific adventure, but if you wish to spend more time in the Darklake location, more NPCs and nearby adventure sites can be found in "Out of the Abyss."

This supplement has some roleplay heavy encounters and a few encounters that give the DM multiple options on how to run them. Because of this, I strongly recommend reading through the entire supplement at least once before sitting down to play.

Adventure Level

This adventure is optimized for a level 5 party, but advice will be given on how to make the combats more or less challenging.

Adventure Background

It's rare for Dwarves to seek out their fortune on the open seas. They normally prefer caverns and mountains. But the great Dwarf explorer Boldbeard found himself with no other option. After spending weeks in the Underdark tracking a source of mithril, he found the only way to progress further was to sail across the Sunless Sea.

The Dwarves turned their crafting expertise to shipbuilding and created one of the finest ships in the history of the realm - The *Boldbeard's Pride*. Once on board the ship, Boldbeard became smitten with the idea of the Pirate life and he and his crew began a series of daring treasure raids. The gold and jewels were hidden away in their secret mithril mine, repurposed as a pirates cove.

In time, their life of piracy caught up to them. Another group of Underdark Pirates, lead by Captain Darkwater, seized the ship, killing all the crew except for a single Bard, who managed to escape to tell the story.

Despite having the ship, Captain Darkwater and his crew are still unsatisfied- they have been unable to find the mithril mine, mostly due to the presence of Boldbeard's Ghost. Haunting the ship, he exerts enough influence over the vessel to make sure it never sails near his lost mine. However, his spirit will give possession of his ship, and the location of his mine, to anyone who avenges him and gives Captain Darkwater's Crew the ol' what for.

Adventure Summary

This adventure is broken into three parts.

In the first part of the adventure, the PCs spend some time at a Pirate Tavern, where they hear the "Shanty of *Boldbeard's Pride*". Within the tavern is a retired Dwarf who has a map which gives the location of a sea current feeding into the Underdark. After getting the map, they sail into the Underdark, where they run afoul of the pirates holding The *Boldbeard's Pride*.

In the second part of the adventure, the PCs serve on board the ship, either willingly or unwillingly. Boldbeard's Ghost, haunting the ship, gives them rough guidance on how to build wedges between the crew. Once the pirates are off the ship, either due to a mutiny being triggered, the PCs beating them in a straight fight, or another method, Boldbeard's Ghost gives the location of the pirates cove.

In the third part of the adventure, the PCs arrive at Boldbeard's Cove, where they navigate traps, fight creatures, and seek out Boldbeard's treasure - gold, mithril, and magical items.

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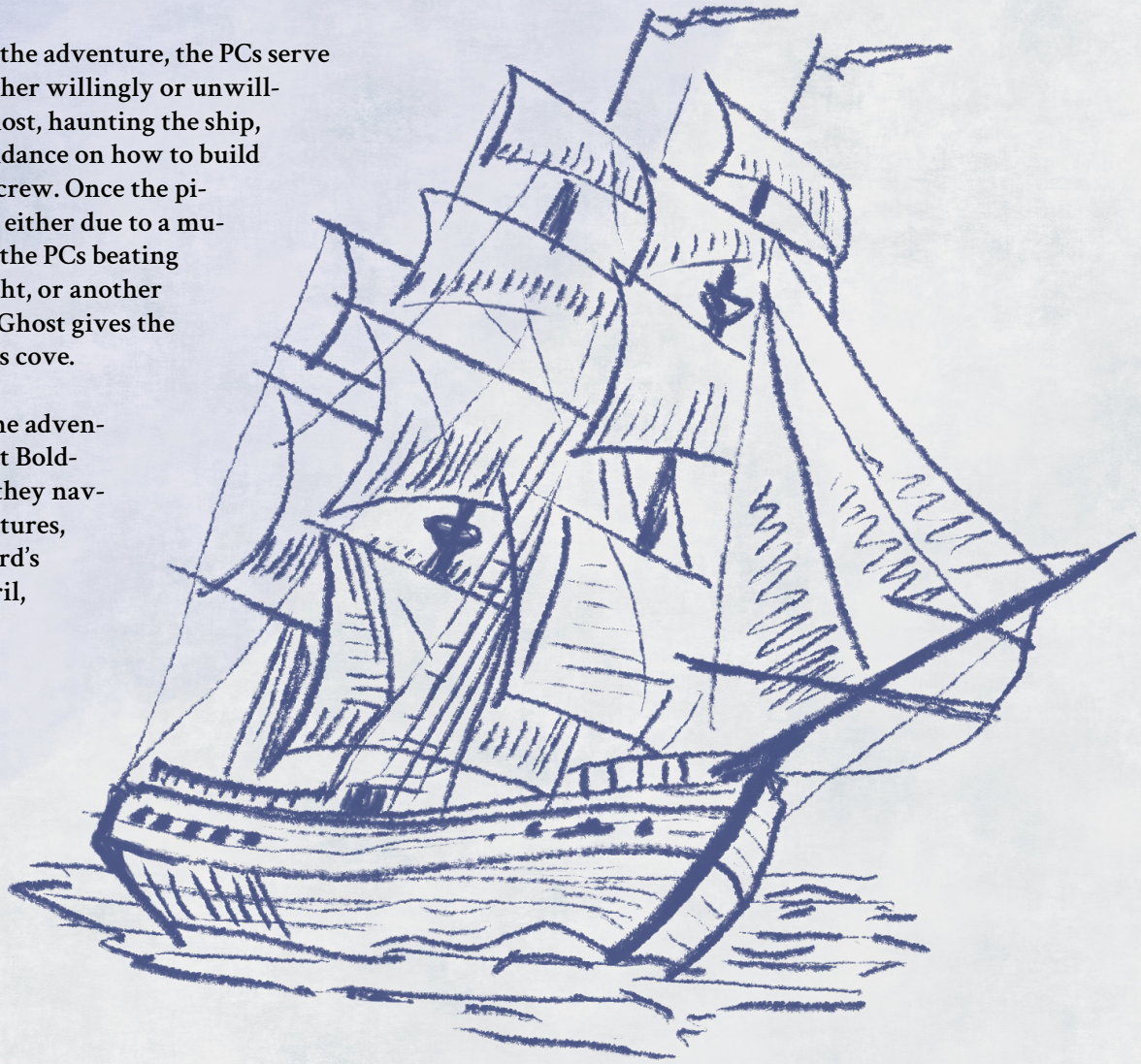


Part One: Finding the Way

As the DM, your chief goal for this segment of the adventure is to get the players warmed up and into character. We have provided some colorful NPCs for players to interact with - "overact" these NPCs to give the players permission to lean into character as well. Hand out Inspiration Points like candy. The middle part of this adventure is very roleplay heavy, so getting everyone comfortable and loose now will help the second chapter be a fun success at the table.

One Eyed Jacks

A new craze has been sweeping the realm - adventuring themed pop up taverns! Taverns will appear seemingly overnight, then after a week vanish just as quickly. One Eyed Jacks, a Pirate themed tavern, appeared this morning in your town, and there are rumors of a Bard at the tavern holding a map leading to buried treasure.

Other settings: If your "Saltmarsh" campaign is set in a high fantasy/high magic setting, it may be fun to have this bar literally pop-up. A rare item could have modified an "Instant Fortress" spell into an "Instant Tavern" spell. Characters could see the tavern instantly vanish into a box at closing time each night. If your campaign is set in a low magic setting, players could see grizzled construction workers drinking out in the alley next to the bar, perhaps with some unfinished work.

Bar Features

The entire building curves in a way that evokes the feeling of being on the lower deck of a ship. Black flags with images of the Jolly Roger on them adorn the bar, just enough of them for it to devolve into unintentional parody. Cages on the wall appear to hold parrots, but closer examination reveals them to be stuffed. Lucky adult customers are handed a small flint and steel with One Eyed Jacks logo etched upon it, while children are sat at a table where they carefully color and decorate flimsy eye patches.

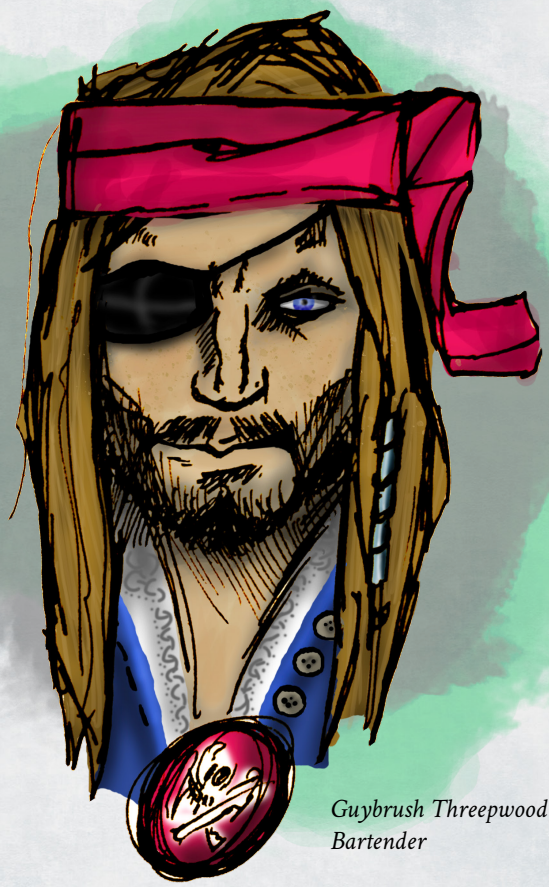
DM Goals For This Chapter

In this chapter of the adventure, players will spend some time in the Pirate Tavern, learn about the ship The *Boldbeard's Pride*, and face off against a retired pirate in a game of "Liar's Dice" to win a map from him.

Bar Employees

Although the bar claims to employ retired pirates, the servers are actually working actors with varying levels of enthusiasm. Each employee has one pirate joke to tell- if the player is able to guess the punchline, the character gets a discount on food and the player gets a Point of Inspiration.

Bartender: The bartender goes by the name of Guybrush Threepwood, and he is so committed to his role he will refuse to disclose otherwise. He stays completely in character. When performing



Guybrush Threepwood
Bartender

Guybrush, give an as over the top, parodying pirate performance as you can. Guybrush is completely decked out in corporate approved flare - an eye-patch, a fake hook, and two layers of vests. A passive Perception of 13 makes it clear the hook is covering a real hand, and his "beard" is glued on.

Guybrushs' joke: "Why is being a pirate so addictive?" "Because when you lose your first hand, you get hooked!". (When delivering the punchline, Guybrush will shake his hook in the direction of the party, which may cause it to fall off.)

Server: The server is an older, washed up actor who feels he is above this entire enterprise. He is forced to go by the character name of "LeChucke", but hopes characters will recognize him from his performance of Strahd in the touring company production of the play "Wings of Blood". If characters recognize him (A successful DC 13 Intelligence (History), Bards roll with advantage), they get a free drink and an inspiration check without knowing the joke.

LeChucke's joke: (LeChucke gives a heavy sigh, mumbling under his breath about how he played Strahd once, and then delivers the joke with as little enthusiasm as can be mustered.) "What has eight arms, eight legs, and eight eyes?" ... "Eight Pirates."

Serving Wench: The serving wench goes by the name of Elaine Marley. She is a pirate and nautical enthusiast and joined the tavern because she believed it would be a more factual and educational experience. She enjoys the atmosphere, but is a bit frustrated that everything turned out a bit too campy for her taste.

Rather than telling a joke, Elaine Marley glances around to make sure her co-workers can't overhear her and instead asks a pirate trivia question.

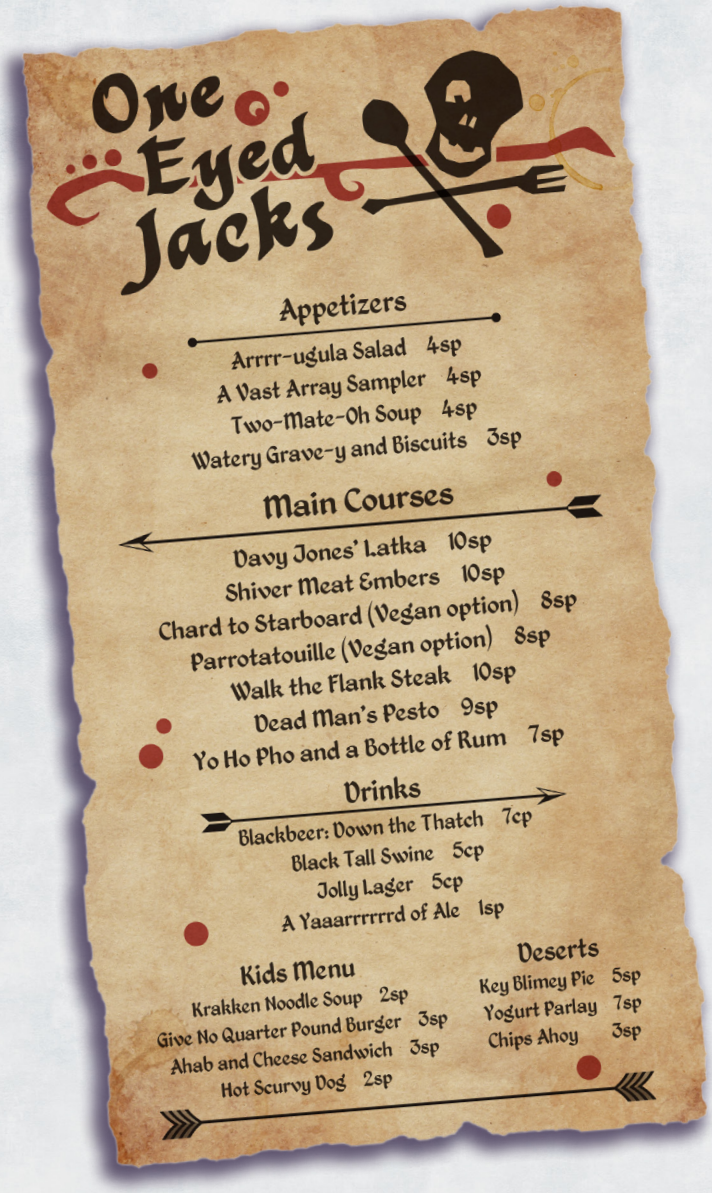
"The skull and crossbones pirate flag - what is it's proper name". The answer is "Jolly Roger". If players don't know, characters can make a successful DC 12 Intelligence check to know the answer. This gives characters a food discount, but will not grant the players Inspiration.

Barrick the Bard

Once characters have interacted with all of the bar staff they care to (and have had any small talk with recurring campaign NPCs), Barrick the Bard will enter the tavern. The Dwarf stands on a table and calls out, getting the attention of the tavern.

> **"Listen well! For two years**, I had the honor of serving on the good ship The *Boldbeard's Pride*, second in command to Boldbeard himself, the finest Pirate to ever sail the Sunless Sea! Hear this shanty, and if it moves ye, toss a copper or two into an old Pirate's hat!"

Barrick sings the song below- to hear Barrick's song, play the MP3 included in this download, or go to this youtube URL The Shanty of *Boldbeard's Pride*. A printable players handout of the lyrics are included. If a player did not receive any Inspiration Points from talking to the tavern employees, they may gain a Point of Inspiration if they follow the melody and sing along to the shanty. Poor singing is encouraged.



The Shanty of Boldbeard's Pride

Harken here, harken close Listen well unto my tale
Blow high! Blow low! And so sail we.
It's of the Captain Boldbeard and the mighty ship he sailed,
Sailing through the Underdark across the Sunless Sea.

He was a daring pirate With a faithful trusty crew,
Blow high! Blow low! And so sail we.
The ship it was the Finest Loaded down with dwarven brew
Sailing through the Underdark across the Sunless Sea.

By cutlass and by cantrip They took treasure by the fray,
Blow high! Blow low! And so sail we.
And in the secret mithril mine they hid their prize away.
Sailing through the Underdark across the Sunless Sea.

But the life of a pirate It is hard and it is fast,
Blow high! Blow low! And so sail we.
Another of their number Caught up with them at last.
Sailing through the Underdark across the Sunless Sea.

But for the fabled mithril mine The devils searched in vain,
Blow high! Blow low! And so sail we.
For the spirit of the captain Had not departed from our plane.
Sailing through the Underdark across the Sunless Sea.

They say the gold is out there now and the mighty ship sails still
Blow high! Blow low! And so sail we.
It's time to make them both our own So away now, with a will!
Sailing through the Underdark across the Sunless Sea.

Barrick Reiterates

Just in case the characters or players tuned out by the end of the song, Barrick takes a moment to reiterate the quest.

"When the Pirates attacked our ship, I was ordered to flee to spread our story. Boldbeard's Ghost haunts the ship still. The vessel, the mithril mine, and the treasure will go to any crew savvy and brave enough to venture into the Underdark and unseat those rogues from The *Boldbeard's Pride*!"

"I have in my possession an enchanted map. This map always leads to the ship, giving you a fair shake at claiming it. But I'll only part with it to those who prove they are sharp of mind!"

With that, Barrick moves around the room, holding out his hat for any tips, then moves to a corner booth, awaiting any challengers for the map.

Winning the Map from Barrick

Barrick is willing to part with the map, if it can be won from him in a game of "Liar's Dice". Barrick wagers his map and, in return, he demands the players wager a magical item.

Liar's Dice

- In Liar's Dice, every player begins with five dice. They roll, keeping the results hidden.
- The first player then makes a bid, guessing how many of a certain die value are on the table. For example, they may say "seven Threes." That means Player One believes that, between every dice rolled between every player, at least seven dice display a "Three."
- Player Two can then "Challenge." This player is essentially saying "I don't believe you are correct." All players then show their dice. If the amount of dice is equal or greater to the challenged amount, Player One wins, then Player Two rolls the next round with one less die. If the bid is less than the amount on the table, Player Two wins and Player One loses a die. When a player runs out of die, they are eliminated.
- If Player Two does not challenge, they can instead make a new bid. One of the numbers in the new bid must be higher than the previous bid, either number or face value.

For example, if the previous bid was "three Fours," the next bid can be "two Fives," "five Fours," etc, but it cannot be "two Fours" or "three Threes," one of the numbers must be higher.

Example Play of Liar's Dice

Devin, Cassandra, and Pogo are sitting down for a game of Liar's Dice. Each picks up five dice, rolls them, then hides the result.

Devin: I bid two Threes.

That means Devin believes that, between the 15 dice total rolled amongst the three players, at least two or more of those dice show Three. It is then Cassandra's turn- she believes this to be a reasonable assumption, so instead of challenging she makes a new bid.

Cassandra: I bid two Fours.

One of the two numbers stated by Devin had to increase by one- either the quantity of dice or the number displayed. Cassandra decides a safer bet is to keep the quantity at "two", and increase the number displayed. So the "Three" goes up to a "Four." "One Four" or "two Twos" would have been an incorrect wager- one number must increase. It is then Pogo's turn.

Pogo: I bid six Fives.

Pogo is a loose cannon! Pogo has decided to raise both numbers- it's still reasonable enough that he thinks he could win a challenge, but it puts pressure on the next player.

Devin: I bid seven Fives.

Pogo then challenges! (Any player that rolled dice that round can challenge.) All players reveal their dice. If there are less than seven Fives, Pogo wins the challenge and Devin takes one die away from his pool. The next time he rolls, he uses four dice rather than five. If there are seven or more Fives, Pogo loses the challenge and gives up a dice. When a player runs out of dice, they are removed from the game.

Cheating at Liar's Dice

Characters should, and are encouraged to, cheat at this game! PCs may use the following skills, items, and abilities to give themselves an edge.

A successful DC 13 Dexterity (Sleight of Hand) check will allow a player to change the face value on one of his own dice. This can be done by every player anytime a "Challenge" is called. An "Arcane Trickster" class makes this roll with advantage if they are using their Mage Hand.

A successful DC 13 Wisdom (Perception) check can allow a player to look at another players dice just before they are hidden.

If a player has "Weighted Dice," allow them to set two dice down in whatever value they want, rather than rolling. A successful DC 13 Dexterity (Sleight of Hand) check can allow them to pass these dice to other players.

If "Charm Person" is successfully cast on Barrick, he is not willing to give up the map, but he will "Go easy" on the players. He will play Liar's Dice without asking them to ante up a wager of their own, and if he is about to make a challenge, a successful DC 10 Charisma (Persuasion) check will convince him to bid instead of challenge.

If Barrick catches players cheating once, he is flattered by it. They are invested enough in the game to cheat. As a matter of fact, he'd be offended if they weren't cheating! If Barrick catches them a second time, he is disappointed by their sloppiness and demands they throw 10 GP each into the pot as a wager. If he catches them a third time, he refuses to play further unless they ante another magical item. Future attempts to cheat are made with disadvantage.

What if Barrick Wins?

It is unlikely Barrick will win. We're doing a bit of sleight of hand as a DM here- statistically it is more likely one of the four (or more!) PCs will win, even before they have been given options to cheat. But, should the unthinkable happen, Barrick is willing to play again if they will ante up another magical item, however he will not return the first magical item.

Last Advice from Barrick

"I hope you have better luck against these scoundrels than we did. A word of advice: these Pirates are tough in a direct fight. With how long they've been in close quarters together, tensions have to be rising. It may be worth driving some wedges between them. Good luck - you won't be as good a Captain as Boldbeard, but I'd take you above those knaves anyday…"

Embarking

If the characters have been playing "Ghost of Saltmarsh" or another nautical campaign of your design, it is a fair chance they already have their own ship and desire The *Boldbeard's Pride* as an upgrade. If they do not have their own ship, Barrick charters a boat for them. He is eager to get revenge for his captain!

Barrick himself refuses to accompany the party. If they fail, he wants to be able to continue to spread the shanty and find another adventuring party to later succeed where they have failed.

Once characters have the map in hand and a boat, they embark towards the cavern entrance to the Sunless Seas. It is a five day voyage and, depending on time frame and DM preference, it can be uneventful. If the DM wishes to flesh out this journey, "Ghosts of Saltmarsh" has Sea Random encounters on pages 207-208. Roll on this table once per travel day.

Reaching the Sunless Seas:

After five days on the open ocean, your ship arrives at a cliffside. Carved into the side of the cliff is a sculpture of a massive Spider, the carved stone legs outstretched as if trying to grab for any passing ship. Its massive mouth is open wide, appearing to be both an invitation and a threat.

The "mouth" of the spider is too small for a large ship to enter, so players must disembark from their longship and cram themselves onto a rowboat to navigate the Underdark caverns and rapids.

Sailing into the "mouth" of the spider, the party finds themselves in the underground caverns, rivers, and

rapids of the Darklake. Despite having the map, navigating these caverns can still prove to be difficult- sailing to the Sunless Sea is done as a skill challenge. In a skill challenge, initiative is rolled as if preparing for combat. On a PCs turn, they narrate what their character is doing to help accomplish their goal, and make a relevant skill check. If the check meets or exceeds the stated DC, the party marks one "Success". Once the party has reached five successes, the skill check has been won. At the DM's Discretion, relevant spells or class abilities can grant an automatic success, as long as using it uses some sort of resource- a spell slot ability can grant a success, for example, but not a cantrip.

Allow the players freedom and creativity in how they are using their skills to sail, but some examples are below.

Sailing Skill Challenges (DC 13)

» Athletics: Row harder!

» Intelligence: Investigation to study the map for the best routes.
Religion to pray for sea gods to help.

» Wisdom: Insight to read the map correctly.
Survival to ration food at sea/day to day ship living.

» Charisma: Intimidation check to bully crewmates into focusing on ship.

Once the players have gotten five successes, move onto the "Pirates of *Boldbeard's Pride*" section of the adventure. **On every failure, make a roll on the Darklake Random Encounter chart.** (Presented here top right, originally found in "Out of the Abyss" page 42)

D12 Darklake Encounter Chart

Roll	Result
1	1 Aquatic Troll (MM Page 291, add swim speed of 30 feet and waterbreathing)
2	2d4 Darkmantles (MM Page 46)
3	1d4 +2 Duegar in a keelboat (MM Page 122)
4	1 Green Hag (MM Page 177)
5	1 Grell (MM Page 172)
6-7	1d6 +2 Ixitcanachitl (See Appendix B)
8	1d4 Kuo-toa in a keelboat (MM Page 198)
9	1d4 Merrow (MM Page 219)
10	3d6 Stirges (MM Page 284)
11	1 swarm of Quippers (MM Page 335)
12	1 Water Weird (MM Page 299)

Sunless Sea Features and Terrain

The Sunless Sea is actually a smaller portion of the massive system of underground caverns, tunnels, and canals known as the Darklake. Much of the Darklake consists of claustrophobic, maze like tunnels and rapids, but those that can navigate it (or have a map handy) can find their way to the Sunless Sea, the largest open body of water in the Underdark.

More information on the Darklake is provided in the third chapter of "Out of the Abyss." This supplement gives you everything you need to run this adventure in that location, but if you want this section of the adventure to take up a larger portion of the evening, random encounter tables and additional adventure locations can be found there.



Part Two: Pirates of *Boldbeard's Pride*

As a DM, your chief goal for this chapter is to help bring the colorful pirates of *Boldbeard's Pride* to life.



Krulen Darkwater Captain

Emphasize their most eccentric traits and help the players understand what makes them tick. The more "real" the pirates feel, the more satisfying it is for our players to outwit and outfight them.

You'll also be running a large mutiny at the climax of this section- you're given multiple approaches on how to run this battle, go over each approach and decide which works best for you before running this part.

Once the players have five successes at the end of Part One, they come across The *Boldbeard's Pride.* The ship strikes an imposing figure, appearing to be a massive and terrifying insectoid creature with glowing eyes.

The motley crew stands at the bow, ready for action. These foul Pirates currently occupying the ship are listed below.

The Officers

CAPTAIN: Krulen Darkwater: The Sea Devil (**Sahaguin Baron**, MM Page 264) Captain Krulen Darkwater rules with a stern hand and an iron fist. His rough exterior and "tough love" personna is really just due to him being very protective of his crew. He is less enthused about treasure than the others and primarily uses these treasure hunts as an excuse to keep his crew, whom he considers a makeshift family, together and safe. He wishes to keep the ship in the Sunless Seas rather than traveling in the waters above because he considers himself a "Big fish in a small pond."

FIRST MATE: Jiven Starkscream is a male Drow (**Drow Elite Warrior**, MM Page 128) who fled the cities of the Underdark to find his fortune away from matriarchal rule. He is dashing, playful, and charismatic. He longs to be the captain of the ship, and wishes to sail it out of the Underdark- his ambition pushes him beyond wanting to stay in the Sunless Seas. He also has a concern in the back of his mind that Drow bounty hunters may track him and return him to his city.

BOSUN: Ship maintenance and repairs are attended to by the Ghost (**Ghost**, MM Page 147) of Boldbeard. Even though he hates the Pirates and wants them gone, he is unable to bear to see his ship fall into disrepair.

QUARTERMASTER: The navigator is a **Mind Flayer** (MM Page 221), whose name is unpronounceable by anyone on the ship, so they have taken to calling him "Squiggles." Squiggles is incredibly cold and aloof, normally only speaking to the crew when they ask for navigation help. Although he's not a natural navigator, he knows the Sunless Seas well due to information he's gained from eating a variety of brains and adapting the information they contained.

SURGEON: The surgeon is a Derro (See Appendix B) named Diir Sec. She is a slave of Squiggles. Before being captured by the Mind Flayer, Diir Sec was an Underdark serial killer who would pose as a Dwarf to join adventuring parties, then torture and murder the crews during long rests. Because of this previous lifestyle, she has an excellent knowledge of anatomy, making her well skilled to be a doctor. She'd rather kill everyone on board, of course, but the Mind Flayer has forced her into being a surgeon as a cruel joke. She has an especially harsh bedside manner- many of the crew would rather let problems fester than submit themselves to her surgical prowess.

COOK: The ship's cook is the left head of an **Ettin** (MM Page 132), named Zog. While Zog and his right head, Korg, were surviving alone in the Underdark, Zog had learned how to prepare mushrooms in an appetizing way. His right head finds food preparation dull and thus acts visibly annoyed during cooking.

Notable Crew Members

The majority of the crew are **Duegars** (MM Page 122), who enjoy laying claim to a ship that had once been the pride of so many Dwarves. In addition to the 15 Duegar on the ship, some other notable crew members are listed below.

ENTERTAINMENT: The ships entertainment is provided by the right head of an **Ettin** (MM Page 132), named Korg. Korg is a natural born storyteller and entertains the crew with stories collected when he and his left head, Zog, traveled the Underdark before finding the Sunless Sea. (If your players have participated in the "Out of the Abyss storyline, he tends to tell their stories.)



Squiggles
Quartermaster

SWAB: The deck is swabbed by a **Troglodyte** (MM Page 290), named She-Who-Swabs. She is with the crew for safety in numbers and the fun of raiding. She refuses to bathe herself, but has been assigned the job of swabbing the deck by the crew, who simply hope some soap will rub off on her and calm her smell.

SCOUT: Loolglooge is a **Kua-Toa** (MM Page 198), who acts as the scout. When aboard The *Boldbeard's Pride*, he swims 300 feet ahead of the ship, looking for targets, then swims back to report. When at the pirates lair, he swims in the outer shores. He worships the Shark God Sekolah and always keeps a small handheld idol nearby. At the conclusion of raids, he always wishes to sacrifice one of their prisoners to his god- the rest of the crew normally indulges him.

SECURITY: Ship security is handled by a **Gelatinous Cube** (MM Page 242). Their degree of sentience is a matter of fierce debate among the crew. The Cube does nothing to communicate, but does follow simple orders from the Captain. The Cube stores weapons for the crew, spitting them out just before a fight and breaks up minor scuffles by engulfing the



Zog Cook

Korg Entertainment

feuding crewmembers, ejecting them once they've cooled down. The Cube has taken to collecting and wearing interesting hats.

Darkwater's Offer

Captain Darkwater doesn't see a small rowboat as a threat or potential for plunder- assuming the characters don't come across as hostile, Captain Darkwater is willing to bring them in as new crew on a probationary measure, provided they are willing to prove their mettle. If the characters agree to joining the crew, go to the "Darkwater's Test" portion of the adventure.

If the Party Attacks the Pirates

If the characters attempt a direct attack on the pirates, let them have it out. On the deck of the ship, the characters will fight the Officers (except for Boldbeard's Ghost, who helps the party), the crew, and three Duegars at a time- when one Duegar is slayed, another will replace it until all 15 are accounted for.

If the party wins the fight, the Ghost of Boldbeard seems satisfied. Proceed to the "Boldbeard Gives Command" portion of the adventure.

If a party member is reduced to 0 HP, Captain Darkwater's crew will leave them alone to let them make death saves unless they have killed an officer. If a PC who has killed an Officer is reduced to 0 HP, Duegar crewmembers will hit them while they are down, killing them.

If the entire party is reduced to 0 HP, any who were not killed outright by crewmembers awaken in the brig. If a player lost a character in the previous fight, allow them to introduce a new PC here, captured by Captain Darkwater in a previous raid.

Once characters have cooled their heels in the brig, Captain Darkwater offers the characters another opportunity. He respects their ambition and saw that they were good in a fight, so he will allow them another opportunity to test their mettle and join the crew. If they agree, proceed to the "Darkwaters Test" portion of the adventure. If they refuse, Darkwater brings them above deck to walk the plank. The campaign is off the rails at this point- follow the players lead, and proceed to the "Boldbeard Gives Command" portion of the adventure if the players are able to clear out the pirates.

Darkwater's Test

If the characters were not hostile to Captain Darkwater, he will wish to test their mettle and see them in a fight. If characters did fight Darkwaters crew, he will wish to have them fight to prove their loyalty to him.

Any character who is a monstrous race (Bugbear, Firebolg, Goblin, Hobgoblin, Kenku, Kobold, Lizardfolk, Orc, Tabaxi, Yuan-Ti, or appropriate homebrew/third party race) may join the crew without having to take this test- although they are still welcome to fight to help their party members if they wish. If the entire party is made of monstrous races, they are in luck and don't have to do this encounter.

Captain Darkwater explains that a group of Underdark raiders known as the "Spire Spiders" have been venturing close to what he considers their "turf". He's planning on sailing The *Boldbeard's Pride* nearby, then letting the new recruits jump in and handle it.

If the characters agree, The *Boldbeard's Pride* turns to sail the Sunless Seas. Captain Darkwater gives the players a chance to meet the crew. If, as a DM, you enjoy doing lots of voices, this is a great opportunity for a one-person show, although I'd recommend simply voicing the Captain as he introduces everyone. You'll get a chance to portray every character, though!



She-Who-Swabs Swab

The Spire Spiders

This motley crew of Underdark Raiders hide along the stalagmites above the Sunless Sea, swooping down to attack boats on chains and spider webs. Loogloog, swimming ahead, will report that the Raiders are nearby, allowing the characters to get themselves into position.

During the fight, Captain Darkwater and his crew stand at the edges of the deck, cheering and jeering the characters, as the Spire Spiders drop down onto the boat.

The Spider Spider raiding crew are made up of the following creatures:

3 **Grimlocks** (MM Page 175)
4 **Drow** (MM Page 128)
1 **Ogre** (MM page 237)

Scaling

For lower level parties, remove the Ogre. For higher level parties, add a **Sahaguin Priestess** (MM Page 264) leading the raiding group.

Welcome Aboard

Once the fight is done, Captain Darkwater officially welcomes them onto the crew of The *Boldbeard's Pride* and gives them free run of the ship. As soon as they are alone, Boldbeard's Ghost will appear before them, conveying the following information:

» The crew is close to mutiny- Captain Darkwater is content with them remaining in the Underdark, but First Mate Starkscream is pushing the crew to mutiny and sail to the seas above, leading to more fortune.

» Boldbeard is using what's left of his ghostly will to stop the ship from nearing his mithril mine. If the players supplant Captain Darkwater, Boldbeard will give them its location.

» If a mutiny begins, Boldbeard can summon his ghostly crew. They can keep the Duegar at bay, meaning the PCs will just have to deal with the Officers and Notable Crew Members.

Inspiring Mutiny

Every Officer and Notable Crew Member, with the exception of the Captain and the First Mate, begin with the attitude of "Content". Once all crew members' attitude has been shifted to "Aggressive," the Mutiny begins.

There are several ways to shift each crewmember to mutinous- either have a scene where they are persuaded to rebel against the Captain, hate the mutineers enough to fight, or somehow bother them in a way that shifts their mood and makes them anxious to get out aggression.

To "size up" each crewmember, make a DC 12 Wisdom (Insight) check and / or a DC 12 Intelligence (Investigation) check.

» The main conflict between the Captain and the First Officer is if the ship should remain as a "Big Fish" in the Sunless Seas or leave the Underdark into the wide ocean. The Insight check helps a character know which way the pirate would lean. Once characters have roleplayed a scene convincing the pirate to lean heavier to one side, they become "Aggressive."

» The Investigation check lets a character know what the pirate does to blow off steam. Somehow disrupt this and they become tense, thereby switching their disposition to "Aggressive."

Insight/Investigation Result Information

Squiggles: A successful Insight check makes it clear Squiggles could be persuaded to join the First Mate in a mutiny if he can be convinced there will be steady access to a wider variety of brains to eat above. Make them sound appealing! Once he's drooling over the prospect of above ground brains, Squiggles switches to "Aggressive."

A successful Investigation check lets characters learn Squiggles is growing four **Intellect Devourers** (MM Page 191) in his room, with the intention of slowly replacing the Duegar crew. Killing these Devourers, or informing the Captain so he does it and disciplines Squiggles, will make him switch to "Aggressive."

Zog, the Left Ettin Head: A successful Insight check teaches characters that Zog is an especially good cook if using mushrooms and fungus, but becomes insecure about using other ingredients. If he can be reminded that staying below means more mushrooms and that he would likely fail if trying to expand his horizons, he will turn to "Aggressive," fighting to stay in the Underdark.

A successful Investigation check shows that the only thing keeping peace between Zog and Korg, the Ettin's right head, is that they run a weekly dinner theater together. Zog cooks while Korg tells stories. If this dinner theater is somehow disrupted, both heads switch to "Aggressive."

Korg, the Right Head: A successful Insight check shows that Korg would love to gather more stories. If convinced that his left head is keeping him below deck to stop him from being able to hear more stories, he will become "Aggressive."

Like Zog above, disrupting their dinner theater switches both heads to "Aggressive."

Diir-Sec: A successful Insight check shows that Diir-Sec desires freedom to pursue her unique interests. If she can be persuaded that remaining in the Underdark means she will eventually just be trading one kind of freedom for another (a variety of slavers exist beneath the ground), she will become "Aggressive."

An Investigation check shows that the number of crew used to be higher- Diir-Sec has been acting as a serial killer, gradually taking out Duegar crewmembers when unattended. If evidence of this can

ALTERNATE WAYS TO PROVOKE MUTINY

There is a fair chance that, as the players have gotten to know the crew of The *Boldbeard's Pride*, they have come up with their own outlandish plan to inspire mutiny. If you are comfortable with improvisation, let the players take the lead here and react to whatever they throw out, keeping the pirates personalities in mind as you run each scene.

This supplement suggests needing to switch every pirate to "Aggressive" to allow players a chance to interact with all of the characters. Depending on how long you want the session to go, you may decide on a smaller number of pirates that need to be turned- perhaps just the 2 or 3 officers by which you or the players are most intrigued.

be found and reported to the Captain, she will face surprisingly light disciplinary measures. This will shift Diir-Sec to "Aggressive."

She-Who-Swabs: A successful Insight check shows that She-Who-Swabs is incredibly loyal to the Captain, simply because he keeps her well fed. If she can be convinced that the Captain's feelings would be hurt by a mutiny, she becomes "Aggressive."

A successful Investigation check shows that She-Who-Swabs enjoys relaxing with the crew, but they only tolerate her scent just after she's finished cleaning when enough soap has rubbed off on her while swabbing. If characters somehow keep her smelly by, say, offering to swab for her, she will not get to hang out with fellow crewmates and become "Aggressive."

Loogloog: A successful Insight check shows Loogloog remains in the Sunless Seas because it keeps him close to his god. If he can be convinced the crew wants to leave for shores above as a way to make him less devout, he will become "Aggressive."

A successful Investigation check shows Loogloog always keeps a small carved idol nearby. If this idol can be stolen and another crewmember framed, Loogloog will become "Aggressive."

The Gelatinous Cube: A successful Insight check shows that the Cube is head of security because they seem to abhor violence. If the Cube can be convinced that the mutineers are simply lawless rabble-rousers, they will become "Aggressive."

A successful Investigation check shows that the Cube enjoys collecting hats. If they can be "oversold" on how exciting the mutineers hats look, they will become "Aggressive."

Running the Mutiny

Once the characters have turned the crew against each other, a mutiny breaks out, turning into a huge free for all on the deck of the ship! Once the mutiny begins, the ghosts of the Dwarves slain on the ship reappear and fight the Duegar, keeping them away from the players. The PCs must deal with the Officers and the Notable Crew Members.

At the beginning of combat, players choose which side of the mutiny on which they are fighting- Captain Darkwater's or First Mate Starkscream's.

The two "teams" are divided in the following way:

Captain Darkwater	Starkscream
Zog	Korg
She Who Swabs	Squiggles
LoogLoog	Diir-Sec
Gelatinous Cube	

Boldbeard's Ghost always joins whichever side the players are on. There are three potential ways to run this battle, depending on group playstyle:

Method One

By the book. In this method of running the battle, all pirates are given an initiative count and the pirates aligned to the players are controlled by the DM.

Pros: Players who prefer a raw, by the book approach will appreciate that this method of running the combat is "fair." Players have been working hard to have Pirates on their side in this fight and running it in this way probably best meets their expectations.

Cons: A cumbersome amount of bookkeeping for the DM and players will spend several turns watching the DM roll against themself. If playing by this method, I strongly recommend using the creatures average damage rather than rolling. Also, I suggest that the Ettin's loyalties/prominent head for the round are decided by a die roll - on an odd roll, he helps the team the PCs have allied with, on an even roll he is against them.

Method Two

PCs control the pirates. In this method of running the battle, give each player the stats for one Pirate on their side. These Pirates roll initiative and players may control them.

Pros: Controlling creatures is fun and memorable for the players. This also meets expectations players may have of Pirates being on their side during the mutiny fight.

Cons: Because some monsters are higher CR than others, some players may feel cheated if they have what they consider a "dud." Combat will move slower, as players become comfortable with a new stat sheet.

Method Three

Abstract the pirates. In this method of running the battle, the pirates aligned to the players are abstracted- they do not appear on the battle map, but instead contribute to the fight with a special ability they have (see next page). On a player's turn, they roll a D6. On a roll of 5 or 6, they may trigger a special ability by the Pirate.

Pros: The battle runs faster than it would with a lot of extra combatants on the field. This also keeps the challenge level of the fight up because the players side no longer outnumbers the Pirates.

Cons: Players who are not used to special rules or abstracted elements may find this sudden change immersion breaking. If the fight is going badly for the players, they may be frustrated that the pirates aren't helping in a more concrete way.



Cube Security

If you have been playing with your table for a long time, you probably already have an idea (or may know for sure) what method your group will most enjoy. If you're not sure, it's okay to take a quick break and talk to them! Go over the pros and cons, talk to the players and find the best method that lets the group have fun. (It may even be some combination of multiple methods!)

Pirate Special Abilities for Method Three

PCs may trigger a Pirate Special Ability of their choice on a roll of 5 or 6. Using these abilities does not cost an action.

Captain Darkwater
The Captain stands tall, lifting his rapier aloft and encouraging his crew to fight their very best! All PCs get advantage on all attack rolls until the end of your next turn.

First Mate Starkscream
The treacherous First Mate's betrayal runs deep. All creatures hostile to PCs get disadvantage on all rolls until the end of your next turn.

Diir-Sec
Diir-Sec is excited about carving up her former crewmates later, but for now she's willing to share her kills. Targeted creature is ensnared by Diir-Sec's hooked shortspear, they must make a DC 13 strength check or fall prone.

Squiggles
Squiggles has been coveting the brains of his ship mates and now is his chance! A targeted creature must make a successful DC 12 Intelligence saving throw or be Stunned.

She Who Swabs
She Who Swabs doesn't like fighting and wishes everyone could get along! She Who Swabs embraces a targeted creature, but due to her stench, they must make a successful DC 12 Constitution saving throw or take the poisoned condition. They may attempt this save again at the end of each turn.

Loogloog
Wanting to avoid direct conflict, our Kuo-Toa scout remains on the outskirts, but helps where he can.

A targeted creature is restrained by one of Loogloogs nets. Escape is granted with a successful DC 10 Strength check.

The Cube
The Cube has seen dustups on the deck before and knows how to cool things down a bit. Targeted creature is disarmed and may retrieve their weapon on a successful DC 12 Strength check.

Korg and Zog
Due to divided loyalties, whichever side of the mutiny you end up fighting on, you'll find yourself face to face to face with an Ettin excited about bashing your head in. However, you can appeal to his better half. When using this ability, the Ettin will deal 2d8 +4 damage to himself.

Boldbeards Ghost
Usually Boldbeard appears much as he did in life, except blue and transparent. He's ready to go fully spooky when he needs to, though. When activating this ability, Boldbeard appears rotten, decayed, and skeletal. Targeted creature must make a successful DC 13 Wisdom save or be Frightened.

Scaling

Because there are different ways suggested of how to run this combat, it is difficult to give a "Catch-All" answer for how to scale this fight for stronger or weaker parties. That said, here is a general catch all answer.

As the fight currently stands, most of the "crew" battles on board the ship are abstract. It is assumed that the ghosts of the Dwarves are fighting the Duegar and keeping them at bay. If you find the fight is too easy for the players, add Duegar crew to help the Pirates. If you find the fight is too difficult, add the ghosts of Boldbeard's crew to help your players. Voila!

Walk the Plank!

Once the battle is done, Boldbeard's Ghost appears at the mast. Thirsty for blood, he looks to the party, demanding they force the remaining Pirates to walk the plank!

A second fight breaks out between the characters and the remaining Pirates. As the fight begins, Boldbeard gives a blessing to the characters, giving them all the benefits of a short rest.

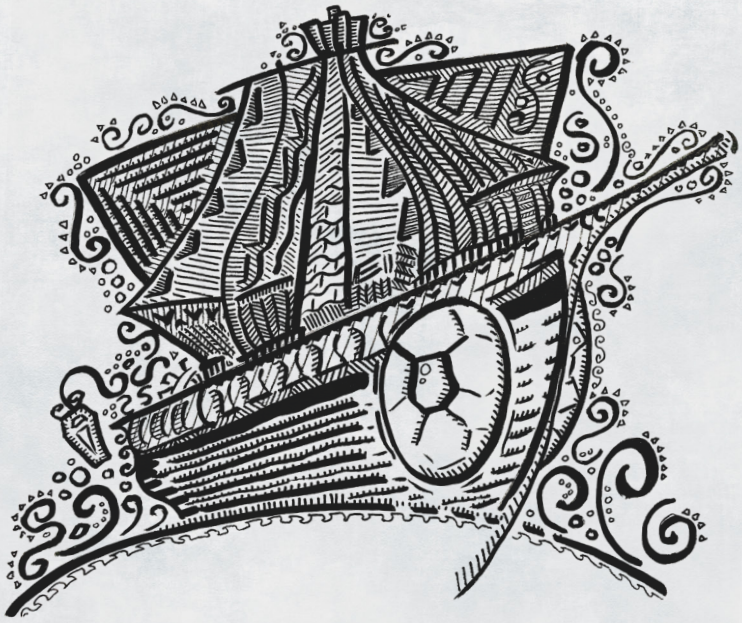
During this battle, whenever a Pirate is reduced to 0 HP, the ghosts of Boldbeard's Crew surrounds them and carries them to the plank, throwing them overboard to cheers and applause.

Boldbeard's Prize

Once all Pirates have been dispatched, Boldbeard's Ghost appears to the players, giving them the following information:

» Since his ship is in good hands, Boldbeard is ready for his spirit to move on. His ghostly crew will remain on board until the characters have a chance to replenish the ranks. If characters choose to never replenish their ranks, they will remain indefinitely.

» Boldbeard will direct his crew to sail the ship to his mithril mine of treasure, but he refuses to disclose what traps or challenges may await within. You've already gotten his ship, after all!



Boldbeard's Pride



Boldbeard's Pride Special Features

Fearsome Visage
The front of the ship has been designed to look like a terrifying, insectoid creature. If in dim light or darkness, creatures hostile to the crew of The Boldbeard's Pride must make a Wisdom saving throw of 14 or become Frightened.

Stone Inlays
Inlaid stone comforts Dwarves and gives the feeling of home. When a Dwarf takes a short rest aboard Boldbeard's Pride, they receive the full value of spent hit dice rather than having to roll.

Emerald Eyes
The two orbs in the front of The Boldbeard's Pride are made from a magical substance- crewmembers looking through the large orb have Darkvision. The orbs are also enchanted to pick up traces of mithril and other exotic rocks, veins, and geolithic eccentricities.

Reinforced Hull
If players choose, the mithril found in "Boldbeard's Cove" can be used to reinforce the hull, doubling it's hit point maximum.

Magic Darkness
Two lanterns are attached to the back of the ship. If the "Shanty of Boldbeard's Pride" is hummed by the Captain, these lanterns cast darkness, enveloping the ship. This allows the vessel to hide in the Underdark, or on dark nights at sea.

Part Three: Never Say Die

As a DM, your goal for this chapter is simple- end the evening with a good ol' fashioned dungeon crawl! While this section still has opportunities for roleplay, to contrast with the rest of this adventure, we're focusing on navigating traps, making skill rolls, and fighting monsters!

Before running this chapter, read through it and familiarize yourself with the goals and tactics of each creature- especially the Mithril Golem!

> **Somewhat begrudgingly,** Boldbeard takes command of his ship one last time, sailing The *Boldbeard's Pride* to the location of his hidden cove. Docking the ship along an underground coastline, he beckons towards a sheer rock wall with a tunnel, just wide enough to allow progress by foot.

I Said Booby Trap, Not Booty Trap

Characters making their way down the dark tunnel find themselves navigating the following trap:

A series of boulders are hung from the ceiling, suspended by a tripwire. A character with a passive Perception score of 13 (Or a character who makes a point of actively searching the tunnel may make an Intelligence Investigation check, target DC 13) spots it. If spotted, it is a simple matter to step over it. If it is not spotted, the first character hits the wire and all characters must make a Dexterity save of 13 or take 2d10 Bludgeoning damage.

Play it Again

At the end of the tunnel, the characters find an organ, apparently made completely of human bones.

If characters play "The Shanty of *Boldbeard's Pride*" on the Bone Organ, a secret passage will open up, leading down a slide. (Area 1 on the Pirate Cove Map). Playing the song correctly requires a successful DC 13 Dexterity (Performance) check. When the song is played correctly, the ghostly crew watching from the ship sing along jubilantly.

Any players who attempt to sing the Shanty from memory gain a point of inspiration.

If the song is played incorrectly, a pit opens up under the player, causing them to fall ten feet into a spiked pit. They take 1d6 Fall damage and 2d6 Piercing while the ghost crew watching from the ship laugh and jeer.

A successful DC 12 Dexterity (Thieves' Tools) examination of the organ can determine what notes are needed to be played to open the passage. From there, a successful DC 12 Intelligence (Investigation) check can help characters piece together what song should be played.

Pirates Cove

Area 1. One Eyed Willy's Slide: This slide takes characters from the caverns above into the pirate cove below. This carved slide is incredibly steep and fast, making it difficult for characters to keep a controlled descent. Characters going down the slide must make a successful DC 14 Dexterity (Acrobatics) check to keep control. On a failure, at the bottom of the slide, they take 2d6 damage, fall prone, and awaken the skeletons in Area 2.

Area 2. Skeleton Tableau: In years past, a daring group of pirates attempted a raid on Boldbeard's Cove. They were killed and their skeletal corpses remain here, both as a warning and as a trap. The nine skeletons are arranged in the following manner:

2 skeletons, covered in cobwebs, sit at a table with a chess game in front of them.

1 skeleton is sitting in a relaxed position, on top of the barrels of ale.

1 skeleton is laying in bed.

1 skeleton is dressed as a wench, with another 1 skeleton posed as if chasing her, arms outstretched.

A small dog statue sits with a key in its mouth, while the remaining three skeletons are knelt down next to it reaching for the key. (This key opens Boldbeard's Chest in Area 5.)

The **Skeletons** (MM page 272) reanimate and attack if any of the following criteria are met:

» A character failed their Dexterity check in Area 1.

» A character touches a skeleton, including smashing them. Once the first skeleton is smashed, the others awaken and initiative is rolled.

» The characters take the key from the dog's mouth.

Area 3. A **Hill Giant** (MM page 155) named Sloth resides in this room. If he hears characters engaged in combat in Area 1, he will assume Boldbeard's Crew has returned, and yell "Hey you guuuuys!" to get their attention. Otherwise, they will find him slumped against the wall, weak from hunger.

Sloth will not start a fight- he's entirely too hungry to think about anything else. If characters attack Sloth first, Sloth will defend himself, but due to his hunger all rolls are made with disadvantage.

Characters engaging Sloth in conversation can learn the following things from him:

» Sloth is a Vegetarian. This caused mockery from other Hill Giants, so he left their tribe. Boldbeard had found him on a previous adventure and recruited him to protect their cove.

» He enjoys eating mushrooms that grow in the Cove, but has been afraid to seek out any for himself. One of Boldbeard's Pirates was better at finding the "good" ones.

» If asked, Sloth knows where Boldbeard's treasure is, but he's too hungry to think straight to give proper directions.

If Sloth is brought mushrooms from Area 6 or 10, he will cheer up and accompany characters throughout the rest of the cove.

Area 4. A massive pile of rocks blocks the rest of this hallway. If Sloth (Area 3) is fed and accompanies the characters, he will spend ten minutes moving them aside. If characters attempt to move the rocks by themselves, this process takes four days. They will likely have to leave for food and return, opening them up to more Darklake random encounters.

Although using Sloth is the easy solution, be open to player creativity if they can think of another way to move the rocks aside. Consider Sloth as "a" solution, but not "the" solution.

Area 5. Boldbeard's Chest! Boldbeard's treasure chest is here. The lock can be opened by the key found in Area 2. If a character attempts to pick the lock or open the chest in any way without using the key, a "Glyph of Warding" is triggered. A successful DC 14 Intelligence (Investigation) check discovers the glyph, and a "Dispel Magic" removes the trap. If the glyph is triggered, characters must make a successful DC 14 Dexterity saving throw, or take 5d8 Thunder damage (half on a success).

The following items are found in Boldbeard's Chest:

Boldbeard's Eye Patch: Requires attunement. The eye this eyepatch is worn over develops Darkvision. In a dark or dimly lit area, switch the patch from one eye to the other.

Boldbeard's Cutlass: Requires attunement. Magical cutlass. +1 to hit, 1d6+1 damage. Designed for piracy, this weapon does max damage to ropes and wood and can damage ships without meeting ship damage thresholds.

Boldbeard's Tricorn Hat: This dapper hat makes it clear who the Captain is. A character wearing this hat gets advantage on Intimidation and Persuasion checks if they are on a boat. If using the "Activities While Traveling" rules in "Ghosts of Saltmarsh" (GoS Page 199-200), characters wearing the Tricorne hat get advantage while making these rolls.

Area 6. A vein of mithril is found here, worth 150 GP, along with mushrooms for Sloth.

Area 7. A collection of mushrooms is found here. Sloth thinks they look delicious, but they are poisoned and bitter tasting. A successful DC 13 Wisdom

(Nature) or Intelligence (Survival) check makes it clear these mushrooms are bad. A character with at least one level in "Druid" can identify this without needing to roll and a character with at least one level in "Ranger" makes this roll with advantage.

A character who eats this mushroom must make a successful Con save of 13 or get the Poisoned condition for one hour. If Sloth is fed these mushrooms, he becomes enraged and attacks the characters.

Area 8. A smooth table made of stone is found here. The Dwarves used this table on which to carve their mithril. 5 **Darkmantles** (MM page 46) cling to the ceiling here and will drop down to attack any character inspecting the table. If the characters attempt to take a long rest anywhere in the cove, the Darkmantles will slowly crawl over and attack as they are resting.

Area 9. A vein of mithril is found here, worth 150 GP.

Area 10. A collection of mushrooms is found here. A succesful DC 13 Wisdom (Nature) or Intelligence (Survival) roll determines these are safe to eat, and likely quite tasty. Two **Ankhegs** (MM Page 21) lie in wait here, waiting to attack anyone who approaches these mushrooms.

Area 11. Another mithril vein can be found here, worth 100 GP.

Area 12. A larger mithril vein can be found here, worth 300 GP if characters take the time to dig it up. A collection of mushrooms is found here. Sloth thinks they look delicious, but they are poisoned and bitter tasting. (Same details as in Area 7)

Area 13. A large cavern filled with the sound of stone moving on stone. Stalactites and Stalagmites dot the area and the farthest wall is fully covered in mithril.

> **A massive vein of mithril is found here,** defended by a more massive Stone Golem, glittering bits of mithril entwined within its rock. It lifts a finger, pointing and shouting in a clear, confident tone, "Drop the mithril and you may yet leave with your life!"

This creature is a **Stone Golem** (MM Page 170.) It is programmed to exhibit the following behaviors:

- It will always attack the characters holding the most mithril.
- If no characters are holding mithril, it will attack the character who last attacked it.
- If all characters drop the mithril they are holding, it will cease attacking until it is attacked again, or until characters pick mithril up.
- The Stone Golem will not leave Area 13, preferring to defend the large mithril deposit.

Tactics for Defeating the Stone Golem

This is meant to be an incredibly challenging fight with players having to think carefully and study the Golem's behavior if they expect to win. Some suggested tactics are below.

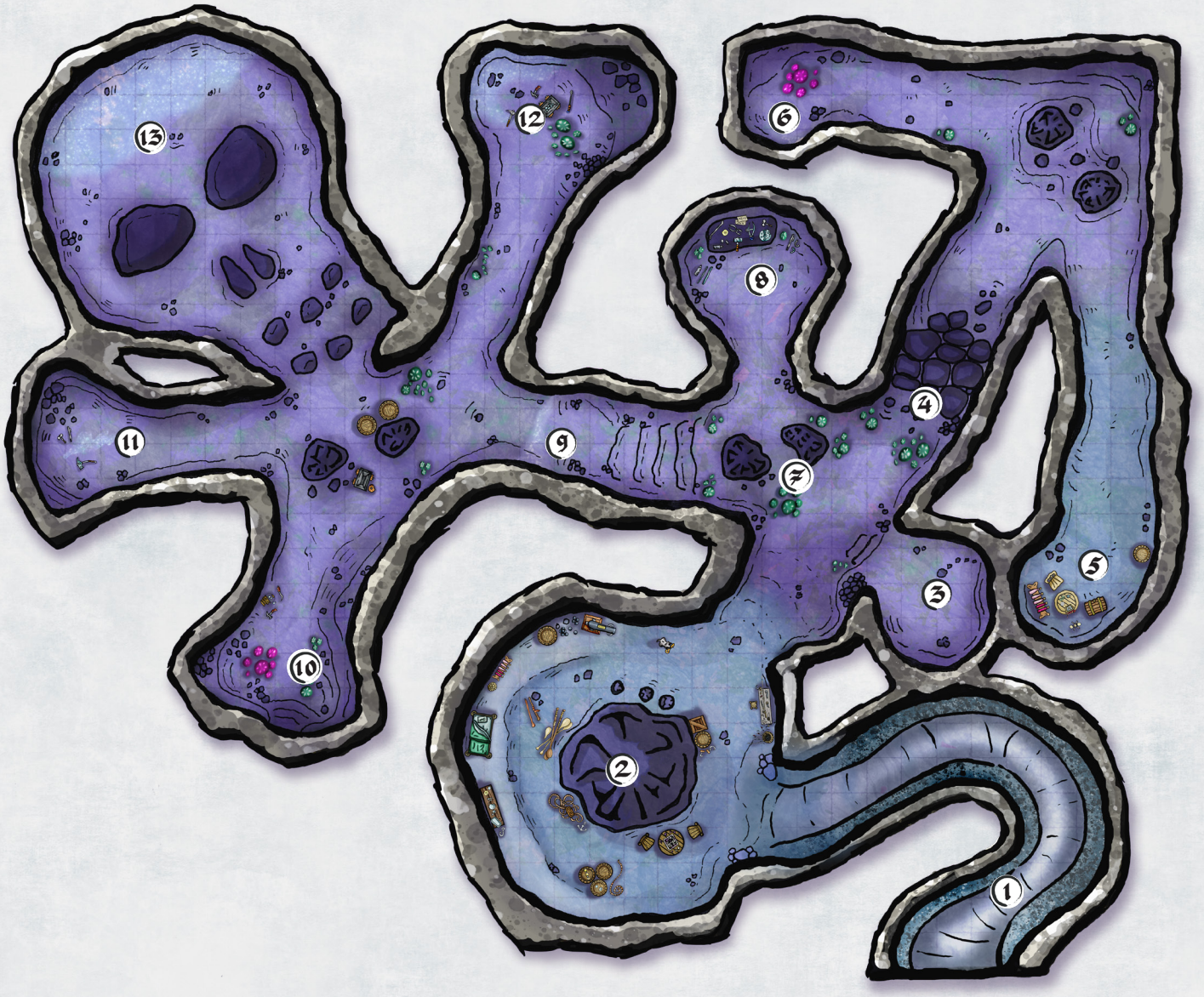
- Dropping mithril gives the PCs an opportunity to calmly leave the room if the fight is not going their way. If the Darkmantles in Area 8 have been defeated, nothing is stopping the characters from taking a long rest and coming back to the fight fresh.
- Characters can anticipate and plan for who the Golem will target by giving their wanted target the most mithril. A fast moving character can hold the mithril and stay out of range of the Golem while other characters whittle away at it. If players have made friends with Sloth, giving the mithril to Sloth allows the characters a few damage free rounds to score hits on the Golem while they slug it out. (Poor Sloth!)

If you do not think your players would enjoy puzzling out the Golem's behavior during combat, two recommendations can be made:

Boldbeard's Chest (Area 5) or the Stone Table (Area 8) can have a journal of the Dwarf who carved the Golem. This journal can outline the Golem's programming, giving the characters time to make a plan before engaging in combat.

If your players would prefer a straight fight, make this creature a "Weakened Stone Golem." Use the stats from the Clay Golem (MM page 169), with the following changes:

- Remove its "Berserk," "Fire Aversion," and "Lightening Absorption" abilities.
- Give the Stone Golem "Slow" ability.



Boldbeard's Pirate Cove

Conclusion

When the Golem is defeated, it shatters. Boldbeard's Treasure was hidden inside and a massive pile of gold and jewels falls from the Golem's remains.

Allow players to roll for Boldbeard's Treasure, and wish them luck! Within the Golem are:

2d6 x 100 CP
2d6 x 1,000 SP
6d6 x 1000 GP
3d6 x 10 PP
3d6 gems worth 100 GP each are also discovered.

The massive mithril vein is worth 2,000 GP if mined and sold, although Boldbeard's Ghost offers to have it built into the ship, enhancing its stats.

If your players decide to keep the Cove as a secret headquarters for themselves, Sloth (if they made friends with him, and if he survived) offers to stay as a guard. If they are not keeping the lair, he asks for a ride back to land and goes off to find his own way, perhaps to return in a later adventure.

Adventure well and enjoy your time with friends.

Farewell!

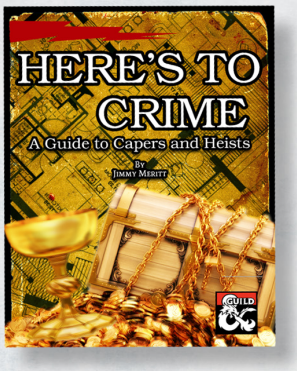
We hope you enjoyed your time at sea. Make sure you keep the barnacles off the hull and your ship ship-shape. Our goal is to make great adventures, modules and supplements that players and dungeon masters find easy, entertaining and memorable.

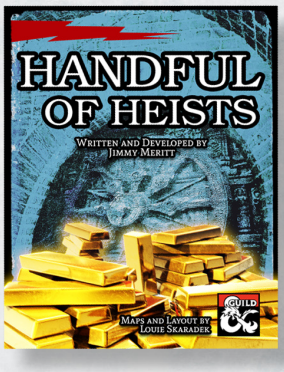
Please reach out and contact us with any thoughts and feedback! Let us know what you enjoyed of this adventure, and if there's any sort of subject matter you think we'd have a great spin on, we're open to requests!

We're both taking a long rest and a few rolls on the downtime table, but we'll start cooking something new for you soon.

More Adventure?

If you dig this, check out some of our other work. "Here's to Crime" is a set of house rules to help you run "Ocean's 11" style capers and heists. "Handful of Heists" is a set of short heist adventures with full color hand drawn maps.





Credits

Written and Developed by Jimmy Meritt

Art and Layout by Louie Skaradek

"Shanty of Boldbeard's Pride" lyrics written and performed by Dallas Valley
Melody based on the traditional song "Coast of High Barbary"

Edited by Merle Rogers

Menu Pirate Pun Contributors: Larry XL, John Bennet, John Eick, Cory Tennyson, Bethany Rhinoferson, Jason Lasica, Jim Doyle, Michael Bromery, Duncan Pace, Matt Withers

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Stock Art Pieces / References from Pexels.com & FreePik.com

THE FOLLOWING PAGES ARE STATS, MAPS AND HANDOUTS

Appendix A: Ship Stats

The *Boldbeard's Pride*

Longship Variant

Creature Capacity 40 crew, 100 passengers
Cargo Capacity 10 tons
Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	17 (+3)	0	0	0

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Stunned, Unconscious

Actions

On its turn, the longship can take the move action below. It can't take this action if it has no crew.

Move The Longship can use its helm to move with its oars or sails.

Hull

Armor Class 15
Hit Points 300 (damage threshold 15)

Control: Helm

Armor Class 16
Hit Points 50

Movement: Oars

Armor Class 12
Hit Points 100 (-5 speed per 25 damage taken)
Speed (water) 20 feet, (requires crew)

Movement: Sails

Armor Class 12
Hit Points 100 (-10 ft speed per 25 damage taken)
Speed (water) 45 feet, 15 feet while sailing into the wind, 60 feet while sailing with the wind

Boldbeard's Pride Special Features

The front of the ship has been designed to look like a terrifying, insectoid creature. If in dim light or darkness, creatures hostile to the crew of The Boldbeard's Pride must make a Wisdom saving throw of 14 or become Frightened. This save can be repeated at the end of each turn.

Two lanterns are attached to the back of the ship. If the "Shanty of Boldbeard's Pride" is hummed by the Captain, these lanterns cast darkness, enveloping the ship. This allows the vessel to hide in the Underdark, or on dark nights at sea. This effect does not work when the lanterns are removed from the vessel.

The two orbs in the front of The *Boldbeard's Pride* are made from a magical substance- crewmembers looking through the large orb have Darkvision. The orbs are also enchanted to pick up traces of mithril and other exotic rocks, veins, and geolithic eccentricities.

Reinforced Hull. If players choose, the mithril found in "Boldbeard's Cove" can be used to reinforce the hull, doubling it's hit point maximum.

Stone Inlays. Inlaid stone comforts dwarves and gives the feeling of home. When a Dwarf takes a short rest aboard *Boldbeard's Pride*, they receive the full value of spent hit dice, rather than having to roll.



Appendix B: Monster Stats

Ixitxachitl

Small aberration, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 18 (4d6 + 4)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 11
Languages Abyssal, Ixitcachitl
Challenge 1/4 (50 XP)

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Reactions

Barbed Tail. When a creature provokes an opportunity attack from the Ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) Piercing damage.

Derro

Small humanoid (derro), chaotic evil

Armor Class 13 (Leather Armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

Skills Stealth +4
Senses Darkvision 120 ft., Passive Perception 7
Languages Dwarvish, Undercommon
Challenge 1/4 (50 XP)

Insanity. The Derro has advantage on saving throws against being Charmed or Frightened.

Magic Resistance. The Derro has advantage on saving throws against spell and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Hooked Spear. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) Piercing damage. If the target is a creature, the Dero can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. Ranged Weapon Attack: +4 to hit, range 40/160 ft., one target. Hit: 5 (1d6 + 2) Piercing damage.

One Eyed Jacks

Appetizers

Arrrr-ugula Salad 4sp
A Vast Array Sampler 4sp
Two-Mate-Oh Soup 4sp
Watery Grave-y and Biscuits 3sp

Main Courses

Davy Jones' Latka 10sp
Shiver Meat Embers 10sp
Chard to Starboard (Vegan option) 8sp
Parrotatouille (Vegan option) 8sp
Walk the Flank Steak 10sp
Dead Man's Pesto 9sp
Yo Ho Pho and a Bottle of Rum 7sp

Drinks

Blackbeer: Down the Thatch 7cp
Black Tall Swine 5cp
Jolly Lager 5cp
A Yaaarrrrrrd of Ale 1sp

Kids Menu

Krakken Noodle Soup 2sp
Give No Quarter Pound Burger 3sp
Ahab and Cheese Sandwich 3sp
Hot Scurvy Dog 2sp

Deserts

Key Blimey Pie 5sp
Yogurt Parlay 7sp
Chips Ahoy 3sp

The Shanty of Boldbeard's Pride

Harken here, harken close Listen well unto my tale
Blow high! Blow low! and so sail we.
It's of the Captain Boldbeard And the mighty ship he sailed,
Sailing through the Underdark across the Sunless Sea.

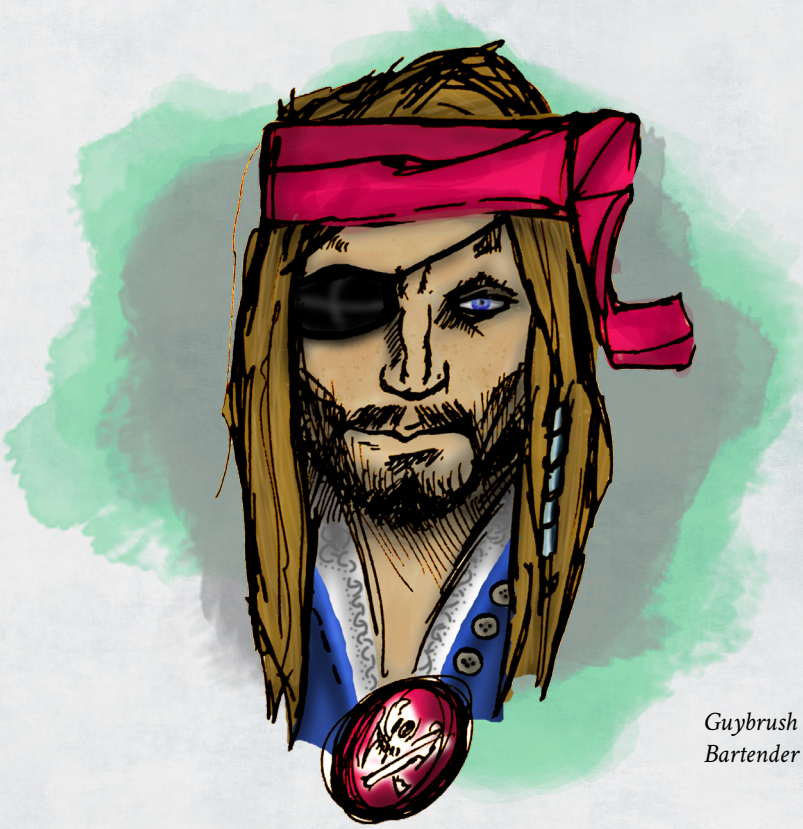
He was a daring pirate With a faithful trusty crew,
Blow high! Blow low! and so sail we.
The ship it was the Finest Loaded down with dwarven brew
Sailing through the Underdark across the Sunless Sea.

By cutlass and by cantrip They took treasure by the fray,
Blow high! Blow low! and so sail we.
And in the secret mithril mine they hid their prize away.
Sailing through the Underdark across the Sunless Sea.

But the life of a pirate It is hard and it is fast,
Blow high! Blow low! and so sail we.
Another of their number Caught up with them at last.
Sailing through the Underdark across the Sunless Sea.

But for the fabled mithril mine The devils searched in vain,
Blow high! Blow low! and so sail we.
For the spirit of the captain Had not departed from our plane.
Sailing through the Underdark across the Sunless Sea.

They say the gold is out there now and the mighty ship sails still
Blow high! Blow low! and so sail we.
It's time to make them both our own So away now, with a will!
Sailing through the Underdark across the Sunless Sea.



Guybrush Threepwood
Bartender



Krulen Darkwater
Captain



Squiggles
Quartermaster

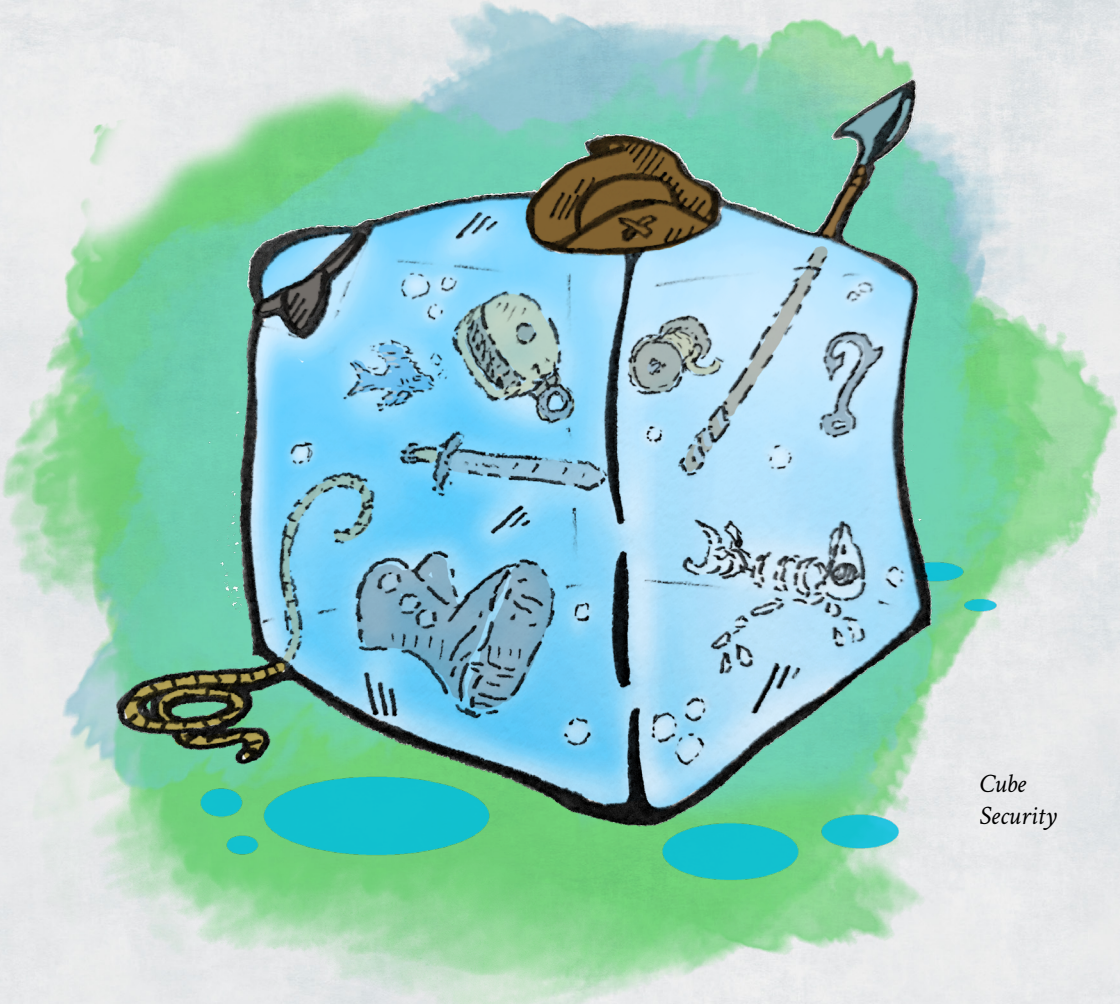


Zog
Cook

Korg
'Entertainment'



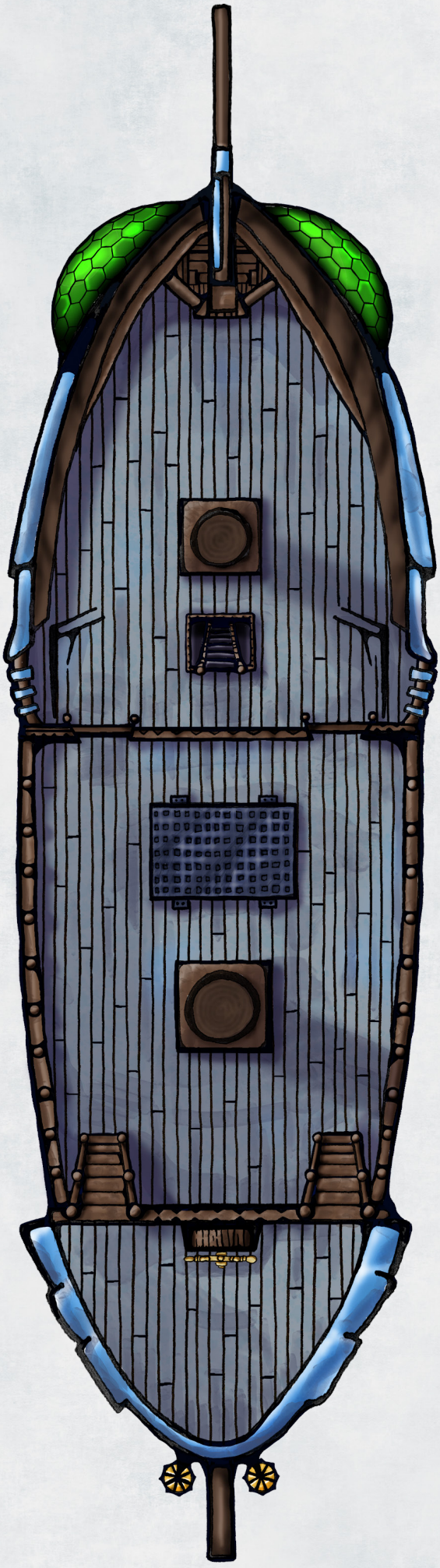
She-Who-Swabs
Swab

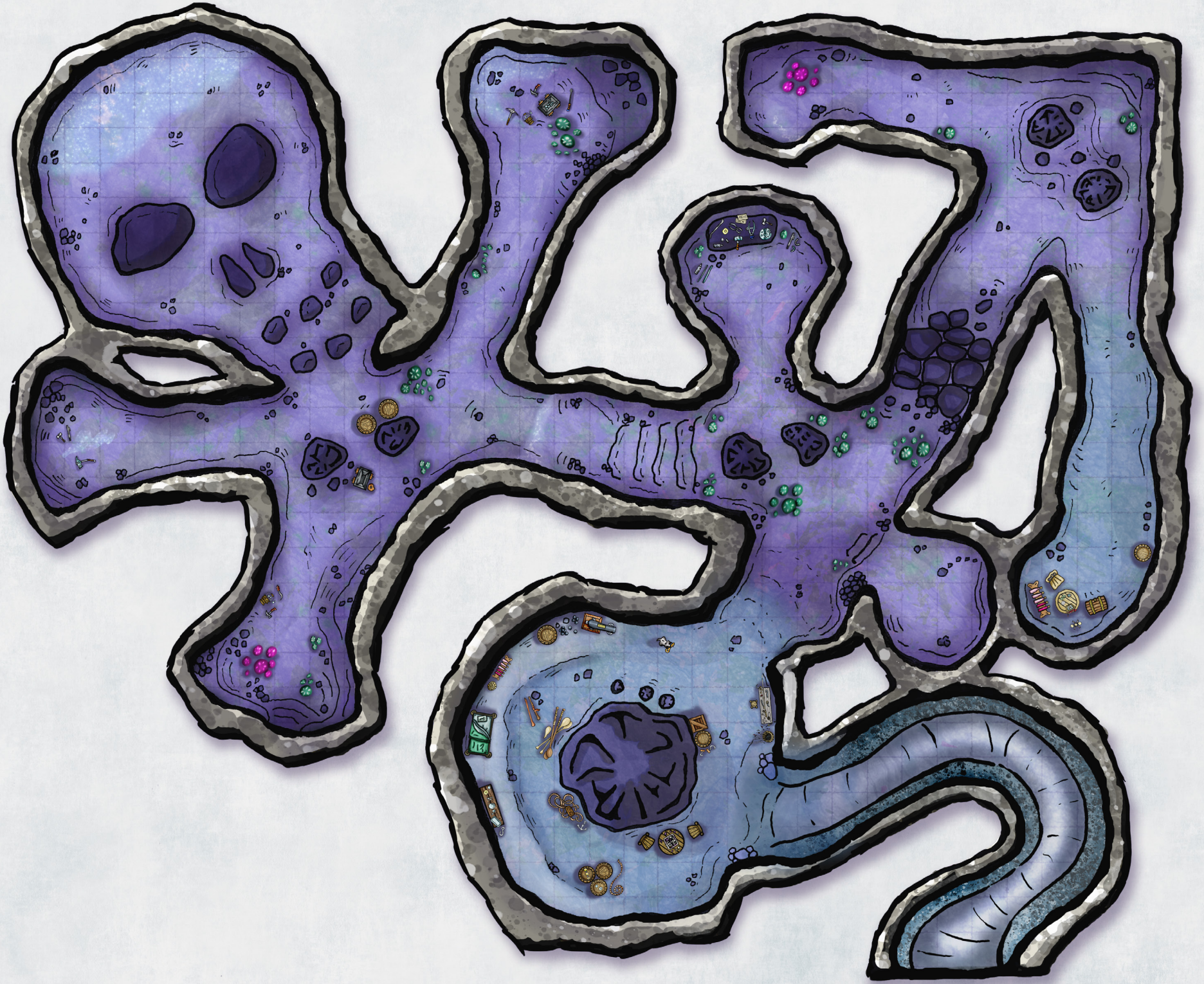


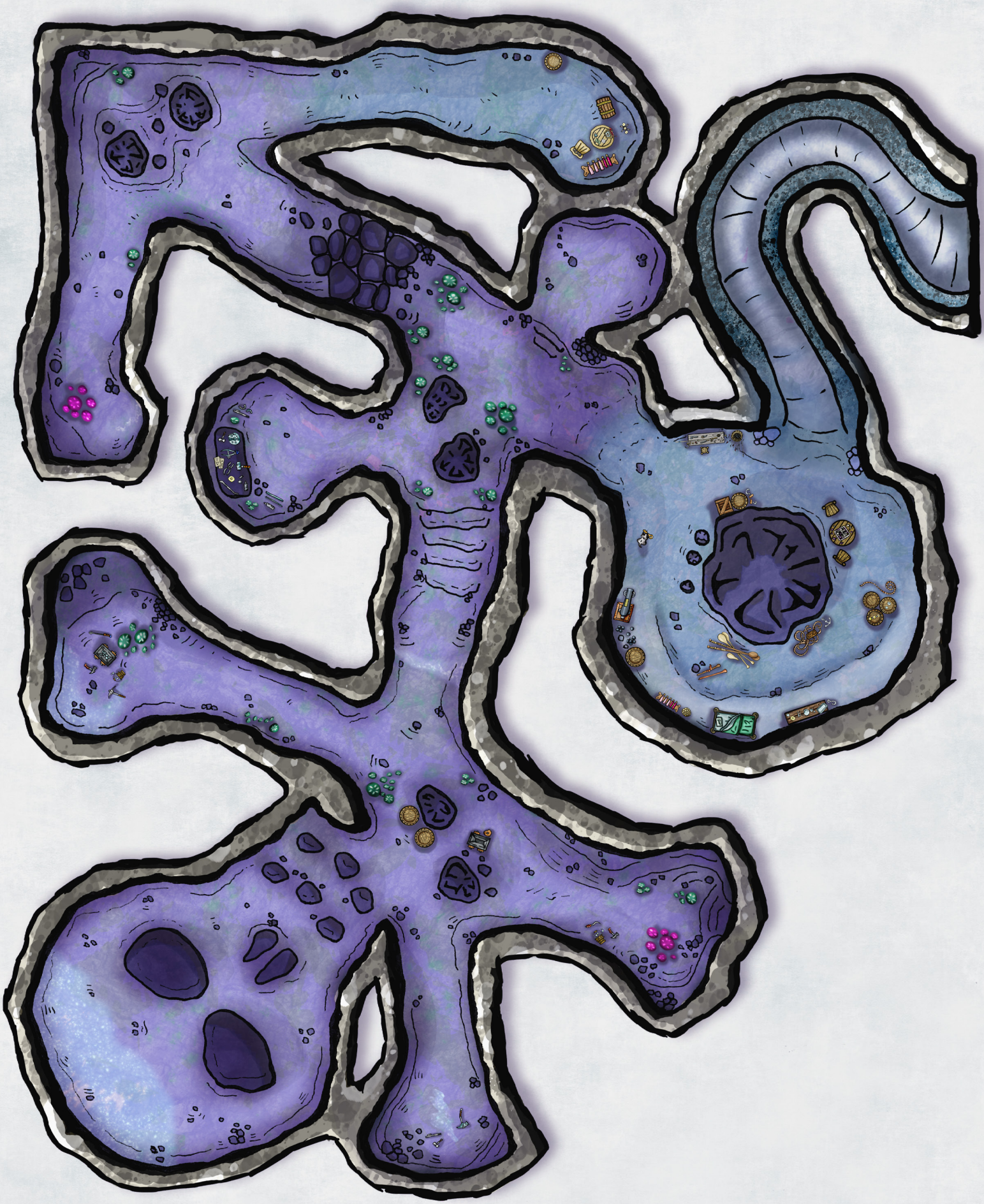
Cube
Security

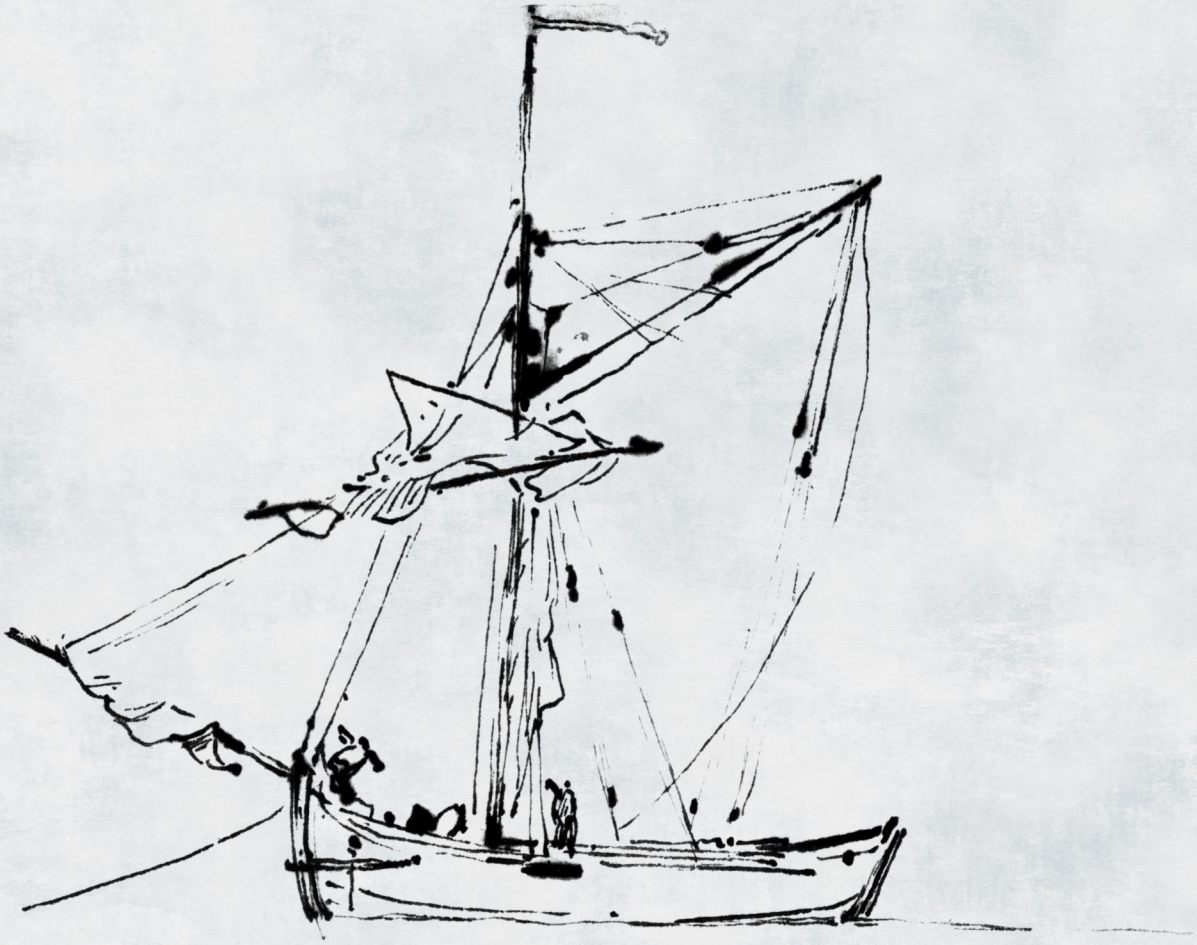












Sketch of a Sailboat
mid-17th - early 18th century
Willem van de Velde II, Dutch

