

The Voyage of the *Rose Marie*

Destiny Abroad: Part I

As the world falls into the hands of the corrupt politicians and strong-armed corporations, there is little place left for an honest adventurer to make a living. Looking across the vast ocean, a new world emerges. Only the truly brave or foolish make the journey, and only the strong or lucky survive once there.

A 2- to 3-hour adventure for four 1st level characters

by MATTHEW GRAVELYN



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Destiny Abroad

Unhappy with their lots in life, an unlikely group of adventurers seek to find new lives and untold riches in the newly discovered continent of Izdihar. Across the Faragoth Sea lies fertile soil to be farmed, untamed wilds to be explored, and vast fortunes to be earned!

About this Series

This adventure is part of the **Destiny Abroad** series. It can be played as a stand-alone adventure, combined with others in the series, or used in combination with your own adventure.

Notes are provided with tips to tie adventures in this series together or how to improvise situations. Some NPCs may reappear in later adventures who remember the players. If previous adventures were not played, sidebars will give other suggestions.

Your First Adventure

This part of the adventure is written with first-time players and DMs in mind. The following adventure contains a lot of specific details and dialog to help progress the story, but leaves opportunity for you to add your own flavor. Feel free to diverge from the linear story or add in your own bits when it makes sense to you or your players.

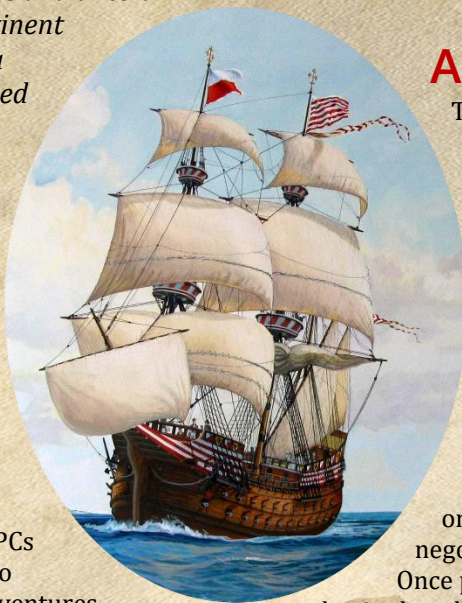
The ship is also meant to be a confined space for the party to play within while you are getting your bearings as a DM. This can help everyone get off to a fairly standard start before branching into more open-ended adventures.

Beginning the Adventure

Players should all have created new 1st Level characters or be using premade characters. This adventure contains a mix of combat, skill checks, and exploration, so players can be encouraged to create balanced characters with interesting skills and proficiencies.

If players want, they may create intertwined backstories that predate the voyage, such as adventuring with the same company, competing in

tournaments, or vying for the affection of the same love. It may be helpful to give this “homework” to players before the game begins so they have ample time to prepare.



All Aboard!

The adventure begins with players aboard the transport ship *Rose Marie*, which has been at sea for nearly two weeks. Players may choose to have spent 5 gp each for passage, or they can have their fee waived in exchange for service aboard the ship. Players who choose this route can be provided with a task, such as scrubbing decks or emptying chamber pots, to help with backstory.

Players may also agree to pay for one another, with bartering and negotiations highly encouraged. Once players have agreed to their fees, begin the adventure by reading aloud the following:

It has been two weeks since you last saw land and stood on a floor that wasn't gently swaying. While the worst of the seasickness has passed, and you are grateful for that, you are now concerned that your transition back to dry land will not be pleasant either.

While the hardships you endure on this journey are numerous, they pale in comparison to the riches and opportunities the New World will provide. You have all heard tales of the bountiful natural resources, untamed wilds, and of a royal family, charged with protection and governance, who might be in need of able-bodied adventures.

You awake to the sound of the ship's bell being rung vigorously, as it has each morning of the trip. You've come to learn that this early in the day the bell signals everyone aboard to wake up and prepare for their day, beginning with breakfast in the mess hall.

Players whose characters knew each other before the voyage, or who have decided they have already formed a bond during the trip, are seated at a table

with their meals. Any players looking for a seat find that the only open table is with the other players.

Player Interaction

While it is entirely up to your players to determine the level of interaction they wish to have with each other, this adventure will become tedious for those not part of the group. Given the ship's limited area, this adventure is a bit more linear than some, and all players should be present for all parts of it. There will be opportunities later for individual approaches to situations.

After players have introduced themselves to each other, they are approached by Eran Bigge, the ship's uncharacteristically friendly quartermaster. He has a job for those players who chose to trade their service for passage on this ship.

Eran Bigge is a large man by any standard and looks completely at home in his role as ship's quartermaster. He is exceptionally muscled but has a pleasant disposition, perfectly suited to both assigning jobs and doling out discipline on long voyages. Eran has been the main contact for players who have pledged service to the ship.

A Special Problem

When Eran interrupts the player's breakfast meal, he has a sensitive matter that needs to be dealt with, and those of the adventuring sort are perfect candidates for the task. Read the following aloud:

You can see Eran approaching from the other side of the room, the large man maneuvering the crowded mess hall with exceptional grace for his size. He approaches your table, waving as he does.

"Good morrow! Hopin' yer enjoyin' the last of the ship's bacon, if'n ye can actually call it that!" He forces a laugh a bit too loudly, as if to hide his discomfort. He leans in closer, grasping the sides of the table in his huge hands as if it were a sheet of paper. He continues in a hush and serious tone.

"Look, we have a problem in the hold. A... special problem... a problem that folks like yerselves might be... equipped to handle." He nods towards your belts and weapons. "If ye can help me out, I'd see fit to give ye the rest a the day off to enjoy our haul into port. What do ye say?"

At this point, only the players who pledge service are being addressed, but they should be encouraged to convince the other players to join them in sorting out this "special problem". If the other players refuse, Eran can make it clear that all the players should be involved, either through intimidation or being overly kind and maybe even begging. The sight of this large man groveling should be enough to sway them.

Quartermaster Eran Bigge

Medium humanoid, lawful good

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	10 (+0)	10 (+0)	11 (+0)

Skills Athletics +4

Senses passive Perception 10

Into the Hold

Eran tells the players to follow him to the lower hold, an area that is usually locked and off-limits to the majority of the crew. Along the way, players pass by a number of crew members, each moving with purpose, carrying tools of whatever job they're in the middle of performing: buckets of water and brushes, lengths of thick rope wound around their chests, or transporting food stuffs from the hold to the kitchen. The mood on the ship has lifted with the proximity to dry land, as everyone is excited to enjoy their shore leave.

Without even looking, Eran picks the proper key from his impressive keyring and opens the door into the dimly lit hold and makes a sideways gesture with his head to indicate you are supposed to go inside.

Eran leaves the players here with these instructions:

"Alright, here we are." He sighs heavily as if about to divulge a particularly shameful secret. "We have rats" he says plainly. "It would ruin our reputation as a clean ship if rumor o' this were to spread, so I'd be much obliged if you keep this between us. If ye can take care o' them rats for me, I promise you'll arrive in port with your feet kicked up on the railing like a proper master!"

He ushers you into the hold and shuts the door behind you. Speaking through a small, barred window he says, "I'll leave ye to it then, lots to do before we reach the docks! Remember: don't let anyone find out about this. Come find me when yer all tidied up." You hear his large boot steps echo away until you are left with only the sound of the water and gentle creaking of the ship's hull.

Knowing the Ropes

It's unlikely that the players will have experience in the everyday running of a tall ship. It is, however, very possible that they have some related bit of backstory that could allow them rudimentary familiarity with a ship, like an uncle who worked on a trade vessel.

When discussing the ship, it's crew, and how things usually operate at sea, give player's any opportunity to use their prior knowledge to get a better idea of what is going on. In this scenario, players might be able to infer that letting passengers into the ship's hold is a very uncommon occurrence, and could signal the severity of the problem at hand.

On the Hunt

The ship's hold is dimly lit by a half dozen small windows on either side of the room. The weathered glass shows its age but is otherwise kept remarkably clean. All around the hold are crates of supplies, trade goods to be sold at port, and the personal belongings of the other passengers. Large stacks of crates are tied down with netting.

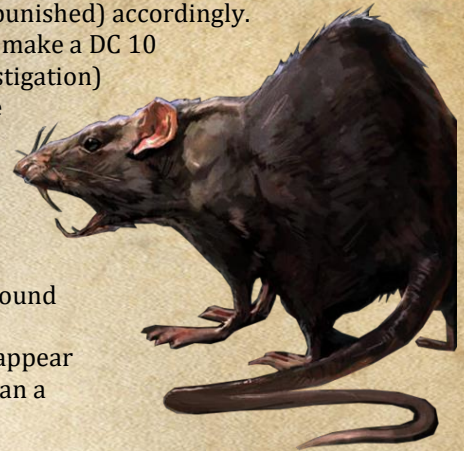
Unscrupulous players who wish to rifle through these items are met with sturdy locks and tangled netting, or the crates are found to be filled with simple trade goods, like grains and salted meat.

Players may also discuss the premise of hunting rats, as Eran left the mission parameters a bit vague.

Some may actively search for rats, and some may argue that killing rats is beneath them. Obviously something is about to happen here, but players who stay in character as arrogant or cocky may be rewarded (or punished) accordingly.

Players may make a DC 10

Wisdom (Investigation) check to notice that some of the crates of food stuffs appear to have claw and teeth marks around the edges and corners. They appear much larger than a common rat.



Rats from Above

At your discretion, you may choose to initiate combat by having the players roll a DC 10 Wisdom (Perception) check, or another check that makes sense based on their skills and the nature of their search. Players who pass their check hear the subtle scratching of clawed feet above them in the support beams. Players who failed their check or don't make one are surprised. Alternatively, you can have the players find the giant rats behind a stack of boxes and engage in combat from there.

Giant Rats

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a player if at least one of the rat's allies is also engaged with the player and the ally rat isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

There are three giant rats for the players to fight. These rats are each the size of a small child, about 3 feet long each with jet black eyes and large, yellowed teeth. They default to attacking as a pack, singling out a player. This can be the player they believe to be the biggest threat, giving you the opportunity to have them attack the most well-armored player. You can instead have the rats attack the first player to attack them.

While attacking as a group is their preferred method, they will break away from their target if attacked successfully by another player. They will not respond aggressively to healing or helpful spells, as they are not very smart.

A Surprising Discovery

After the players have defeated the giant rats, they should probably dispose of the bodies. The sea is the most likely dumping ground, but unfortunately the windows in the hold do not open. Players will have to figure out a way to sneak the rats upstairs and throw them over the side.

Players can inspect the hold for suitable materials to disguise the rat corpses. No check is required for this. Players ultimately find a large tarp strung up at the far end of the room, as if to divide the room for privacy.

Behind the makeshift curtain is a large steel prison cell. A DC 15 Wisdom (Perception) or other relevant skill reveals that this cell is not a permanent fixture of the ship. In fact, the construction of the cell seems hasty at best.

Read or summarize the following to the players:

Inside the cell are two men, their simple clothing tattered. One is a tall, wiry man whose eyes dart erratically between your faces. He has jet black hair slicked back into a neat pony tail. He has stopped mid-pacing to consider you.

The other is a shorter, heavier man. His shirt is stained a variety of colors. Despite being mostly bald, his red, bushy beard and mustache are wildly unkempt. He appears to be quite comfortable sitting on the floor, twiddling his thumbs.

"Oi!" shouts the shorter man. "Who're you?"

"Quiet Tammer," the wiry man says to him without looking. "Get too rowdy again and they'll be back with more than sticks for us."

"Stuff it, Slick! Oi'm not 'fraid o' them!"

Players may spend time inspecting the prisoners and cell. The lock is too advanced for any of the players to pick and the bars too strong to break or bend. The cell, while not affixed to the ship's decking, is much too heavy to move.

Players may talk with the prisoners. Here are some key elements of their personalities to help you create dialog with the players:

- Slick is very confident, despite his jittery nature. He is sure he is the smartest person in the room at all times. While it appears he has a nervous tick, his darting eyes are actually assessing everyone and everything around him.
- If Slick believes the players may help them escape, he will become as friendly as he can be, making rather convincing arguments for their release.
- Tammer is just as confident as Slick, but has no misgivings about his own limited intelligence. What he lacks in brain he makes up for in brawn. He'll never back down from a fight if provoked.
- The prisoners are confined for questioning the captain's authority in front of the crew. While it was the first mate, Jeras Carnavon, who put this notion in their minds, they both truly believe it was their own decision. They may mention Jeras briefly to the players, but not in great detail.
- Each of the men feel they are superior to the other and can easily be prompted into quarreling with the other. Players will need to succeed a DC 15 Wisdom (Insight) check to realize this dynamic and then can exploit it with a DC 10 Charisma (Persuasion) check or other relevant skill.

If players linger here too long, you can encourage them to bring the matter up with Eran when they return to him with news of the rats.

All checks for sneaking the rats out of the hold are DC 10 as the rest of the crew is preparing to make port later that day. For example, players can utilize Dexterity (Stealth) to sneak past the crew, Charisma (Deception) to lie about what they're doing, or Charisma (Perform) to pretend it's all a show. Players are also encouraged to come up with any other means of disposing of the rats they would like.

A Job Well Done!

With the rat problem resolved, players should find Eran so they can enjoy the rest of their trip into port or inquire about the prisoners. Unfortunately, he is nowhere to be found. Crew members say they saw him talking with Captain Percival, and to check the captain's quarters.

As players approach the door to the captain's private room, read the following aloud:

You begin to hear voices shouting from within the captain's quarters. Eran's voice can be heard, booming yet restrained, but only briefly, as if he is simply responding to someone else. Another voice is calm, but is demanding and authoritative, almost like a father scolding his son. This voice seems to be leading the conversation. The third voice is much more emotional, talking quickly and angrily. You can pick out phrases like "... failing at your duties..." and "... if this were *my* ship...".

Just as you arrive at the door, it swings open wildly, missing you by mere inches. A furious man is already mid-stride out the door, stopping just short of where you stand. His nostrils are flaring with each breath as he tries feebly to maintain his composure. He opens his mouth but snaps it shut quickly and simply pushes through your group. He storms off down the hall and out onto the main deck.

From behind you, a calm voice says, "Well hello there. You must be the fine adventurers Eran was telling me about. How goes your... quest?" He gives you a not-so-subtle wink and invites you in.

Captain Percival's quarters are nicer than any other room of the ship, but not outrageously so. The wooden furniture is stained a rich, deep brown, some with intricate carvings. There is a table in the middle of the room with maps, charts, and a few navigational devices. To one side sits Eran, barely contained by the obviously sturdy wooden chair. Even sitting he is almost as tall as a man standing. Opposite him across the table is Captain Percival. Like his room, he is well-kept and finely attired.

Since boarding the *Rose Marie* the players have often heard the captain referred to as "Silkbuttons".

The reasons seem to vary from person to person. Some claim it's because of his fine attire. Others say it's because he can charm a lady out of her delicacies with extraordinary ease. Whatever the true story, no one calls him by anything other than "Captain" or "Sir" to his face.

Captain Claudius Percival

Medium humanoid, lawful good

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Athletics +2, Charm +4, Insight +4

Senses passive Perception 12

Players are free to discuss whichever topics they choose, including the following:

- Players should relay to Eran that their task is complete. They are met with all manner of compliments and promises of good drink for their final stretch into port.
- Players who inquire about the captain's nickname are met with an uncomfortable stare from him. Eran shifts awkwardly in his chair. Captain Percival reminds the players that, while on his ship, they will show the proper respect to all officers, including himself.
- Players can ask the captain about the altercation they walked into. He will reveal that the other man is his first mate, Jeras Carnavon. He brushes aside the severity of the argument, dismissing it as a difference of opinion. Players can make a DC 10 Wisdom (Insight) here can tell that the both the captain and Eran don't truly believe this.
- Players may ask about the prisoners. While nothing else seems to have flustered the captain to this point, his face suggests he's truly surprised by the question. He casts Eran a disapproving look. Read the following aloud:

"Dammit Eran," Captain Percival shouts. "You left them down there alone?!" Eran, a powerful man by any standard, seems to shrink under the disapproval of the captain. Captain Percival seems to soften a bit, saying "I'm sorry, old friend. You know how... trying this whole ordeal has been for me."

After a brief pause, Captain Percival addresses you again. "A captain is only as good as his crew, and I fear mine is slipping from me. The men you met below deck are there for insubordination and attempting to incite a mutiny, a crime not taken lightly. Men at sea too long are prone to all manner of coercion, and I can't have them thinking taking the ship by force is a worthwhile endeavor."

At this point, players may make a connection between Jeras' outbursts towards the captain and the prisoners' insubordination. They can voice their concerns to the captain, possibly suggesting that Jeras be locked up preemptively to prevent a mutiny. Captain Percival dismisses this, citing Jeras' previous history and good-standing with the ship. He further suggests that Jeras has simply been at sea too long and could do well with some shore leave.

At any point during the conversation, when you think they've reached a good point or when dialog has grown stale, you can move to the next section.

Rough Seas

This section will task players with more roleplaying and skill checks. The sea is about to become very treacherous and players must choose how best to weather the storm. With the storm barreling down on the *Rose Marie*, read the following to the players:

The conversation is cut short as an alarm bell begins to ring. Above deck, the hurried sound of footsteps and shouting are heard. Captain Percival rushes from the room without a word. Eran is quick behind him, but pauses at the door.

"Ye'd better come along and see what's goin' on." He gestures for you to follow him up to the main deck to investigate the alarm.

Eran is kind with his order, but if the players try to remain in the captain's quarters, Eran will more directly insist that they join him above. The severity of this bell should be stressed; this is not a bell that sounds for any simple matter.

As players arrive on the main deck, they are greeted with gusting winds and a darkening sky. In front of the ship is a wall of dark grey clouds and

pelting rain, and the *Rose Marie* is about to sail straight into the heart of it.

Players are given a few minutes of preparation to get ready for the storm to hit the ship. Players are encouraged to come up with clever solutions to the problem that highlight their personal talents and training. Remember to reward players with Inspiration should they earn it.

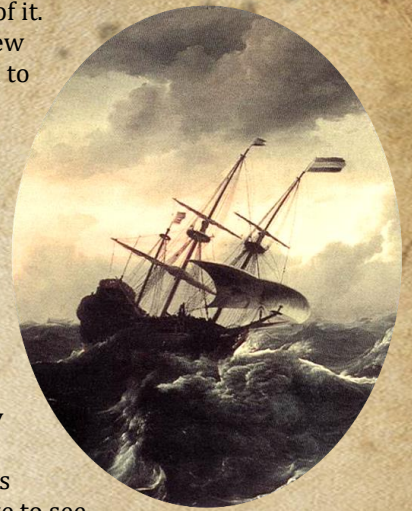
Here are some checks that players might make to see how well they do:

- A player wanting to secure herself in the ship's rigging makes a DC 10 Dexterity (Acrobatics) check to climb the ropes and a DC 15 Strength (Athletics) check to hold on during the storm.
- A player who decides to try their luck in the hold will be bombarded by crates. They make a DC 15 Dexterity (Acrobatics) check to dodge the boxes or a DC 15 Constitution check to tough it out.
- A player can try to lash himself to the mast or other feature. That player makes a DC 15 Wisdom (Survival) check to see if their knots hold. If he fails, he can try to succeed a DC 15 Dexterity (Acrobatics) check to grab onto something.

All major checks made during this storm should be DC 15. For smaller actions leading up to their main attempt, a DC 10 or automatic success is fine.

If a player is unable to hold on during the storm, you can choose to have them thrown around the ship taking damage (1d4 or 1d6, depending on the severity of the damage, or else making a skill check to prevent them from going over the railing of the ship. Other players can attempt to rescue that player through creative means.

For an added challenge, you can have an NPC crew member be put in danger, giving the players a chance to prove their heroism under pressure. If you think this is too much for the players to handle at this point, feel free to move on to the next section.



A Clever Diversion

Seeing the storm as a prime opportunity, Jeras decides his time has come. The prisoners, Slick and Tammer, are set loose by the traitorous first mate to distract the players. Players must find a way to get past them and help the captain.

The ultimate goal of this section is to get the players into the ship's lower deck to deal with Slick and Tammer. Depending on how players handled the storm, they may already be below deck, and you can simply have them run into the prisoners on their way back up. If players are all above deck, Slick and Tammer might reveal themselves to the players and run below deck, prompting the players to follow. They might also abduct one of the players to draw the rest of the party to them. Make sure this player still has a role in the encounter though.

When the players end up below decks with Slick and Tammer, read the following aloud:

"Well, well, well." Slick is leaning casually against the wall of the ship's interior, a completely different man in everything but appearance. While still gaunt and creepy, he seems much more confident than your last meeting. "Seems like this time there aren't any bars between us."

Tammer grunts a laugh, resting his rough club on his shoulder. It appears to be nothing more than a discarded piece of the ship's railing with a handle carved into it. "Enough chit chat, Slick. Jeras asked us to get rid o' them and Oi don't plan to disappoint 'em. 'E'll be needin' a new first mate soon, after all."

Slick cackles a disturbing laugh. Straightening up, he says to Tammer, "Surely you don't mean you. If anyone's getting a promotion here, it's me."

Tammer rounds on Slick. "Yer always thinkin' yer better than anyone else. Oi'll show you." He turns back to you. "Oi'll take care o' this lot on moi own!"

Tammer begins running towards you. Behind him, Slick quickly stands up, uncrossing his arms and revealing two shining razors. "Imbecile!" He cries, and rushes at you as well.

Slick

Medium humanoid, neutral evil

Armor Class 13 (leather)

Hit Points 27 (5d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	10 (+0)	12 (+1)	9 (-1)

Skills Acrobatics +2

Senses passive Perception 12

Challenge 1/4 (50 XP)

Actions

Multiattack. He makes two melee attacks with razors.

Dual Razors. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target per attack. *Hit:* 4 (1d4 + 2) slashing damage per attack. (*Finesse*)

Tammer

Medium humanoid, neutral evil

Armor Class 14 (studded leather)

Hit Points 27 (5d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

Senses passive Perception 10

Challenge 1/4 (50 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Reactions

Grapple. When a player misses an attack roll against him, Tammer may choose to make a melee attack with his offhand (no bonus). If he succeeds, he has grappled the attacking player. Tammer may only grapple one player at a time. To escape, a player must succeed a DC 13 Strength (Athletics) check or be released.

At this point the party rolls for initiative and combat begins. While the obvious solution to this encounter is to simply best Slick and Tammer in combat, it is not the only method available to players.

Players can play up the obvious tension between the two prisoners, inciting them to fight each other, or at least distracting them, by making a DC 10 Charisma (Persuasion) check. Encourage players to come up with witty or scathing remarks for added effect. Reward successes and good roleplaying by

giving Slick and/or Tammer disadvantage or by having the two spend a round of combat arguing or actually fighting each other.

You can also call the party's attention to aspects of the ship around them that may be useful in the fight. Loose crates can be toppled on the prisoners, nearby ropes can be used as makeshift traps, or a bucket rolled at their feet could drop them prone.

Friendly Fire

Players could look for ways to help their fellow players out of Tammer's grasp, either by making targeted attacks to Tammer's left arm or attempting a contested Strength check against Tammer on their turn. Encourage players to come up with creative solutions here.

You can also spice things up by having players risk hitting their grappled teammate if they miss attacks. This should be reserved for more adept players, as it can lead to a bad experience for grappled players.

At the end of this fight, players should return to the main deck to check in with the captain and make him aware of Jeras' mutinous plot.

Mutiny!

As players return to the main deck, they find the captain held hostage by the first mate. Most of the crew is tied to railings, guarded by the handful of crew Jeras was able to turn against the captain. Jeras is found at the helm of the ship, wearing Captain Percival's long coat and turning his polished scimitar gently in his hands. Jeras looks up to address the players. Read the following aloud:

Jeras looks to you and lets out an exaggerated sigh. "I guess I should have known those two wretches were no match for you, fine adventurers." Jeras' voice is thick with sarcasm and condescension. He has a constant grin on his face, obviously quite pleased with his newly assumed position of "captain".

He pauses casually, surveying the scene around him: the captain and his loyal crew bound, several men guarding Eran despite him being sufficiently tied down with several lengths of rope. He suddenly becomes very serious, the smile leaving his face.

"No matter. I have a proposition for you. You surrender peacefully, I keep this ship, and you can leave freely when we reach port. I'll even throw in a bit of gold for your purses." The sly grin returns to his lips. "What do you say?"

Players can save the captain by fighting the first mate and his mutineers. Players are allowed to side with the traitor if they choose but are tested by fighting the captain and loyal crew. The outcome of this encounter may shape future adventures, so encourage the party to choose carefully.

Siding with captain gives the party more honor in the new world, as Captain Percival will no doubt tell tales of their great deeds, as well as offer them aid in the future. Siding with first mate will yield a large coin reward but he's unlikely to ever aid the players if they cross paths again. If the story of their aid in this mutiny ever came to light, they would also be disgraced and distrusted by anyone tied to the sailing or noble community.

If players decide to side with the captain and fight Jeras, read the following aloud:

"Fools!" Jeras spits the word out. Regaining a bit of composure, he straightens up. "So be it. Nothing left then but the sword." Jeras draws his scimitar, pointing it at you. "Men! Give them no quarter." Without any further prompting, several of the mutineers rush towards you with swords drawn.

If the players decide to side with Jeras, they will be tested to see if they aren't just planning a diversion. Read the following aloud:

"I like the way you think. Very practical of you."

There's a long pause as Jeras considers you, scratching his stubbly chin. "But I'm nothing if not a careful man, so I will need some proof of your loyalty to me." He looks around at the hostages. "Tell you what, you kill old Silkbuttons here and then I'll know you're in this with me."

Jeras nods at his men to release the captain and a few of his men. They're provided swords and shoved towards the players. Jeras crosses his arms and smiles widely. "If nothing else, we'll have ourselves a proper show, won't we lads?"

Players can change their mind at this point and Jeras will attack the players with his men. It is up to you to decide if the captain and the loyal crew are part of this fight, or if the mutinous guards restrain them.

If you decide to allow them into the fight, it's not strictly necessary that you track all their hit points and damage, just that you make the fight exciting for the players.

Change of Heart

If the players do fight the captain, they may try to take him alive at the end. Jeras will not stand for this and, if players insist, Jeras and his mutineers would surely attack them. This means a twice-long fight, one the players are probably not equipped for at first level.

If players decide to side with First Mate Jeras, stress the importance of this decision and suggest that there probably isn't a lot of room to change their minds later. If they push this angle, you can have Jeras kill Captain Percival instead. At this point the combat can end with guards surrounding the players to deter further fighting.

The Battle for the *Rose Marie*

Regardless of who the players end up fighting, use the same stat blocks for the leader and their 2 crew members. Feel free to add any flair to this fight you see fit, such as crew members swinging from ropes or defeated mutineers being flung over the railing into the sea. This should be an exceptionally epic scene for the players.

First Mate Jeras Carnavon

Medium humanoid, neutral evil

Armor Class 14 (studded leather)

Hit Points 27 (5d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

Skills Athletics +2, Deception +4

Senses passive Perception 10

Challenge 1/2 (100 XP)

Actions

Multiattack. He makes two melee attacks or makes one melee attack and one ranged attack with his dagger.

Scimitar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Reactions

Parry. Adds 2 to its AC against one melee attack that would hit per round. To do so, he must see the attacker and be wielding a melee weapon.

Mutineers

Medium humanoid, lawful evil

Armor Class 11 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Challenge 1/8 (25 XP)

Actions

Short Sword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d6) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

The Dust Settles

As the fierce battle across the deck of the *Rose Marie* comes to an end, only one faction of the ship's original crew is left standing. Depending on the

choices made during the fight, here are some main points to relay to the players:

- First Mate Jeras has been slain
 - Captain Percival is grief-stricken at the loss of his friend and comrade. He instructs his crew to prepare Jeras' body for a proper funeral at sea.
 - The captain presents the players with his Captain's Coin. This silver coin, hand-carved with a design of a rose inlaid into a traditional compass rose, signifies that you are endorsed by the captain and in his debt. Anyone in the sailing community, especially those who know Captain Percival or the *Rose Marie*, will know this is a great honor. Functionally, it is only worth 1 sp.
 - Captain Percival has nothing but thanks and compliments for the players, and insists they relax for the remainder of the voyage, having already provided a great service to the ship.
- First Mate Jeras has been disarmed and captured
 - If players have incapacitated Jeras in some fashion, the fight can end. The mutineers are offered a one-time chance to rejoin the crew. Jeras is to be placed in the cell in the hold and will stand trial when they reach port.
 - All other rewards are bestowed to the players as above.
- Captain Percival has been killed
 - Players are congratulated by Jeras, who shows no remorse for the slain captain.
 - Players who attempt to harm Jeras at this stage are restrained by his crew, which easily overwhelm the tired players.
 - Jeras commands his new crew to toss the dead into the sea without any care.
 - Jeras instructs one of his crew to reward the players with 10 gp each for their "service" and assures them they'll receive safe passage when they arrive in port.



Khe'Desh is a modest trade port, not as grand or old as some of the ports players have seen before. While small in size and industry, Khe'Desh is the gateway to this new world, and so virtually every person traveling here eventually goes through this city. Khe'Desh will be described in more detail in part 2 of this adventure.

Wrapping Up

At this point you can award players with their final XP and other rewards for this adventure. Below is a list of encounters and how much XP is awarded. If players completed an encounter in a creative but non-standard way, feel free to reward them with the full XP for that encounter.

- Final adventure XP: 350 XP
 - Killing and disposing of the giant rats: 75 XP
 - Surviving the storm: 25 XP
 - Defeating Slick and Tammer: 100 XP
 - Siding with Captain Percival and defeating First Mate Jeras: 150 XP, a Captain's Coin
 - Siding with First Mate Jeras and defeating Captain Percival: 150 XP, 10 gp each

Feedback

Thank you for playing this adventure! It was a lot of fun to create and I look forward to making more. If you have any feedback or suggestions for this adventure, please send it to me via email at matthew@gravelyn.com. Your input will help to make this adventure even better for future players!

Image Credits

[Sailing ship](#) by Olaf Rahardt
[Parchment Paper](#) by DevonTT
[Rat Concept](#) by Arkane Studios
[Ships Running Aground in a Storm](#) by Ludolf Bakhuizen
[Bounty](#) by Yasmina
[Ardashir III Sassanid silver coin](#)

Land Ho!

Shortly after the mutiny has ended the watchman signals that he sees land. The *Rose Marie* will enter the port city of Khe'Desh in a matter of hours, during which time the players can take a short rest and compose themselves for the next adventure.