

# WE HAVE A PIRATE PROBLEM

AN ADVENTUREAWEEEK.COM MINI-DUNGEON BY MICHAEL O. HOLLAND



**T**hagu, the hobgoblin pirate captain of the Dark Gale, and his crew of hobgoblin and aquatic buccaneers made quite a name for themselves raiding the coastline but soon they were stopped by a military galleon, not far from the port city of Genstri. Those who didn't abandon ship were burned with it. Thagu's sahuagin crewmen dragged the survivors to shore and the crew took refuge in the expansive system of storm drains under the city. There, they found an abandoned hideout which once belonged to a local thieves guild. Thagu ordered his crew to rest and began to plan their next move. Hann the Trickster, former leader of the thieves guild, came to visit his old hideout and its hidden treasures when he found the pirates squatting there. Hann has approached the characters to ask for help in dealing with his pirate problem.

## 1. ENTRY CHAMBER

This rectangular room has double doors leading to the north and west. Ornately decorated pillars depicting thieves plying their trade, stand in each corner of the room.

## 2. THE PIT

At the middle of this circular room is a pool with water 5-ft. deep. Water trickles from small storm drains above and leaves through the large storm drain in the northern section of the room. Three **crocodiles** hide in the center of the room and attack any creatures which come within 10 feet of them. The pirates found the crocodiles when they arrived and decided to leave them be.

## 3. LARGE GUARDROOM

This square room has nooks in the north and south walls with small storm drains in them. A moderate flow of water falls through the northern drain. A wooden table sits in the middle of the room where a **hobgoblin** corsair and two **thugs** are arguing over a card game.

## 4. SMALL GUARDROOM

This circular room is wet and miserable to spend time in. A rush of warm water falls from an opening in the ceiling into the storm drain in the center of the room. Excess water

splashes across the floor keeping it slippery. Three **sahuagin** work a wheeled bilge pump which forces the excess water back into the storm drain.

## 5. MAIN HALL

This room is dry and cool. A pair of **sahuagin** are playing dice while a **hobgoblin** smokes a pipe and watches. When the characters enter the room, the hobgoblin barks orders for the sahuagin to attack while he engages the party from a distance.

## 6. HALL OF WHISPERS

The storm drains here connect to important locations in the city above. The voices of people passing by the drains echo through this hall as whispers. Upon arriving here, Thagu feared someone may overhear his crew and thus ordered everyone to keep clear of this room.

## 7. LAVATORY

The floor around the storm drain in this circular room is covered with muck and the air reeks. A successful **DC 15 Intelligence (Investigation) check** will reveal an *amulet of protection* and two *blue quartz* worth 20 gp each.

## 8. WATERY HALL

A briny smell permeates this large hall. At the center of the room is a large pool of stagnant water with a drain clogged by seaweed. This is the home of Abreca the **merrow** and his pet **giant crab** named Mr. Burbles. Abreca has been an ally of Thagu for many years, but he prefers life in the sea. He has grown tired of waiting to leave. When the characters enter the room, he cautiously engages them in parley. If the party is willing to converse with him, he allows them to pass but only if they can answer two out of three riddles correctly. If they refuse or fail to answer the riddles correctly, Abreca attacks the party, assisted by Mr. Burbles.

### RIDDLE

What possesses four fingers and a thumb but has no blood or life within it?

What loses its head in the morning and gets it back in the evening?

When these are caught, they are thrown away. When they escape, you itch and scratch all day.

### ANSWER

Glove or crawling claw

Pillow

Fleas

## 9. THAGU'S CHAMBER

This room is warm and dry. A large storm drain goes both up and down but only a small trickle of water falls through it. Thagu (**bandit captain**; add Martial Advantage hobgoblin trait) and two **hobgoblins** are studying a nautical map of nearby ports. They are planning to steal a ship so the crew can return to sea. Thagu has a key which opens both the double doors and steel coffer in **area 12**.

## 10. COOKERY AND STOREROOM

This room has been outfitted with tools to serve as a makeshift cookery. There are two small storm drains at each end of the room; a clean water slowly trickles down the eastern drain. A **hobgoblin** and a **sahuagin** mill about the room, preparing the next group meal. With a successful **DC 14 Wisdom (Perception) check**, three crates filled with stolen foodstuff and a *ring of swimming* can be found in the corner buried under towels and aprons.

## 11. THAGU'S HOLD

This long chamber has a large, dry storm drain in a nook to the west; the room stretches to another set of double doors to the east. Varal (**veteran**) and a **sahuagin** are sparring to pass the time whilst guarding the door to **area 12**.

## 12. THE VAULT

This small treasure chamber holds a steel coffer which contains all that remains of the Dark Gale's ill-gotten booty. The coffer contains 2500 cp, 1000 sp, a banded agate worth 10 gp, and a golden kris worth 350 gp.

