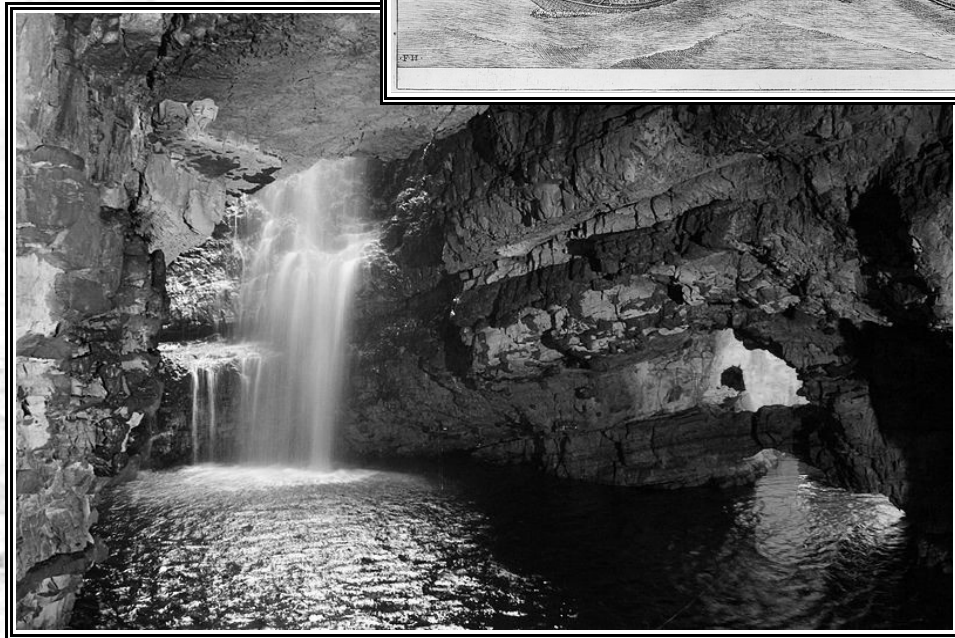
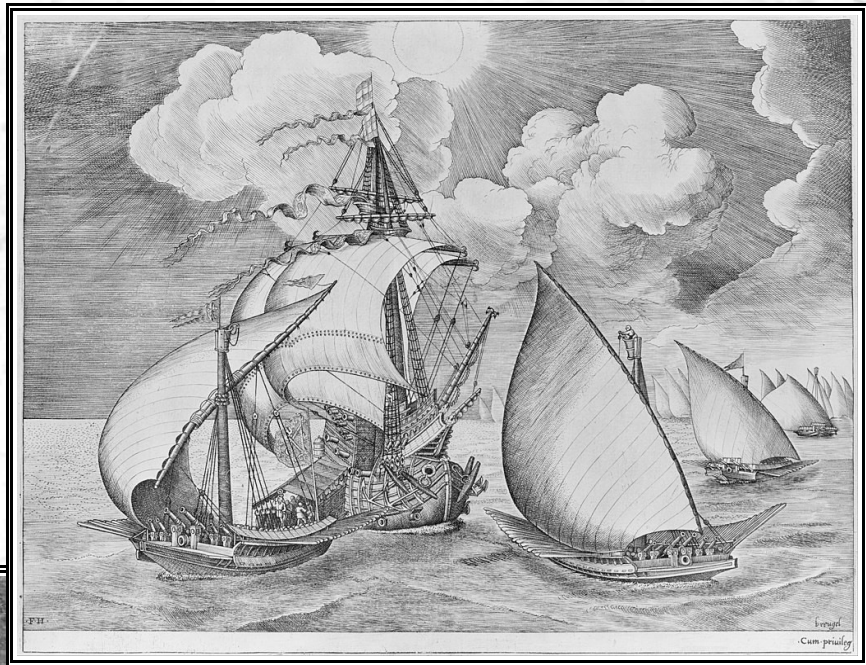


THE PIRATES OF MARWATER CAVERN

(ROOTING OUT A BAND OF PIRATES FROM THEIR HIDDEN LAIR,
A LOW-LEVEL ADVENTURE FOR OSE AND SIMILAR RPGS)



ORIGINAL MAPS BY MATT JACKSON ([HTTP://WWW.MSJX.ORG/](http://www.msjx.org/))
WORDS BY VANCE ATKINS ([HTTP://LEICESTERSRAMBLE.BLOGSPOT.COM](http://leicestersramble.blogspot.com))

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Captain Davor Jakus is a ghost, or at least it seems that way. His two small sailing ships have become the scourge of coastal shipping and the hapless patrols. The pirates strike from the



cliffs of the Broken Ship Wall, swarming victimized ships or outposts, before fading away. Jakus' crews seem to know the shoals better than their prey and foes, skirting the hazards that may ground or hole other boats. And when run down or pursued, Jakus' ships seem to gain favorable winds, almost miraculously, allowing them to outrun pursuit, before seemingly disappearing into the sea cliffs of the Broken Ship Wall.

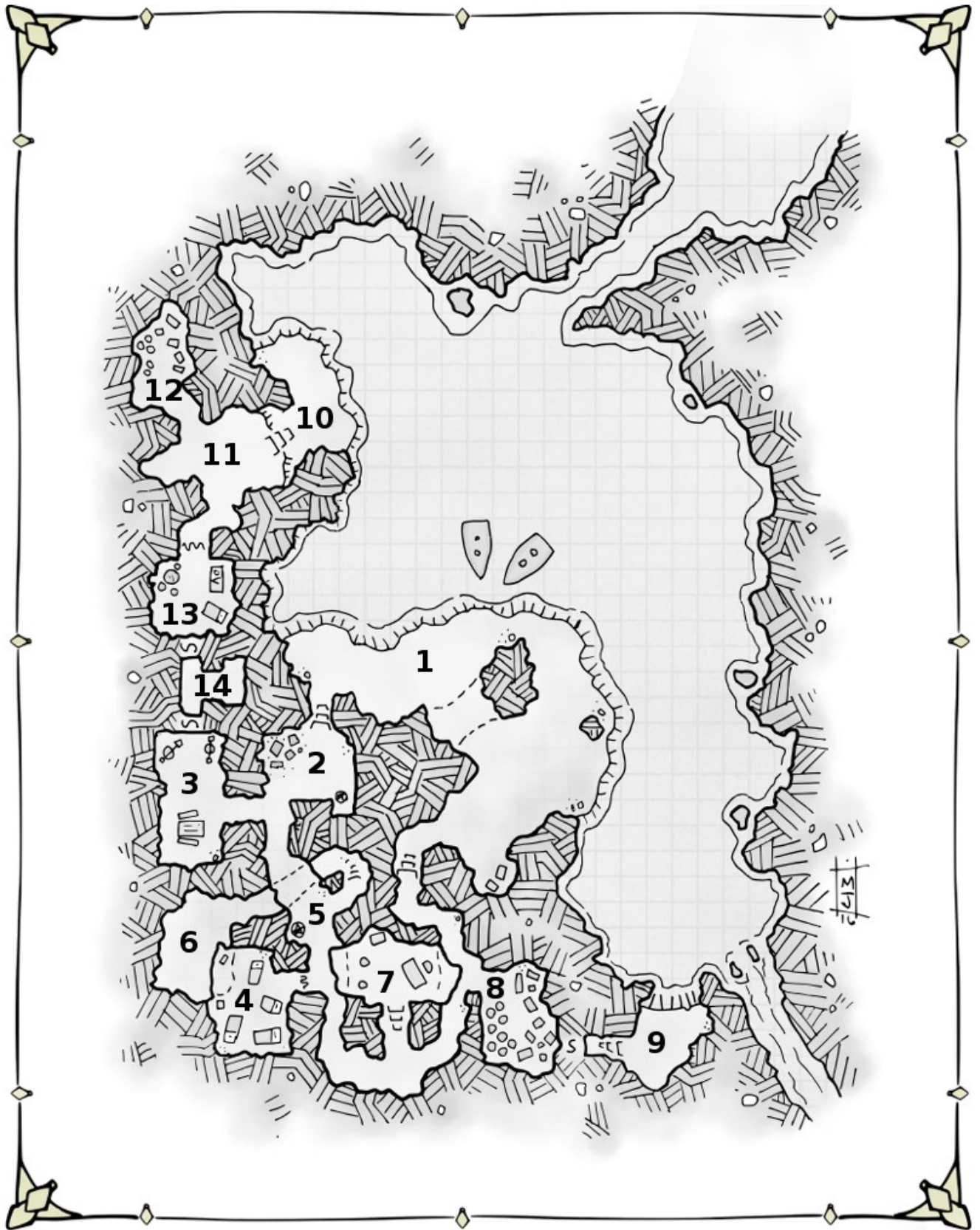
Marwater Cavern is one of many caves and grottoes eroded into the imposing

coastline of Broken Ship Wall. The cavern is guarded by a narrow entrance, requiring careful sailing or poling to safely access the space within. Inside, the cavern opens to a cathedral-like chamber, lit during the day by a natural skylight of the partially-collapsed roof. Interior spaces are illuminated by lanterns, braziers, and torches. The cave network into the bedrock has been improved and expanded, first by a forgotten cult of an equally forgotten sea god, then by a few generations of pirates and outlaws. Corridors are up to ten feet wide, and room ceilings range from ten to twenty feet in height. The floors are smooth and swept clean by the occupants.

RUMORS AND SEEDS:

1. Luck ran out for one of Jakus' ships, and it was seen listing among the reefs.
2. Jakus and his men have revived a sea cult, garnering powers over the wind through sacrifices.
3. Many caves along the cliff line open to much larger caverns.
4. Although the caves are dark and ancient, a few hold beauty and extreme peace.
5. Swallows may lead the way to the Sparrow.
6. Old magics allow the very cliffs to swallow boats whole.
7. Jakus holds the very winds in his hand, allowing his miraculous escapes.
8. The pirates have sage advice among their ranks.
9. The pirates have a few 'toys' of some value.
10. The dead fill the very caves with their stories.





1. **Beach:** A wide, benched beach rings the southwest quarter of the cavern cove. A stone arch extends over the beach, and is populated by flocks of swallows.

Two small sailing ships, the Sparrow and the Limpet, are moored along the bank. The Sparrow is in good condition. The Limpet is currently holed and lists. Lumber and materials for repair are stacked on its deck and the nearby sand. If the characters approach during the day, 1d4+1 pirates will be busy repairing the Limpet.

The raiders' compound may be accessed at the north and south ends of the beach into the cliff walls. 1d2+1 pirate guards are present at all times.

2. **Stores:** Quartermaster Eoghan Muldowney is sorting stores with two pirates. Muldowney isn't much of one for a fight (1HD, AC7/12, atk: crowbar (1d4+1): 53gp, 80gp gem, *Mug of the Brewer* (see below)) although the sailors helping him will put up resistance and attempt to call reinforcements. The crates and casks hold mundane goods (1d4x50gp value). A tarnished bronze statue stands in the southeast corner of the room, representing a forgotten, chthonic "Old God." The figure is worn smooth and shiny by passing hands.
3. **Training Room:** A table and a pair of practice dummies stand in the room. The practice dummies are automatons, crafted for a royal's training halls, but intercepted by the pirates. If touched, there is a 2-in-6 chance that each automaton will activate, striking as a 1HD creature for 1d6 damage. The automatons are AC7/12 and can take 6hp damage before being deactivated. An undamaged automaton is worth 500gp.

A secret door in north wall smoothly pivots upward if the seams of the door are found by an observant character.

4. **Crew:** 1d3+1 pirates are present in the room, playing cards or counting coins. Each pirate has a personal stash of 1d2x100gp coin, 1d4 10gp gems, and a 5% chance of a random potion.
5. **Statue:** An apparent mate of the of statue in **Area #2** stands in an alcove on the west side of the passage. The statue is hollow, and exudes a slight magical aura. If a coin is tossed into the statue's open mouth, its mouth momentarily shifts into a beatific, yet slightly disturbing, smile. If the statue is shaken or broken open, no coins are found.
6. **Grotto:** The corridor past the statue loops down into a moss- and fungus-lined grotto. The air is fresh and tinged with the scents of moss and balsam. If a donation was given to statue in **Area #5**, the grotto glows pale blue and gives off a feeling of euphoria (one round per gp value – save vs spells or feel lethargic and pacifist for duration of effect). There is a 30% chance that 1d2 pirates will be down here, blissed out. They will not resist capture in such a state.
7. **Captain's Quarters:** Two individuals hunch over a small round table, peering at charts and tracing safe passages through the depicted coastal shoals. Captain Davor Jakus and second in command Ellisar Dajeon plot future raids once Dajeon's ship, the Limpet, has been made right. Jakus is frustrated at Dajeon's misfortune in catching the Limpet on a poorly-mapped reef during flight. If caught unawares, the pair will attempt to cajole and bribe their way out of harm's way and capture. If attacked, they will use their magic and magic items to hamper pursuit and flee, likely heading to **Area #9** to make their escape.
8. **More Stores:** The room is packed with crates and casks containing supplies and mundane goods accumulated by the pirates (1d4+1x100gp value). A secret door located

on the west wall may be opened by tracing a rune carved into the stone, causing a stone block to rotate open silently.

9. **Back Entrance:** A small cave gives access to the secret egress from the complex. A [small sailboat](#) (requiring a one man crew) is pulled ashore here. Carved steps dead-end into the west wall. indicate the secret door into **Area #8**. The secret door located at the top of the steps may be opened by tracing a rune carved into the stone, causing a stone block to rotate open silently.
10. **North Access:** A second beach in the northwest corner of the cove provides access to a small cave complex. Carved stone steps lead into the caves. The steps are protected by an arrow trap (top step triggers, firing 1d3 arrows [THACO19/+0], 1d6 dmg ea.).
11. **Empty Cavern:** The cave has a packed-sand floor with passages to the north and south.
12. **Shrine:** Explorers will find the room filled with urns and reliquaries containing the remains of old sea god cultists, nameless outlaws, and lost comrades of the current occupants. Many urns are covered in scripts describing the individuals' stories, memories, feats, and deaths. Other than a few coins or mementos among the ashes and bones of the dead, there is nothing of significant value. There is a

5% chance of contracting "*bone rot*" from the remains (save vs disease or lose 1 point each CON and DEX per week [death at 0], *cure disease* or *remove curse* to cure).

13. **Sage:** Bruno Poropat sits at his small table, studying a book of lore (4hp, AC9/10, non-combatant). Poropat is an uneasy ally of the pirates, pressed into identifying odd items and appraising valuables. He has a *Helm of Reading Languages and Magic* carefully packed into a chest along with his personal reference library of seven rare books. Poropat is guarded by a half-orc named [Durgolel](#). Durgolel is posted to keep Poropat from attempting to "wander off." Durgolel isn't much for reading, and mostly amuses himself with his dice or a wind-up toy elephant.

A secret door in the south wall of the chamber is opened by pulling on an iron torch sconce in the wall.
14. **Secret Stash:** The secret passage between the main complex and north caves also serves as a storehouse for a significant amount of the pirate band's loot. The interior faces of the doors on the north and south exits are not concealed. A chest within contains 4000gp, 7x100gp gems, and a waterproof scroll tube containing: *read magic*, *detect invisible*, *locate object*, and *wizard eye*.

A PIRATE'S LIFE:

Captain Davor Jakus (5th Level Fighter): 27hp; AC4/15 (leather, *Shield +1*), Attack: sword (1d8+1) or shortbow (1d6; 3 *arrows +1*); THACO 17/+2; Movement 90'(30'); Saves: D10 W11 P12 B13 S14; Alignment: Chaotic, Stats: STR 13 INT 10 WIS 7 DEX 15 CON 10 CHA 13; Items: 170gp, 4-150gp gems, spyglass (500gp), *Anemoi Basket* (see below), *Medusa's Lock (2)* (see below), *Shield +1*.

Ellisar Dajeon (3rd level Elf): 14hp; AC4/15 (chain); Attack: *Sword +1 (Light)* (1d8+1); THACO 19/0; Movement 60'(20'); Saves: D12 W13 P13 B15 S15; Alignment: Chaotic, Stats: STR 10 INT 15 WIS 13 DEX 13 CON 9 CHA 9; spells: *magic missile*, *hold portal*, *phantasmal force*; Items: gold and emerald necklace (600gp), scroll: *charm person*, *Sword +1 (Light)*.

Durgolel (3rd level Half-orc): 13hp; AC3/16 (chain, shield); Attack: war hammer (1d6+1) or crossbow (1d6); THACO 19/0; Movement 60'(20'); Saves: D13 W14 P13 B16 S15; Alignment: Chaotic, Stats: STR 13 INT 8 WIS 13 DEX 15 CON 10 CHA 5; Items: 200gp gem, ivory dice (10gp), wind-up toy elephant (15gp), *potion of cure light wounds*.

The Crew: An assortment of sailors, buccaneers, and marines recruited by Jakus and Dajeon to crew the two ships and conduct raids: 1HD; AC 7/12 or 5/14; Attack: by weapon (60% have: leather, short sword; 30% have: leather, short sword, crossbow; 10% have: chainmail, sword, crossbow); ; THACO 19/0; Movement 90'(30')/60'(20'); Saves: D12 W13 P14 B15 S16; Morale 6; Alignment: Neutral.

WHO'S ON WATCH?

1 in 6 chance per turn that 1d3+1 pirates on watch or walking the corridors will happen upon the party.

THE BOATS:

The pirate band crews two small, shallow-draft [coastal sailing/raiding ships](#), closest in description and purpose to a [caravel](#) (value: 5000 gp ea). The Sparrow is in good condition and ready, while the Limpet has a damaged hull and is partially grounded until repairs may be completed. The Limpet will require one week (minimum of 4 laborers) to be made seaworthy.

The ship(s) may be sailed out of the cove using the *Anemoi Basket*, otherwise, the ship(s) must be towed out by rowboats. The ships require a crew of ten for efficient handling, but may handled with a skeleton crew of five (max 2/3 sailing rate).

INTERESTING LOOT:

The following magic items are usable by any character class:

Anemoi Basket: A tightly-woven covered basket decorated with wind symbols. Removing the cover will allow the bearer to either create or direct winds in a favorable direction for 2d4 turns. Range 120 feet. Usable once per day.

Medusa's Lock: A lock of medusa hair, when shown to an opponent, requires a save vs paralysis or be paralyzed for 1d4 turns. One use.

Mug of the Brewer: This silver and pewter mug miraculously refills with beer. The beer created will be a favored variety to the imbiber, is of good quality, but is otherwise mundane. Usable three times per day.



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