

# GOLDEN FORTUNES

AN EPIC TREASURE HUNT AWAITS



Credit: Jinno Ning

# GOLDEN FORTUNES

**P**ort Haradem, the city of pirates. The players will begin their journey here, arriving by ship, having been mysteriously hired by a strange woman named Sivica to find a lost treasure, further details still unknown. They can decide to trust a stranger, Iren, on the docks, or navigate the perilous Tinkerton Market alone on their way east to the Deja Vu Tavern, where Sivica awaits.

The Golden Maiden, a sturdy brigantine ship, slides effortlessly into the docks of Port Haradem. It is an island of mercenaries, a pirate utopia. But it is a treacherous ecosystem, filled with backstabbers, liars, and cheats. You disembark the ship, cautiously walking onto the docks. The floorboards creak, announcing your arrival, and the local merchants briefly look up from their fishing nets to examine you. As you are strangers to one another, everyone pulls out a letter, a calling card from a woman named Sivica, asking you to meet her at the Deja Vu Tavern in the inner city to further discuss a business arrangement. You are here to find a long lost treasure, but Sivica will only reveal the detail in person.

## PART ONE: A MAN NAMED IREN

- Players have the opportunity to introduce their characters.
- State their first impressions of Port Haradem.
- Describe what they are doing before starting the journey.

Instructed to travel east through the Tinkerton Market to the Deja Vu Tavern, you make your way down the docks. As you pass a fishing shack, a strange merchant steps out of the shadows, blocking your path. He introduces himself as Iren. He greets you with a smile.

After a short introduction, Iren asks if you are the ones Sivica has hired for the special mission. He appears to know more than you and offers to escort you through the Tinkerton Market to the Deja Vu Tavern to meet her.

- If a player is suspicious, they can roll an **INVESTIGATION CHECK**. Successful if DC is higher than 14.

Iren appears very friendly, and if the player chooses to inform the party, they must make a DC **PERSUASION CHECK** higher than 15 to convince the others. If the group fails then they will willingly follow Iren, appreciating his assistance.

## TINKERTON AMBUSH

### NARRATIVE NOTE

Regardless if the party follow Iren or not, they will wander into peril and get ambushed inside the Tinkerton Market.

The Tinkerton Market is bustling with life. As you admire the diversity of the shopkeepers working under colorful drapes around you, a distressed merchant appears. They cling to your clothing, appearing anxious. If the party accepted Iren's help, he is now nowhere to be found. You try and calm the merchant down, but suddenly loud footsteps charge towards you from behind. You turn around to find two Skeleton Pirates.

Players are now instructed to roll Initiative. There are 4 Skeleton Pirates. Two with bows, two wielding short swords.

## SKELETON PIRATE

*Medium undead, chaotic evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 +4)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Condition Immunities** poisoned

**Senses** darkvision 60ft., passive Perception 9

**Languages** Understands all languages it spoke in life but doesn't speak.

**Challenge** 1/4 (50 XP)

### Actions

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., *Hit* 5 (1d6 + 2) piercing damage.

Reference: *Skeleton Dnd 5e*

## AFTERMATH

The skeletons are defeated, and the party hurries through the market, to the Deja Vu Tavern. Players who do a successful (DC Investigation Check higher than 15) learn the pirates are marked with the insignia of Captain Elias Rantwan of the Butcher's Blade.

The skeletons wear a red bandana around their thin arms, the black logo of a skull with a dagger piercing through the top of its head, inked into the fabric.



### BUTCHER'S BLADE

A legendary crew in Port Haradem. Known for it's malicious captain, Elias Rantwan, who will slaughter anyone who gets in his path to fortune.

- The players successful in the Investigation Check can also attempt a History Check of at least DC 15 to recall this information about the Butcher's Blade.
- If the players fail all attempts to learn about the Butcher's Blade and Captain Elias Rantwan, they will be informed by Sivica.

## PART TWO: SIVICA'S OFFER

### DEJA VU TAVERN

After surviving the skeleton ambush in the Tinkerton Market, you arrive at the Deja Vu Tavern, an eye catching establishment in the heart of Port Haradem. Made from the repaired hull of a galleon ship, bright lanterns dangle from the now crooked masts, casting the tavern in a warm glow. You enter through a pair of large doors, embraced by drunk laughter. A man lies passed out on the table in front of you and another dangles from the railing on the second floor. A small orchestra plays a collection of string instruments, creating a pleasing melody amid the chaos. You grab a table near the back of the room, an area half shrouded in darkness and patiently wait until the female bartender arrives. "What can I get you?"

When asked if they would like any drinks, the party chooses how to inform her that they are here to meet Sivica.

You all pull out your letters. The Bartender studies them then examines you momentarily. She sets her tray of drinks down and takes a seat, leaning inwards and speaking in a hushed tone. "What kept you?"

### THE MAP TO QUAMAR

Filled in on the details of Captain Rantwan and his undead army hunting for the treasure aswell, Sivica gives the party a scroll: The Map to Quamar. Their gold and glory awaits in the Jungles of Tamaz, in the simply named, Stronghold of Captain Quamar.

### RANTWAN'S DEAL WITH THE DEAD

Desperate to find the treasure for himself, Captain Elias Rantwan made a deal with a witch, granting him the power to summon an army of the dead to kill his enemies. But a witch's power has consequences, and there is a rumor Rantwan has begun to morph into something unnatural.

### THE ALE OF PROSPERITY

Sivica offers players a Magical Elixir to benefit them in their fight against Rantwan. ALL PLAYERS roll a Persuasion Check to convince her you are up to the task. (Roll higher than 13), and the player gets THE ALE OF PROSPERITY. It is RED in color, and if consumed, it increases the player's HIT POINTS by 5.

### THE ALE OF DAMNATION

If a player (Roll lower than 13), on the Persuasion Check, Sivica loses faith that they will be able to accomplish the task. She presents the ALE OF DAMNATION with a genuine smile, explaining it will bring extra luck. It is GREEN in color, and looks promising. But never trust a pirate. If consumed, the player will LOSE 10 HIT POINTS.

### AFTERMATH

The party sets off on their perilous journey.

### SIVICA'S WARNING

"Follow the jungle path until you get to the stronghold. Whatever you do, don't stray from it."

## PART THREE: BITE OF A SIREN

With the map secured, you leave the city of Port Haradem, having rented a wagon pulled by two strong horses, and venture north into the Jungles of Tamaz, a thick cluster of tall trees with vines dangling from their canopies. You travel for a few hours, then arrive at a fork in the road. One path continues into the jungle, while the other slopes down into an unknown area.

Players can perform an (Investigation Check). If higher than 10, they hear Ocean Waves. If higher than 5, they notice a Strong Salt Odour in the air. If lower than 5, they notice nothing.

### ROLLING A NATURAL 20

While investigating, if a player rolls a Natural 20, they will gain a bonus observation by hearing Beautiful Singing. That player is drawn to it, and instinctivly walks down they mystery path. The group must follow.

## THE LAGOON

Choosing the mystery path, you travel down the slope, and soon find yourselves in a clearing, surrounded by tropical vegetation and jagged rock formations, but waist deep in water. You see two objects in the water ahead. Serendipitous tunes start to echo through the air.

## QUICK ACTION!

- To withstand the Siren's chants, players are all required to roll a WISDOM SAVING THROW higher than 12. If they succeed, they are ready to fight.
- However, if a player rolls below 12, they are stuck in a trance, vulnerable to attack until their turn, where another WISDOM SAVING THROW can be attempted.

### LAGOON WATER RESTRICTIONS

While weapons are still usable to defend and attack, if players want to charge to an apponent, they must complete a DC 10 STRENGTH SAVING THROW or more.

Those of you stuck in a trance sway in rythm with the melody as the rest of you prepare for battle. Two beautiful mermaids swim towards you. Those not under their spell will hear sinister laughter as they breach the water and transform into malicious Sirens. They stretch out their claws and bare their dagger-like fangs.

- Players now roll initiative for the next encounter.

## SIREN

*Medium monstrosity, chaotic evil*

**Armor Class** 11

**Hit Points** 40 (7d8+9)

**Speed** 10 ft, swim 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	14 (+2)	15 (+2)	20 (+5)

**Condition Immunities** None

**Senses** passive Perception 20

**Languages** Common, Aquan

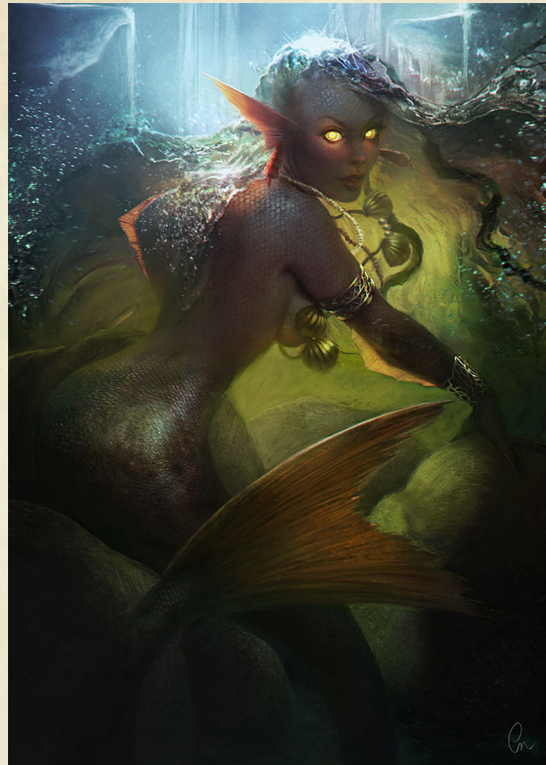
**Challenge** 3 (700 XP)

**Amphibious.** Sirens can breathe air and water.

### Actions

**Claws.** *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. **Hit** 11 (3d6 + 2) slashing damage.

**Luring Song.** Sing magical melody, reach 300ft., anyone close enough to hear the song. Players must succeed a DC 12 Wisdom saving throw.



Credit: **Caroline Gariba**

## PART FOUR: STRONGHOLD OF QUAMAR

Surviving the Siren Attack, you escape the Lagoon and find yourself back on the main jungle path. However your wagon and horses are gone, and you find yourself walking the rest of the way, assisted by the treasure map. After about a days journey, you chop your way through thick vines and find yourselves in a clearing, staring at a tall deserted stronghold. It is made of stone. Moss and vines fill the cracks in the walls, two tall crooked spires reaching into the sky. It has been abandoned for years.

### RESTS

The party arrives in the middle of the night. They can perform long rests until morning to recharge Hit Points.

After the party takes a rest, they start to investigate the area. A History Check of 15 or higher will tell the party:

### QUAMAR STRONGHOLD

Abandoned for decades. Legend says it is the lost fortress of an ancient Pirate Lord. The front Gates have caved in, meaning you must find another way inside.





Credit: **Keith Seymour**

## INVESTIGATION

There is only one way into the Quamar Stronghold. Up. Using Agility or Athletics Check (Whichever is higher), the party climbs. However:

### TRAP - HIDDEN ARROWS

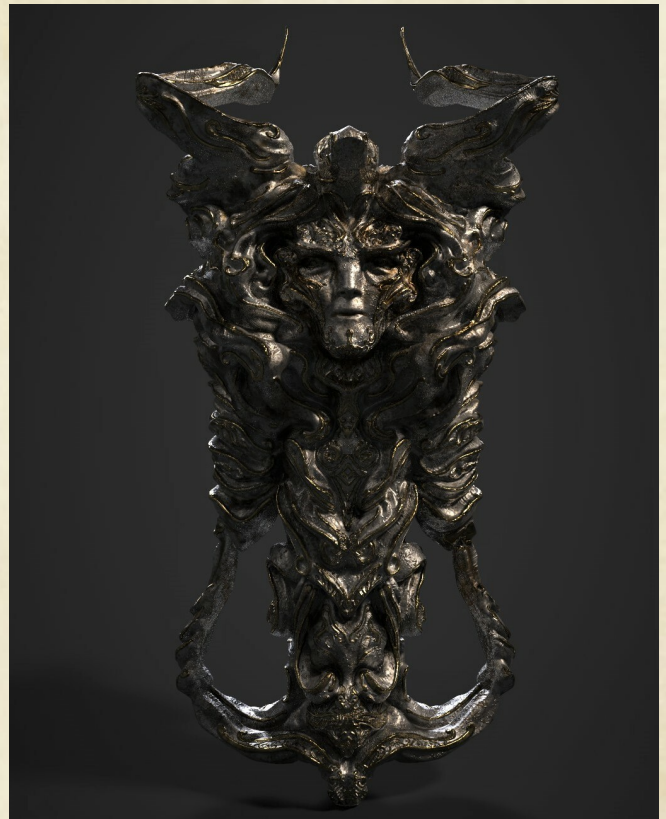
While climbing, all players must perform a PERCEPTION CHECK. If they roll higher than 12, players will spot bricks on the wall that appear suspicious. If they roll lower than 12, those players will press on the bricks, initiating the traps. Arrow suddenly fly out of the walls. The party must perform a Dexterity Saving Throw higher than 12 to get out of the way. Failure to do so will result in 5 Piercing Damage, reducing their Hit Points.

## INSIDE THE STRONGHOLD

You've made it. After successfully scaling the walls, you move through the ruins of the stronghold. It doesn't look too different from the exterior. Vines grow everywhere, and trees sprout from the ground.

Players have the opportunity to look around. If they perform a strong Investigation Check of 15 or Higher, they will find a small rare artifact.

## TOTEM OF HEALING



Credit: **Manthos Lappas**

This Rare Totem appears to have been left behind when the stronghold was abandoned. There is a sweet scent, and the totem will restore 10 Hit Points to the user in battle. This will count as an action.

## STRONGHOLD: MAIN HALL

The party continues their search. They find an archway that leads to another area. Choose how to proceed.

If the party decides to SNEAK into the area, cautiously, then they will:

You see a staircase and make your way carefully to it. Together, as a group, you descend into the lower levels.

If members of the party RUSH into the area, not careful, they will run straight into trouble.

### TRAP - TRIP WIRE

Players who rush in will active a Trip Wire. The floor that the party stands on will shake and collapse! There is nothing to grab onto. They party falls down a pit into the lower levels. Players take 5 Falling Damage.





Credit: **Nord Games**

## PART FIVE: THE TREASURE OF QUAMAR

Now in a dark pit, you navigate your way through a series of tunnels. The floor is wet and the air moist. You wade through cobblestone catacombs until entering a open cavern. You have reached the Treasurehold of Quamar. The room is filled with gold and gems. There is a chest overflowing with riches not far from your position. Light pierces the darkness and your are drawn to a ship size entry point, with a river feeding into the ocean outside. As you look around, you find a wrecked pirate ship, The Butcher's Blade.



Credit: **Miguel Leiras**

### AMBUSH!

Players can look around and investigate the Butcher's Blade. Anyone with an Investigation Check higher than 17 will know it's been trapped in the cavern for about a week.

You suddenly feel a rumble. It attracts you to the large hole in the Butcher's Blade's hull. Captain Elias Rantwan steps into the clearing, now a corrupted monster, the consequences of dealing with witches. "Stay back, this is my treasure!"

## CAPTAIN RANTWAN

*Medium humanoid, chaotic evil*

**Armor Class** 15

**Hit Points** 71 (11d8 + 22)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

**Skills** Athletics +4, Acrobatics +5, Imitation +4, Perception +4, Persuasion +4

**Senses** passive Perception 14

**Languages** Common

**Challenge** 3 (700 XP)

**Captain's Orders (1/Day).** As a bonus action, a captain can choose a friendly creature who can see or hear it to attack an enemy. The creature can immediately use its reaction to make one weapon attack.

**Sea Legs.** The captain has advantage on ability checks and saving throws to resist being knocked prone.

### Actions

**Cutlass.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing damage.

**Heavy Pistol.** *Ranged Weapon Attack:* +7 to hit, reach 60/240ft., one target. *Hit* 8 (1d10 + 3) piercing damage.



Credit: **Maki Planas**



## CONCLUSION

With Captain Rantwan and his skeletons defeated, the party has successfully accomplished their adventure.

With Captain Rantwan defeated, you collect as much treasure as you can carry amongst yourselves, and return to Port Haradem. Sivica is delighted and rewards you handsomely with shares of the treasure. Celebrating in the Deja Vu Tavern, you claim a table and recall your grand adventure. Congragulations!

## NPC APPENDIX

### SIVICA

"Nothing will stop me from getting what I want."

Cunning owner/bartender of the Deja Vu Tavern in Port Haradem. She enlists our band of adventures to find the lost Treasurehold of Quamar, a local legend that promises infinite wealth. She is an ally, but her desperation for the treasure has put high expectations on the crew she's sending to get it. Impress Sivica and she'll boost your HP with The Ale of Prosperity, but underwhelm her and she'll give you The Ale of Damnation, which will reduce your HP.



Credit: **Bob Kehl**

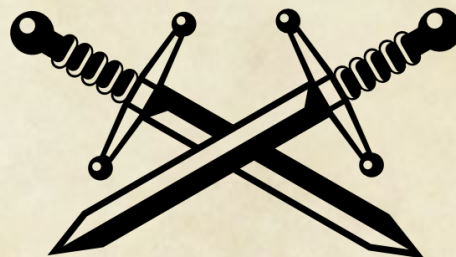
### IREN

"My loyalty is to gold."

Iren is a merchant/scoundrel working on the docks in Port Haradem, and is paid handsomely by Captain Rantwan to lure our heroic adventurers into a trap in the Tinkerton Market. He has no allegiacnce, only to who pays the most coin. He appears friendly but once the ambush by Rantwan's skeletons is underway, he is nowhere to be seen, probably counting his pouch of gold.



Credit: **sunsetagain (DeviantArt)**



Credit: **Carstickers.com**

## PIRATE

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30ft.

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

**Skills** Acrobatics +4, Imitation +3

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

**Sea Legs.** The pirate has advantage on ability checks and saving throws to resist being knocked prone.

### Actions

**Cutlass.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d8 + 2) slashing damage.

**Light Pistol.** *Ranged Weapon Attack:* +4 to hit, reach 50/200ft., one target. *Hit* 6 (1d8 +2) piercing damage.

Reference: ***Pirate 5th Edition SRD***

Stat Block for Sivica and Iren.