



## FREE PORT

01

### Investigation, City, Port

A violent gang of criminals have taken control of a harbor town using underhanded means, intimidating or removing any who threaten their supremacy.

#### Getting the PCs Involved:

- The party's friend, a local merchant, is almost being forced out of business by the gang.
- The PCs arrive by ship. The ship captain is outraged by the exorbitant docking fees and other harassments. If the aggravations are resolved, the return journey will be far cheaper.

#### Encounters:

- Low ranking gang members are shaking down travelers at the inn.
- Corrupt law enforcement tries to apprehend the PCs.
- Using its own funds, the gang hires mercenaries to remove the thorn from its side.
- The PCs learn of a deal going down between the gang's leaders and a foreign trader.
- Upsetting the deal gives the PCs a chance to decapitate the gang. However, the gang's hideout is well guarded.

#### Follow-up Adventure Ideas:

- The trader is far more than simply a shady foreigner. The gang leaders have no idea.
- With the gang under control, the harbor flourishes; however, many stray threads are left untended.

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## SIDEQUEST DECKS:

### HIGH SEAS, PIRATES, & PORTS

Need sea-faring, pirate, or port adventure ideas for a one-shot or to build a campaign? Use our **Sidequest Decks: High Seas, Pirates, & Ports**. Each card is a dynamic adventure!

Whether your campaign is **classic fantasy** or **set in the swashbuckling era**, these adventure outlines are **easy to adapt** to your setting.

**How to use them:** Draw a card for an adventure outline. It includes backstory, ways to get the PCs involved, encounter possibilities, and follow-up ideas. The other side is the most important map for that adventure. Use maps from other cards as needed.

Sidequest Decks are perfect for stocking a hex crawl or developing a side trek on the fly. You may even chain several together for an entire campaign!

#### Writing:

Richard Crookes, Misha Handman, Tim Höregott, Fil Kearney, Joe Wetzel

#### Editing:

Bet Mercer

#### Cartography:

Robert Altbauer, Keith Curtis, Dyson Logos, Joe Wetzel, Maciej Zagorski

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## SUNKEN TREASURE

03

### Underwater, Shipwreck, Sea-Humanoids

The party seeks a treasure inside a shipwreck.

#### Getting the PCs Involved:

- A rare item being shipped to a wizard was lost at sea. The wizard is offering a reward for its return.
- A pirate, recently escaped from a shipwreck, sells a map to a PC, detailing where the ship and its cargo—including an item of great value—went down.

#### Encounters:

- The party is given the means to breathe and travel underwater for a percentage, if they cannot do these on their own.
- The party must acquire a ship and crew to reach the sunken site.
- If the party did not carefully select the crew, some sailors turn against the PCs.
- Once underwater, hungry sea-creatures attack.
- The shipwreck has been plundered. A character who can track underwater or one who can speak with animals or the dead may be able to find clues as to who the culprit is and where they have gone.
- A tribe of sea-humanoids have the treasure. The PCs must overpower the warriors, be stealthy, or find some other way to grab what they seek.

#### Follow-up Adventure Ideas:

- The PCs may become this wizard's or pirate's go-to "troubleshooters."
- The sea-humanoids may seek revenge.

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## GOVERNOR'S DAUGHTER KIDNAPPED 02

### Nobility, Harbor, Chase

The party seeks the return of the island governor's daughter, who was kidnapped at night.

#### Getting the PCs Involved:

- Heralds blare at every intersection, proclaiming a reward for rescuing the governor's daughter.
- An acquaintance in the town guard drafts the PCs to help find the daughter.

#### Encounters:

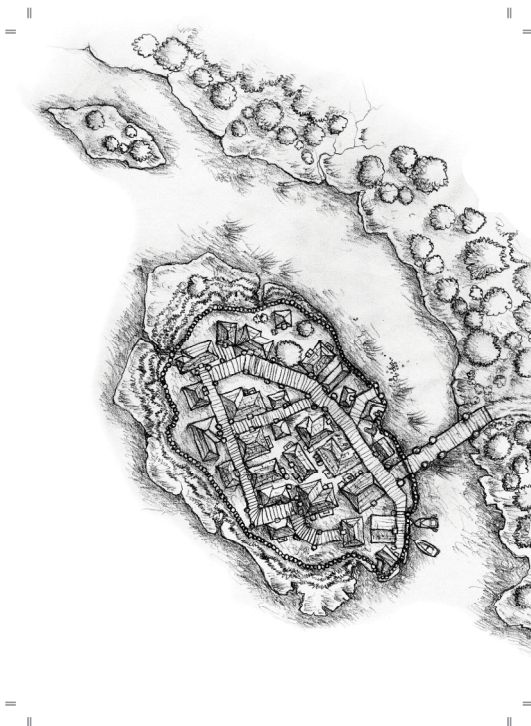
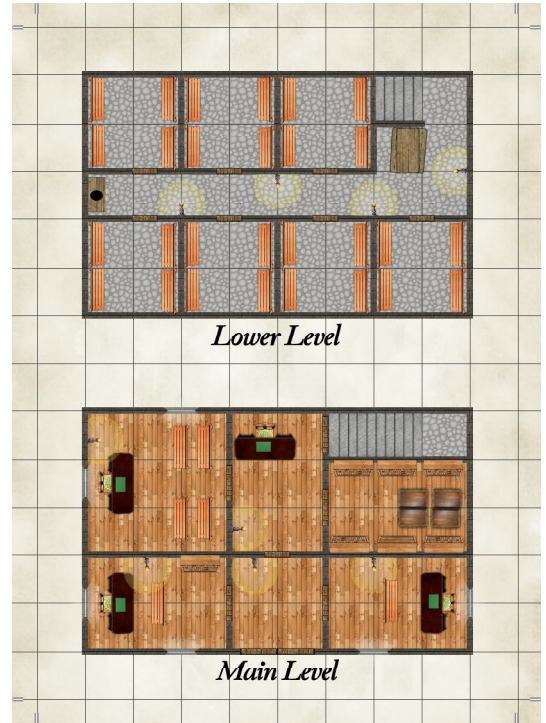
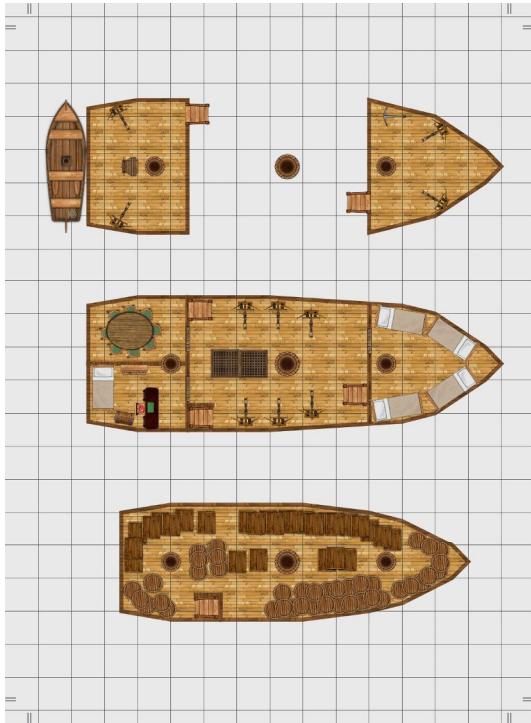
- Interrogating a known member of the thieves guild may gain a clue.
- A friend of the party saw a group of suspicious people carrying a bundle to the main docks and warns a character about the sighting.
- The harbor master sends word that a ship is leaving port unexpectedly.
- If the party gets to the harbor quickly, before the harbor master sends warning, the PCs may be able to storm the ship from the docks.
- Otherwise, the PCs will need to commandeer a ship and give chase at sea.
- The best option for the PCs is a ship that is luckily quite swift and able to defend itself.

#### Follow-up Adventure Ideas:

- The governor, and his daughter, will be in the PCs' debt—monetarily and more.
- Who was behind the kidnapping and why?

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## PRISON BREAK

05

Pirates, Prison Harbor

If the PCs free a pirate captain from prison, they'll earn a share of hidden treasure.

### Getting the PCs Involved:

- A former crew hires the party to rescue the pirate captain from prison to recover his treasure.
- Rumors say the pirate knows answers to a mystery the PCs are pursuing.

### Encounters:

- The prison is on an island. The PCs will have more success if they approach unseen.
- Siege weapons, walls, and bowmen protect the island and prison from attack.
- The prison cells fill with sea water if a trap trips.
- Other prisoners beg for release. Will that be a good distraction? Will they help or are some too deranged?
- The PCs can try to escape up the sea water pipes or run through the fort.
- Bowmen on boats will pursue any water getaways.

### Follow-up Adventure Ideas:

- Other prisoners may actually pay the PCs the rewards they promised.
- Now that the pirate is free, they can go claim the hidden treasure.

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## THE SEA-WITCH

04

Floating Derelict, Curse, High Seas

Suddenly abandoned ten years ago, the Sea-Witch has been floating derelict ever since. Recently spotted, several groups now want to claim its fabled last cargo—a cargo known to be cursed.

### Getting the PCs Involved:

- Someone hires the PCs to reach the ship first—or at least hinder the other groups plundering the ship.
- A former Sea-Witch crew member begs the PCs to sink the ship before the evil can escape.

### Encounters:

- On the high seas, one of the other groups heading for the ship is neck and neck with the party. The pursuers must be forced back, but how?
- Boarding the Sea-Witch the PCs find the hold is empty. However it was a smuggler, and in the captain's cabin they find clues as to how to open the hidden compartment.
- As the PCs search for the hidden compartment, another vessel arrives and its crew attempts to board.
- The cargo is found: an ancient mask of evil power. The first person to touch it becomes possessed by the spirit inside, driven to escape the ship.
- An opposing group tries to buy the party off, offering them riches to give up their quest.

### Follow-up Adventure Ideas:

- Where did the crew of the Sea-Witch find the mask?
- The other groups will want revenge.

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## EVOLUTIONARY TWISTS

07

Sea Creatures, Exploration

The PCs land on a lost island that has evolved in strange ways.

### Getting the PCs Involved:

- A mystic needs a rare flower only found in difficult terrain on a lost island.
- The PCs accept a commission to transport a researcher to a strange island not found on any map.

### Encounters:

- Reefs make anchoring nearby difficult.
- A normally docile sea-creature attacks the ship as they set anchor.
- A plant near the beach attacks unexpectedly.
- The mystic or researcher wants the PCs to collect samples of many plants. One is poisonous. If the PC didn't take precautions, he'll be hurt.
- A normally unintelligent predator is capable of communication and doesn't attack immediately.
- If the intelligent creature isn't killed, it can help the PCs. If slain, its comrades take notice and harry the PCs continuously.
- The flower needs to be rushed back or magically preserved.

### Follow-up Adventure Ideas:

- Perhaps the PCs can open trade with the people of this island.

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## SACRIFICE

06

Sea Creatures, Town, Caves

A sea creature demands children from the local harbor town every month or else she will command whirlpools to sink local and merchant ships.

### Getting the PCs Involved:

- Someone hires the PCs to rescue the lost children.
- The PCs' boat is sunk in a magical whirlpool while visiting a harbor town.

### Encounters:

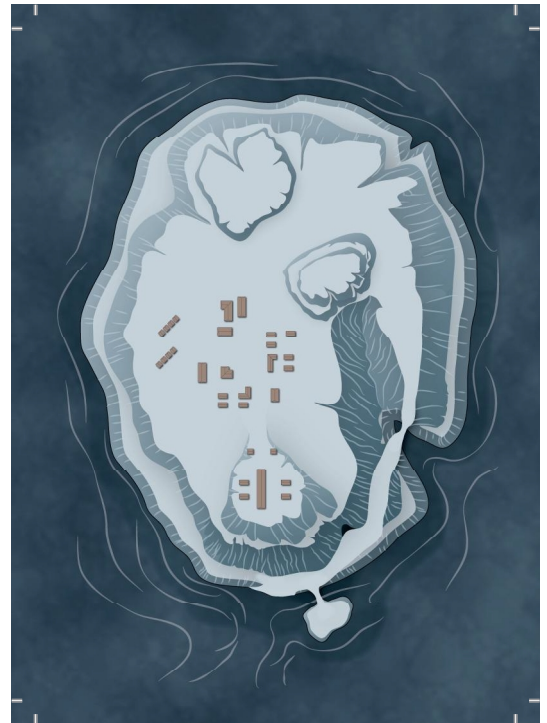
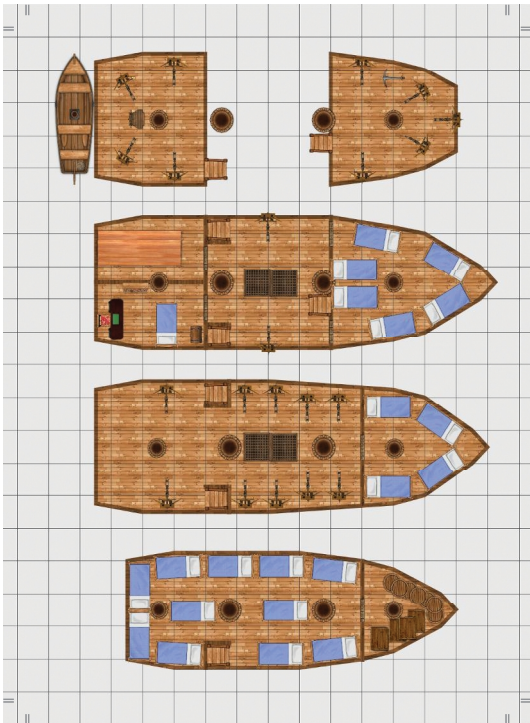
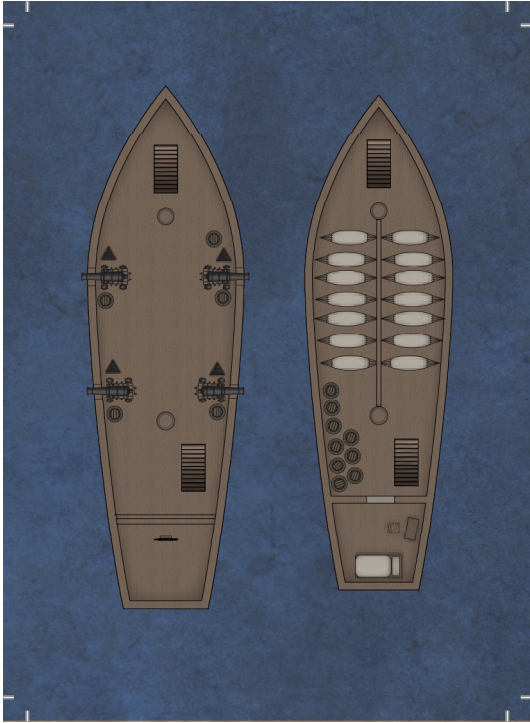
- The town sends a child alone on a rowboat into the harbor to be pulled under by a whirlpool. The PCs can try to rescue the child from the whirlpool.
- If the PCs get caught in the whirlpool, they have to hold their breath for 2 minutes until they're pulled into an underwater cave where they can breathe.
- Numerous ships, supplies, and dead sailors are scattered about the lair entrance. Fish creature minions attack the PCs on sight.
- When the PCs begin winning, the remaining hag minions retreat to where the sea hag will help kill the PCs.
- If the sea creature can escape, she will retreat into the underwater cave system.

### Follow-up Adventure Ideas:

- Deeper in the underwater caves, the sea creature's allies hold the children.
- The sea creature's allies will seek vengeance on the PCs for fighting back.

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## LOST ISLE OF EVERYTHING 09

### Pirates, Dinosaurs, Cult

A lost island has a little bit of everything: pirates, undead, dinosaurs, a cult. Except for the first encounter, they may occur in any order.

#### Getting the PCs Involved:

- Amongst their treasure, the PCs discover a map to an unknown island.
- Rumors suggest a needed ingredient/device is on a lost island. The party's most studious PC researches the island and finds mentions of its location.

#### Encounters:

- A giant sea-beast guarding the island senses the ship's approach and attacks!
- The PCs may spot a shipwreck in a small harbor where most of the pirates can be found...as undead.
- A few living pirates take refuge in a string of caves. They may be allies if approached with the right offer—or veiled intimidation.
- The party spots a flying dragon overhead. It turns out to be a dinosaur. Other dinosaurs can be seen gathered in small groups around the island.
- A tribe of primitives also inhabits the island. They offer sacrifices in worship to the dinosaurs. The PCs may ally with them, try to stop the sacrifices, or both.

#### Follow-up Adventure Ideas:

- PCs recover a rare object/ingredient from the island.
- Should the party make the island's location public?

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## SEA GOD'S ANGER 08

### Sea Creatures, Sacrifice, High Seas

Sea monsters attack the party's ship.

#### Getting the PCs Involved:

- The PCs are simply traveling through, but failed to pay respects at the right temple before their journey.
- On a prior quest, the PCs angered a sea god or someone who has influence with one.

#### Encounters:

- Sea monsters attack.
- The party's priest senses anger from the sea god but does not know how to appease it.
- Sea-humanoids will continue to attack each day as the sea god wills it.
- A captured sea-humanoid will describe the proper ritual if interrogated.
- A land creature (predator) must be sacrificed. A nearby island will likely have one the PCs can capture.
- Once sacrificed, the journey goes without incident.

#### Follow-up Adventure Ideas:

- The sea god may be watching the party for future violations of his rules.
- What do the PCs do with the captured sea-humanoid?

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## ICEBERG HO! 11

### Primitive Tribe, Iceberg

A recently broken away iceberg is home to a primitive tribe... and others.

#### Getting the PCs Involved:

- The party (or someone they know) is in need of an unusual type of healing. Natives of an ice land know the technique.
- While traveling and low on supplies, the PCs spot a settlement on a nearby iceberg.

#### Encounters:

- The iceberg must be approached carefully or else the ship's hull may be damaged.
- Caves contain a group of dangerous creatures.
- A group of polar bears attack the village as the PCs approach.
- Language differences may cause an unintended offense. The party must perform a trial to mend it.
- The PCs must discover something the natives want in exchange for their help or resources.
- A polar sea-beast makes an attack on the party's ship as they leave.

#### Follow-up Adventure Ideas:

- The natives may wish the PCs to help them resettle because an iceberg won't last forever.

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## THE ESCAPE 10

### Port, Nobility, Naval Chase

The port capital is under attack and will fall. The governor commandeers the party's ship (and the party) to escape.

#### Getting the PCs Involved:

- The PCs can tell the coastal assault will succeed. Fortunately their ship is in a shallow cove a couple miles away.

#### Encounters:

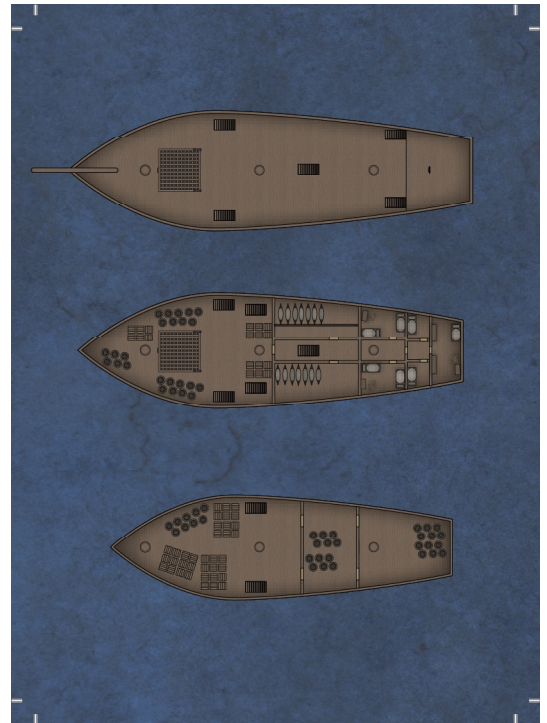
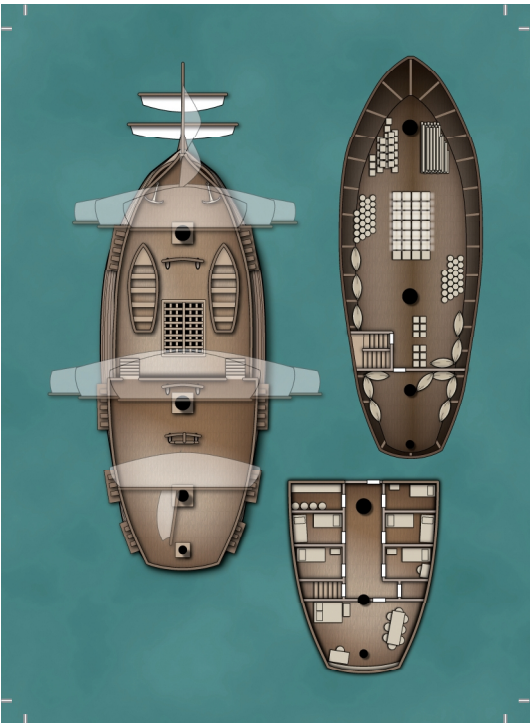
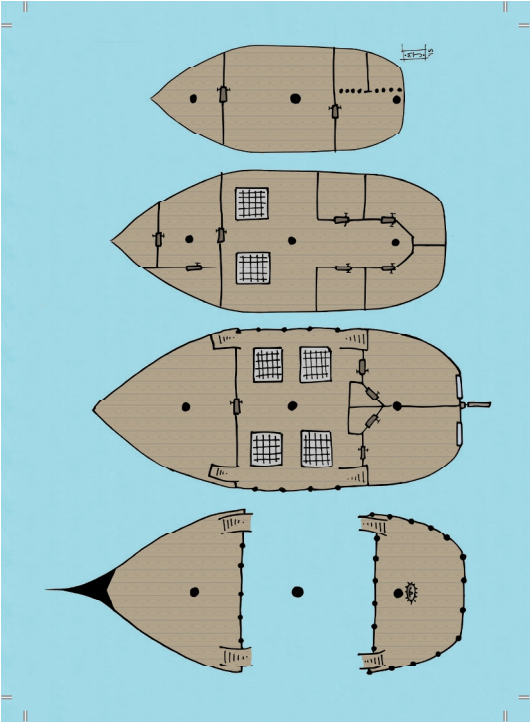
- The PCs must encounter some of the attacking soldiers. Do they bluff their way out of the city or attack?
- On the trail to the cove, the PCs spot the royal guard. A closer look reveals the governor and his family.
- The royal guard takes its charges to the PCs' ship, unless stopped and questioned earlier.
- If the PCs try to stop the guards (either when spotted or at the party's ship) the guards explain they've known the PCs' ship is here and they are commandeering it to get the governor and his family out. The PCs are welcome to crew the ship, under their direction.
- An assaulting ship spots the party's ship escaping and gives chase.

#### Follow-up Adventure Ideas:

- The crown owes the party a favor.
- Perhaps the PCs' ship is marked as an enemy ship by the attacking navy.

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## STOWAWAYS

13

### Ship, Journey

Mercenaries attempt to take over the party's ship.

#### Getting the PCs Involved:

- The PCs are overheard in a tavern discussing their cargo or latest find.
- The harbormaster tips off the thieves guild that this foreign ship is ripe for the plucking.

#### Encounters:

- Discreet inquiries are made about the PCs and which ship is theirs. Perhaps a PC innocently answers. In any case, someone knows which is the party's ship.
- Several thugs run ahead to sneak onto the ship and hide before the PCs return.
- The PCs may have a chance to notice some cargo is moved/out of place. (The thugs created a couple of hiding places.)
- The thieves attempt to take out a lone crewman, and perhaps a second. (The thieves want to pick off a couple of people one by one to give themselves a better chance to take the ship.)
- The thugs pick a good time to ambush the PCs/crew. (When many are sleeping or otherwise occupied.)

#### Follow-up Adventure Ideas:

- Were these thieves part of a larger group that will seek revenge?
- Maybe the attempt on the party's ship wasn't random. A powerful person wants something and will try again.

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## DEATH FROM BELOW!

12

### Underwater, Sea-Humanoids, High Seas

A sea-humanoid war party, controlling a giant sea monster, attack and take prisoners.

#### Getting the PCs Involved:

- The party is innocently traveling in waters claimed by the sea-humanoids.
- The PCs take a bounty to investigate a missing ship.

#### Encounters:

- If they notice a behemoth just under the water as it passes the ship, the PCs have a chance to prepare.
- A band of 10-12 sea-humanoids attack, including one riding a sea monster.
- If subdued quickly, the sea-humanoids do not summon reinforcements (if needed).
- If the sea-humanoids are defeated and questioned, they will offer a magic device which makes those nearby able to breathe water in exchange for release.
- If the PCs are defeated, they are taken to an underwater cave as prisoners. They can breathe water as long as they stay close to a magic device.
- Other prisoners are found in the cave. They can verify what has happened to other ships.
- Sea-humanoids sympathetic to the PCs (perhaps planning a revolution) offer to help the PCs escape.

#### Follow-up Adventure Ideas:

- Do the PCs owe a favor for their escape?
- Those who placed the bounty may ask the PCs to lead a force to preserve the safety of those waters.

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## THE MUTINEERS

15

### On the Seas, Intrigue

Other people on the ship wish to overthrow the party.

#### Getting the PCs Involved:

- The PCs have a crew of NPCs to help run the ship. The NPCs are jealous of the party's treasure or overworked and unhappy.
- The PCs have agreed to transport a load of cargo. The owner brought a small group to help him. He's unhappy with the party's choices. (Too slow, etc.)

#### Encounters:

- The PCs overhear whispers of conversation. If asked about it, the whisperers won't repeat what was said or make up an obviously fake story.
- The disgruntled people make preparations to give themselves an advantage: cast spells that will increase their abilities, steal a weapon from a PC, etc.
- The leading rabble-rouser turns a minor argument with a PC into a fight. Everyone joins in.
- A mutineer is strategically placed in the crow's nest.
- Perhaps a threat or bribe can get some combatants to switch sides.
- On the other hand, maybe a crucial ally unexpectedly stabs someone in the back.

#### Follow-up Adventure Ideas:

- Do the PCs transport the cargo to its destination or steal it for themselves?
- Is the fight to the death, or do the losers "walk the plank" or get set adrift in a rowboat?

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## TRADING TROUBLES

14

### Negotiation, Pirates, Sea Monster

Creating a regular trade route between two nations is a major undertaking, but one that has the potential for great profit. Opportunity awaits the brave.

#### Getting the PCs Involved:

- A merchant guild, or other such entity, has issued a challenge. The reward is singularly impressive.
- The PCs represent a nation that needs the increased trade revenue to fill a fast-emptying war chest.

#### Encounters:

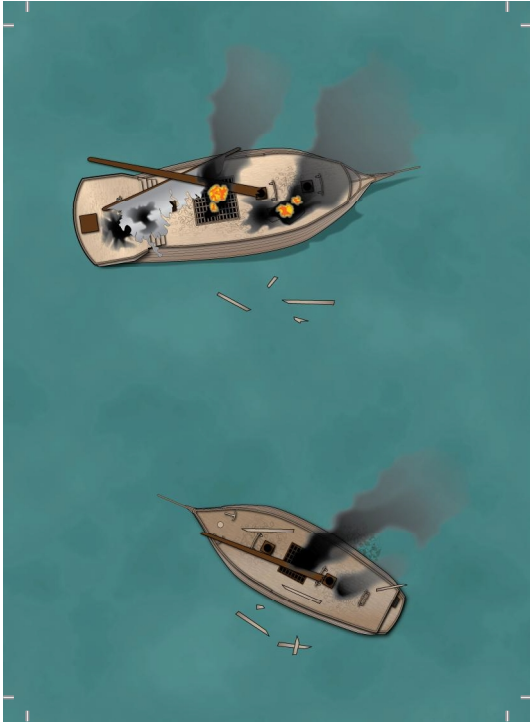
- Whilst hugging the coastline to avoid a sea monster, the party's ship is attacked by pirates. It seems that no deal can be done until the monster, and the pirates who control it, are dealt with.
- On a small boat under cover of night, the party sets out to the craggy island where the monster resides. Flying beasts nest in the cliffs.
- Atop the cliffs, the pirates feast on an ill-gotten banquet. Most of them are rather inebriated.
- The pirate's pet monster slumbers in a sea cave, defended by nervous guards who it may devour in the ensuing battle.
- With the problem solved, the contract must be negotiated, a tense and dramatic affair.

#### Follow-up Adventure Ideas:

- Sailing into port, the party are grandly hailed.
- Trade ships may bring profit—and danger.

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## WHAT LURKS BELOW

17

Harbor Town, Investigation, Mystery

A merchant has cornered the trade in a resource through an alliance with a clan of fish-men who attack the other ships. The clan intends to leverage this to make him help them attack the port.

### Getting the PCs Involved:

- A trader hires the PCs to spy on the merchant.
- A sailor finds out the truth and tries to enlist the PCs, but he is killed before he gives details.

### Encounters:

- The PCs see the merchant head into his warehouse at night; then, they witness him meeting with the fish-men who are blackmailing him.
- The PCs sneak onto a ship and discover signs that a winch has recently been attached to it. The winch raises a stranger copper symbol up out of the waters.
- Tipped off that they are investigating, the merchant sends them a message that he wants to meet by the docks. But instead as they are waiting fish-men attempt to drag them into sea!
- The merchant loses his will and attempts to get in touch, but as he reaches them he is assaulted by fish-men. The PCs must save him to get the proof.
- The attack begins, fish-men stream onto land determined to wipe the town out.

### Follow-up Adventure Ideas:

- Why did the fish-men attack this port?
- How wide-spread is the fish-men's influence?

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## SALVAGE CLAIMS

16

High Seas, Shipwreck

### Getting the PCs Involved:

- Fog up ahead turns out to be the smoking remains of several ships, still aflame on the sea.
- A merchant hears a rumor that pirates are attacking ships on a shipping lane along which he just sent a valuable cargo. He asks the PCs to investigate.

### Encounters:

- A lone, damaged pirate ship is seen leaving the scene. The destroyed ships are a mix of merchants and pirates.
- Do the PCs chase the pirate ship or help survivors?
- If the PCs chase it, a battle ensues. If the PCs win and interrogate a few pirates, they'll learn the pirates couldn't find a valuable item in the wreckage.
- Gathering survivors will yield the same information if the PCs mention the merchant's name or even just in exchange for dry clothes and a cot: a valuable item is in the wreckage.
- If the PCs took the time to chase the pirate ship, they will have to figure out a way to explore underwater. It isn't deep, but one can barely touch bottom before needing to come up for air.
- A couple of "survivors" are actually pirates and try to steal the treasure as the ship nears port.

### Follow-up Adventure Ideas:

- A hefty reward is given for the return of the item.
- What exactly is the item? What powers does it have?

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## THE TREASURE IN THE MAZE

19

Island, Treasure Hunt, Adventure

The Lost Islands used to be the domain of a cannibal lord, whose sea raiders kept everyone away more out of fear than actual threat. However, he was killed on a raid and one intrepid treasure hunter wants to claim the cannibal's treasure horde for himself.

### Getting the PCs Involved:

- Someone who owes the party a debt offers them a map of the maze in payment.
- A treasure hunter approaches them, wanting to hire them for protection.

### Encounters:

- The PCs head up the river into the maze of Mangrove trees, and struggle to find their way.
- They trigger one of the cannibal's traps: a huge log covered in spikes is slammed by ropes into the bottom of their boat, potentially damaging the ship and injuring them.
- The maze is home to dangerous creatures as well as cannibals. The PCs' canoes wake a dire crocodile!
- The lord may be dead but his minions aren't. They swing from trees to try and drag people overboard.
- They find the treasure pile of the lord, but as they loot it more poison-dart-wielding cannibals appear.

### Follow-up Adventure Ideas:

- Without a leader the cannibals expand their raids.
- Angered by the thieving PCs, the cannibals pursue the them onto the open sea.

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## UNQUIET HOUSES

18

Harbor Town, Combat, Adventure

Two ships' crews have always been at each other's throats; but after one ship's boson killed a shipmate of the other crew in a brawl, the fighting has intensified.

### Getting the PCs Involved:

- Now both crews are hiring extra muscle, and there are chances to play both sides against the other!
- Mistaken for members of the opposing crew, the party gets attacked!

### Encounters:

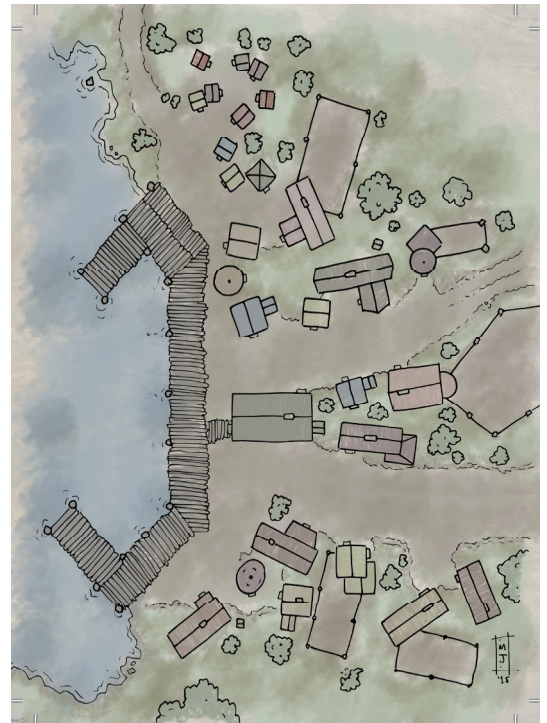
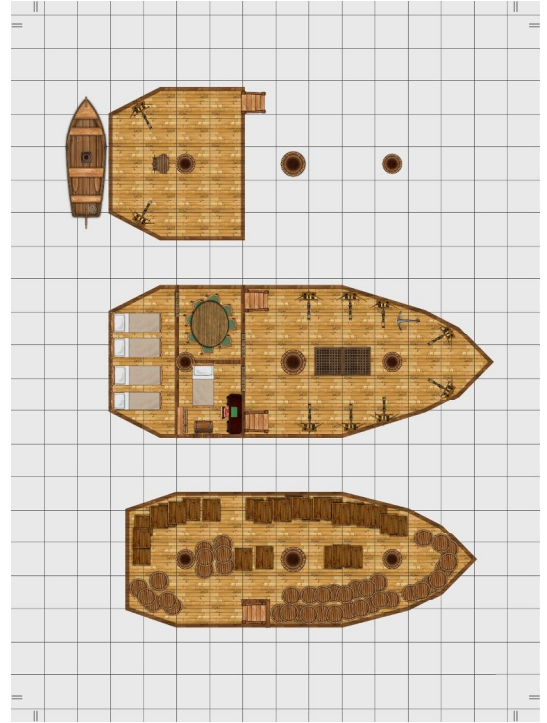
- Sailors assault the PCs. Just when it seems the PCs will lose, their allies appear and join the fray, which only draws in more enemies.
- The captain of the ship they haven't sided with tries to hire them for a double-cross!
- A tense stand-off between the crews forms along a street. The Town Watch appears to try and diffuse the situation.
- Fighting breaks out on one of the harbor's jetties. The rickety wood can barely hold the fighters' weight.
- One final confrontation is planned in a warehouse, a fight to end all fights, but one of the captains decides to sneak people in beforehand to lay a trap.

### Follow-up Adventure Ideas:

- What caused the original feud?
- Did the boson really cause the death of the mate?

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## THE PIRATE PRETENDER

21

### High Seas, Pirates

A novice pirate is posing as another pirate with a strong reputation. The PCs will be caught in the middle.

#### Getting the PCs Involved:

- The party's ship is approached by a ship that unfurls a pirate flag. Meanwhile, another ship approaches from the opposite direction—with the same flag!
- A victim of the raider fell for the ruse and hires the PCs to track down the real pirate. They arrive just as the real pirate finds the imposter.

#### Encounters:

- Both pirates and the PCs engage in a cat and mouse race through a dangerous waters (creatures, reefs).
- Both pirates and the PCs engage in a cat-and-mouse race through dangerous waters (creatures, reefs).
- The losing group of pirates sets fire to the PCs' ship and tries to sink it with the enemy attached.
- One group of pirates flees, with members of the party's ship onboard as hostages, and must be pursued as a storm blows in.

#### Follow-up Adventure Ideas:

- Outlaws who admire the true pirate captain, either correctly or erroneously, hold a grudge against the PCs for killing or capturing him.
- The raider had powerful backers who aren't happy that his ruse has been uncovered.

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## THE MYTHIC CAVES

20

### Treasure Hunt, Natural Threat, Cavern

Every hundred years the Moons align and the tides are at their absolute lowest. At this time the entrance to the mythic caves becomes accessible. Now a merchant wants to send people in to grab as many magical crystals growing from the walls as possible.

#### Getting the PCs Involved:

- The merchant hires them to go into the caves for him.
- They overhear the merchant boasting about the money he is going to make!

#### Encounters:

- The entrance is vertical and slick with seaweed, climbing is hazardous.
- A large sea creature that usually makes its home in the cave has been trapped by the receding waters in a cavern the players must cross.
- Poisonous coral lines the walls of the tunnel, they must traverse carefully or risk paralysis or poisoning.
- A large collection of the crystals is found, but as each is removed it sets off a shrieking sound that is amplified by the others. This either harms the PCs, or potentially draws in wandering monsters.
- The tide begins to rise and they need to get out fast!

#### Follow-up Adventure Ideas:

- The crystals are magical. The PCs receive other offers.
- Another group wanted the crystals, and they are willing to stage a robbery to get them.

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## TRADING WITH THE MERMEN

23

### Seaside Village, Mystery, Fantasy

On a mercantile island, the usually peaceful Mermen turn mad at night, slaughtering innocent citizens. As it turns out, the local brewery owner poisons the water in their bay to cover up her own murders.

#### Getting the PCs Involved:

- A PC has lost someone in the nightly slaughter on the island and investigates the murder.
- The PCs hear of the nightly killings on their arrival.

#### Encounters:

- The PCs find a body mutilated by merman fury.
- Nightfall! All rush inside and the gates close.
- The PCs meet a friendly merman that is facing hostility by superstitious citizens.
- The PCs meet a nice couple: The brewery daughter and her fiancé. But that night, the fiancé is murdered. The modus operandi deviates from the mermen's.
- Investigating, the PCs find some victims are torn apart (by merman hands), some stabbed (by a knife).
- The PCs talk to the bereaved of the knife victims, and all of them had some feud with the brewery owner.
- Strange chemicals are delivered to the brewery.
- The PCs confront the brewery owner, and a wild chase through the busy town commences.

#### Follow-up Adventure Ideas:

- Now, the merman *really* have a reason to be angry...
- All mermen still have something of the poison in them, reactivating at any time.

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## GOLD RUSH

22

### Pirates, Treasure Hunt

An infamous pirate captain is dead. The remains of her crew are racing each other to claim her hidden riches.

#### Getting the PCs Involved:

- The PCs come across a kidnapping in progress, and the sailor being kidnapped offers them equal shares of the treasure to save him.
- A sailor who knows the PCs from a prior adventure approaches them, offering to guide them to some of the captain's caches for a cut of the loot.

#### Encounters:

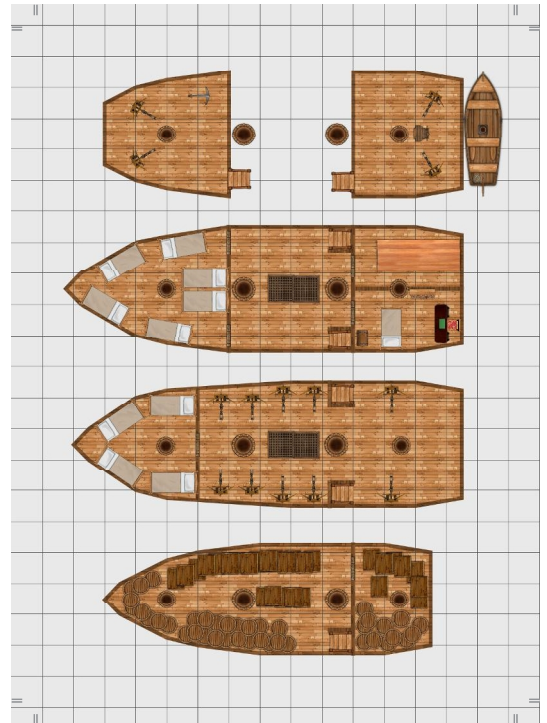
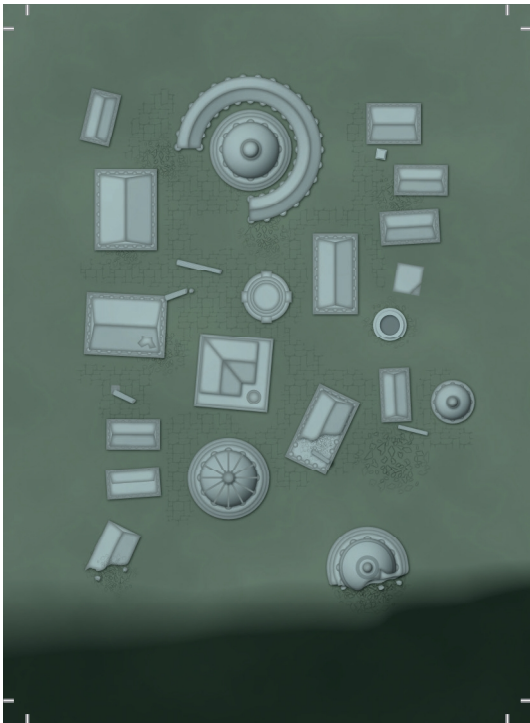
- To buy time to reach several caches before anyone else, a captain bribes the local harbor master to delay resupplying ships and prevent departures.
- The crew reaches a hidden cove containing a cache of treasures, only to find that someone is already there.
- One of the caches is guarded by a gang of pirates who refuse to believe the captain is dead.
- The crew reaches a cache just as sails appear on the horizon; can they find the treasure and leave before their pursuers arrive?
- A pirate crew has tracked the captain's old mates, and attacks any ship they're on as they return to port.

#### Follow-up Adventure Ideas:

- The captain turns up impossibly alive, and demands her treasure! Is she real, or an imposter?

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## SEE NO EVIL

25

Island, Harbor, Caves

A clan of eyeless dwarves is found when investigating nightly assaults on a mountainous island. They are not the culprit—the eye-eating demons living deeper are.

### Getting the PCs Involved:

- The PCs hear about assaults in the hills atop the harbor where people's eyes get stolen.
- Alternatively, the PCs themselves are attacked while traveling through the hills at night.

### Encounters:

- The PCs see a body whose eyes have been torn out.
- The PCs are attacked in the hills in pitch darkness. A blind survivor tells the PCs about a tunnel-like echo they heard after the attackers retreated.
- The PCs find a hidden entrance to a tunnel system in the hills (or hear about that discovery).
- Upon investigating the tunnels, they come across an intelligent clan of completely eyeless dwarves (ignorant of their demonic cohabitants).
- Depending on the PCs' course of action, the dwarves in these tunnels might defend themselves.
- The dwarves tell of unsettling, dark noises.
- They are assaulted in the dark and must fight back under aggravated conditions.

### Follow-up Adventure Ideas:

- Where do the demons come from?
- The dwarves may have their own problems or might want to get into contact with the harbor town people.

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## TREASURE WITH TEETH

24

Shipwreck, Occult, Sea Monster

Survivors on a shattered ship are found, describing a giant shark's attack. The shark is actually the deity of the robbed island's people.

### Getting the PCs Involved:

- The PCs see the shipwreck and rescue the survivors.
- The party are hired by a group of people to take them from an island they just visited, which results in them being attacked by the giant shark themselves.

### Encounters:

- As long as the thieves and their stolen coins are still aboard the ship, the shark follows them and may be seen or may even attack at any time.
- A PC catches one of the survivors stealing.
- If the survivors are banished from the ship, the shark still follows the PCs (as the thieves have dropped one of their coins on the PCs' ship).
- The PCs hear about a pillaging on the island the survivors claimed to have visited most recently.
- The survivors grudgingly lead the PCs to the island.
- A misunderstanding: the villagers attack the PCs.
- The PCs must either give back the coins to the inhabitants, or kill the thieves and get rid of the coins.

### Follow-up Adventure Ideas:

- The people of this island and their deity protect something very important on the island.
- The shark god is thankful and entrusts the PCs with an important task.

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## COME DINE WITH ME

27

On the Seas, Intrigue

A passing ship, commanded by a famous captain, asks the PCs to dock together and dine. But someone wants to kill the captain and frame the PCs.

### Getting the PCs Involved:

- The PCs come across the captain's ship and are asked to join the crew.
- The PCs are rescued at sea by the ship.

### Encounters:

- The PCs meet crew members: the captain (who is really the captain's sister), shaking hands with everyone; the first mate, asking the PCs for a friendly duel; the captain's sister (who is really the captain, switching roles with her sister during official occasions); the cook's servant, slapped by his master; the quartermaster, flirting with the sister.
- During their stay, people try to kill the captain (and might succeed): The sister lures her to the front deck to throw her off board, leaving a piece of evidence stolen from a PC. The cook's servant tries to poison her during the meal. The first mate tries to stab her in bed, leaving a PC's weapon from the duel.

### Follow-up Adventure Ideas:

- If the captain really is murdered, the PCs have a lot to explain.
- The captain could be saved from bleeding to death, from poisoning, or from the sea.
- A surviving captain would be very thankful.

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## DEAD CALM

26

On the Seas, Occult

Coming to a halt due to a sudden calm on a foggy night, the party's ship is attacked by undead emerging from a cursed sunken city right below them.

### Getting the PCs Involved:

- The PCs' ship comes to a halt over the city.
- The PCs hear of a fabled sunken city & want to find it.

### Encounters:

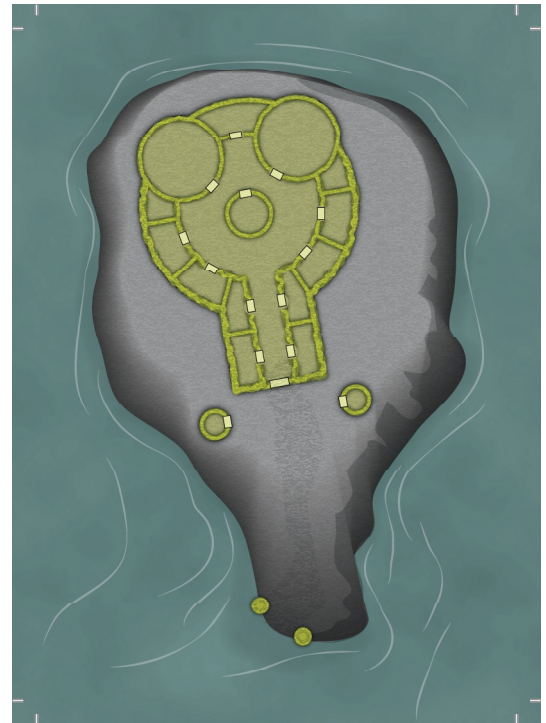
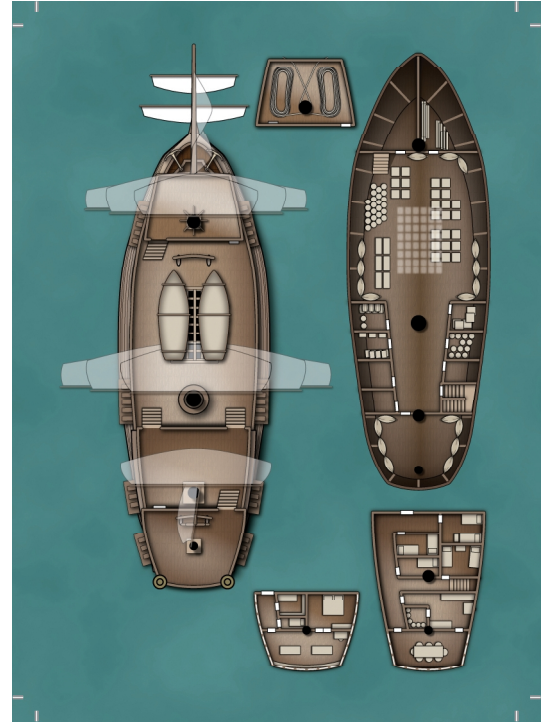
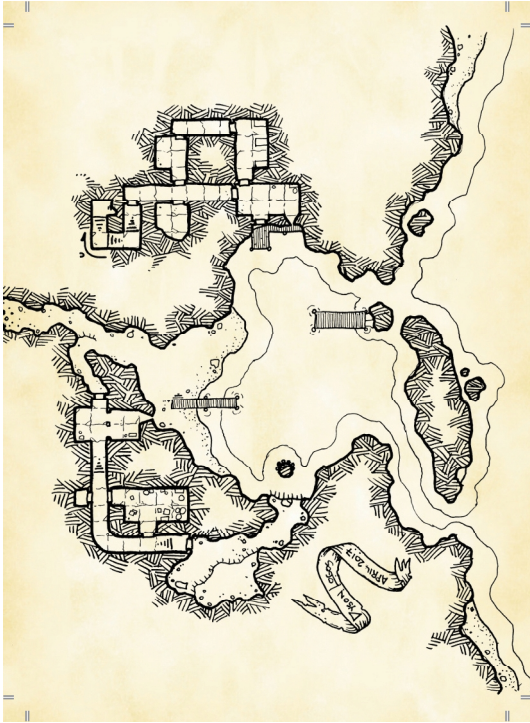
- Undead emerge from the waters and attack the PCs.
- They come across an abandoned ship that only contains gnawed-off bones, when they hear a sound from the captain's cabin...
- A crew member, mesmerized by what appears to be a mermaid just below the water, jumps into the sea.
- Killed undead thrown into the sea reemerge, their wounds mended by corals, shells, and starfish.
- The ship springs a leak when gnawed at by undead teeth from below. To repair it and fend them off, someone has to go into the waters...
- From the waters, someone notices a Lich's tomb deep down in the city that might be responsible for the walking dead.
- They find it is no Lich, but the corpse of a powerful witch's abducted son and the reason for the curse.

### Follow-up Adventure Ideas:

- The son's body must be brought back to his mother—and might come to life as well!
- A zombie part is left on the ship causing later issues.

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## BAD NEIGHBORS

29

High Seas, Politics, War

A local lord is conscripting entire ships into his fleet without permission from the Crown. He wants to force his nation into war with a neighbor.

### Getting the PCs Involved:

- A ship belonging to a friend fails to arrive in port. Local sailors report having seen it sail to the west.
- A local harbormaster hires the PCs to find several missing shipwrights and carpenters. A report has them boarding a ship heading west.

### Encounters:

- The PCs track large shipments of supplies that are trailing west, learning of the lord in question.
- A coastal cruiser near the lord's island attempts to board and conscript the PCs ship without giving details.
- The PCs find a secluded island with a large, newly built harbor and dozens of ships at anchor, and must stealthily make landfall.
- The PCs find or intercept hostages being held against the good behavior of the local crews.
- The admiral of the fleet discovers the PCs and attempts to have them killed as spies.

### Follow-up Adventure Ideas:

- Shaken by the near attack, the neighboring nation starts to prepare for war...
- The crews of the conscripted ships are put on trial, and the PCs must prove their friends' innocence.

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## PIRATE LAIR ASSAULT

28

Pirates, Treasure Hunt

An important item was stolen from the PCs. They must raid a pirate hideout to get it back.

### Getting the PCs Involved:

- The pirates stole something the PCs need for a great quest.
- An acquaintance hires the PCs to retrieve a stolen item of importance.

### Encounters:

- The PCs will need to find the location of the hideout. Perhaps the harbormaster knows a ship they can follow or a former pirate crewman they can "ask". They may also hear of a tavern or bait shop outside of town rumored to have a secret staircase leading down to a hidden hold.
- If approaching by ship, the entrance is shallow except for a narrow channel. Arrow slits overlook the docks.
- If the PCs use the secret stairs, several pirate crew are always hanging out up top and will retreat to alert the other pirates.
- The pirates will flee if the odds are grim.
- In the cove, a sea-beast, controlled by the pirates, attacks the PCs! (Even if the party came from upstairs, they may need to search the ships/docks.)

### Follow-up Adventure Ideas:

- The PCs can claim rewards for the pirates.
- Perhaps the pirates already sold the item the party needs and the hunt continues.

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## THE SEA HAG'S LAIR

31

High Seas, Rescue, Magic

An adventurous Prince of a nearby kingdom demanded a ship to go adventuring, but got himself captured by a Sea Hag. She is demanding ransom of his father, but the King cannot afford to pay and needs brave sorts to break his headstrong son out.

### Getting the PCs Involved:

- The party may be friends of the Adventuring Prince, and be requested by name.
- The King may ask for them, certain of their skills and offering rewards if they have some fame.

### Encounters:

- The PCs travel with the King to the Hag's Coral Palace, and then sneak away from the greeting party.
- There are statues everywhere; some of them are Golems guarding the Hag's Lair.
- The Prince is trapped in a magical portrait and they must locate the magical item to free him.
- The Prince is grabbed by a statue, and then suddenly there are two versions of him. The PCs must work out which is the doppelganger.
- The Hag realizes the ransom won't happen and flies into a rage. The players must flee to the King's ship before it is destroyed or leaves them behind.

### Follow-up Adventure Ideas:

- If the Hag is still alive, she could be vengeful.
- The Prince may have allowed himself to be captured to learn of something only the Hag knew.

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## HOSTAGE NEGOTIATION

30

Pirates, Infiltration

A ship carrying an important official's brother has been taken by pirates. The official is offering a large reward for her brother's safe return.

### Getting the PCs Involved:

- The official contacts the PCs directly to negotiate with the pirates, due to their reputation.
- A fellow pirate who knows the party offers to serve as an intermediary. He can't directly work with the law.

### Encounters:

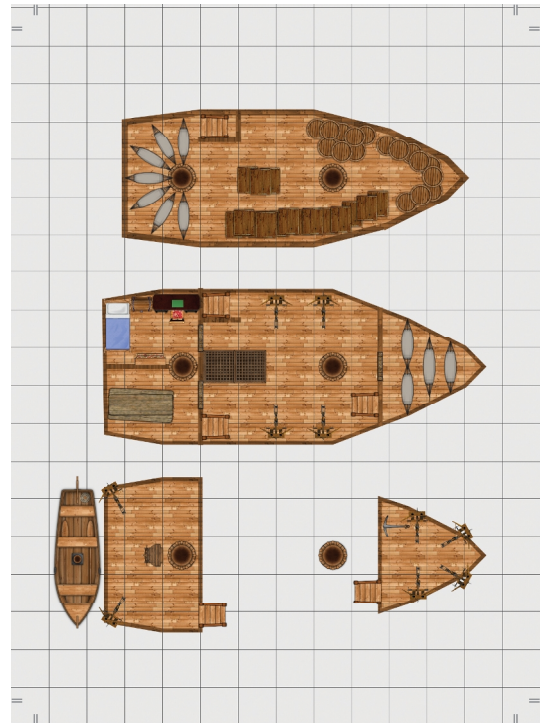
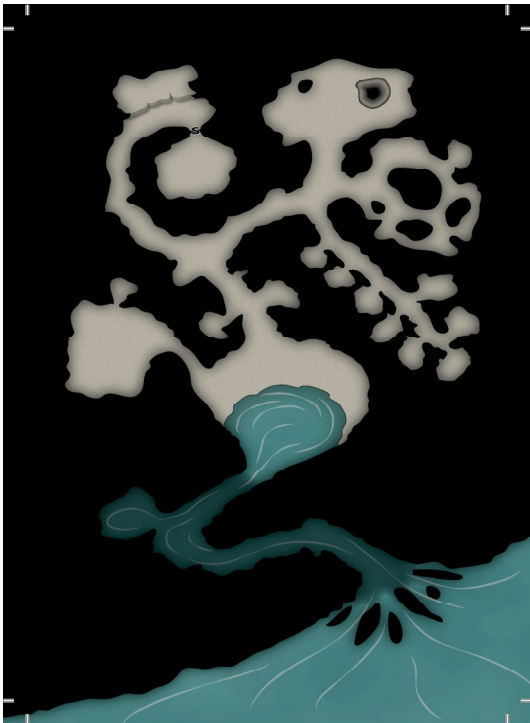
- The official wants to send soldiers with the PCs, and must be persuaded that her plan of attack will get her brother killed.
- The pirates doing the negotiations don't bring the brother with them; they want to return to their port with the ransom and only then release the brother (which they obviously will not do).
- The PCs learn where the brother is being held through tracking or interrogation, and must sail to the pirate's port by stealth or in disguise to rescue him.
- The official's brother wants revenge, and insists the PCs kill the pirates who kidnapped him.

### Follow-up Adventure Ideas:

- The official institutes a violent crackdown on suspected pirates, which catches many minor smugglers and sailors in its net.
- The pirates attempt to capture more people to hold for ransom, but are more suspicious and violent now.

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## REVENGE FROM THE DEEPS 33

Harbor Town, Undead, Pirates

The slain captain of a ship the PCs sunk seeks revenge.

### Getting the PCs Involved:

- The party's room at an inn is attacked by undead sailors who surprise the PCs at night.
- A PC attuned to spirits senses the vendetta.

### Encounters:

- A PC sees a vision of the fallen captain in a dream. The captain looks skeletal.
- An acquaintance tells a PC of a ship resembling the ship they last defeated being spotted nearby. It is flying the same colors.
- The ship has blockaded the harbor. It sinks a ship of the empire/kingdom sent to drive it off.
- An undead creature tells the harbor master it wants the PCs. The harbor master tells the PCs they must leave by dusk or their ship will be sunk.
- The PCs should prepare to fight undead if they sail out. Or they may try to slip out some other way.

### Follow-up Adventure Ideas:

- The PCs may not be welcomed back if they were reluctant to go, even if the undead ship was defeated.
- How did the undead crew come back to life?

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## THE COURT OF THE SEA 32

Politics, Intrigue, Backstabbing

Every twenty years the merchant fleets send representatives to the Court of the Sea to hash out trade lanes and monopolies. This year however a Triton Lord has taken the place of one of the delegates, using magic to look like him and intending to set the merchants against each other.

### Getting the PCs Involved:

- A merchant hires them as part of his entourage.
- The Triton Lord invites the scapegoats—the PCs.

### Encounters:

- The Court of the Sea begins with a reception allowing the players to meet the various merchants before they all split up to do more private deals.
- The Triton changes shape to match one of the other merchants, insulting rivals and breaking deals.
- Another merchant detects the Triton is surrounded by magic, but laughs it off as protective only. Later he impersonates the merchant and ruins a deal.
- An argument breaks out between two merchants regarding a monopoly, it is not caused by the Triton but may throw the players off.
- People begin to realize that they keep being told they have had conversations they do not remember, suspicions rise that someone is interfering.

### Follow-up Adventure Ideas:

- What was the Triton Lord trying to achieve?
- Merchants may have lingering suspicions of the PCs.

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## THE "INVESTOR" 35

Pirates, High Seas

A pirate ship spots the PCs while both are far from land and approaches.

### Getting the PCs Involved:

- The PCs are sailing a long distance for any reason.
- The PCs have already made an enemy. This pirate ship is captained by that enemy.

### Encounters:

- The pirate ship attacks. If captured, the PCs are chained down as rowers.
- If not captured, a pair of ships investigates the prior ambush site, follow, and attack.
- Once captured, the PCs may bargain. The primary captain wants a share of their next mission and will send a small group of observers.
- If never captured, the main captain will send a ship to tail them (staying hidden) and sink the PCs' ship in the harbor by sending swimmers to gut it at night.

### Follow-up Adventure Ideas:

- The PCs may owe a share of their next treasure or end up without a ship.
- Did the PCs make an ally or enemy?

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## SEAFOOD 34

Sea-Peoples, Prisoners, Underwater Caves

Aquatic peoples (shark-men, evil fish-people, etc.) are acquiring sacrifices to summon a demon.

### Getting the PCs Involved:

- A PC's family member goes missing while swimming or alone in a small boat.
- A fisherman hires the PCs as protection in waters where others have gone missing.

### Encounters:

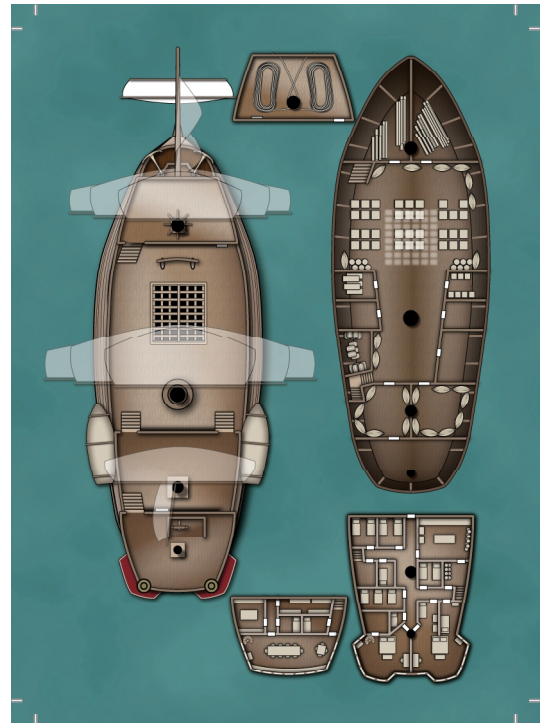
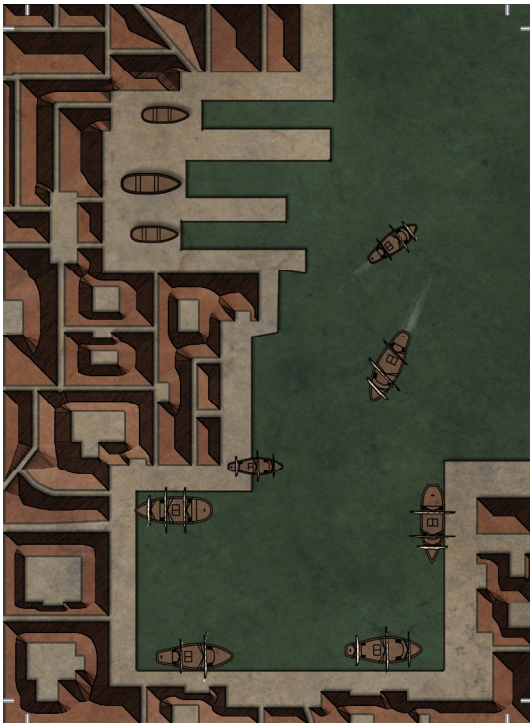
- As the PCs investigate the area, they are attacked by another group of the same malicious sea people.
- If a hostage is taken, it will show the PCs to an underground cave. Much of the cave is an air pocket.
- Alternately, a magical detection spell can reveal the cave entrance. It is nearby and has magic keeping the prisoners inside.
- PCs may need to shed items to swim to the entrance.
- Guards "greet" the PCs.
- Prison cells hold prisoners who may be able to help.
- Due to magic, the high priest of the sea people must die for the prisoners to escape.

### Follow-up Adventure Ideas:

- A prisoner turns out to be famous or royal. The PCs are rewarded and may have a powerful ally.
- Other enemies of the evil aquatics may seek the party's help.

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## UNKNOWN CARGO

37

Harbor, Stealth, Travel

A client wishes to transport magically hidden contraband to a warzone.

### Getting the PCs Involved:

- The harbormaster matches the PCs (and ship) to a client.
- A fellow captain is overbooked. He recommends the client to the PCs.

### Encounters:

- The client has something the PCs need or uses some charm (magical or otherwise) to convince them the trip is worthwhile.
- The client wants the ship to himself. (No other cargo or passengers.)
- The client's cargo will detect as magical if checked, but the cargo itself is not magical.
- At the destination, Customs does an inspection unless the PCs avoid the main harbor. Customs can see through the illusions and try to arrest all aboard the ship and impound it.
- Quick action can prevent a call for help, but a speedy escape is necessary.
- A trip through the sewers may be necessary to get to the safe house and final destination.

### Follow-up Adventure Ideas:

- What exactly is the cargo?
- How do the PCs get back and out?

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## THE REGATTA

36

Harbor, Race

A harbor town or island sponsors an annual regatta.

### Getting the PCs Involved:

- The party needs a large amount of money, and the Regatta's purse is the solution.
- Late night bravado has obliged the PCs into a race against a rival captain.

### Encounters:

- Someone attempts to smuggle a heavy object aboard the party's ship. If not noticed, the ship will be slower.
- The rival's ship has a spell caster aboard. When close he attempts to surreptitiously damage the PCs' sail or hull or cause wind gusts.
- Sea-humanoids—allied with a rival ship—attack the PCs behind a blind corner.
- A reef is in the path of the race. Only those who research the race route beforehand will know the best way through.
- One crew may have bribed another to ram a third ship (the party's) if it is in the lead.

### Follow-up Adventure Ideas:

- Everyone believes the winner of the race has a lot of coin, some may want to steal it.
- Having proven their sailing skills, someone will want them for a delivery or mission.

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## GIANT PIRATES

39

High Seas, Powerful Enemy, Pirates

Storm Giants have taken to the sea in a massive ship, forcing waterfront towns to pay tribute or be destroyed.

### Getting the PCs Involved:

- While sailing to a nearby town, the PCs see a giant-sized ship on the horizon approaching the same town.
- The king's emissary hires the PCs to put an end to a ship of giants attacking coastal towns.

### Encounters:

- The giant-sized galleon is crewed by Storm Giants. The giants control a storm that pushes the ship at incredible speeds across the ocean.
- Pet giant eagles fly ahead of the ship and signal if ships are near. They attack the masts, sails, and on-deck crew of a spotted ship. If maimed, they fly back.
- The eagles try to snatch crewmen to be interrogated by the giant's captain to assess the threat.
- Once the PCs are assessed as a threat, the giants will alter between trying to run the ship over with their larger ship, throwing large rocks great distances towards the PCs' ship to damage the hull until it sinks, or hook the PCs' ship if close enough.
- Whether the PCs quietly approach the giant ship or the giants chase down and hook the party's ship, the team is able to fight the giants toe-to-toe!

### Follow-up Adventure Ideas:

- If the PCs capture the giants' ship, it is full of stolen loot from nearby towns and attacked ships.

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## ROTTING PIERS

38

Harbor Town, Mob, Investigation

Foul play is suspected when a town's pier suddenly falls into the ocean, destroying a number of stores.

### Getting the PCs Involved:

- On a day of downtime, the PCs watch as a number of waterfront stores suddenly fall right into the sea.
- They are hired to investigate the merchant extortion.

### Encounters:

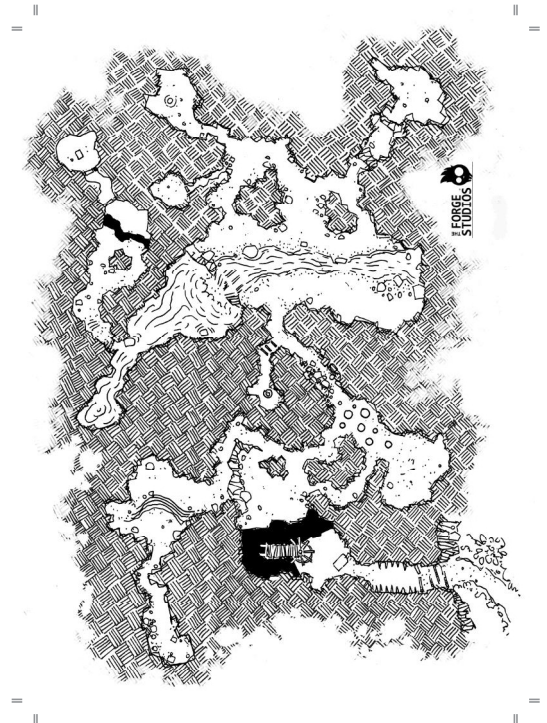
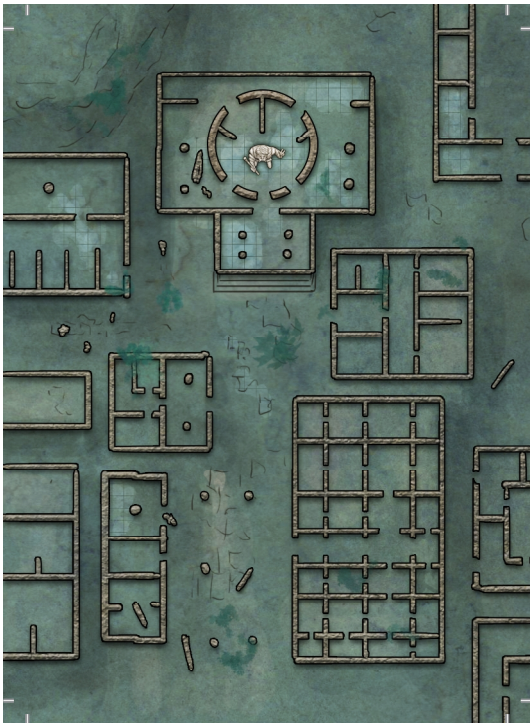
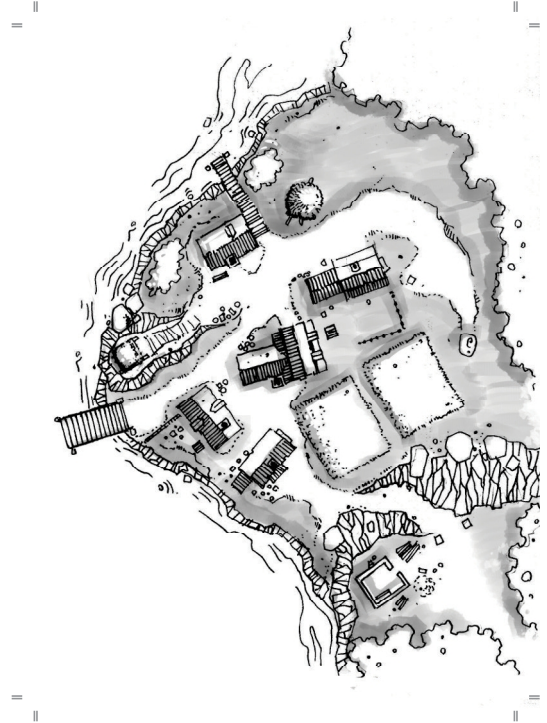
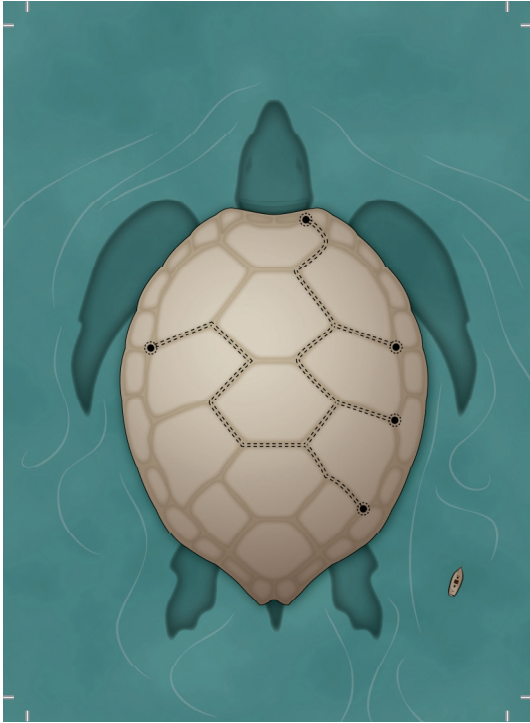
- Many townsfolk, merchants, and tourists are caught in the collapse. The PCs may help rescue them.
- During the rescue or later investigation, the PCs find the supports have been eaten through. The PCs may learn the cause was acid; no natural reason.
- Shopkeepers have all been approached by local thugs recently, demanding "protection" money. Only those that refused were part of the collapse.
- The local thugs are hiding. If the PCs find them, they had no idea this was the price for refusing. They were hired by a foreign rogue to do the shakedown.
- The foreigner has a wagon with alchemist supplies and acid hidden outside town. The PCs may find it on their own or get the thugs' help to betray the outsider.
- The PCs could confront the rogue at his wagon, or perhaps catch him off-guard in town. Either way, he flees. If cornered, he uses acid magic & grenades.

### Follow-up Adventure Ideas:

- The foreign thieves' guild will put a hit on the PCs for interfering and attempt to retrieve the wagon.

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## PEARL DIVING

41

Island Village, Diving, Sea-Demon

An island with a successful school of pearl divers, compulsory for young girls, keeps losing pupils to the maelstrom in the bay. Actually, the school sacrifices them to a demon there to be successful.

### Getting the PCs Involved:

- The PCs meet a pearl diver, lost in the maelstrom.
- The PCs hear about regular accidents at the school.

### Encounters:

- The mother of a pearl diver suspects murder behind her daughter's death and tries to interrogate the school's headmaster.
- The PCs witness a weird being near the maelstrom during the night.
- A pearl diver asks the PCs if they can accompany her on the boat while out diving.
- The PCs see a diver being pulled into the maelstrom.
- A priest has the PCs searched after sensing demonic activity in the city.
- The PCs get the chance to save a diver. When they do, all pearls in the area crumble into bloody ashes.
- The demon tries to take other people (including the PCs) to replace the lost sacrifice.

### Follow-up Adventure Ideas:

- The sacrificed divers are trapped in the demon's realm and must be saved.
- The school's headmaster is a true believer and finds other ways to support his demonic masters.

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## TURTLEBACK HIJACK

40

High Seas, Sea-Humanoids

While at sea, the ship suddenly runs aground on the back of an island-sized turtle. The turtle rises to the surface directly beneath the PCs' now stranded ship.

### Getting the PCs Involved:

- While at sea, this is a random occurrence.
- PCs may be attempting some sort of fishing ritual to summon an ocean god, and this is the result.

### Encounters:

- The turtle remains surfaced for days. Anything the PCs can attempt is insufficient to get its attention.
- The "island" is populated by aggressive, man-sized turtle-men, willing to attack anyone that stands up against them while they investigate the PCs' ship.
- When the PCs manage to chase the turtle-men off, they lead the PCs to a cave inland atop the shell.
- In the cave, art describes the turtle-people's history.
- The back of the cave has a tunnel that leads deep "underground" ... to the side of the turtle's head. The PCs spot the massive creature, sleeping.
- If the PCs get the turtle's attention, it immediately dives from being startled awake, causing the ship to regain buoyancy and the PCs swimming nearby.

### Follow-up Adventure Ideas:

- The PCs may want to delay leaving to loot the caves.
- The PCs find additional "tunnels" along and within the shell where they can seek refuge while the turtle is submerged—surfacing weeks later in a new location.

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## TIDAL

43

Island, Treasure Hunt

The PCs come across a surprisingly large island not found on any map. As it turns out, this is a tidal island where a fabled pirate treasure is said to be hidden. Together with other treasure hunters, the PCs may want to try and find the treasure before high tide.

### Getting the PCs Involved:

- The PCs stumble upon the island by pure chance.
- They hear legends of the fabled pirate treasure and manage to track down the location.

### Encounters:

- The PCs spot a ship anchored on a distant shore.
- When searching a ruined village, they are surprised by another team of adventurers, searching for clues.
- The PCs notice notches in the petrified trees, pointing in various directions—seemingly a paper chase!
- They are attacked by weird sea/land creature hybrids.
- One of the PCs falls down into a hole dug by previous treasure hunters.
- They find the right spot to dig, which is in fact back in the village—but their competitors approach as well!
- Tide ways start to form on the island—they need to rush to finish! If only the treasure wasn't so heavy...

### Follow-up Adventure Ideas:

- The treasure might be cursed or magical.
- Their competitors don't give up now and try to get hold of the treasure.

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## THE EVIL EYE

42

Once Underwater Ruins, Curse, Demon

The PCs search antique ruins on an island once submerged underwater. Apparently, all inhabitants have been murdered by something called The Chastising Eye, which is still on the island...

### Getting the PCs Involved:

- The PCs stumble upon the island randomly.
- The PCs hear or receive a map of the island and plan to search the ruins.

### Encounters:

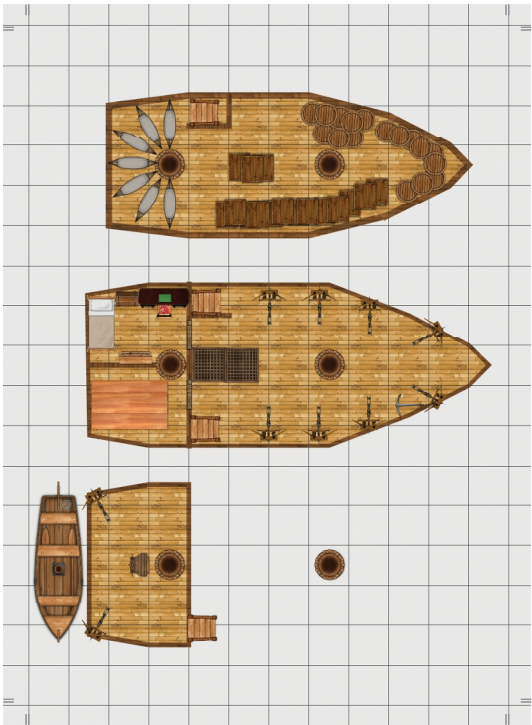
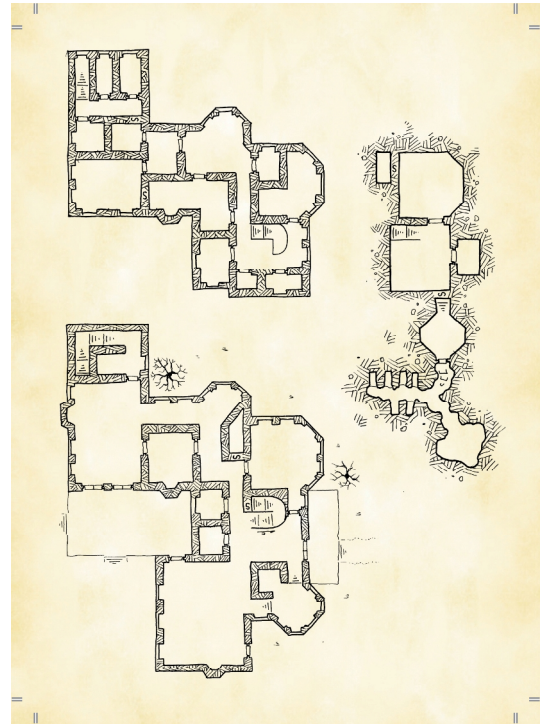
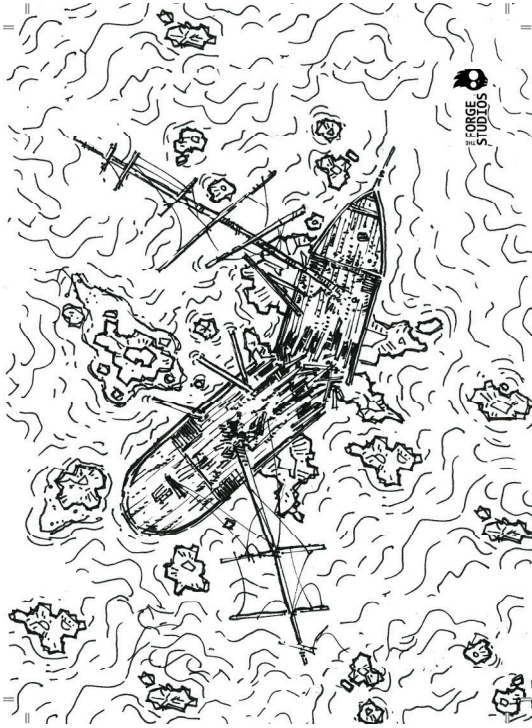
- The PCs find coral-crusted human remains.
- The PCs find a valuable statue in a ruined temple.
- Ornamental pictures on the walls appear unsettling as all eyes are scratched out from them.
- A blind castaway is happy to finally meet humans. He knows nothing about the history of this place.
- In a heavy chest, a rotten corpse clutches a diary, telling of The Chastising Eye that followed his people.
- Something that still has eyes—like the statue—stares with glowing eyes at the PCs, following them everywhere, even from the island.
- When staring too long at these eyes, they grow larger and become a demon that is all eyes. It attacks!

### Follow-up Adventure Ideas:

- The demon was in fact summoned by the castaway, who sacrificed his eyes for it.
- A part of the demon may have survived inside the statue, if the PCs took it with them.

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## ATOP A PEAK OF GOLD

45

Treasure, Town, Occult

The PCs arrive on an island where they suspect a huge treasure. But a town has been built on top of the location, and its governor doesn't like foreigners digging up old ruins under her mansion...

### Getting the PCs Involved:

- The PCs follow a treasure map to the island town.
- The PCs hear rumors about treasure under the town.

### Encounters:

- If they tell the governor what is under her mansion, she violently removes them from the property.
- The PCs meet a beggar rendered homeless by the governor's greed.
- The PCs may talk to staff to gain access to a back entrance of the mansion.
- In the basement, they find a tunnel already dug deep.
- They are attacked by guardian skeletons the governor raised from the original treasure owners' remains. They guard a cavern hosting tremendous riches.
- The beggar follows the PCs and is shocked by the riches the governor keeps for herself.
- When confronted, the governor states the treasure is cursed. She fights to the death to stand her ground.

### Follow-up Adventure Ideas:

- The curse steals a person's soul and changes memories.
- The citizens hear about the treasure and storm the governor's mansion.

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## SEA ELVES

44

High Seas, Shipwreck

A fleet of elven ships made out of living trees scout the seas to reanimate and absorb the wood of sunken ships. They send the PCs to the sea bottom in a magical bathysphere, but a defected general plans to steal and revive their ship in the meantime.

### Getting the PCs Involved:

- They are surrounded by the elven fleet at sea.
- While searching a shipwreck drifting in the water, the elves approach to absorb it.

### Encounters:

- The captain invites the PCs to the flagship, showing the bathysphere that absorbs & reshapes dead wood.
- An attentive PC spots the Golden Acorn, emblem of elven supremacy believers, on the general's chest.
- The elven ship's wood attacks a PC. The elves repair the wood wound and explain how the sea sometimes changes the trees.
- The PCs join a band of elves in a bathysphere journeying down to a sunken shipwreck.
- PCs trying to return to the surface earlier are attacked by the soldiers.
- On the surface, elven soldiers imprison their captain and the PCs' crew and start to take apart their ship.

### Follow-up Adventure Ideas:

- The PCs need to escape or fight.
- Can the magic of living wood be applied to any living matter?

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## PORT WRECKED

47

Flood, Harbor, Pirates

A massive flood has filled the local harbor with dangerous debris, and until it's cleared, ships can't leave or arrive safely.

### Getting the PCs Involved:

- The PCs happened to be in port when the flood hit and are trapped with everyone else.
- The PCs live in the port.

### Encounters:

- The local lord attempts to press-gang all of the local crews into clearing the debris, with no clear idea of how they will do so safely.
- Scavengers are rowing out to sort through the debris for lost treasures that were washed into the bay, ruining the maps of what has been cleared.
- The PCs bump into a gang of frustrated and drunk sailors who are looking for a fight to vent their anger.
- A ship is approaching by night, and has clearly not seen the debris yet.
- A merchant whose cargo is slowly rotting decides to auction it off to recoup some of his losses.
- A group of ships are anchored just offshore, and are easy prey for pirates who hear about the problem.
- Food supplies are running low and prices are spiking, leading to fights between townsfolk and sailors.

### Follow-up Adventure Ideas:

- The flood wasn't just a natural disaster; someone sabotaged the port deliberately. Why?

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## RACE AGAINST TIME

46

High Seas, Cargo, Storm, Pirates

A valuable cargo needs to be transported to another town, but it can't survive long on the open seas.

### Getting the PCs Involved:

- The PCs are hired to transport the goods by a client they've worked with in the past.
- The PCs acquire the goods through piracy and take over the delivery.

### Encounters:

- During bad weather, the crates carrying the supplies are damaged by water and must be repaired while the storm rages above.
- When the PCs stop for supplies, a thief hired by a rival merchant attempts to sabotage the boat to keep the cargo from reaching its destination.
- Some of the ship's food has gone bad, but diverting to resupply will require backtracking and take precious days.
- Pirates are lurking near the delivery point to intercept the goods and sell them at a ruinous profit. They must be fended off without the cargo being damaged.
- The harbormaster at the destination tries to claim the goods are more ruined than they really are, in order to avoid paying full price for the delivery.

### Follow-up Adventure Ideas:

- The client offers an even more difficult cargo to the PCs because they seem to be able to handle this kind of thing.

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## MONKEY BUSINESS

49

### Harbor Town, Unusual Cargo

A collection of rare animals bound for an overseas menagerie have gotten loose and must be rounded up before they get killed or injured.

#### Getting the PCs Involved:

- The captain shipping the collection knows the PCs, and offers a bounty for each safely recovered animal.
- The ship's captain barges into the harbormaster's office and offers anyone present the bounty!

#### Encounters:

- A nervous bird of paradise has been caught by a local shopkeeper. She likes its colors and plans to keep it.
- Two green vervet monkeys have gotten drunk, and are racing around the rooftops throwing stones at locals and stealing mugs of beer.
- A set of mountain badgers have burrowed into a local park, and the local constabulary is trying to figure out how to root them out. They're considering fire.
- A crocodile has slipped into a pond near the harbor and is lurking among fallen logs. It has eaten a few cats but has yet to attack any humans.

#### Follow-up Adventure Ideas:

- The PCs get back to sea, only to discover one of the animals has stowed away with them.
- The original shipper asks the PCs to ship the animals to their destination. His ship is still under repair.

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## THE PERFECT STORM

48

### Hurricane, Pirates, Harbor

A terrible hurricane is bearing down on the local port, and not everyone is ready for it.

#### Getting the PCs Involved:

- The PCs are at sea when the storm appears on the horizon, and they race for port ahead of it.
- The PCs are at port when a ship arrives warning of the coming storm.

#### Encounters:

- The PCs must find a sufficiently sheltered berth and prepare their ship to weather the storm.
- High winds collapse a dockside warehouse's walls, and the PCs can either protect its goods from the weather, or steal them under cover of fog.
- A pirate ship arrives near the height of the storm; the pirates promise not to hurt anyone if they're allowed to stay in the harbor, but some townsfolk plan to attack them for a bounty.
- A ship flounders in the harbor, and is going down; the first ship to go out to save them flounders, too. If no one else helps, they will drown.
- Massive waves are collapsing homes in the poor districts, and families venture into the storm to find safe places to hide.

#### Follow-up Adventure Ideas:

- The storm has left the port low on supplies, and they'll pay top dollar for food and lumber if it arrives soon enough.

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## TAKING ADVANTAGE OF THE STORM

51

### Sea-Humanoids, Storm

During a heavy storm at sea, mermen attack the ship and crew from the waves.

#### Getting the PCs Involved:

- The PCs somewhat randomly encounter the storm while at sea.
- Ships have been attacked recently at certain coordinates at sea. The PCs are hired to investigate.

#### Encounters:

- While at sea, a storm brews faster than the boat can avoid. If the PCs lose control, the boat will capsize.
- Massive waves as high as the ship's masts swell and splash across the deck, knocking crew into the water.
- Mermen riding hippocampus in the waves use lances to attack whenever the waves crash across the deck.
- Anyone falling into the water will be attacked and dragged under until drowned.
- If the PCs can control the boat long enough to escape the storm, the mermen do not pursue.

#### Follow-up Adventure Ideas:

- The PCs can try to rescue sailors dragged underwater by the mermen.
- The PCs will be rewarded if they can stop the mermen from attacking ships.

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## A STORM-WRACKED ISLE

50

### Salvage, Natural Threat, Opposition

Shipwrecked, the PCs find their ship damaged and trapped on a strange island. They can use other wrecks to help repair theirs, but some are inhabited by people who see the PCs' ship as spare parts!

#### Getting the PCs Involved:

- As they are passing the island a mighty storm blows up and they are driven onto the rocks.
- Having heard of possible salvage, a merchant asks them to investigate the island.

#### Encounters:

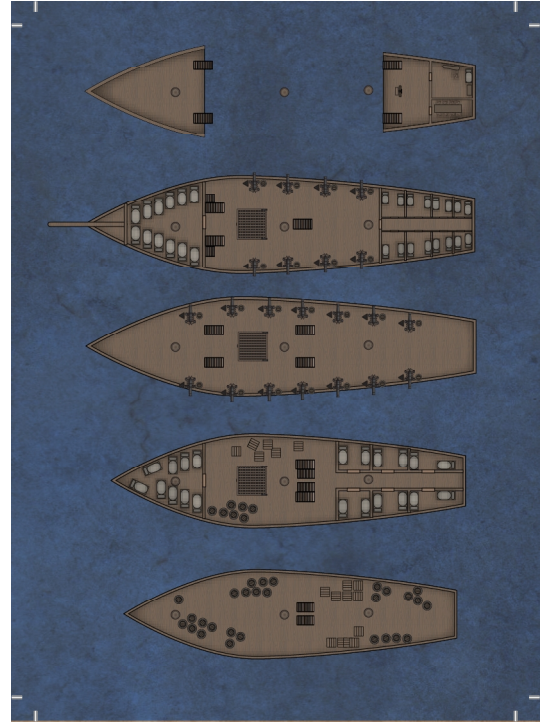
- As the storm clears they see other wrecks. Ragged sailors erupt from the nearest and attack. They seem more interested in stripping the party's ship for parts.
- Realizing that they need replacement parts themselves the PCs examine some nearby wrecks but find them stripped of anything useful.
- Approaching another wreck they find it protected by traps, the single remaining crewman has a stock of items he may trade.
- One ship has a huge stock of spare parts gathered around it, however the sailors inside have become cannibals to survive.
- There is another ship that is nearly repaired and the sailors inside suggest an alliance. However as the ship is ready to launch other crews attack!

#### Follow-up Adventure Ideas:

- A still-stranded sailor has a huge bounty.

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## UP INTO THE... WATER?

53

### High Seas, Storm, Elementals

During a sudden hurricane, the party's ship is pulled into the storm by elemental magic. They have to break free of the storm and return on course or risk being lost in the storm forever.

#### Getting the PCs Involved:

- Far out at sea, the PCs' ship is overrun by the storm.
- Ships have been disappearing during unexpected storms and the PCs are hired to investigate.

#### Encounters:

- Lightning strikes damage the ship's masts and catch the sails on fire.
- The PCs' ship is lifted by massive waterspouts into the clouds. The PCs can navigate to other waterspouts to escape the storm without falling.
- Battles rage between lightning and water spirits from the clouds to the sea waves.
- When waves crash over the deck of the ship, elemental spirits are dumped on board, attacking anyone nearby.
- If the PCs can retain control long enough, the ship will eventually escape the storm. If not, it will capsize.

#### Follow-up Adventure Ideas:

- A powerful elemental is creating the storms to attack ships deemed hostile.
- Storm, water, and lightning spirits escape from the storms, wreaking havoc on local villages and ships.

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## THE WORKINGS

52

### Raiders, Slaves, Occult

The raiders have preyed upon the coastline for weeks, taking slaves to toil in their galleys and the bizarre constructions that now cover their island home. Something must be done.

#### Getting the PCs Involved:

- Returning from their adventures, the group find their homeland in the grip of fear.
- One of the slaves was an arcane researcher whom the PCs need to consult about an unrelated matter.

#### Encounters:

- A returning raider ship is sighted near the party's own transportation.
- The harbor is well guarded, though there is another route.
- Slaves hauling raw materials from the ships are set upon by strange beasts.
- Overseers in concealing robes, with conspicuous guards, watch over the construction.
- An opportunity to free a number of slaves presents itself, leading to chaos.
- The leaders and their alien advisers will not abandon the project without a fight.

#### Follow-up Adventure Ideas:

- The workings are part of a plot by a greater threat to spill out into the world.

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## FLOOD SURPRISE

54

### Harbor, Village, Aquatic Monsters

When a coastal town floods, the townsfolk are stranded in their homes. A tribe of water trolls begin to stalk the townsfolk in the submerged streets.

#### Getting the PCs Involved:

- During their wanderings, the PCs find a town flooded with people on rooftops calling for help.
- A local village is harassed by aquatic monsters every flood season—the PCs are hired to put an end to it.

#### Encounters:

- The ground floor of every building in town is flooded. Moving around town requires swimming or a rowboat.
- River trolls lurk beneath the water as they stalk from house to house hunting for stranded families to eat.
- Anyone in rowboats will be attacked by trolls, turning the boat over and drown the passengers.
- Trolls will attempt to hold PCs underwater until they drown. If hurt, trolls swim away for reinforcements.
- PCs can hold their breath and try to track the river trolls underwater through the flooded streets.
- Humans killed by the trolls are gathered underwater beneath the flooded town docks.

#### Follow-up Adventure Ideas:

- If any river trolls escape, they track the PCs by scent to get revenge when the PCs leave the town.
- These river trolls were just a portion of the full tribe living in the flooded river. More attacks will occur.

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