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DCC
RPG

2 Old Guys Games
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For use with Sinking the Stercorarius, the Level 0 Salty Funnel Adventure.

The Pirate Theme

Introduction

This theme is an add-on to *Sinking the Stercorarius*, The Salty Funnel Level 0 MATS module from 2 Old Guys Games. All maps, creatures, stat blocks and majority of the story are contained within that adventure.

Character Creation

Roll characters as usual for DCC but use the Occupation table in **Appendix A**. Use 4 characters each for 2-4 players, 3 each for 5-6 players. Officers can be chosen instead of rolled, or rolled from the Occupations Table. If rolled that is the only character for that player.

If someone has all their characters die, a new PC may pop up from below decks or show up on the strange beach later. Plus, there's a Ship's Pet option, see **Appendix C**.

In the other themes the 3 officers are overtaken by Aether Raiders, but Captain Guido manages to dominate them instead of being dominated. If the officers are not PCs that happens with this theme as well. It could also happen in game before they leave the ship. Rules for this are in the main adventure.

The Setup

Players are crew on the ill-fated maiden voyage of The Stercorarius, the ship newly acquired by Captain Guido, "The Crested Hawk". He, not being a salty seadog, decided to gather a competent crew around him. Starting with Skubagai whom he made 1st mate, because he was on the ship when Guido arrived. Warklaw joined soon after. Guido let them crew the ship while he cut deals for cargo. Haggling with people was his strong suit. He managed to gather several contracts for cargo delivery at the same time.

The first was a large group of people. He didn't ask questions, but they take up the aft cargo hold for a three-day trip. This can either be prisoners, soon-to-be-slaves, or society's elite if you want to mix and match your party. The other contract of note that he obtained, had to do with shady characters in purple hooded robes with gold lettering on the

cuffs, and hems. Their coin passed the bite test, so he took on their cargo. Perhaps, but a trick of the light, he could have sworn he saw one of their beards move unnaturally. However, greed won out. That included a dozen crates and chests, some of which leaked some sort of ichor. They would be the doom of The Stercorarius.

Background

The Stercorarius can house up to 24 crew aside from the officers. It's a Caravel with a large lower deck and a main deck. To the front of the ship on the main deck is the crew quarters, just below the Forecastle (foc'sle) deck. To the back is the officer's mess, the quarters of the First Mate and the Sick Bay. Above that is the Captain's quarters, just below the quarterdeck where the ship's wheel is located. The cargo hold has two main sections. Aft is the galley which houses most of the food and drink. The crew eats in the Cargo hold sitting wherever there is room. In the fore is the privy. Depending on the situation, the galley can also be turned into a brig with iron loops mounted to the walls and floor acting as restraints for any prisoners.

The ship runs on a 3 watch schedule. One-third of the crew is sleeping at any given time. One-third is manning the wheel, crow's nest, main deck and rigging and one-third is in the lower deck on light duty or relaxing depending on the day's action.



The Hook

You accepted a position on the Stercorarius with promises of coin, adventure and glory. However, the first few days have seen anything but. Captain Guido hasn't been seen much. First Mate Skubagai and Warklaw, the Quartermaster, have been running things. What sounded like it would be privateering, turns out to just be cargo shipping. On the second night, right when monotony was setting in, the Stercorarius lurches and begins to list to starboard. You are knocked from your feet. You hear water rushing in from the fore of the ship below decks! The Stercorarius is SINKING!

Characters can begin in various areas of the ship and then band together to overcome the obstacles. Being able seamen, they know that the sinking ship will create strong undertows that will suck them all down if they don't get far enough away. If you start them above decks, have them gather on the Top Deck and then move to *Float Away with the Rest of the Garbage, Sinking The Stercorarius*.

Or, for more of a challenge, they might be in the cargo hold, perhaps having a meal and using cargo as seats. This can be determined by what watch is on duty and the watch of the PCs (roll 1d3 for duty watch and for each player).

When the ship heaves to one side, some of the crates break open and Aether Recruiters are set free in search of new hosts. Now the sinking part is compounded by the 1d12+3 mind-dominating creatures moving about attacking whomever they get near. In fact, it might even get worse. If there were prisoners or slaves-to-be locked in the galley they might escape and take an unkind eye toward the crew. This simply increases the danger level if that's how you want your game. The Recruiters will attack everyone regardless.

For stats on the creatures and the rest of the story, see *It's Worse. Something Just Moved Past My Leg in Sinking the Stercorarius*.

The Officers of the Stercorarius

Captain Guido – A man of six feet and not very athletic build, if not a bit soft in the midsection. He wears his hair closely cropped on the sides but longer on the top and swooped forward in something akin to a Crested Hawk Eagle look. His beard is shorter on the sides but comes to a point below his jaw. He dresses in a sedate dark blue captain's coat with black trousers, calf-high boots and a gray shirt. There is gold piping on his coat collar and cuffs as befits a ship's captain in his mind.

First Mate Skubagai - An average man of average height and average build was blessed with a natural "street smarts" wisdom that has allowed him to survive the situations his less than average intelligence have gotten him into. His long, braided, black hair is balding on top and is normally covered by a once colorful bandana. He trims his beard in large mutton chops and is fond of popping in a monocle when he is trying to sound intelligent on a topic. After each successful voyage he commemorates it with a new tattoo and is well covered in them by this point. He prefers short-sleeved loose fitting shirts to show off his tattoos. His favored weapons are a brace of throwing daggers and a trident, of all things.

Quartermaster Warklaw – Warklaw is not short but not tall. In fact, everything about him is plain and unassuming. Brown hair, brown eyes, somewhere between clean shaven and scruffy. Somewhere between tan and pale. Somewhere between fat and thin. He wears green a lot, and his clothes and gear are all of solid make and quite serviceable.

For Officer Character Sheets see Appendix C.



Officer Locations

First Watch

Guido moves from his quarters to the wardroom where he is in conference over breakfast with Skubagai and Warklaw about their course, profiteering options, and general ship's business. Later in this watch Guido will be near the wheel with his spyglass out. He is the duty officer. Skubagai will head to his quarters to sleep. Warklaw will see to the ship's business. That puts him on the main deck or on the lower deck.

Second Watch

Captain Guido is hobnobbing with the elite in the wardroom. However, when time comes for dinner he takes his leave and heads to his quarters. As he makes his way there, the ship lurches.

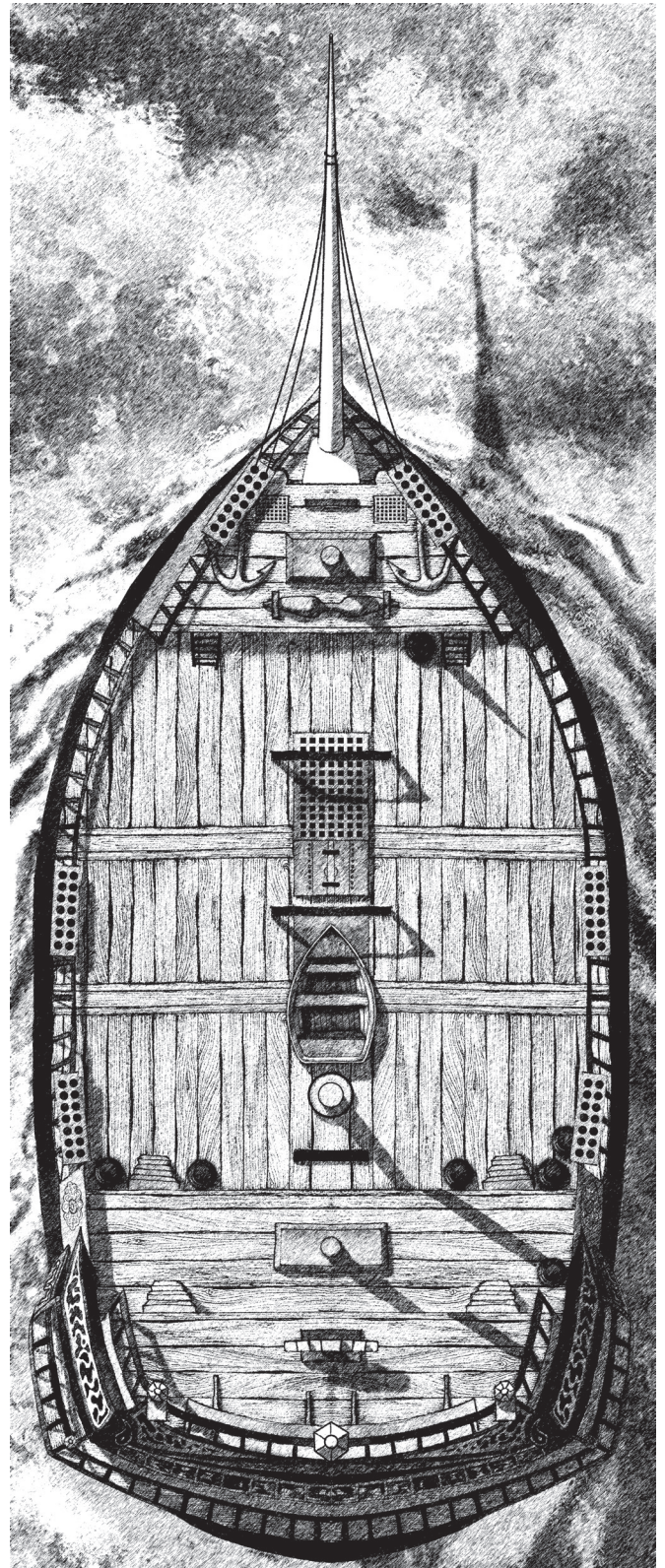
Meanwhile, Skubagai is at the ship's wheel as he feels that is the best place to be in order to ensure no one talks to him as his quarters are right next to the strange party in the wardroom.

Warklaw is down in the cargo hold taking inventory of supplies and ensuring that the necessities are locked up tight in the aft portion. He is the duty officer. He warily eyes up the prisoners or soon-to-be slaves unsure how he feels about them, their situation, and their being housed in his galley.

Third Watch

Guido is asleep in his quarters, mildly intoxicated perhaps. Skubagai is on the prow giving praise to Pelagia for a safe and successful trip. He is the duty officer. Warklaw is below decks sleeping on some canvas piled just outside the aft cargo hold, to scare off would-be thieves, keep an eye on the "passengers," and the crew in general.

For a list of nautical terms and definitions, *Sinking The Stercorarius*.



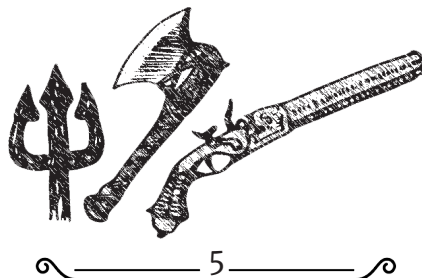
Appendix A: Pirate Occupation Table

Roll	Occupation	Weapon	Trade Goods
1-11	Able-bodied Sailor	Tankard (1d3)	Nothing
12	Boatswain	Saber (1d6, AGI)	15' rope, 3 yards canvas, 10' chain
13-14	Cabin Boy	Carving Knife (1d4)	Privy brush, bucket
15	Carpenter	Hammer (1d4)	Saw, 1 dozen nails
16	Cooper	Flagging Iron (1d4)	Cooper's Tools*
17	Doctor/Surgeon†	Clyster Syringe (1HP, DC 12 Sedative, 1 dose)	Surgeon's Kit**, pint of rum
18	Gunner	Handspike (polearm, 10' range, 1d6)	5' fuse, 1lb black powder, botefeux
19	Master Gunner	Bar shot (1d6, melee)	Spyglass, powder vial, 2x Chain shot (1d4, range 15')
20-21	Mate (2 nd , 3 rd ...)	Dagger	Ship's journal, quill, ink pot
22	Musician†	Nipperkin (1HP)	Fiddle, pipes
23	Navigator†	Quadrant (1d4)	Sailing charts, compass, spyglass
24	Pilot	Plumb bob (15' range, 1d4)	Compass
25	Powder Monkey	Unarmed (2HP)	1lb black powder, coil of fuse
26	Rigger	Belaying pin (1d4)	Knife, block & tackle
27	Striker	Spear	Animal hide, net, snare
28-29	Swabbie	Mop (1d3)	Bucket, soap, scrub brush
30	Officer (choose Guido, Skubagai or Warklaw)	See Appendix C: Officers	See Appendix C: Officers

† Most likely pressed into service or kidnapped. May not necessarily be extremely loyal to the Officers.

* Tools necessary to make barrels includes: Heading knife, hammer, flush borer, tapered borer, shave base, shave top, plucker, block hook, bent cooper driver, chincing iron, rivet punches, flagging iron, hoop driver.

** Tools for arrow/bullet extraction, Cauterizing, various syringes, dental instruments and pelicans, dressings, head surgery tools, leeches, various medicines, setons and cauteries, mortar and pestle, straight razors, amputation tools. A portable kit would only contain a plaster box (first aid), a Salvatory (salves and medicines for treating a fresh wound), a pocket toolset (folding lancets, forceps, scissors, seton needle, speculum oculi, tenaculum, uvula spoon)



Appendix B: Officer Character Sheets

Each character sheet is backed with some backstory on the particular officer to add flavor and perhaps some character guidance. We're not saying they must be played in a certain way, only allowing some insight into the original characters.

Captain Guido “The Crested Hawk”

A man of six feet and not very athletic build, if not a bit soft in the midsection. He wears his hair closely cropped on the sides but longer on the top and swooped forward in something akin to a Crested Hawk Eagle look. His beard is shorter on the sides but comes to a point below his jaw. He dresses in a sedate dark blue captain’s coat with black trousers, calf-high boots and a gray shirt. There is gold piping on his coat collar and cuffs as befits a ship’s captain in his mind.

Backstory - Guido

An insatiable, and rather lucky, gambler turned ship captain. The Stercorarius, his ship, was recently won in a card game with a man in a cape. Since he hasn’t sailed much in his life, he called upon others to guide the ship to success while he acts as the figurehead to the crew. Because of his good luck, he’s had to pick up some other skills over time, mostly to hide, sneak away or gain entrance to places he shouldn’t be so as not to be found by those who would do him harm. These skills have served to get him into as much trouble as they have gotten him out of. In an effort to monetize the ship as much as possible he agrees to take almost any cargo to get underway. He was planning on turning the ship to privateering using information he gathered during gaming or thieving as soon as possible.

When Guido walked onto the ship, Skubagai was there. They stopped for a moment and sized each other up.

Guido: *“I own this ship now.”*

Skubagai: *“Very well.”*

Guido: *“You know how to run a crew?”*

Skubagai: *“Of course.”*

Guido: *“Excellent, you’re the second in command... hire a crew.”*

Little did Guido know that Skubagai was not completely honest, or sane.

Guido, on the other hand, is quite savvy with things not nautical. Specifically, things of an illicit nature. While he won this ship, and some small, strange armored creature, in games of chance, there’s no telling whether or not he was cheating either time. He is a decent negotiator even if a bit impetuous. A quick weighing of the odds of success is generally all it takes for him to leap into action.

For a more campy view of it all see **The Story of the Stercorarius**.

Name

Captain Guido

Title

"The Crested Hawk"

Occupation

Gambler,
Ship's Captain

Class

Thief

Alignment

Neutral

Speed

30'

Combat

Cutlass

+0

(1d6)

Dagger

+0

(1d4)

Hit Points

Max: 6

Current

Armor Class

11

padded armor

Portrait

Languages

COMMON, THIEVES' CANT

Skills

LUCK BONUS INCLUDED

Backstab +3 Sneak +6 Hide +4 Climb +6
Pick Pocket +6 Handle Poison +3 Pick Lock +4
Find Trap +4 Disable Trap +4 Forge +6
Disguise +3 Read Languages +3
Cast spell from scroll d12

Equipment

Tricorn hat
Captain's coat
Sextant
Navigator's kit
Gaming dice and cards

Abilities

Luck and Wits
Each luck point burned equals
one luck die rolled.
Luck restored # of points
equals level per night.

Notes

Born under the Loom:
Skill checks (including
thief skills)

Crit 1d10 Table II

Boots

10 gp



First Mate Skubagai - Cleric of Pelagia

An average man of average height and average build was blessed with a natural “street smarts” wisdom that has allowed him to survive the situations his less than average intelligence have gotten him into. His long, braided, black hair is balding on top and is normally covered by a once colorful bandana. He trims his beard in large mutton chops and is fond of popping in a monocle when he is trying to sound intelligent on a topic. After each successful voyage he commemorates it with a new tattoo and is well covered in them by this point. He prefers short-sleeved loose fitting shirts to show off his tattoos. His favored weapons are a brace of throwing daggers and a trident, of all things.

Backstory - Skubagai

Skubagai is a Cleric of Pelagia, Goddess of the Sea. She came to him while he was drowning as a result of trying to settle an argument with Warklaw who said cannonballs do not float. Skubagai jumped in the water with one to prove him wrong.

Pelagia saved him in exchange for his service as her cleric and a pledge to stop doing really stupid things that would require her to save him again. (then again, her Clerics are mostly out of their minds).

Afterward, he grudgingly agreed that Warklaw had been right about the cannonballs. He pals around with Black Spot Barney because he believes that is the best way to not get shat upon by the dracula parrot.

For more on Pelagia, see [Knights in the North](#).

Skubagai, along with Warklaw, runs the day-to-day operations of the ship. He is skilled at nautical activities even if he appears scatterbrained from time to time. It could have been the lack of oxygen when he drowned and Pelagia found him that has caused irreparable harm. The trident is his weapon of choice because it honors Pelagia, but he does carry a handaxe on his belt, both for protection and in case of emergency on the ship.

When the ship begins to sink, Skubagai sees it as a way to offer sacrifice to Pelagia. He doesn't want the Aether Recruiters doing whatever it is they are doing and will go out of his way to ensure that they die before they steal sacrifices that are rightfully Pelagia's.

Wait a tick, did HE cause the ship to sink?

For a more campy view of it all see **The Story of the Stercorarius**.

Name
Skubagai

Title
First Mate

Occupation
Ship's First mate

Class
Cleric of Pelagia

Alignment
Chaos

Speed
30', swim 35'

Combat

Handaxe
+0
(1d6)

Trident
+0
(1d8)

Hit Points

Max 6

Current

Armor Class
11

Portrait

Languages
COMMON, AQUATIC

Spells

Blessing
Detect Magic
Food of the Gods
Water Breathing

Equipment

Belaying pin
Holy Symbol of Pelagia,
The Twice Rolling Wave
Flask of oil
Flint & steel

Abilities

Turn Unholy - Mundane animals, demons, devils, dragons, lawful humanoid & worshipers of opposing deities.
Lay on Hands

Notes

Birdsong - Extra language (aquatic elf)
Crit 1d8 Table III
Roll nautical checks on d30 with 1/2 armor penalty.
Spell check bonus +2

Boots
5 gp



Quartermaster Warklaw -

Warklaw is not short but not tall. In fact, everything about him is plain and unassuming. Brown hair, brown eyes, somewhere between clean shaven and scruffy. Somewhere between tan and pale. Somewhere between fat and thin. He wears green a lot, and his clothes and gear are all of solid make and quite serviceable.

Backstory

If ever there was a stoic, no nonsense type, it's this guy. Therefore, he was made the quartermaster, because who better to ensure sanity and order prevail on a ship than the most no nonsense guy around.

He sleeps outside of the galley because that's the best way to deter would-be thieves. He works on his down shift because that's how things get done. He knows the name of every sailor on the ship, and what vices they favor because the first instills loyalty, and the second shows him what kind of person they are.

Warklaw is seriously concerned about the ship working properly. So, when the ship starts to sink, he'll do everything he can to keep it afloat. When he realizes that it's too late to save the ship, he will work to get every crewmember off that he can. He might even be compelled to help whomever is locked away in the galley.

First Mate: *"Is your name really Warklaw?"*

Warklaw: *"Nah, but Warrenting Klawberhopper is too long to say all the time."*

For a more campy view of it all see **The Story of the Stercorarius**.

Name Warlaw Title Quartermaster

Occupation Ship's Quartermaster Class Warrior

Alignment Law Speed 35'

Skills

Crit Threat range 19-20
Deed Die d3

Combat

Birchbundle +1 (1d4+1)
Cutlass +1 (1d6+1)

Hit Points

Max: 6
Current:

Armor Class 12
leather armor

Portrait

Languages
COMMON

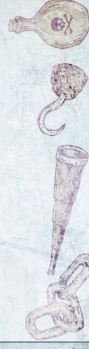


Booby
5 gp



Equipment

Rations, 3 days
Sack, large
Rope, 50'
Waterskin



Abilities

Mighty Deed

Notes

Wild Child (add luck
bonus to movement 5'
per point)

Crit 1d12 Table II



Appendix C: New Creatures

Ship's Pet

Captain Guido and the Officers thought it imperative that the crew have something onboard to keep them entertained, engaged, and otherwise superstitiously aware. With stories of ship's animals being good luck tokens and staving off bad events, the officers held that an animal would be well taken care of. If a player loses all their characters, they may choose to become the ship's pet.

- **Captain Guido** is/was in the party – a small armor-plated creature with large front claws but a docile nature (a creature he won in a card game and has grown to love). Doofenshnaggle
- **Skubagai** is/was in the party – a Black Parrot with splashes of red, as if awash in blood, Black Spot Barney.
- **Warklaw** is/was in the party – Tabacka 2-tails, a two-tailed cat of a tabby coloring and a wicked temperament that often sees it biting the hand that feeds it.
- If more than one of them is/was in the party – roll a 1dX where X is how many of them were there, to determine the type of ship's pet.
- If none of them are in the party - The ship's pet is Mr. Fickle Fingers, a monkey with four-fingers on each hand. Its only weapon is, its poop which it lobs generously at anyone it feels slighted by.

DOOFENSHNAGGLE (PANGOLIN)

Size: Small | Alignment: Neutral

AC: 12 | HD: 3 (1d4+2) | Move 15'

INIT: +0 | ACT: 1d20

ATK: Claw +2 (1d4)

Saves Fort: +2 | Reflex: -2 | Will: +0

Skill: Burrow– The Pangolin can use its claws to tunnel through packed dirt, sand, and loose stone. Sneak Silently +6, Climb Sheer Surfaces +6, Find Trap +4

Story: Guido won this poor pangolin in a game of chance. He was expecting something exotic and valuable, but it's not. So he gave it a silly name. He has since grown quite attached to it.

BLACK SPOT BARNEY (DRACULA PARROT)

Size: Small | Alignment: Chaos

AC: 10 | HD: 3 (1d4+2) | Move: 40' fly

INIT: +2 | ACT: 1d20

ATK: Bite +2 (1d3)

Saves Fort: +0 | Reflex: +2 | Will: +1

Skill: Deception – The Dracula Parrot can mimic others that it hears speak and repeat what they say. Opponents need a DC12 Will save to not fall for it. Low-light vision 60'

Story: This parrot loves eating barnacles off the ship, resulting in black droppings he leaves all over the ship and crew.

TABACKA 2-TAILS (CAT)

Size: Small | Alignment: Law

AC: 13 | HD: 3 (1d4+2) | Move 40'

INIT: +3 | ACT: 1d20

Multiattack: 2x claws

ATK: Claw +2 (1d3)

Saves Fort: +0 | Reflex: +3 | Will: +0

Skill: Sneak Silently +10, Hide in Shadows +8, Climb sheer surfaces +5, Find Trap +5 Track Scent +5

Story: When one finds a 2-tailed cat, one befriends it. Rare and prized as valuable companions because of their loyalty, stealth and keen reflexes.

MR. FICKLE FINGERS (4-FINGERED MONKEY)

Size: Small | Alignment: Chaos

AC: 11 | HD: 3 (1d4+2) | Move: 25'

INIT: +0 | ACT: 1d20

ATK: Claw +2 (1d6)

Saves Fort: +2 | Reflex: -2 | Will: -2

Skill: Distraction – The Monkey is hard to not focus on. DC 11 Will save or get caught up in the monkey's antics. Sneak silently +8, Hide in Shadows +6, Pick Pocket +5, Climb sheer surfaces +8, Pick Lock/Disable Trap +3

Story: None are quite certain where this odd creature came from. Either it was onboard the ship when Captain Guido acquired it, or it showed up before leaving port. Regardless, the crew has become attached to it. Plus, Mr. Fickle Fingers keeps them on their toes with his poo flinging. When within 20' all crew and officers get a +1 to AC as they are extra wary.