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◆ ABSOLUTE ◆ ADVENTURES

RIPTIDE RAID

A COVERT HARBOR HEIST

MICHAEL
BARKER

MATT
CLICK

JAMES
KEARNEY

TIM
KEARNEY

ABSOLUTE ADVENTURES: RIPTIDE RAID

Writing and Editing: Michael Barker
Matt Click
James Kearney
Tim Kearney

Layout: James Kearney
Tim Kearney

Design: Tim Kearney

Cartography: Joe & Sarah Bilton – Heroic Maps

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Also, to Little Caesar's, for \$5 pizza that tastes like \$7 pizza.
You keep us going.

Absolute Adventures: Riptide Raid! is a swift and silent adventure involving the dispatching of privateers aboard their multi-leveled vessel. This supplement is designed to challenge a party of low-level adventurers and is suitable for use with your favorite fantasy roleplaying game.



Absolute Tabletop, LLC
PO Box 2493
Moriarty, NM 87035
www.AbsoluteTabletop.com

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◆ ABSOLUTE ◆ ADVENTURES

AHOY THERE, ADVENTURERS!

If you enjoy swift and sneaky action, brimming with silent assassinations and ferocious beasts, you'll love Absolute Adventurers: Riptide Raid!

In this multi-part adventure, adventurers are tasked with recovering a keg of rare and expensive wine from the clutches of privateer smugglers. It won't be easy, though. The mission entails sneaking aboard a well-guarded ship, dispatching multiple mercenaries, and maneuvering through the vessel's multiple levels. Adventurers must do whatever it takes to make it to the cargo hold.

But even there, something deadly awaits...

THE RIPTIDE



1. INFILTRATING "THE RIPTIDE"

Sure, the ship might be moored, but that won't make it easy to get aboard. Two **PRIVATEER BRUISERS** guard the top of a loading ramp, while a **PRIVATEER CROSSBOWMAN** keeps watch in the crow's nest. The bruisers are near impossible to sneak past without some sort of distraction, but if the adventurers are feeling bold, they must succeed on a DC 10 Athletics check to swim to the starboard side of the ship, followed by a DC 12 Athletics check to climb up the wooden hull, and a DC 16 Stealth check to do so unseen and unheard.

2. TOP DECK / CAPTAIN'S QUARTERS

If the adventurers board the ship without alerting the privateer bruisers, the privateer crossbowman still presents a challenge. Dispatch him quickly, or risk alerting the bruisers and waking **CAPTAIN KARRYN** from her slumber!

There are some interesting things inside Captain Karryn's quarters. Notably, if the adventurers didn't wake her from her slumber by fighting the guards outside, they find Captain Karryn herself! She's sleeping in her bed in a

nighttime pair of long johns. She's a heavy sleeper, though (she's accustomed to sleeping during sea storms, with the ship rolling and creaking around her), so it only requires a DC 12 Stealth check to rummage through her quarters without rousing her.

- A neatly folded outfit atop the captain's footlocker.
- The captain's footlocker. Inside, the adventurers find 37 gold pieces inside an old waterskin, a worn letter from the Captain's daughter (obviously read multiple times), and a strange map to an island dig site.
- The rubbish bin in the corner of the room contains an empty glass vial and some discarded bandages, layered in some sort of salve. (A DC 16 Intelligence check reveals this strange ointment to be a common burn cream).
- Underneath Captain Karryn's sleeping form is her rapier. This will be nearly impossible to retrieve without waking her up (DC 22 Stealth check).

The adventurers might also take an interest in the storage room at the bow of the ship. This particular room contains basic ship essentials, including some mops, buckets, yards of sailcloth, and a large quantity of rope.



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SILENT KILLERS

You can easily give this adventure a more sneaky, infiltration-type feel if you reward your players for their use of stealth. In lieu of standard combat, if your players succeed at a Stealth check when silently approaching an enemy, allow them dispatch foes quietly and quickly in one shot. Make this extra fun by allowing the players to describe their assassinations to the group. This will allow the players to work their way through the mission while feeling like experts of the shadows. (When using this method, you may find that the adventurer gets significantly less challenging. Feel free to add additional privateers as needed.)

3. MIDDLE DECK / CREW'S QUARTERS

When the adventurers descend the stairs into the middle deck of the ship, they are greeted by a fairly empty room, save for two doors (one at each end). A successful DC 10 Perception check confirms that there are voices coming from the door closest to them. If one of the adventurers rolls 16 or higher on their Perception check, they are now prepared for any surprises, and can determine that the voices belong to two men playing some sort of game.

One of the men says to the other, "Go get us another drink, will ya?" Not long after, a privateer bruiser leaves the room and makes for the other side of the ship. If unprepared for this, the adventurers must succeed on a DC 16 Stealth check to remain unseen. If the the adventurers are prepared, the DC is only 10.

Either way, there are two more privateer bruisers in the room: one waiting for his drink, and another

taking a nap. If a loud fight breaks out on this level, the sleeping bruiser wakes and haphazardly picks up a chair to use as a weapon. Also, if Captain Karryn still sleeps, a loud fight will rouse her. After three rounds of combat, Captain Karryn joins the fight, dressed and armed with her rapier.



There are some items of note to be found on this level:

- Two sets of descending stairs beneath metal grates. A large padlock keeps either from opening (DC 16 Dexterity check to pick the lock).
- A key dangles from the sleeping bruiser's neck. This key opens the padlock securing the cargo hold.
- Barrels filled with red wines from around the region.
- 26 copper pieces and a set of dice litter the table in the Crew's Quarters.
- A chest in the Crew's Quarters contains some expensive sheets of foreign parchment, wrapped around a dark-metaled spyglass.

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ALTERNATIVES

ADVENTURE ON THE HIGH SEAS

This adventure doesn't have to take place within the boundaries of a city's port. Instead, untether The Riptide from the dock! You can easily make this same adventure occur on the high seas, with the Riptide at full speed. This would give the adventure a more 'chase at sea' feeling, forcing your party to find a way (arcane, nautical or otherwise) to remain unseen as they try keep up with the Riptide and board it stealthily.

4. CARGO HOLD / THE KRUSS HOUND

The bulkheads of this room are lined with deep rows of stacked barrels. In the center, chained to a thick, wooden column, is a large KRUSS HOUND in the middle of her nap.

- The **KEG OF ENDERGREEN LIMITED** sits against the far wall. Adventurers must succeed on a DC 20 Stealth check to get by without waking the beast. The same check occurs if the adventurer returns the same way.
- A blackened muzzle hangs uselessly from the kruss hound's face, and blood seems to be



dripping from its fanged maw. A DC 16 Arcana check reveals that it is not blood, but rather, a crimson aura of elemental magic.

- The hounds favorite chew toy, a worn tricorne hat, sits nearby, wet with saliva. It's apparent that the hat matches the captain's outfit upstairs.
- If stealth fails, the adventurers have to deal with this beast. A ferocious battle ensues, wherein the hound takes full advantage of its fire breath, though it would not alert any unaware guards upstairs. The beast is loud and unruly, so the crew of The Riptide has become accustomed to the noise.

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ALTERNATIVES

ALTERNATE BOUNTIES

Want something else for the adventurers to steal? Be inspired! Choose an alternate prize to liberate from the privateers.

- A cask of Endergreen Reserve – the finest tobacco grown on land
- A crate of explosive weapons – volatile and very valuable
- A litter of Kruss Hound Pups – worth a fortune, but vicious beyond their size
- A female Drow prisoner – she looks gaunt, but she is deadly
- A single, oddly-shaped coin, etched with grotesque etchings
- The pommel, hilt, and crossguard to a sword, disassembled

5. LET'S GET OUT OF HERE!

If the keg of Endergreen Limited is retrieved without waking the kruss hound, then the adventurers have only to worry about escaping the ship unseen. The privateers remain in the same locations as they were when the adventurers entered.

However, if the hound was able to use its fire breath on the adventurers, the ship would almost assuredly catch fire. The crew would be aware of the situation now, and it would be time for the adventurers to escape the flaming ship as quickly as possible.

Here are some examples of challenges to accompany this escape:

- Dexterity saving throws (DC 14) to avoid falling debris or bursts of flame (1d4 bludgeoning or fire damage respectively)
- Strength checks (DC 12) to lift and remove heavy, fallen beams in the adventurers' path.
- Constitution saving throws (DC 10) to avoid passing out from smoke inhalation.

NOTE: If you chose to swap in the "Magical Weapons" objective for the "Keg of Endergreen Limited," those weapons might now become ignited and very dangerous.



"Call to the Mermaids"

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CAPTAIN KARRYN

CAPTAIN KARRYN

Medium humanoid (human), Chaotic Neutral

Challenge 2
(450 xp)

Armor Class 15 **Hit Points** 64 **Speed** 35 ft. **Initiative** +3

ABILITY SCORES

STR **DEX** **CON** **INT** **WIS** **CHA**

15 (+2) 16 (+3) 14 (+2) 14 (+2) 11 (+0) 14 (+2)

STATISTICS

Saving Throws STR +4, DEX +5, WIS +2

Skills Athletics +4, Deception +4, Intimidation +6

Senses passive Perception 10

Languages Common, Elvish

FEATURES & ABILITIES

Captain's Orders. Once per turn, Captain Karryn may order an ally as a bonus action. The ally must be able to hear her. The ally may then make a single attack OR move up to their speed (even if they have already acted this round). After the ally has acted, Captain Karryn's turn resumes.

ACTIONS

Multiattack: The captain makes two melee attacks: one with her rapier, and one with her dagger.

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

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Captain Penelope Karryn is a broad shouldered woman, standing at an imposing 6 foot and 2 inches. Her eyes are the green of salted sea water, and her hair is rolled into short, thick dreadlocks in various tawny shades. She never gives up, and commands her crew fearlessly. Behind her back, folks call her Captain Tall-Harpy.

"There's a place for every single one of my crew. Cross me, and your place will be over the starboard side."

— Captain Karryn

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PRIVATEER CROSSBOWMAN

A weathered, elderly gnome is perched comfortably on the crow's nest. Thick, grey hair covers every part of his body except the crown of his head. The cocking stirrup and limb of a crossbow peeks over the edge of the crow's nest as he squints one eye, observing the world through aiming sights.

"I've been shootin' longer than you've been alive, and I don't 'spect you'll be alive for long."

– Master Gunner Crowzle

PRIVATEER CROSSBOWMAN Challenge 1/8 Small humanoid (rock gnome), Neutral Evil (25 xp)

Armor Class 13 Hit Points 14 Speed 25 ft. Initiative +1

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

STATISTICS

Senses passive Perception 10

Languages Common, Gnomish

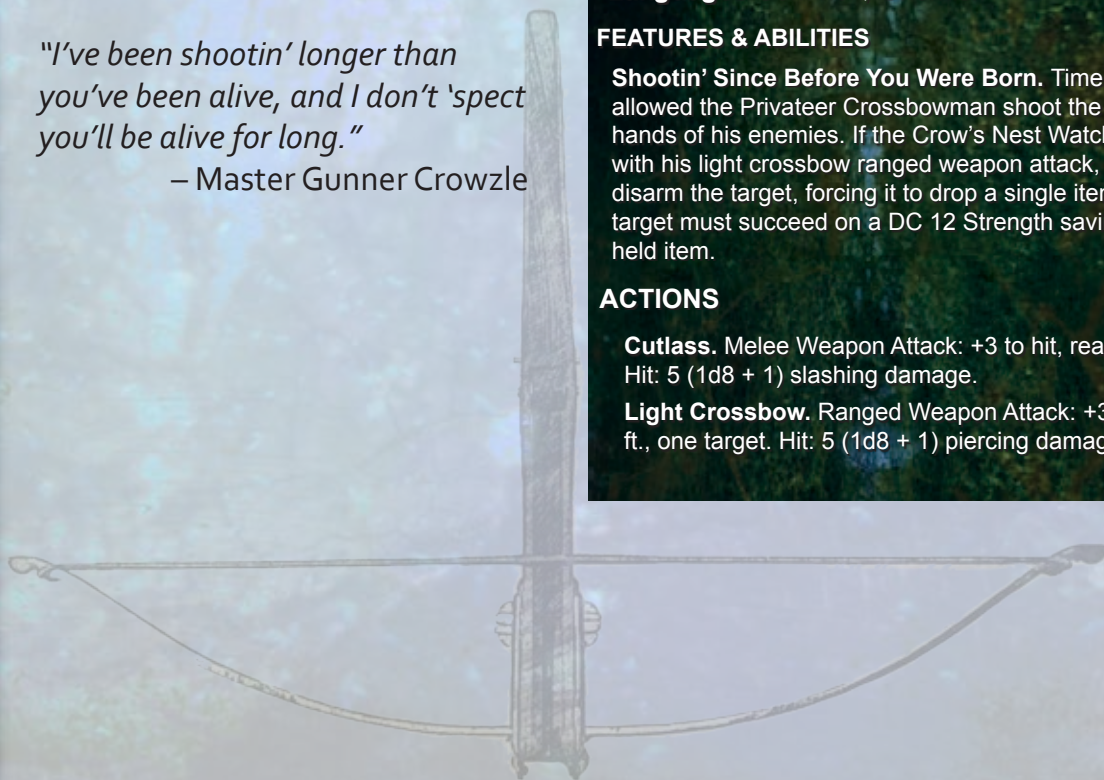
FEATURES & ABILITIES

Shootin' Since Before You Were Born. Time on the job has allowed the Privateer Crossbowman shoot the weapons from the hands of his enemies. If the Crow's Nest Watchman hits a creature with his light crossbow ranged weapon attack, he may attempt to disarm the target, forcing it to drop a single item of his choice. The target must succeed on a DC 12 Strength saving throw or drop the held item.

ACTIONS

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

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.



◆ ABSOLUTE ◆ ADVENTURES PRIVATEER BRUISER

PRIVATEER BRUISER

Medium humanoid (hill dwarf), Chaotic Neutral

Challenge 2
(450 xp)

Armor Class 13 **Hit Points** 67 **Speed** 25 ft. **Initiative** +1

ABILITY SCORES

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 12 (+1) 17 (+3) 9 (-1) 11 (+0) 9 (-1)

STATISTICS

Saving Throws STR +6

Skills Athletics +6

Senses passive Perception 9

Languages Common, Dwarvish

FEATURES & ABILITIES

Violence Is The Answer. At the start of its turn, the Privateer Bruiser can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Resourceful Fighter. The Privateer Bruiser is proficient with improvised weapons, and creative in finding ways to cause pain. Any improvised weapon used automatically becomes a melee weapon. Attack: +5 to hit one target, and uses a d6 + strength for damage. Reach and damage type is dependant on the improvised weapon.

ACTIONS

Sharpened Pry Bar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) piercing or bludgeoning damage.

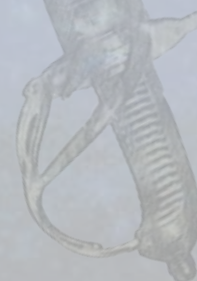
Chair. Improvised Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 3) bludgeoning damage.

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

A dwarf as wide as he is tall blocks your path. Shirtless, he's covered in faded green tattoos shaped more by the motion of the choppy water than the needle that inked them. He grabs whatever is handy and brandishes it like a weapon.

"Adventure and steady pay. These are all a mercenary like me requires. But darn my luck, I'm working aboard the Riptide."

—First Mate Gavelkind



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KRUSS HOUND

Kruss Hounds are beasts bred with elemental properties, typically used as guard dogs. Most of them are elemental mutts, with the ability to attack using various elemental breath weapons. They are typically neutral creatures upon creation, but once trained, they are loyal unto death to their masters.

The Game Master may choose which breath the hound uses, or roll a d4 to make it random, with 1 being flame breath.

Whirlwind Breath The hound exhales a blast of wind in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 9 (3d6) force damage and being flung 10 feet on a failed save, or taking half as much damage on a successful one.

Boulder Breath The hound exhales sand and rocks in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 9 (3d6) bludgeoning damage and becoming blinded for 1d4 rounds on a failed save, or half as much damage on a successful one.

Frost Breath: The hound exhales ice in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 9 (3d6) cold damage on a failed save and halving their movement speed for 1d4 rounds, or half as much damage on a successful one.

KRUSS HOUND

Medium monstrosity, Lawful Neutral

Challenge 3
(700 xp)

Armor Class 15 Hit Points 46 Speed 50 ft. Initiative +1

ABILITY SCORES

STR DEX CON INT WIS CHA

17 (+3) 12 (+1) 14 (+2) 6 (-2) 13 (+1) 6 (-2)

STATISTICS

Senses darkvision 60 ft., passive Perception 15

Languages Understands Common but cannot speak

FEATURES & ABILITIES

Piercing Sight. The Kruss Hound has advantage on all Wisdom (Perception) checks that rely on sight.

Loyal By Nature. The Kruss Hound has advantage on all saving throws against any effects that would cause them to disobey or turn against their master.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 6 (2d6) elemental damage (fire, force, bludgeoning, or cold).

Elemental Breath (Recharge 5-6)

Flame Breath The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (6d6) fire damage on a failed save, or half as much damage on a successful one.

"Grrrrrrrrrrrr..."

— Kruss Hound

ADVENTURE ON THE HIGH SEAS

This adventure can easily be re-skinned as something more fantastical. Here are some ideas as to how you can change the tone and theme of the adventure into something more surreal.

Ghost Ship

You can easily give this adventure a supernatural spin. You could have The Riptide hauntingly appear in port. Perhaps the locals are claiming that it is the exact replica of a ship that was sunk a decade earlier. Some quick and easy options to turn the Privateers into ghosts would be:

1. They can move through other creatures and objects as though it was difficult terrain
2. They have resistance to any non-magical weapons

Note: This will make the adventure a bit more deadly.

A Ship out of Time

Give this adventure an awesome time-traveling spin by having the environment outside of the ship continuously changing as it jumps to various time periods in your world. The time-jumping might be an effect of the mysterious object the Privateers are guarding, or perhaps the ship is travelling through a magical storm. For dramatic effect, you can make the first time-jump occur right as the players climb aboard.

Some sample times the Riptide can jump to:

- A famous battle upon the docks
- A distant past where the world is serene and untouched
- A dragon attack, believed only to be a legend
- A bleak future where the world is a frozen wasteland

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A MONSTROUS CREW

By simply changing the descriptions of the crew and the ship, this adventure can become a lot more monstrous. It's perfectly okay to use the same stat blocks and mechanics, so here are some ideas for various monstrous crews – and ship names – to inspire you.

- A hobgoblin crew, sailing aboard a warlike vessel called "The Conqueror's Chalice"
- A lizardfolk crew, sailing aboard the "Juglar'Bas". Red and green warpaint has been smeared haphazardly on all sides of the ship, and various bones jut from its hull
- A crew of hags, sailing aboard an unnamed ship that seems to subtly change shape
- A crew of tall, blue-skinned orcs, sailing aboard the "Bloodbath", a vessel made mostly of various giant scales
- A ragtag crew of Gnolls and Kobolds, with a Half-Dragon Captain, sailing aboard the dragon-turtle hunting ship "Shellcracker".
- A malnourished, dead-eyed crew mechanically sailing aboard a vessel called "Quint's Mirth", it seems as though they're under psychic control from their captain on the lower deck

THE RIPTIDE



◆ ABSOLUTE ◆ ADVENTURES RIPTIDE RAID

By Michael Barker, Matt Click, James Kearney, and Tim Kearney

The “merchant ship” known as “The Riptide” has been moored to the city docks for a week – a suspiciously long time for a trade vessel. Its decks have been conspicuously guarded by rugged-looking privateers ever since its arrival, and no one seems to have any idea what they are guarding. That’s where you come in!

Your party of adventurers has been hired to infiltrate the ship in secret, maneuver past (or through) the guards that inhabit its decks, and recover the prize that resides in the cargo hold. Only one question remains – are you up for it?

Absolute Adventures: Riptide Raid! is a swift and silent adventure involving the dispatching of sea-legged privateers aboard their multi-leveled vessel. This supplement is suitable for use with your favorite fantasy roleplaying game.

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