

Hauntings of the Southwestern Seas

A Medium-Risk Event

<https://chronicles-of-esshar.com/forum/showthread.php?tid=5259>

Attendees:

Andreas
Albie Loam
Maude

Synopsis:

Andreas, the leader of the expedition that the group finds themselves on, has had a vision of a ghost ship sailing the southwestern sea. They set sail for the location of its haunt, ready - or so they think they are - to explore and plunder its secrets.

It will prove to be quite different from what they expected.

RISK TABLE:

Encounter Table 1 (for all encounters except Final Boss Stage 2) -

1 down: Roll for injury, 1 = 4 day temp, 3 or below = 1 day temp

2 downs: Roll for injury, 2 or below = 12 day temp, 4 or below = 4 day temp

3 downs: Roll for injury, 1 = -10 perm, 4 or below = 12 day temp, 5+ = 4 day temp

Encounter Table 2 (for Final Boss Stage 2) -

1 down: Roll for injury, 1 = 12 day temp, 3 or below = 4 day temp

2 downs: Roll for injury, 1 = -5 perm, 3 or below = 12 day temp, 4 or below = 4 day temp

3 downs: Roll for injury, 2 or below = -10 perm, 4 or below = 12 day temp, 5+ = 4 day temp

EVENT PLAN:

Adventure begins with the party embarked on a stormy night in the middle of the southwestern seas aboard their own exploration vessel. As they sail their way through the foggy waters, they see a great galleon off in the distance.

THE PARTY SEES THE GALLEON

As they draw closer, they have two options -

To close in on the galleon as quietly as possible, in order to find out if it is what they're seeking.

or

To open fire with their own boat's cannons without care for the consequences.

IF THEY TRY TO SNEAK UP ON THE GALLEON

Everyone rolls **1d6**

If they get **less than 8** total, go to the next section for what happens.

If they get **8 or more** total, they are successful.

In this case, the party successfully sails their boat along the side of the Galleon, and they find out what its true nature is. The whole thing seems to be giving off a ghastly black mist.

A rope is dangling off the side of it. The party climbs up.

Climbing the rope leads them to the main deck of the ship.

From there they see an *OBVIOUSLY DRUNK AND HARDLY AWARE* pirate. Odd thing is, he looks completely normal.

He looks at them, and grumbles drunkenly.
Eventually he'll introduce himself as **Bubbly Pete**, the **First Mate of Ren's Revenge**.



If they try to attack him at any point, he'll run away and cower. At this point, the mist coming off the surface of the ship intensifies and knocks our crew at - if this happens, skip to the next section.

If they don't try to attack him, then eventually he'll give up the information that this ship does indeed have something off about it. That his Boatswain **David** has been acting funny for ages.

He recommends them to check him out. He's in the brig, standing guard.

IF THEY DECIDE TO FIRE UPON THE GALLEON

The Galleon shits all over them.

They get knocked out. Then, they wake up in a brig.

IN THE BRIG

Either inside or outside the brig's cell, the party arrives eventually.

Opposite them, guarding the cell is something unexpected. **Undead Pirate David Jones**. (BONE/DARK IF THEY FIGHT HIM)



Despite being a skeleton, he wears an eyepatch.
This encounter can go many different ways, depending on how they got into the brig
and how well they treat him.

He's a friendly enough sort. He'll tell them that a terrible curse keeps them all here.
Spirits, wandering the Ren's Revenge endlessly. The only one that they say escaped
with his life was the First Mate.

He says that he hasn't heard from the captain in a while. Their ship has been going in
circles for what seems like an eternity, stuck in these stormy waters.

The interaction leads them, eventually, to receive a cursed doubloon.



Either by force, or cooperation by David Jones.

He instructs them to check the crew quarters for the captain.

THE CREW QUARTERS

In the crew quarters, they find nothing but cobwebs and bunk beds. There's a few things
that they can do here.

-Pilfer some money from some drawers

-Read some notes scrawled on a piece of paper

-Check out a map to see what kind of course the ship was meant to be on

Eventually, after they do one or all of these things, they'll hear someone cursing from inside a treasure chest.

When they open the treasure chest, all that's inside is a skull. A living skull, and captain of this ship. He swears at them and generally acts aggressively, until coming to a realization.

He introduces himself as **CAPTAIN BONES**.



He elaborates on the foul curse that his ship has been under, and he blames a single person for it all. The man that they met in the beginning (or not, potentially) - First Mate **Bubbly Pete!**

He asks the party to help him take revenge on Bubbly Pete, so that he can get his body back and steer the ship back out of these waters, so that he and his crew may finally get the rest they deserve.

He also says that if they do that, they can leave, too, with his **SECRET TREASURE**.

THE RETURN TO BUBBLY PETE

The party takes Captain Bones' head to the main deck, where they find that Bubbly Pete isn't drinking in his spot anymore. Instead he's standing, his back turned toward them.

Captain Bones tells you all that Bubbly Pete has just been pretending to be drunk. He's cursed just like the rest of them, he can't even get inebriated.

Pete hints that Captain Bones has been misleading them, too. But it's too late. It's time for the final showdown.



FINAL BOSS?: ULTIMATE BUBBLY PETE (sand/water)

They defeat Bubbly Pete. In his dying breaths, he tells them they are all fools. That they've doomed themselves.

As he dies, he drops an eyepatch that seems to be capable of creating... sand? Too small to fit anyone, it hinders the mana of the wearer anyway. What purpose could something like this hold?



Now, the skull of Captain Bones floats into the air. Several bones fly through the air, and as his nemesis is now dead, he cackles maniacally.

You fools! Bubbly Pete was the last hope of humanity!

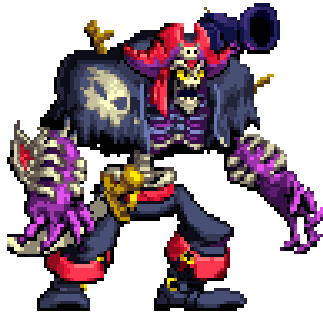
Now, I, Ren Bones will have my revenge! I am complete once more!



FINAL BOSS: CAPTAIN BONES, FORM ONE (Bone/Dark)

After they defeat him... or so they think, his shattered remains begin to reassemble even further.

FORM TWO (Bone/Dark/Shadow)



After they defeat Captain Bones, it seems he still is not dead. His skull is all that is left, though he's only capable of rudimentary and very slow speech.

His remains make up the final reward of the quest, seeming to 'choose' Andreas as his captor.

With his capture, the curse truly is lifted, and the remainder of the ship are able to steer themselves out of the murky and ghostly waters. They're even kind enough to give the party a raft back home.

THE END.

REWARDS:

GUARANTEED:



The Black Dubloon (DEV ITEM)

A cursed, cracked coin bearing the unsettling visage of a skull. It was originally found on a ghostly pirate ship, procured from one of its tormented crew. The whispers of the dead emanate from it, urging its holder to flip it to decide the fates of their enemies.



Eyepatch of the Cursed Sands (DEV ITEM)

Originally procured from the last hope of salvation for a cursed sea vessel. It seems to spew sand endlessly when mana is channeled through it... though the sand is unmanipulatable. Useless... or is it?



Captain Bones (DEV ITEM)

The skull of a man who was once the scourge of the seven seas. It seems to have a 'pull' on you. On your very life force. Like it's trying to drain at your very soul.

...Did this thing just say a swear word at you?

OPTIONAL:

COINS x1000 obtained if they loot them in the crew quarters