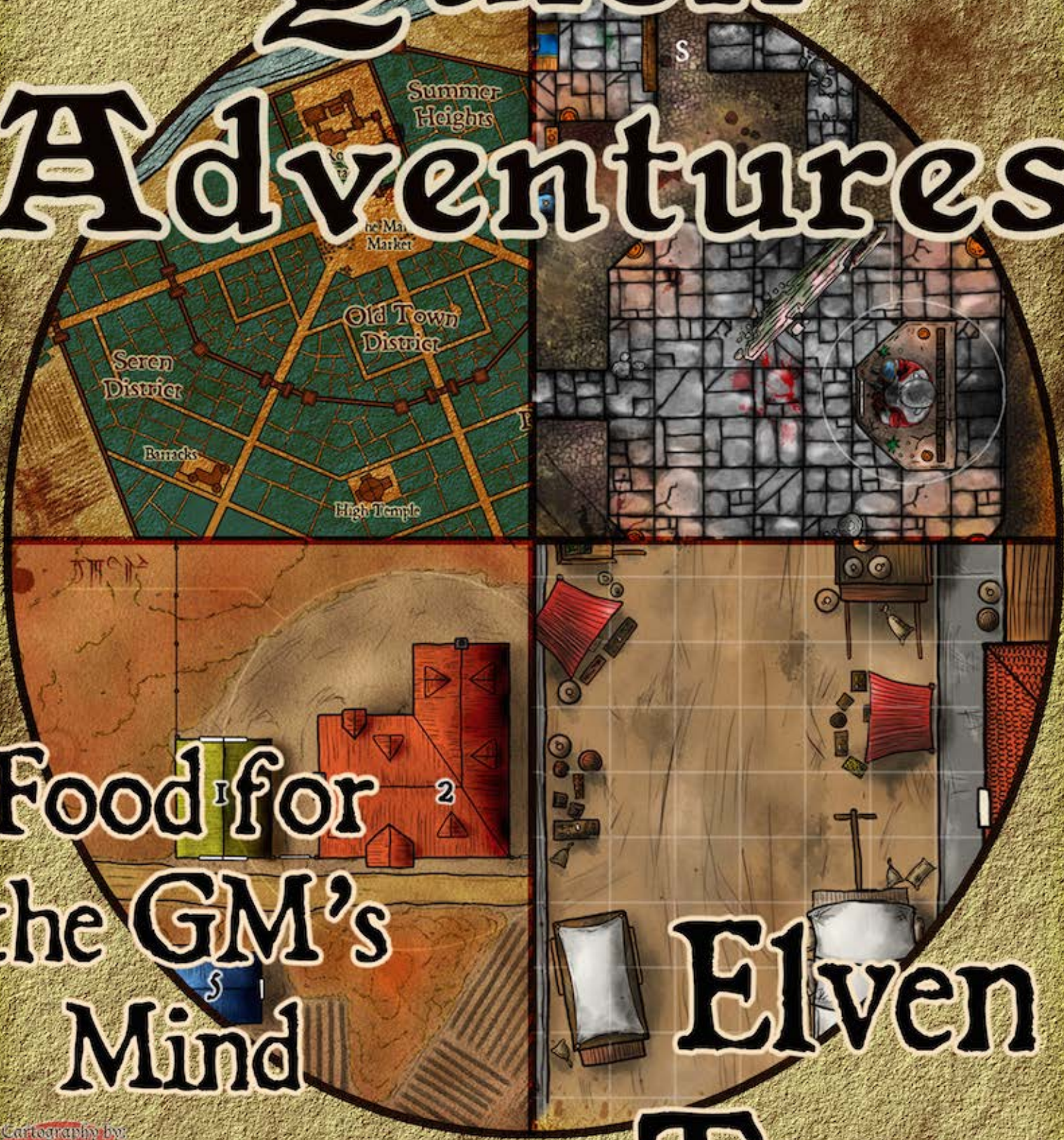


#159

Quick Adventures



Food for
the GM's
Mind

Elven
Tower

Elven Tower Cartography

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159 Captain Avery's Treasure

Cartography by:



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Captain Avery's Treasure

About this Resource

This resource features the general description of an underground stream/grove where a ship sunk. The ship belonged to a popular pirate from decades ago. It includes adventure ideas that are appropriate for mid-level (Levels 6 to 10) adventuring parties. Challenge Rating (CR) is calculated using a party of four as the model.

The DM is free to change or modify any or all the information found here. NPC names and settlement names are the first the DM should consider changing to accommodate any homebrew world lore. To modify the challenge rating of the adventure, the DM must first consider the power level of the party. Considering the PCs' individual levels and the number of players is crucial to presenting a good challenge. Not all parties are the same, different playing styles and command of the system in the party can increase or decrease their effectiveness in encounters. The DM may adjust the encounters slightly by adding or subtracting monsters. Alternatively, controlling monsters with more intelligence and strategy is often the easiest way to raise the difficulty of an encounter.

When monsters are referenced, book name and page numbers are noted in parenthesis. Be aware that page numbers may vary depending on the book print. If the DM can't find a monster where noted, it means it is a different book print. Page differences tend to be small so whatever is missing will be reasonably close to the pages noted in the adventure.

Background Lore



Young lads in port towns grow up hearing pirate stories. The stories pass on and are exaggerated each time they are told. After decades, no one knows if the tales are nothing but fantasy. Or if maybe there are still some specs of truth in them.

One of such stories tells the story of Captain Joseph Avery. Captain Avery is a well-documented

person from the earlier century. His reputation reached all ports and coastal cities in the kingdoms. Old reports about Captain Avery confirm that his fleet attacked and robbed thousands of ships in the high seas. They were cruel and merciless. Captain Avery had a no-prisoners policy. The only case when prisoners were left alive was when they were young lads, they were useful as new pirates after hard training and forced labor.

Captain Avery's fleet was so large because he managed to team up with four other pirate captains. The five of them gathered their ships and created a great fleet of pirates. They plundered coasts, robbed merchants, terrified the peasantry... Their maritime power was so great that great coastal cities feared to confront them out of fear of losing their own fleets and leaving the city unprotected.

Captain Avery had a great treasure, legend has it. He hid his stash in a lonely island in the middle of uncharted waters. Many pirates and treasure hunters have tried to find Avery's treasure. So far, it is believed to be a children's tale. Accomplished sailors have swept the seas looking for the island with no success.

Contrary to common knowledge, the legend of Captain Avery's treasure is true. The reason why the island went undiscovered for decades is that it is protected with a glamour spell that hides it from plain sight. The island is invisible. Captain Avery and the other pirates hired mages to perform this magic that has survived to this day. They hid the island because they built a town there. A paradise for pirates, the perfect harbor for their fleet, and the ideal place to hide their gold stash.

There is no pirate alive who knows the true location of Avery's island city. The place was lost to time after the pirate captains turned on Avery and killed each other off. The fleet disbanded and pirates left the city. There are a few maps in arcane libraries that depict the exact location of the island. The maps are kept as relics of ancient past, scholars do not believe the legend of the treasure island is true. Adventurers might come across one of these maps and follow the trail.

Avery's treasure is hidden in his flagship. He

meant to steal the other pirates' gold once he saw they turned on him. Avery died on his way to the underground cave where he parked his ship. The other pirates never found the treasure and then hell broke loose on the island. Avery's ship eventually sunk after decades without maintenance. The treasure is still inside the ship's hull, resting under the calm waters of the cove.

Underground Cove

Captain Avery's treasure lies hidden inside his flagship's hull. The ship is inside an underground cove that features a stairway to his mansion on top of the grotto. The ship's wood decayed long ago and it sunk to the bottom. A mast and the front of the ship are still visible above the water level.

1. Sea Access

Seawater enters the underground cove from this area. The entrance of the cove is on the eastern side of the island, covered with vines and vegetation. It is big enough for big ships to pass through, as long as the vegetation is cleared out.

2. Mansion Access

A rusty iron door that has not been used for almost a century. The hinges are so rusted they won't work anymore. Any attempt to open this door must incur in destroying it.

3. River Access

The two big mountains in the center of the island are the birthplace of this river. It flows around the island and connects with the sea here. During the dry season, this river disappears, leaving only a sandy trail.

Captain Avery's Treasure



4. Empty Cave

The cave appears to be empty. There are bones and other animal remains at the very end of the cave. This small cave is the lair of two **Owlbears (Monster Manual, page 249)**. It is up to the DM to determine whether an owlbear or both are present at the time the adventurers visit this area.

5. Forgotten Supplies

Some supplies from Avery's pirates remain here. Most of the stuff has decayed beyond usage, particularly wooden, leather and fabrics. The few metal goods are still there, though rusted. Four spirits do not rest and wait for adventurers to get close to attack. The pirate spirits are now **Wraiths (Monster Manual, page 302)**.

6. Water Cairns

A formation of six stones protrudes from the water in the grotto. The biggest stone is actually a **Roper (Monster Manual, page 261)** in disguise. The creature waits for prey to approach, it is particularly interested if his prey approaches on a boat. The roper can grab a creature and pull it into the water. Half the roper is submerged and it is aware that not all creatures can breathe underwater.

7. Stubborn Vine

A large plant formation almost covers the access to this tunnel. This vine-like entity has grown for years under the island. The end of this vine is very much alive and attacks any creature that approaches. The east and west end of the vine count as two **Shambling Mound (Monster Manual, page 270)** monsters. If these ends of the vine are neutralized, then the vines in **Area 8** and **Area 9** do not attack visitors.

8. Webby Tunnel

This tunnel is home to a colony of **Giant Spiders (Monster Manual, page 328)** and **Spider Swarms (Monster Manual, page 338)**. The ceiling is so high light does not reach it, it is essentially a long shaft... Spider webs span the volume of the room and up to the top of the shaft. The amount of spiders in this area is too large to define. zThe DM is free to determine how many spiders can spawn from this area, up to the point of determining an infinite number of them. If the adventurers deal enough fire damage to destroy the spider web in the chamber, then the rest of the colony in the shaft will keep at a

distance.

9. Dead End

This cave is full of water and appears to hold nothing of value. There are two wooden chests lying at the bottom of the water. One of the chests has 4000gp inside. The other one starts moving as soon as it is touched. It's a **Mimic (Monster Manual, page 220)**.

10. The Treasure

The treasure is still inside the hull but Avery's ghost is still here, incapable of surrendering his life's work to a stranger. The captain is now a Ghost (**Monster Manual, page 147**). He is accompanied by his other 4 pirate captains, they are Wraiths (**Monster Manual, page 302**).

The treasure included incalculable amounts of coins of several metals, art objects, decorated weaponry and armors, and spices. The art objects do not exist anymore, nor do the spices after the capsizing of the vessel.