

DEVIL'S BAY

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You are approached by a ghastly man begging, 'save them...', he forces a map into your hands. As he collapses, shadows cackle with glee.

Story

A curse has been cast upon the people of the Idaran Empire by the vengeful sea witch Eryn 'Weepin' Burga, turning the shadows of the living into insidious assassins. Cackling laughter emanates from each shadow as it is torn from the living. Within moments shadows leap from dark corners, all around, killing anyone caught in the gray light of dawn. The few who survive the initial onslaught are forced underground to live a life without light, without hope.

Eryn sought retribution for the shipwreck of the Red Orchid, a once magnificent galleon commanded by the infamous pirate captain Corin Burga, her husband. The Red Orchid sailed into the Devil's Bay in search of the treasure of the Idaran Empire. Before his crew could make landfall, his ship was turned into splinters by relentless bombardment of cannons from the shore condemning all aboard to the frozen depths of Devil's Bay.

A young man, high atop the hillside, watched the destruction of the Red Orchid and the swift retaliation of the evil sea witch. Pulling out his compass and paper he makes quick notes of the location of the sunken galleon and the fallen empire. Silence falls across the land, while he watches with bated breath as the sea witch pulls her husband from the wreckage, tossing aside the bounty contained within the ship's coffers. Eryn caresses his lifeless face and screams into the wind, "My love, I vow I will find a way to bring you once again into the world of the living." Binding a lock of her hair with Corin's, wind and water erupts from the bay destroying the remnants of the Idaran Empire. Seeing the young man in the distance, Eryn dispatches shadows to protect the dead from the living. The young man grabs his map and runs for his life.

Objectives

The players search the ruins of the empire to find and destroy the lock of hair binding two souls without succumbing to the shadow assassins, before Eryn can return and raise the dead. This will lift the curse and the few survivors can return to the light for the first time in years.

Adventure Notes

The sea witch has left the bay in search of a means to bring her husband back from the depths below leaving the shadows as guards of the fallen souls. While the players explore the land and waters, roll for random encounters (1d8):

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| 1 Skeletons | 6 Kraken |
| 2 Sirens | 7 Hag |
| 3 Marauders (soldier) | 8 Pixies |
| 4 Ghost of Jonah (Davy Jones) | |
| 5 Shadows - an enemy impervious to swords and guns, can be overcome by magic or siren song. | |

Major NPCs

- Eryn 'Weepin' Burga - the powerful sea witch and wife to Corin. She commands the shadows with spells.
- Corin Burga - the infamous pirate captain of the Red Orchid a majestically deadly galleon.
- Briana, Empress of Idaran - she sequestered the remaining people of the empire in the Caves of Tovia

Minor NPCs

- Haworth - the young map maker who saw the destruction of the Red Orchid, and the Idaran Empire.

Locations

- A** - Ruins of the Idaran Empire - Once beautiful spires of crimson and silver touched the sky. An empire known for compassion and wisdom. Now all that remains are mere fragments upon the dead soil.
- B** - Silver Cliffs of Amilias - An immense silver mine excavated for generations, until one day a noble water horse appeared atop the cliffs forbidding the further exploit of the land.
- C** - Bone Lagoon - A port of entry into Devil's Bay. A ship may be granted passage into the bay, however its departure is uncertain.
- D** - Caves of Tovia - The last bastion of the Idaran Empire. Living in total isolation without any form of light is a nightmare come true. The last act of Briana was to ensure the entrance to the cave was destroyed, she sent her people into the cave and stayed on the light side. It is said those within could hear her scream in pain as the shadows descended upon her.
- X** - Location of the shipwreck of the Red Orchid. This once majestic galleon gilded with gold and jewels, carried a menacing 100 cannons on multiple decks. With a ship's compliment of more than 400 it was a very intimidating weapon of the sea. It is said the bounty contained within the hulls of this ship could forge an empire.

Ship Names

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| • The Bearded Minnow | • The Good Dagger |
| • The Wooden Eel | • The Scurvy Legs |
| • The Flying Death | • The Ebony Treasure |
| • The Cursed Wolf | • The Salty Crustacean |

