

# Pickled Piracy and Other Stories



**Gag  
Men**  
.net

# Pickled Piracy & Other Stories

Or

## We're Not Gherkin Around!

Written by the GagMen on The GagMen Podcast Ep. 23

Illustrations by GagHouse Productions, Tyler Davis, and Seth Stephenson

Some artwork copyright Claudio Pozas, used with permission.

Special Guest Brandon McFadden

This work is licensed under the Creative Commons Attribution 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by/4.0/>

Note: The Beholder is a creature that is not covered by the OGL, and is owned as a property of Wizards of the Coast. The smart choice would be to not include the beholder, but we are not smart and like getting a fun story out. Dear Wizards of the Coast, please give us a pass on this. We don't want your money and we aren't planning on making any ourselves.

### Table of Contents

Introduction .....	3	Inept Pirates Make Good .....	9
Summary .....	3	The Super Happy Fun Ending.....	10
Setting/Theme .....	3	Characters.....	11
Theme .....	3	Pirate Captain Beardy.....	11
Plot .....	3	Sea Hogg .....	11
Lost At Sea.....	3	First Mate Stashy .....	12
Pirates to the Rescue .....	4	Captain Adric Deajor .....	12
The Pirate Test .....	4	Lieutenant Jhones.....	13
Why is Everyone Mopping? .....	5	Davi, The Beholder.....	14
Why all the Pickles? .....	5	Lady Ipeneth .....	14
Honorable Pirates?! .....	6	Details .....	15
Conflict .....	7	Why care about goblins? .....	15
It's a Miracle! .....	7		
You have a "WHAT?!!" in the hold?.....	8		

## Introduction

Most Gagmen adventures are created using the Basic Fantasy Rules by Chris Gonnerman, but we encourage you try them with any retro-clone versions of Dungeons & Dragons, or the version of Dungeons & Dragons you may be more familiar with. This particular adventure was written with our Special Guest Brandon McFadden, the creator of Tiny Dungeon, who has also graciously provided us with stats for use with the Tiny Dungeon System. This adventure was designed for starting level characters, preferably levels 1 - 3, and the GagMen have included plenty of silly little things to help keep your gaming experience fun.

This "Talk Like a Pirate Day" special adventure was written live on the GagMen RPG Podcast on Episode 23: "The Gherkin Pirates." The GagMen Podcast is intended to help the beleaguered DM looking to liven up a game or a quick idea to help fill in until your real campaign is ready. We hope you and your players enjoy the game and will look for us the next time you could use some help or just a laugh. As always, feel free to modify the adventure to suit your own campaign and game mastering style, and if you do let us know how it came out, where we messed up, or where we went right!

This adventure contains a barrel load of gherkin and pickle puns used extensively throughout the podcast and the adventure. The GagMen advise that you refrain from using these terrible puns, as most puns should only be used under the supervision of a professional comedian. Any attempt to use a pun could result in cancer, heart disease, repeated beatings, attacks by prehistoric monsters, diminished pride, lowered sperm counts, bad grades, social ostracism, and a general giddy nature. You have been warned.

This game has been brought to you by "Talk like a Pirate Day" and the letters Aye, the C, and R. Please enjoy September 19<sup>th</sup>, and try not to be annoyed that not everyone is playing along.

## Summary



Shipwrecked and lost at sea, the party receives unexpected rescue from a Pirate Ship and its scurvy crew. Invited to join the crew in their wacky adventures, the Party quickly discovers that these pirates are nothing but posers! Adrift with wannabe pirates, and only a Barrel of gherkins for food, the party seems destined for Davey Jones' Locker! When all seems lost, salvation arrives in the form of a military vessel! Unfortunately, that same vessel is on its way to destroy the goblin capital. Can the heroes stop this massacre with only a bunch of farmers and shepherds at their side, or will the heroes try to stop the genocidal military by themselves? Either way, it looks like they're in a real "pickle" now!



## Setting/ Theme

The Lyngloc Sea lies to the north east of Brattleburg, along the sandy coastline of the human ruled country of Trinel. Any map worth a look includes three things: Terrifying drawings of sea creatures, the Lyngloc Sea, and the words “Here there be Monsters!” Unfortunately, a map of The Lyngloc Sea has all three in the same area. Lyngloc is filled with some of the most dangerous creatures and notorious scallywags you’ll ever encounter.

This adventure takes place aboard several different ships in the brimey Lyngloc, but will start aboard the pirate ship “The Sea Hogg”, a light galleon undermanned by forty crewmen. The hold is well stocked with barrels full of pickled gherkins, and little else.

## Theme

The theme of this Adventure is “Doing the impossible, even if it isn’t the smart thing to do.” The players will be faced with a moral decision that could leave them stranded or dead, and if they fail to act it could mean the end of an entire civilization. As dungeon master it will be important to keep the players focused on the moral implications of genocide, coupled with the destruction of the only people that could help the heroes.

## Plot

### Lost At Sea

The heroes begin lost at sea, for whatever reason, and stranded on a small dinghy that is slowly taking on





water. Perhaps they were cast out from another ship, were the survivors of a sunken ship, or maybe they went fishing and got too far away from the shore. We suggest giving the players a few moments to acclimate to their seaborne situation before proceeding to the next scene. If none of the players can think of an acceptable reason for why they are lost at sea, consult the chart below.

1D6	<b>“Why are we lost at sea?”</b>
1	“It was his/her fault, “and point at any random player.
2	You just woke up, and must have been drugged.
3	A clever escape from the last adventure, which left you in the middle of nowhere.
4	You were aboard a luxury liner that crashed into an iceberg.
5	You decided to take a nap in a rowboat, and woke up here.
6	Rumors of terrible undersea creatures have led you out to the ocean.

### Pirates to the Rescue

Once the Party has embraced the hopelessness of their situation, enter “The Sea Hogg.” The Sea Hogg, a light galleon, will come alongside the

adventurers and haul them onboard. The sailors should be easily recognizable as pirates by the eye patches and the blatant “Jolly Roger” flying at the top of the mast.

### The Pirate Test

Pirates will bring the heroes before Stashy, first mate of the Sea Hogg. Stashy will proudly tell the Party the tale of his great and amazing crew, and their many years of mastering the sea. Eventually Stashy will introduce them to Captain Beardy and his pet pig. The Pirates should then offer to adopt the party into their ranks, but only if they pass a series of serious pirating tests. The pirates will start with questions easily answered by anyone who has ever been to sea, such as: “Swab the Deck”, “Keelhaul”, “Weigh anchor and hoist the mizzen”, or they may simply call out parts of the ship and ask party to name

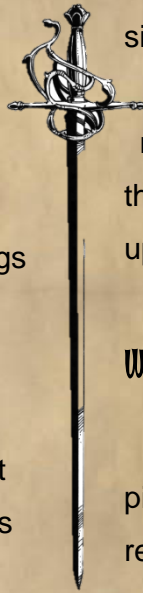


them. Behind the main group of pirates, one of the smaller men will have his eye patch flipped up and be furiously jotting down notes. The pirates are using these tests to learn nautical skills that they lack, but will disguise this as much as possible and deny it if they are caught.

### Why is Everyone Mopping?

Over the next few weeks, the group should notice more and more things that suggest these pirates may not have any idea how to be pirates; much less even handle the ship that they are using. These clues should be subtle, yet consistent. The simplest example of this is to have three or more of the men constantly mopping, more than on any other ship the party members have ever seen. If confronted about mopping, the pirates will claim they insist on a clean ship and immediately stop. If

confrontation occurs, then anytime afterwards the same men will be seen walking aimlessly around deck with a bewildered look



in their eyes.

The mopping may be less obvious than the sheer number of sailors vomiting and suffering from sea sickness. Perhaps the mopping is just cleaning up everyone's sick from off the deck. The simple point here is to be subtle, while giving clues to the party so they are not completely caught off guard later; though just how subtle these clues are is up to you.

### Why all the Pickles?

The ship's hold is stuffed full of pickled gherkins because the new pirates really had no idea how to keep food at sea, so they stocked up on the one item that they knew would stay preserved. Other common mistakes the pirate crew might make include running the sails full and at all times and leaving the wheel unmanned.

Perhaps one of the heroes may notice that the stars at night are just going in a circular pattern. If the pirates are confronted about any of these unusual things, they will find some believable excuse to have it ignored. If the party presses the issue then jump to the reveal in the Honorable Pirates section.

While the party is aboard the Sea Hogg, it is expected that it may take more

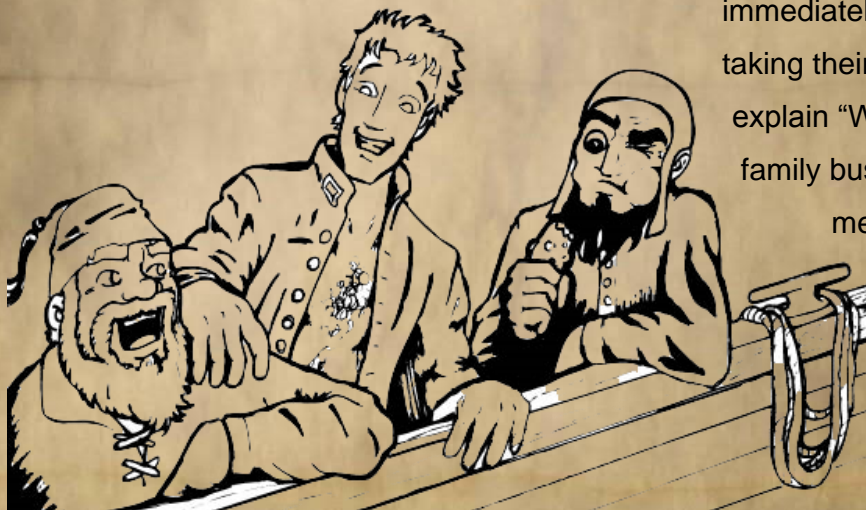


than just a few days, and the dungeon master may want to extend the game into a longer story arc. As normal, feel free to add any side adventures along to stretch out the game as long as you need it. Just be warned: players tend to thrive on adventure, so look for encounters to keep them interested. Perhaps you could even add in a little pirate treasure. The longer the party spends with the pirates, the more connected with them they should feel, and increasing the chance they will try to call on their aid later in the game. In the meantime, below is a quick ocean-base random encounter table. Keep in mind that the random table has very powerful encounters that may need to be modified depending on the party level.

1d10	Random Ocean Encounter	# Appearing
1	Octopus, Giant	1
2	Merfolk	1d8
3	Squid, Giant	1
4	Sea Bass, Ill Tempered	2d20
5	Dolphins	2D8
6	Sea Hag	1
7	Dire Sharks	1d4
8	Nymph, Water	1D4
9	Whale, humpback	1d4
10	Dragon Turtle	1

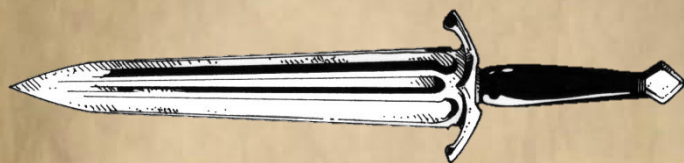
### Honorable Pirates?!

The final straw comes when they come across the merchant ship, The Lonely Shark. The merchant ship is only manned by a family of five men, spanning three generations. When the crew raids the vessel, the merchant surrenders immediately. The pirates, rather than taking their lives, will apologize and explain “We didn’t realize this was a family business.” They will send the merchants on their way, and even offer a barrel of pickles for the trouble. When the ship leaves the crew would agree,



“It wouldn’t be right to steal.”

Eventually, the party will confront the captain, who will reveal that the crew is made up of normal people who thought that being pirates would be fun; so they bought a ship and went out to sea. As it turned out, being a pirate wasn’t everything they thought it was cracked up to be. They were expecting high flying adventures and noble adversaries. With no planning, they didn’t get charts or even a sextant; as farmers, they don’t even know how to handle a ship, and they had actually been lost for almost a month when they found the heroes.



## Conflict

### It's a Miracle!

The H.M.S. Miracle, a military ship, shows up just in time to arrest/save them. While they were not looking for pirates, Captain Deajor was glad to put the ship in tow and drag it back with them after their mission. The Miracle is a heavy naval ship, with forty guns and over one-hundred-fifty man crew.

The captain will be glad to help out the poor lost pirates and their crew, and will likely assume that the party is a part of the crew. If the heroes are sick of the pirates and their incompetents, they may be able to convince the captain that they want off the Sea Hogg as soon as possible. If the heroes leave the pirate ship, they will have limited access onboard the Miracle, and will be asked to help with small boring tasks around the ship.

Many of the crew of the Miracle will have plenty to talk about, including a few things that are talked about in hushed tones (see Scuttlebutt Table).





1D8	<b>Scuttlebutt Table (<i>Gossip onboard the H.M.S. Miracle</i>)</b>
1	There is a terrible storm coming.
2	The captain is just using the pirates as patsies.
3	We are hunting a dangerous sea monster that the captain has been hunting for weeks.
4	There is royalty onboard.
5	We are on a top secret mission to hunt down an invisible ship.
6	Jhones is keeping a secret feast in his locker down in the hold for our victory.
7	We are delivering medical supplies to a foreign power in need.
8	The captain intends to start a war with the goblins, but I don't know how.

adventurers should lead to explore the hold, where they discover a terrible beast! Captain Deajor is planning to unleash a Beholder on the goblin capital and destroy them in one massive strike, thus starting and ending a war in one day, and possibly “wiping the entire stinking goblin species out”, according to Captain Deajor. The Miracle is acting alone, without the knowledge of their commanders.

If the party does not catch on to any subtle hints and are perfectly happy to be saved and not bother to look around the Miracle, enter Lady Ipeneth. Lady Ipeneth was sent along as an ambassador to the goblins to talk over a possible trade agreement that would benefit all. She had no idea that Captain Deajor was planning genocide, nor did she realize the creature to be used was even in the hold. The captain has been

You have a **WHAT?!!** in the hold?

Eventually, the curiosity of the



keeping her locked in her stateroom up to now, but once she discovered there was another ship, she escaped to beg for their help.

### **Inept Pirates Make Good**

Whether the party finds out on their own, or if Lady Ipeneth shows up to lay out the plot for them, the party will have to turn to the crew of the Sea Hogg for help. Captain Beardy should be very disheartened, as most of the crew has become despondent. They have failed at being the swashbuckling pirates they had hoped for, and like sad children are being sent home. It will take a strong speech

and a good rally cry to get the crew back into shape if they are to have any chance of launching an attack on the Miracle or saving the goblins.

This challenge should prove complicated for every level of gamer, as the party is outnumbered, out classed, outgunned and in the middle of nowhere. Tactically it is a complicated situation, the moral implications are high, and the dangers are very real. If none of your players feel up to the challenge, then Lady Ipeneth will step up and lead the group of gherkin pirates to stop Captain Deajor. Hopefully, your adventurers will decide who they want to band with the crew at some point.



## The Super Happy Fun Ending

The gherkin pirates help free Davi, and in exchange the beholder will teach the dreaming swashbucklers how to become effective pirates. Lady Ipeneth will declare the gherkin pirates official freebooters aligned with the Brattleburg Navy, and perhaps join them in exploring more of the world. The heroes are dropped off at a nearby port, probably the goblin capital, and given an acceptable reward for helping Captain Beardy and his crew. The Miracle will be taken back to Brattleburg and assigned a new captain. Should Deajor survive, he will be sent off to prison for the rest of his days (or perhaps return to get his revenge on the party...?).



## Characters

**Pirate Captain Beardy** (a.k.a. Webber Herrman, pig farmer)

(AC 12; hp 16; #AT: 1; save as *Fighter lvl 3*; DMG cutlass 1d6)

*Tiny Dungeon Stats: (HP 4; Move 25; Proficient with Light Melee Weapons [Cutlass])*

Captain Beardy is a stout dwarven leader that convinced forty fellow dreamers to come along on the wild adventure of becoming seafaring thrill seekers. Since “Beardy” was raised as a decent person, he and his friends follow an imaginary chivalric code that does not fit well with the ideals of normal piracy. He has also brought along his beloved pet pig, Hoggsworth, whom he has renamed Sea Hogg, after the ship.



**Sea Hogg** (a.k.a. Hoggsworth, pet pig)

(AC 15; hp 8; #AT: 1; save as *Fighter 2*; DMG bite 1d2)

*Tiny Dungeon Stats: (HP 2; Move 30; Bite Attack with Advantage)*



### **First Mate Stashy** (a.k.a. Pyte Minchin, a cobbler)

*(AC 12; hp 11; #AT: 1; save as Thief lvl 2; DMG dagger 1d4)*

*Tiny Dungeon Stats: (HP 4; Move 25; Proficient with Light Melee Weapons [Dagger])*

Pyte always had a fondness for the stories that his good friend Webber had told him of the sea. So it was no surprise that he followed him out on this crazy venture. Even though things have not gone as they planned, he has still been enjoying his life onboard the Sea Hogg and would gladly do it again.

### **Pirate Crewman**

*(AC 11; hp 8-10; #AT: 1; DMG cutlass 1d6; save as Fighter lvl 2)*

*Tiny Dungeon Stats: (HP 2; Move 25; Proficient with Light Melee Weapons [Cutlass, Dagger])*

### **Captain Adric Deajor**

*(AC 15; hp 28; #AT: 1; save as Fighter lvl 4; DMG saber 1d8+2; Magic Items: Saber+2(counts as longsword), potion of invisibility, boots of water walking)*

*Tiny Dungeon Stats: (HP 8; Move 25; Proficient with Light Melee Weapons, Mastery with Shortsword [Saber of Deajor]. Magic Items: Saber of Deajor [Treat as a Heavy Weapon but can be wielded with one hand], Potion of Invisibility, Boots of Water Walking)*

An Elven naval captain of the Freemans Navy assigned to defend Brattleburg. He was recently promoted to Captain, and has decided to prove to his superiors that he has "big" ideas that help everyone. He has found a way to contain a beholder and intends to unleash it upon the goblin capital in order to prove his worth.



## Lieutenant Jhones



(AC 15; hp 12; #AT: 1; DMG dagger 1d4; save as MU lvl 4; Spells - 1st: Sleep, Magic Missile, 2nd: Web, Wizard Lock; Magic Items: Wand of Magic Missiles (5 charges), Cloak of Displacement, Scroll used to hold the Beholder)

**Tiny Dungeon Stats:** (HP 6; Move 25; Proficient with Light Melee Weapons, Mastery with Dagger [Dagger]. Spell-Touched. Spell-Reader. Magic Items: Scroll of Sleep, Scroll of Entanglement, Scroll of Pacification [used to hold Beholder]).

The ship's battle mage, who is spending most of his energy keeping the beholder imprisoned. Jhones is an ambitious young gnome that figured out a way to not only capture but imprison a beholder. Jhones is not the most competent of mages, but he keeps getting lucky and insisting on doing the impossible. Jhones was excited to impress Captain Deajor, so excited that he forgot to think through why anyone would want to keep a beholder.

## Navy Crewman

(AC 12; hp 8-12; #AT: 1; DMG rapier 1d4+1; save as Fighter lvl 2)

**Tiny Dungeon Stats:** (HP 3; Move 25; Proficient with Light Melee Weapons [Rapier])



## Davi, The Beholder

*(AC 25; hd 11; hp 91; save as Fighter lvl 11; #AT: 2; DMG bite 1d8 + eye ray attacks)*

**Tiny Dungeon Stats:** *(HP 15; Move 25; Spell-Touched, Educated, Bite Attack with Advantage, Eye Ray Attack with Advantage. Takes three turns during Combat)*

Though she may look like many beholders, Davi has become less and less interested in the beholder society's beliefs of enslaving others and being xenophobic of the world. She had set out to try and figure out what the world was all about and not just live in some underground cavern. She had gotten to the surface and encountered many other creatures, but everyone seemed to be afraid of her. She was tricked by the gnome jhones and locked up in magical chains, which seem to dampen her abilities. She has been locked up in the hold for over a month and is not very happy.

## Lady Ipeneth

*(AC 15; hp 21; #AT: 1; DMG longbow 1d8; save as Fighter lvl 4)*

**Tiny Dungeon Stats:** *(HP 8; Move 30; Proficient with Ranged Weapons, Mastery with Bow [Long Bow], Proficient with Light Melee Weapons, Mastery with Rapier, Alchemist, Educated)*

The Lady Ipeneth is a beautiful, silvered haired female elf, with all the refinements of the high elven courts. Her refinement and study has taught her a great deal about the world, but she has never actually experienced it. She became envious of great explorers and began exploring and mapping out the known world. She has been trained in the art of fencing, horseback riding, astronomy, alchemy, and thousands of other subjects making her far from incompetent.

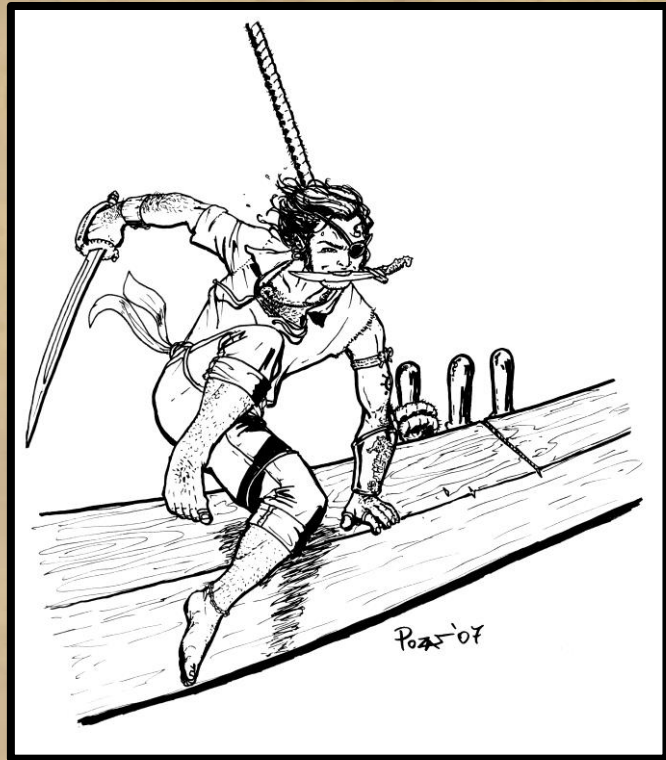
Lady Ipeneth was called back to the courts after meeting the Ditani (see GagMen Adventure G1406 - The Last Princess). Her work led the opportunity to act as an ambassador, and she was asked to meet as a liaison for the goblin courts and Brattleburg. Just after leaving the port, Captain Deajor announced that he had a 'better' plan to deal with the goblins. The captain ignored her protests and locked her in her cabin for the rest of the voyage.



## Details

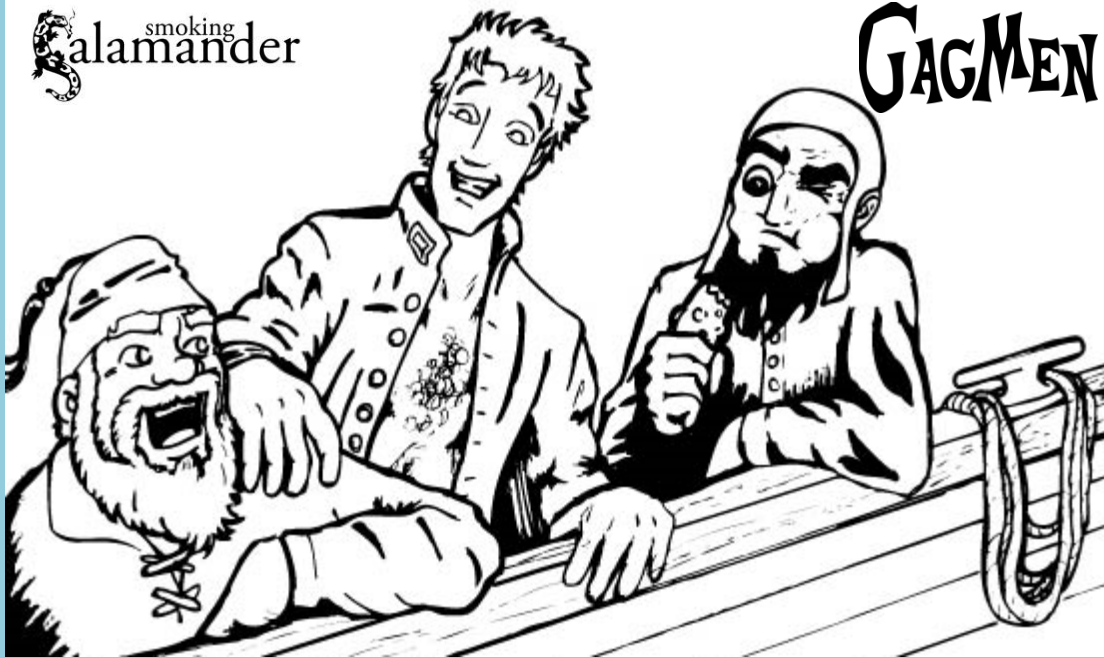
### Why care about goblins?

In the GagMen adventures revolving around the world of Brattleburg, goblins, orcs, humans, dwarves, etc. all have societies that live alongside one another. Though it is traditional to hate all living things that are not a playable race, it seems unlikely that all creatures are just standing at a spawn point waiting to attack the next thing that walks by. We play role-playing games to have fun and enjoy each other's company, but we also do it to create and enjoy rich worlds that are not our own. If you find yourself attacking random creatures one after another, then odds are you are not role-playing, but rather playing a video game.



We're not suggesting that you go talk to every creature as if they're your best friend, but rather that every creature is there for a reason. Ecologically, historically, dietary, religious... for whatever reason, those creatures are there and shouldn't be wasted on the simple pretext that they have xp and gold. That being said, go make your game as fun as you want; if killing goblins is your accepted norm, then make the goblins in the story halflings, humans, elves, or the best choice your players will want to save. Just make sure you are having fun, because if that isn't happening, there just isn't much point in playing!





# Pickled Piracy

## and Other Stories



*Shipwrecked and lost at sea, the party receives unexpected rescue from a Pirate Ship and its scurvy crew. Invited to join the crew in their wacky adventures, the Party quickly discovers that these pirates are nothing but posers! Adrift with wannabe pirates, and only a Barrel of gherkins for food, the party seems destined for Davey Jones' Locker! When all seems lost, salvation arrives in the form of a military vessel! Unfortunately, that same vessel is on its way to destroy the goblin capital. Can the heroes stop this massacre with only a bunch of farmers and shepherds at their side, or will the heroes try to stop the genocidal military by themselves? Either way, it looks like they're in a real "pickle" now!*