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— A —
WILL

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WHERE THERE'S A WILL

The pealing bells and sailors' cries spread the news faster than the speediest ship: the dreaded Captain Tyric Seflit, the so-called Spectre of the Sea, is dead! Brought to bay and his ship sent to the bottom of the sea, no longer will the pirate pillage and plunder the villages and merchants of Hard Bay and beyond. But as much as the people of Languard cheer this news, they've heard such rumours before. How can they be sure? And if it is true, what happens to all the loot Tyric is rumoured to have amassed over the years, including clues to an infamous artefact? A handful of pirates are among those asking these very questions, and as Seflit's wake and funeral progress, they could set their eyes on the characters!

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CONTENTS

Credits	1
Contents	1
What's An Eventure?	1
The Eventure Begins	2
Hooks	2
Whispers & Rumours.....	2
Part 1: The Wake	3
The News Spreads.....	3
The Celebration	4
The Doubts	4
Celebration Dressing	4
Part 2: The Funeral	5
Traitor's Gate	5
Notable Pirates Present.....	5
Part 3: The Will	7
Molley's Bearded Lady.....	7
The Second Celebration.....	7
The Eventure Continues	8
OGL V1.0A	9

WHAT'S AN EVENTURE?

An eventure is akin to a normal adventure, but does not (normally) feature violence or physical challenges. Instead, an eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most eventures take place in a settlement or on the road. Few occur in traditional adventure locales such as dungeons, ruined castles and so on.

Eventures are an excellent change of pace and can be used as filler between adventures or as situations in which PCs who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.



THE EVENTURE BEGINS

Where There's a Will presents the series of events following the capture and death of the infamous pirate Captain Tyric Selflit, known to commoners as the Spectre of the Sea.

The news of his death quickly spreads through Languard, which erupts in raucous celebration. Celebration gives way to questions, however, and so city officials plan a "funeral" of sorts, hanging the dead pirate's body from Traitor's Gate so that call can see his reign of terror has come to an end. This attracts plenty of riff-raff to see the spectacle, but also several pirate captains who want to confirm for themselves Selflit is no more.

Later, the pirates gather in a more private location in the city to decide what will become of Selflit's treasures. None of those present feel any need to observe the dead man's wishes once they've heard his will.

HOOKS

The characters may find themselves merely swept up in the events surrounding the death of a notorious pirate. Alternatively, they might also see it as an interesting diversion or a chance to claim some treasure, or they could be already invested in Captain Tyric Selflit's fate.

Use one of the hooks below, or design your own:

- The characters may be minding their own business when they're caught up in the celebrations after news arrives about Selflit's death.
- The characters may have heard of the artefact *The Leviathan's Eye* and rumours Selflit had a piece of a map showing its resting place. Perhaps with the pirate's death they might see an opportunity for the map to fall into their hands.
- The characters may have encountered the Spectre of the Sea during the course of their adventures and—regardless of whether he was friend or foe—wish to learn more about what happened to him and his ship, the *Draugr*.

IN YOUR CAMPAIGN

Where There's a Will could be easily set in any coastal city. The various parts of the eventure can be taken as a whole, worked into a pirate-themed campaign, or could lead to a series of adventures on the water or ashore.

All three parts can stand on their own. Part 1 can serve as nothing more than an interesting experience during what might otherwise be downtime between adventurers. Part 2 is more dependent on Parts 1 and 3, but could also be used as an interesting funeral on its own to provide a chance for some social role-playing. Finally, characters could be introduced to Part 3 through various means, and you could use it as a way to seed hooks for other adventures and plots.

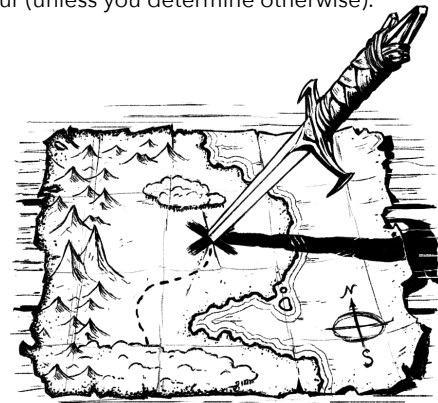
WHISPERS & RUMOURS

While in Languard, a character may hear one or more rumours about Captain Tyric Selflit, the Spectre of the Sea. The character can learn this information in several ways: perhaps by overhearing two locals gossiping, chatting with regulars over a few drinks at the local taverns and so on. Use the table below, to determine which rumours the character learns.

1d8 RUMOUR

1	They've claimed they've killed the Spectre of the Sea before. Every time, though, turned out he's still out there raiding. So did he come back? Or were they just lying before? And if they were lying then, how do we know they're telling the truth now?
2*	Captain Selflit is some sort of undead, who won't rest until his original unjust death at the hands of authorities who wrongly accused him of piracy is avenged.
3	Captain Selflit's been plying his pirate trade up and down the coast for years. He has enough treasure squirrelled away to make a poor man rich a half-dozen times over.
4*	It's not just Selflit who's undead, it was his crew too—all led by a foul drowned cleric.
5	Captain Selflit supposedly made plans in case he was killed. Anyone who's ever sailed with him is supposed to gather once they were sure he's dead so he could give out their last wages.
6	The <i>Draugr</i> carried a piece of a map to an artefact called <i>The Leviathan's Eye</i> . The map has been passed down among pirates for generations, as they say if the Eye ever falls into the wrong hands, that could mean an end to piracy in the Bitter Sea. If Captain Selflit's gone, someone else will be looking to take over the hunt.
7*	Selflit dove into the surf to try to escape capture, but Serat, the goddess of the Sea, spit him back out.
8	They say the <i>Draugr</i> was betrayed, by someone among the crew posing as a pirate. They knew where it would be and caught the Spectre when he came ashore, before sinking his ship.

*False rumour (unless you determine otherwise).



PART I: THE WAKE

It's a beautiful day in Languard, with little hint of the events about to unfold. Residents and visitors alike go about their usual routine, shopping and selling, working and whiling away the time. None are aware the duke's navy has finally killed the notorious pirate Captain Tyric Selflit, the Spectre of the Sea, and sink his ship, the *Draugr*. But that's all about to change.

THE NEWS SPREADS

The news spreads through the city but early on, it's not necessarily clear what the news is. Officially it comes from Castle Languard, but at the same time sailors from the two ships responsible for Selflit's death brag as they come ashore. The characters may learn about what's happened in one (or more) of the following ways.

- **Bells:** When Languard's ruler, Duke Armas Nenonen, learns of his navy's success, he orders bells to be rung throughout the city in celebration. They toll first in Castle Languard, spreading out from there to other High City locations and then the rest of the city as runners deliver the news. Those unaware of the reason for the bells leap to their own conclusions, which may prompt unexpected actions. Use the following table, to determine what characters may hear as possible reasons for the tolling.

1D6 FALSE RUMOUR

1	The city is under attack! It's some horrible monster from out of Gloamhold that's just killing everything it can!
2	The duke's daughter is getting married. It's a political match, so it's sad for her, but it will bring the city trade and a strong alliance.
3	It's about time the people did something! There's too much crime in the city, and if the guard won't deal with the Shadow Masks, we'll handle it ourselves!
4	The chancellor died. She was old, so maybe it's not that big a surprise, but the duke hasn't picked a replacement yet. I hope prices don't go up because trade is disrupted.
5	It's a holiday, don't you know? I forget which one—I don't worship Conn—but I think if you do, you're supposed to go to The Father's Hall. Or start drinking.
6	There's a storm brewing. A bad one. Make your preparations now, because you may be stuck inside for a few days once it gets here.

- **Gossip:** Though official news was meant to go from the naval captains to Duke Armas, once the victorious sailors left their ships, they began telling of their killing of the dreaded pirate. Especially for those characters near the docks, or drinking in establishments frequented by sailors, this may be how they first hear of the news. Of course, as often happens, the story might not quite make it to them without some changes. Use

the following table, to determine what the characters hear before the official news reaches them.

1D6 RUMOUR

1	The so called Spectre of the Sea tried to bargain for his life. A few of the sailors who captured him say they know where some of his treasure is and they're going to try to claim it as soon as they get leave.
2	The crew of the <i>Draugr</i> threw Selflit overboard when he tried to get them to attack Languard.
3	Selflit's in chains, not dead. They're going to string him up and hope some other pirate captains come in to see, and then they'll be snapped up too.
4	The navy captured the <i>Draugr</i> but then sent it off again under a new captain, with orders to recover the plunder it's taken and restore it to the duke.
5	It wasn't the navy that killed the Spectre of the Sea, but other pirates, who decided one less rival and a letter of marquee from the duke made for a fair trade.
6	There was no sea battle. Captain Selflit was drinking at a tavern and the duke's men ambushed him and a few of his mates as they tried to get back to their ship.

- **Official news:** After ordering the bells to be rung, Duke Armas sends out criers to spread word of Selflit's death. In addition to calling out the news, they post fliers with the information in public areas. Crowds form to learn what's happening, but some are more interested in taking advantage of the confusion. Using the following table, to determine what happens as people gather to learn the news.

1D6 MINOR EVENT

1	A man cuts the pouch of someone on the fringe of a group listening to the crier, then slips away with a handful of coins.
2	Two women start arguing as they walk away—their voices getting louder and louder—about whether the Spectre of the Sea is really dead or not.
3	A man in rough clothing falls to his knees weeping as he reads a posted notice, though it's not clear whether it's out of grief or joy.
4	A small boy using a crutch calls out for coppers, his voice competing with the town crier's.
5	Someone has driven a large knife through the centre of the posted notice.
6	A fell wind blows hard off the harbour, ripping a notice out of the hands of the woman about to nail it to a tavern board before sending it flying down the street.

THE CELEBRATION

As Languard learns the news, residents stream into the streets. The *Draugr*, with Selflit at the helm, was a constant threat to life and livelihood, and the ship's sinking and its captain's death are cause to celebrate. Taverns throw open their doors—some going to further extremes—to lure revellers into their establishments, while merchants rush to offer toasts to their good fortune and thanks to sailors everywhere for making sure the Spectre of the Sea never plagues them again. Even those who weren't personally touched by piracy find joy in merely having an excuse to celebrate or to make money off of the celebration; the day becomes a virtual holiday.

THE DOUBTS

Eventually, as quickly as rumours and then the official word spread, doubt takes their place. Residents who have long lived in fear of Selflit start talking about how he's supposedly been dead before, and how can they be sure this time is any different. Shortly thereafter, Duke Armas announces Selflit's body will be hung from Traitor's Gate, letting everyone see for themselves the pirate is indeed dead. Soon enough, a stream of people form a sort of macabre parade as they make their way to Languard's Low City to verify the news. There, before Traitor's Gate, the celebrations start up all over again.



CELEBRATION DRESSING

Use this table, to generate the minor sights and sounds the characters experience as the city learns of the death of Captain Tyrir Selflit and celebrates the end to an ever-present danger.

D20 DRESSING/EVENT

- | | |
|----|---|
| 1 | A man in rough, salt-stained leathers raises a toast, though he's too drunk to tell if it's in honour of Selflit or those who killed him. |
| 2 | Flames flicker in a window where a candle was inadvertently knocked over and set a table ablaze. |
| 3 | A drunken half-elf screams curses at a barking dog. |
| 4 | A halfling wearing grey and green robes heckles a small crowd about the Goddess of the Sea's anger (this include a rumour about Selflit from "Whispers & Rumours"; 6 or 7 may be particularly appropriate). |
| 5 | A drunken brunette woman grabs a passing soldier in the duke's livery and pulls him in for a long kiss. |
| 6 | A quartet of revellers stagger along, trying to hug anyone they encounter. When they think no one's watching, they seem far less inebriated. |
| 7 | An elderly man yells down from a window, calling for quiet because his ill wife is trying to sleep. |
| 8 | A burst of sparkling lights drifts down from the sky, drawing oohs and ahhs from people celebrating. |
| 9 | A dwarf vomits in an alleyway before standing up and taking another pull from her tankard. |
| 10 | A troupe of acrobats do flips down the street, urging revellers to go to the Mug and Chant tavern. |
| 11 | A gnome just arrived in the city looks around in amazement, asking what's going on. |
| 12 | A group of children sing a cheery, yet ominous, sea shanty about the wages a dead pirate leaves behind. |
| 13 | A blind beggar pushes out a bowl in front of him. |
| 14 | A surly half-orc sailor kicks a beggar's bowl, scattering the beggar's few meagre coins on the street. |
| 15 | A merchant hawks meat pies, declaring them the perfect way to keep up your strength to celebrate. |
| 16 | A halfling woman says she'll guide anyone who pays her to Selflit's treasures (she whispers rumour 3 from "Whispers & Rumours" to anyone who asks). |
| 17 | A beleaguered looking man and woman in bed clothes try to wrangle several youths away from the celebration. |
| 18 | A tavernkeep promises a free drink to any man or woman who can prove they helped kill Selflit. |
| 19 | A patrol of unhappy guards tries to clear the street. |
| 20 | A woman in fine clothing throws copper pieces at passersby, crying this is all this celebration is worth (she spreads rumours 1 or 2 from "Whispers & Rumours"). |
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PART 2: THE FUNERAL

Most of the people who come to Traitor's Gate to see for themselves whether Captain Tyric Selflit is dead are merely curious townfolk. However, some sailors also make their way here to gaze on the body in one of the iron cages hanging from the gate. The characters can make contact with these sailors and learn of the planned reading of Selflit's will, in which he'll supposedly leave his various treasures to his crew and allies, at a tavern in Fishshambles.

In this part of the eventure, the characters should learn of the planned reading of the will and get details so they can attend.

TRAITOR'S GATE

Traitor's Gate is location G3 on the City of Languard map.

Named for the corpses—or bits of corpses—often hung from its parapets, Traitor's Gate serves as a grisly reminder of Duke Nenonen's absolute authority over his duchy.

Those with nefarious intent—particularly smugglers and thieves—prefer to enter the city elsewhere. Most people who enter Languard on foot do so through Traitor's Gate. Here the Great South Road linking the city to the duchy proper merges with the hustle and bustle of the Low Market (itself a tangled confusion of stalls, pedestrians, wagons and roving pedlars).

Two towers and a stoutly reinforced gatehouse comprise Traitor's Gate. The towers—each fifty-foot high—provide excellent views over the surrounding area and are always manned by vigilant watchers. Traitor's Gate is the busiest of Languard's gates and thus is the most heavily guarded. The guards here let the vast majority of visitors pass unmolested, once they have paid the so-called Gate Tax. Suspicious or aggressive individuals, however, face greater scrutiny and perhaps even an interview with the Sergeant of the Watch before being permitted entry.

Beggars and street urchins cluster just beyond Traitor's Gate hoping for a coin from generous travellers or to—perhaps—secure work as a guide.

More Details: The eventure *Day Out at the Executions* presents more information about Traitor's Gate.

NOTABLE PIRATES PRESENT

A half-dozen pirates, wearing disguises, are among the crowd when the characters arrive at Traitor's Gate (though one is actually a privateer playing a role as she tries to hunt down real corsairs). The characters may be able to spot these pirates, or may draw their attention by being overly inquisitive about Captain Tyric fate.

1: CAPTAIN SIOBETTE HALE

CE female human fighter 4

A massive falchion hangs from the wide leather belt of this red-headed woman. Based on her expression, she's perfectly willing and ready to use the weapon.

Mannerisms: Siobette drums her fingers on the hilt of her blade when she's deep in thought, angry or irritated.

Personality: Siobette lives life on her own terms, unwilling to ever back down from a challenge. She allows her crew free rein, though she'll mercilessly cut down anyone who takes things too far or has the temerity to challenge her when she gives an order.

Background: A wild child, Siobette left home as a young girl and found herself a home on a pirate ship, eventually working her way up to take command of *The Wild Witch*.

Interaction: Siobette isn't trusted (for good reason) by other pirates, and they've deliberately kept details of the gathering from her. However, she's determined to find out, and makes no secret of her intentions, hoping someone might blurt out details if she brings it up. If the characters look at all like sailors or even adventurers, she approaches them to demand details (and in doing so lets them know of the meeting so they can also seek out information for themselves).

2: CAPTAIN EJARD BLACK

N male half-orc fighter 6

Gold-capped fangs jut from the mouth of this handsome dark olive-skinned half-orc. Tattoos cover his massive arms and the flesh you can see under his open vest.

Mannerisms: Ejard steps carefully, his gait awkward while on land. He eyes the ground as if he expects it to leap up and try to trip him. He relaxes only when he's on the open water.

Personality: Ejard was born to a life of piracy, brine running through his veins as much as blood. Not inherently cruel, he engages in piracy because that's what he's always known. He leaves his ship, *The Whispering Tide*, only when he must.

Background: Born on a ship, Ejard has spent more time on a deck than he has on land. The son of two pirates, that's all he's known in his life, and he has little qualms about carrying on that way until he dies (which he fully expects to do at sea, well before he would ever be at risk of having to retire to land).

Interaction: Ejard has no expectation of getting any of Selflit's treasure but thinks his fellow captains should give him his proper due since they can't give him to the sea. If the characters catch his attention or approach him, he tells them he suspects there will be such a conclave. If the characters make a good impression on him or offer something in trade, he agrees to get them word when he learns more details.

3: CAPTAIN ERONARAL

LE female elf fighter 4

This elven woman's light brown hair is shorn short, revealing a long scar across her skull from a wound that cut off the tip of one ear. Numerous earrings adorn her other ear.

Mannerisms: Outside of combat, Eronaral lives by a strict code, one that values appearance and propriety. She offers polite invitations to dinner for those she wishes to meet, and acts as if she were the most refined of nobles.

Personality: Eronaral responds to any perceived insult—such as boarding her ship, *The Rusalka*, without permission or being rude at the table—with cold fury, marking the perpetrator of such insult for future revenge. Those who don't breach her code

certainly aren't safe from future attacks, but are given every chance to surrender and escape with their lives.

Background: Seeking some greater purpose in her life, Eronaral joined Ashlar's navy. She served well, but eventually grew frustrated at what she perceived as a lack of respect from her commanders and those she was protecting. Her bitterness grew, and in time she decided she would simply take what she was owed. She led a mutiny, taking command of the warship she was on and rechristening it for a life of piracy.

Interaction: Eronaral ignores the characters, but if any politely approach her, she responds in kind. She knows of the plan to read Selflit's will, but doesn't know where that will happen. She may share information but only with those who treat her with the respect she deserves.

4: BOSUN BOWE

NE male halfling fighter 3/thief 4

This halfling's greasy black hair is pulled back into a tight ponytail, giving him a severe widow's peak. Dagger hilts jut from his boots and belt, and another knife hangs from a cord around his neck.

Mannerisms: A heavy drinker, Bosun Bowe typically has a flask or two secreted away where he can take a nip when he needs (the flasks are typically far more obvious when Bosun Bowe is on land and not under direct supervision). He rarely washes himself and reeks of stale alcohol.

Personality: Bosun Bowe is terrified of making big decisions and has no desire to have any real responsibility or do any hard work. He's perfectly content taking orders from his captain. He mostly settles for what life gives him, and is especially happy if what it gives him is a bottle or two of rum.

Background: Bowe's growth into adulthood didn't go well, almost every decision he made going wrong (in part because of his drinking). Eventually ending up in indentured servitude on a ship, he was told to keep watch over his fellow prisoners after they were all taken by pirates. He managed to do a good enough job and ingratiate himself with the pirates that he was kept on *Implacable*. He eventually worked his way up to the rank of bosun, where he doesn't have to do the physical labour better suited to those twice his size.

Interaction: Bosun Bowe is the most likely of any of the sailors to talk to the characters, since he's already had a few drinks by the time he reaches Traitor's Gate. He's happy to raise another pint to the departed pirate captain if the characters are buying, and as he gets drunker, freely invites them to the Fishshambles tavern Molley's Bearded Lady, though he's hazy on when the reading will actually take place.

5: BILNI CAVEBREACHER

CN male dwarf cleric (Serat) 5

Salt crusts this dwarf's braided blond beard and hair. A brooch featuring a cresting wave is pinned to his crisp tunic.

Mannerisms: Bilni talks to himself, or sometimes the goddess of the sea, in a voice loud enough for those nearby to hear. Though

he plays it off as if he's unaware or perhaps even insane, it's an intentional act, an effort to unsettle those he's dealing with.

Personality: Bilni has two loves in his life: the sea and its bounty, particularly gold. He lives his life by Serat's teachings, using them as a justification for his choices and a cudgel against others. He's as unpredictable as a sudden ocean storm, and almost as merciless.

Background: Bilni grew up in a merchant family and expected to spend his life trading. When he saw the ocean for the first time, he was struck to his core, and fell to his knees to devote his life to Serat, the goddess of the sea. Using his family wealth, he bought a ship, christening her *Mistress of Storms*, and hired a crew. Once he realised he could make more money from piracy, that became his focus, a decision that split his family.

Interaction: Bilni knows the full details of the coming pirate gathering, which he sees as an opportunity to fill his hold with more gold. Though he's not inclined to share any details, if the characters look formidable, he may offer them a berth on his ship, as he's always looking for good crew.

6: CAPTAIN MEDVI MARDONISH

LN female human thief 7

A bright red bandana covers the wavy auburn hair of this human woman. She looks like she's been in a few fights—her nose has obviously been broken more than once.

Mannerisms: Medvi seems to judge everyone she encounters, looking them up and down and locking gazes with them when she speaks. She has a fondness for chewing tobacco, which is her greatest vice.

Personality: Medvi expects complete obedience from those who serve her. She fights to preserve those who sail under her until the moment they cross her, at which point she throws them to the sharks. Her ship, *Six Hells*, is a model of efficiency but one many pirates find far too regimented to serve long on. This suits Medvi; though her crew doesn't know of her secret loyalty, she wants sailors willing to attack other pirates and looks for ways to discourage those who seek to merely raid up and down the coast.

Background: A scion of a family that has long served the duchy, Medvi has pledged her life to eradicating piracy. She's chosen to go undercover, posing as that which she most hates in an effort to capture or kill as many pirate captains as possible. She was largely responsible for Selflit's demise, and now has set her sights on recovering his treasure.

Interaction: Medvi is eager to find details of the will, which she sees as the perfect opportunity to lay a trap and capture or kill more pirates. If the characters look disreputable, she assumes they are pirates and approaches them to pump them for information. Should they look more trustworthy, she may offer them a spot on her ship or some other sort of alliance, especially if she sees them talking with any of the actual pirates at Traitor's Gate.

PART 3: THE WILL

Raia Turgar, who served as an adviser to Captain Tyric Selflit, escaped the boat's sinking thanks to her magic. She shared (and in fact inspired) his obsession with *The Leviathan's Eye* and seeks someone else to continue the hunt. While she plans to reveal the location of several caches of treasure Selflit buried, her real goal is to find someone to sign on with. Depending on the needs of your campaign, this part of the eventure may take place more or less immediately after the "funeral," or days (or weeks) later as Raia gathers suitable pirate captains to her conclave.

Eventually, a number of pirates, including Captain Ejard Black, Bosun Bowe, and Bilni Cavebreacher, make their way to Molley's Bearded Lady to give Selflit a proper sendoff, and to hear his will. It's possible Captain Siobette Hale, Captain Eronaral, and Captain Medvi Mardonish also make their way here, especially if they got the details of the meeting from the characters.

MOLLEY'S BEARDED LADY

Molley's Bearded Lady is location F6 on the City of Languard map.

Whether you're on the run from debtors or waiting for the attention with the city watch to wander, Molley is your new best friend. Molley's is a rambling old building converted into an inn that specialises in a clientele that wants to ensure multiple escape routes. The inn grew from humble origins in one building into the buildings on either side. Selective work broke down walls and built new ones to create a little labyrinth of decadence for the down at heel and the criminal element.

Ground Floor: The bar and kitchen, complete with the "kitchen entrance", dominate the central building. The ground floors of the other two buildings feature various nooks, common rooms and the like.

Second Floor: A veritable warren of bedchambers fill the second floor. Officially, the stairs in each of the three former buildings only lead up to each of the three upper stories. In reality, there are plenty of hidden doors leading into hidey-holes, other rooms and even outside.

Cellar: The cellar is Molley's pride and joy. Originally excavated to serve as storage, years of surreptitious excavation has led to three separate secret escape passages from the cellar to nearby buildings, the owners of which each receive a small stipend from Molley to keep things running smoothly.

NOTABLE FOLK

- **Mugwort "Molley" Zinthra** (CN male human fighter 4) is a former member of the city watch with a chip on his shoulder. Corruption, especially a willingness to look the other way for small crimes, eventually led to his removal from the watch. Now he lives as Mugwort Molly, regularly dressed as the bearded lady for which the bar is named. Even so dressed, he is more than willing to dive into a brawl. He has no problem with lesser crimes, and so long as you don't do something truly evil he's likely to give you a fair shake.

HOOKS

- Molley is a larger than life figure, and that means he needs to have larger than life birthdays. Having Molley owe you a favour is a good thing, and Molley would like a very special wine to celebrate this birthday. Normally only noblefolk can afford the vintage; the only known supplies lie in High City in the townhouses of several of Ashlar's noble families.

RAIA TURGAR

NE female half-elf cleric [Baal] 6

The smell of brine seems to linger on this straggly haired, whipcord-lean elven woman.

Mannerisms: Raia rarely makes eye contact, her sea green-coloured eyes always seeming to be looking off in another direction—perhaps for a threat or at something else that's not actually there.

Personality: Raia is obsessed with finding *The Leviathan's Eye*, and is willing to forego any other aspect of piracy to do so. She begrudgingly helps with unrelated raids, knowing they're needed to keep a crew happy, but she gets waspish until she can return her attention to her true goal.

Background: In service to her goddess, Raia was a pirate for decades, leading captains to treasures, when one such raid brought her a clue to the location of *The Leviathan's Eye*. She shared the information to Selflit and has been trying to find the artefact ever since.

THE SECOND CELEBRATION

The pirates naturally pass the time while they wait to hear details by drinking and carousing. Raia meanwhile sits unobtrusively in a corner, keeping an eye on everyone, hoping to find someone to carry on her personal mission. Should the characters manage to impress her during the course of the evening, she may latch on to them, even if they don't currently command their own ship.

WHAT'S GOING ON?

While the characters are here, the assembled pirates engage in some of the following activities. Should the characters choose to participate, they could earn the friendship or enmity of one or more pirates.

- **Drinking:** The pirates consume excessive amounts of beer, wine and rum as they send off Selflit. Those who prove they can hold their liquor make a good impression.
- **Pirate Tales:** Boasts and stories of raids flow almost as freely as alcohol. Those who tell the best stories earn themselves free drinks—though there's always a chance of angering another sailor with a poorly told tale or unsuitable boast.
- **Knife Throwing:** Trying to prove their skill at arms, sailors throw razor-sharp knives at a target on the wall, while others place bets on each thrower. At some point, a drunken sailor throws poorly, hitting someone and possibly starting a brawl.

READING THE WILL

Eventually, Raia calls the assembly to order. She explains that in her years sailing with Selflit, she learned many of his secrets. But, she says, her patron teaches treasure does no good laying hidden. She calls forward a half-dozen pirates, offering them rolled maps, not caring it puts them at risk of attack from their avaricious peers. She also announces clues to several other caches, willing to let all the assembled pirates vie to claim them. She does not mention *The Leviathan's Eye* but her final "disbursement" is her services, to whomever she thinks is most likely to help her find the artefact.

THE LEVIATHAN'S EYE

The Leviathan's Eye is an ancient artefact whose powers are intrinsically linked to the sea. Legendry swirls thickly around *The Leviathan's Eye* for sailors are superstitious folk much given to spinning tall tales about the ocean, its history and denizens.

A character steeped in historical knowledge may know something of the Eye and its history:

- *The Leviathan's Eye* is reputed to have powers over the sea and storms. Its owner can also communicate with, and control, creatures dwelling in the ocean.
- Many pirates have sought, and yet seek, *The Leviathan's Eye* both so they can use it to garner more loot and to deny it to their enemies and rivals.
- *The Leviathan's Eye* is a remnant of an ancient elvish civilisation that once dwelled far beneath the waves. When it was lost to the elves, their enemies fell upon and destroy them.

THE EVENTURE CONTINUES

With Selflit's will read, the pirate captains quickly return to their ships. The eventure doesn't have to end here, however. The characters likely have some interesting leads, possibly a treasure map or two and—perhaps—some knowledge of *The Leviathan's Eye*. Adventure on the high seas awaits. If you desire, use one or more the adventure hooks below to continue the events of *Where There's a Will*:

Treasure Maps: Selflit's treasure maps are there for the taking (assuming the characters can deal with their new owners). Alternatively, the characters might sign on as crew with one of the pirate captains or race their newly acquired rivals to one of the openly mentioned caches,

No Honour Among Pirates: If the characters signed on with Medvi, they could identify several high-profile pirates and hunt them down. Alternatively, Medvi may (rightly or not) set her sights on the characters and become a thorn in their side.

The Cleric's Eye: The characters draw Raia's attention. If they have a ship, she "wills" herself to them. If they don't, she decides not to give her services to anyone else and approaches the characters to enlist them in her scheme to find *The Leviathan's Eye*.

Selflit's Spectre: After several months, the characters hear rumours that some of the pirates who went to see Selflit's body have been found dead, drained completely of life. Who's responsible, and are they coming for the characters next?



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