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SHIPS PASSAGE

Ships Passage is a coastal role playing encounter for four to five characters of any level. The characters need to find passage aboard a ship but the captain of the only ship is very superstitious. Statistics for creatures found within this encounter can be located in the **5th edition SRD**.

Your breath forms fog in the cold morning air, and frost clings to the frozen ground as sailors go about loading supplies aboard the only moored ship. Their captain urges them to hurry and seems to be studying the clouds.

INTERACTION: THE CAPTAIN

This encounter takes place in a coastal area near a ship mooring. In this scenario, the characters require passage via ship and have been directed to the only currently moored vessel. A merchant sailing ship named the Saint Pierre belonging to Captain Kurtz.

CAPTAIN JAMES KURTZ

Captain Kurtz has always been a risk-taker and sought adventure in his youth. But when he was shipwrecked due to a reckless decision to sail into a storm, he became increasingly suspicious of bad omens and signs. After years of sailing experience, he found a stable job as a ship's captain of the Saint Pierre.



CAPTAIN KURTZ

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200XP

COASTAL INTERACTION

ROLE PLAYING KURTZ

Mannerism. I'm not afraid to take risks or speak my mind.
Flaw. I am highly superstitious and see bad omens everywhere.
Desire. I wish to keep myself and my crew safe.

A bronzed man with a short beard directs the sailors and greets you as you approach, *"WELCOME, FRIENDS! IF YOU SEEK PASSAGE, WE CERTAINLY HAVE ROOM. BUT I MUST INSIST YOU SUBMIT TO AN INSPECTION FIRST."*

CHALLENGE: SUPERSTITIONS

Captain Kurtz is superstitious, especially when it comes to magic. Around his neck is a crystal capable of casting *detect magic* at will. Any spellcasters or magical items will be revealed upon inspection, and Kurtz insists all characters submit to this. If he finds the presence of magic, Kurtz will refuse passage to that character, or in the case of an item, Kurtz insists it is locked away. The characters will need to attempt to convince Kurtz to make an exception if they wish to board his vessel. A character can make a **Wisdom (Insight) check** to learn one or more of Kurtz's personality traits.

DEVELOPMENTS

Come aboard. If the characters make a case to Kurtz, convincing him that their magic poses no threat to him or the safety of his ship or offer to pay him double, Kurtz will grumble but concede and allow them aboard.

ANY
LEVEL

PATREON

INSTANT
ENCOUNTERS