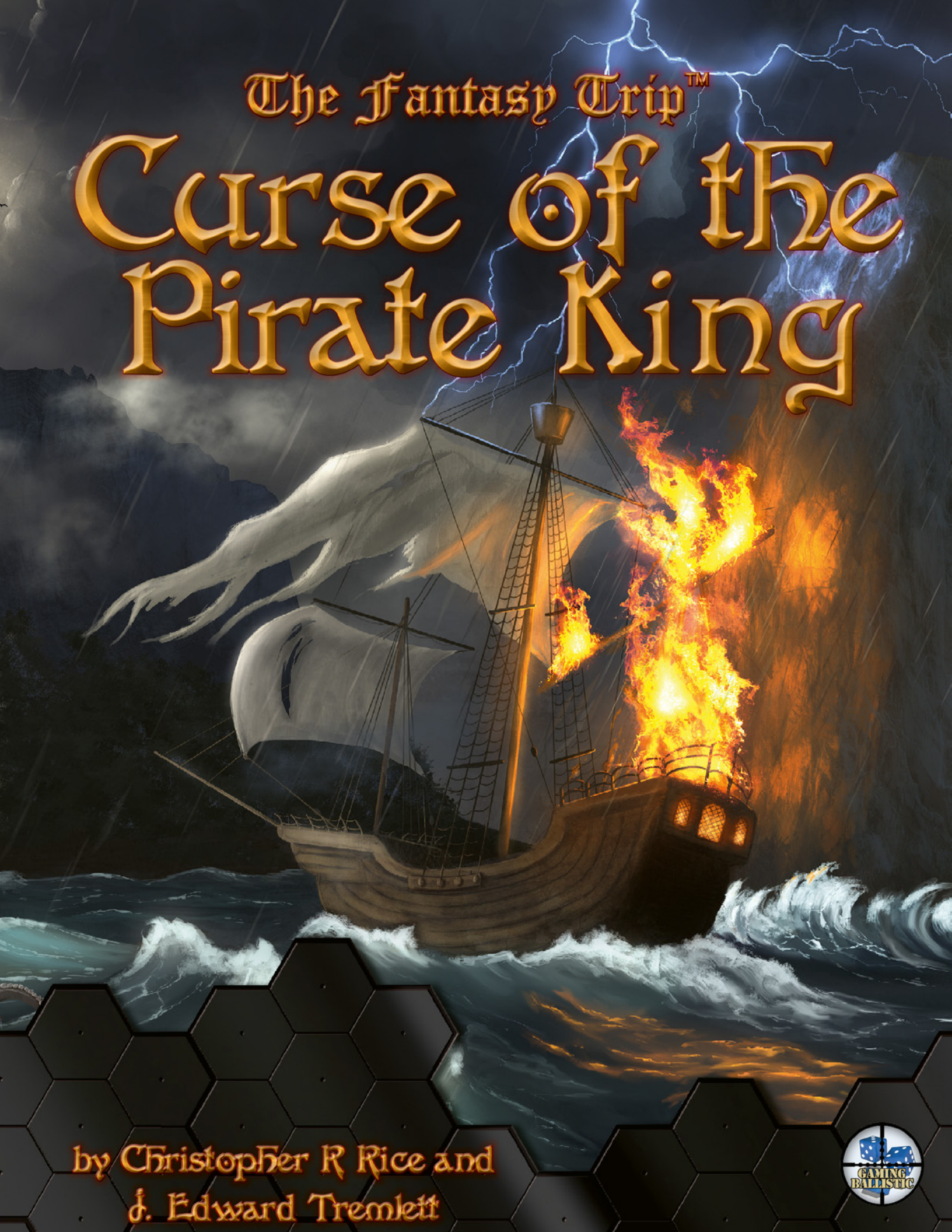


The Fantasy Trip™

# Curse of the Pirate King



by Christopher R Rice and  
d. Edward Tremlett





# The Isle of Dead

The expedition seems simple: travel to the former capitol of a vast pirate nation, and find the fabled Blade of Dawn. This “straight-forward” goal is complicated by several factors:

- ☠ A long-ago betrayal brought a centuries-long curse upon the realm of the Pirate King and his island fortress.
- ☠ The island is far from uninhabited... though few walking its lands are properly described as *living*
- ☠ The players must discover how death has found a way to bring strange “life” to the isle of the Pirate King

All the party has to do is go to the lifeless rock and loot the treasure of a thousand dead buccaneers. What could go wrong?

A journey to a lost island in search of mountains of treasure. Your guide claims that only he knows the secret. Of course, he *is* just a little bit dead.

Curse of the Pirate King is an adventure for 4-6 characters of 34-36 points.

**The Fantasy Trip™**



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## Curse of the Pirate King



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ISBN: 978-1-950368-12-9 (SOFTCOVER); 978-1-950368-13-6 (PDF)

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# The Curse of the Pirate King

This adventure is presented as the second part of a series starting with *THE CROWN OF ETERNITY*, and uses **Jok C. Sevantes**—now a revenant—as an NPC patron and narration guide. Provided enough clues and impetus to set the party on the right heading, it can stand alone, with or without Sevantes. The characters need the captain’s logbook from the *Braon* if they’re to command the voyage themselves. The adventure is suitable for four to six characters of 34-36 points.

As noted at the end of *THE CROWN OF ETERNITY*, Sevantes knows of an abandoned island full of treasure—Costora, home of the long-dead Pirate Kingdom. A terrible curse has kept

fortune hunters away for centuries, but Sevantes claims it has lifted. The booty of a thousand raids awaits a bold group, along with a magnificent prize: the legendary **Blade of Dawn**, able to cut through anything.

Those are not the only things waiting for them. The conjunction of dark magic and the blade’s otherworldly nature created an undead menace. The pirates walk again, and so too does the grotesque, powerful thing they served in life. When night falls on Costora, they rise—only too happy to convert intruders to their undying cause.

## Part One: The Offer

The story begins in the city of Olan-Pok, where Sevantes plots to entice a brave group of explorers to follow him on a dangerous expedition. He promises (again) a journey to a treasure-filled lost island. If following *THE CROWN OF ETERNITY*, Sevantes summons them two weeks after the party returns from Klee-Artha. There are a lot of good places to spend money in Olan-Pok—some safer than others. As a stand-alone adventure, a messenger delivers a note to one of the party members—cue off of their talents: a character with **Bard**, **Naturalist**, or **Scholar** might attract Sevantes’ notice. The note is simple:

“I have a job for you. Meet me at the Ninth Room for a free lunch in two days’ time. An entire island full of pirate treasure is open for the taking.” -Jok C. Sevantes.

### Investigating the Note

Hopefully the lure of treasure prompts the PCs to simply attend, or at least investigate further. If they snoop around, they can discover the following rumors and facts. As the PCs interact with likely folks (scholars, sea captains, former adventurers-for-hire), they may pick up a rumor if they roll a friendly or better reaction