

If the characters care to help, they can challenge Captain Athgar. The (mostly) good members of the crew can handle the bad apples backing Athgar. Certainly, with such aid, the adventurers can handle the captain and his priest! Belle promises that if the characters help, they can have a stake in the *Tortured Turtle*, with her as the new captain. She expresses her willingness to work out any business arrangements for the future.

Regardless of the characters' decision, Belle also reveals that she knows something is wrong at the Silent Sound lighthouse. For at least two tendays, the normally reliable light has been dark. She fears that some sort of magic is in play, because it isn't just the case that the light is out. Rather, it appears to radiate some kind of dark energy. Moreover, she's heard that sightings of spectral figures and will-o'-wisps in the area are on the rise.

In the end, the sailors must return to their ship or risk the captain's wrath against their friends. The characters are left to explore the lighthouse on their own.

Treasure. The smugglers came ashore to retrieve several bolts of rare Calimshan silk to take to an interested buyer in the Moonshae Isles. The five bolts are worth 100 gp each. The characters might find this loot in a nearby sea cave, along with lots of mundane supplies, if all the smugglers perish. Otherwise, Belle recovers the silk before going back to the *Tortured Turtle*, but offers the characters 30 gp from her own purse in thanks for their help.

MUTINEERS

If the characters agree to help Belle oust Captain Athgar, she suggests that they accompany her back to the *Tortured Turtle*. She plans to tell the captain she picked up new crew members and to invite the characters on board, at which point they can attack the captain and the priest. As planned, Belle will lead the rest of the crew against those who side with the captain. It should all be over quickly.

The trip back to the *Tortured Turtle* is smooth, and the longboat sails into position to be hoisted aboard. Belle yells to the watch that she has new crew to bring aboard, and the watch acknowledges the request. This exchange brings the captain—a tall and muscular Northlander—onto the deck. Standing at his side is a short, stocky human female wearing a holy symbol of Umberlee around her neck.

Creatures. Captain Athgar (NE male human **veteran**) is as mean as the ocean is deep. The devotee of Umberlee is called Sister Foam (NE female human **priest**), and she's a good match for the captain in demeanor and ferocity. The captain berates Belle for bringing back useless chum such as the characters, and demands that they leave his ship immediately—without the use of the boat. If the characters try to reason with him, the captain quickly proves how unreasonable he can be by ordering the crew to kill the characters and dump their corpses overboard.

Chaos of Battle. As soon as the characters attack, Athgar and Sister Foam order the crew to defend the ship. In the first round of combat, two sailors (N human **bandits**) attack the characters alongside the captain and

A lot of people think of piracy as a dead-end job or a last-resort career. This is remarkably shortsighted, as the gig has a startling number of upsides. For example, it's a job that allows you to wear a lot of scarves and sashes. That's rare. What's more, you're never more than two steps from some sort of convenient rope that you can cut and use to dramatically swing into danger.

What's more, people don't realize that profit-sharing arrangements are surprisingly common, and there are great opportunities for internal promotion of the dead-sailor's-boots variety. Also? There are a lot of dead sailor's boots, and the resale on those can be very high. Good boots are scarce.

—Viari

priest. By the start of the second round, Belle convinces other sailors to take up arms against those loyal to Athgar. None of the sailors attack the characters thereafter.

As the battle continues, you can decide how the rest of the combat goes with regards to additional help. If the characters are winning handily, a few loyalists might escape the general melee and fight beside Captain Athgar. If the characters fare poorly, Belle or other mutineers could intervene to relieve some of the pressure.

Treasure. If the characters assist Belle Mare in carrying out a successful mutiny, she rewards them with a red pearl worth 200 gp, as well as a yellow diamond *elemental gem*. Both belonged to the captain. She then asks the crew to transport the characters back to shore so they can continue their mission.

SILENT SOUND LIGHTHOUSE

Silent Sound lighthouse is a seventy-foot-tall cylindrical tower of mortared stone, with a square base carved into the rock it stands on. The lantern room is enclosed within glass walls and features an open-air catwalk. Map 3.1 shows the layout of the lighthouse tower, which is reached by way of a twisting but safe path leading up from the beach behind it.

FREE SAILING SHIP! OR IS IT ... ?

If the characters make a deal with Belle Mare and succeed in taking the *Tortured Turtle*, how they benefit is up to you. Before you decide to allow the *Tortured Turtle* and its crew to work for the franchise, think through the potential ramifications, and how you could use them later in your campaign. Like other deals, this one has potential benefits and possible drawbacks. Even if the crew of the *Tortured Turtle* pledges loyalty to the characters and swears off (most) of their illegal activities, much could go wrong.

Perhaps the ship is in sad shape after years of neglect. Can the characters spare 1,000 gp (a tenth of the sailing ship's worth) for repairs? And what happens if the ship gets into trouble and the characters are constantly called upon to rescue the crew and protect their investment?

Authorities across the Sword Coast might also want to arrest the crew for Captain Athgar's misdeeds. If any crew members are caught, the authorities might learn about the ship's business relationship with the franchise, creating potential trouble for the characters.