

PIRATES AND PARROTS

SUMMARY

Players are Pirates of the Floating Islands, and their home, Fera Ley (think Tortuga but in the air) is being attacked by the HMAS Valiant - a massive flying ship of the Royal Navy, sent to “bring order and civilization to Fera Ley and put the pirate problem to rest”.

The Dread Pirate Mont Blanc was just defeated in battle by HMAS Valiant, and now the players are Fera Ley’s last hope to keep her freedom.

SETTING

The Buccaneer's Arms - Starting tavern.

The Floating Islands of Fera Ley - Home base for the pirates.

HMAS Valiant - Albionic empire ship.

Stuart's Satisfaction - Pirate ship captained by Mont Blanc.

MONT BLANC'S BATTLE

The party meets up in the Buccaneer's Arms. The Mayor of Fera Ley, a portly fellow named Richard Dullen runs into the tavern gasping and panting. “Mont Blanc has been defeated!” Everyone leaves the tavern and can see in the skies just off the island the end of a battle and Mont Blanc’s ship, the Stuart’s Satisfaction, going down in flames as boarding lines are being cut.

PIRATES AND PARROTS

In the crowd, they meet Giotto Turtleton, who functions as the quest giver and provides them with the potions they will need. They drink the shrinking potions and shrink to roughly 3 inches tall. The pirates are snatched up by their pet parrots and flown to the HMAS Valiant. Along the way they have to dodge an attack from a hungry osprey.

GIOTTO TURTLETON

An alchemist Turtle. He wears a spiffy hat, and provides the potions for the pirates to shrink. Tells the party to go and save the island.

INFILTRATION

The pirates land on the ship and revert to their normal size. They have to dodge or confront the marines aboard the ship, and encounter the Quartermaster, Victor Van Boom. Victor is crooked, and can be bribed (or threatened) to show the party the way to Mont Blanc and his crew in the jail cell.

JAILBREAK

Mont Blanc and the crew are in jail. The lock can be picked, or Victor can unlock the door. Once they are out, they help the party take back to the ship.

On their way to the captain's cabin, the pirates must bypass the squadron of Navy soldiers. They can cause a distraction, or stealth their way through by crawling on the outside of the ship's hull.

BESTING AN ANGEL



When things get dire, and pirates make their way to the captain's quarters, Captain Morrow steers the ship in the direction of Fera Ley and then breaks the navigational system. As the players fight her and her crew, they must fix the ship's navigation before it smashes into the land, killing everyone on the island and on board.

VIVA MORROW, THE ANGEL OF DEATH

Captain of the Valiant. Can be played as a paladin or equivalent. Has Iron Wings that deploy to fly her to safety in the event of going overboard.

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RESOLUTION

The Empire is repelled, Fera Ley’s freedom is restored. Now, with HMAS Valiant in their navy, they’re able to defend themselves against the Empire. The age of pirates continues. For now...

Adventure Writers' Room: we are a group of GMs who meet in the discord voice chat, and challenge ourselves to improvise a one-shot adventure (like this one) in 2 hours. We're looking for some friendly and creative people to join us!

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