

Happy Jack's Pirate Gaol

S. Goodwin
1 inch= 30 feet

The crew of the Happy Jack have taken over this former manor house, and more recently town gaol, for their own pirate base. Specialising in slavery, kidnapping and looting the crew of 30 often have a variety of prisoners held captive. You have been seeking a scribe, known to have information about the caves of Valtdor and its infamous treasures, and information has led you to believe that this is where he is being held.

A Towering at 20 feet high the wall is 12 feet thick, and guarded, night and day, by a pair of pirate archers.

The wall is only broken in two places so access is very difficult. The first opening is a pair of large, one foot thick gates that can only be opened using the internal mechanism. The second opening in the wall allows the river to pass through the grounds and into the sea. However there are large bars preventing unwanted passage, and the 30ft wide river flows very heavily with strong currents.

B Beautiful yet deadly, the grounds are patrolled during the day by wolves, and at night they are accompanied by a pirate guard. The grounds also contain a variety of wild animals and traps, roll a d10 for a random encounter:

- 1 - No encounter
- 2 - Two wolves
- 3 - Giant Constrictor Snake
- 4 - No Encounter
- 5 - 2 x Giant Eagle
- 6 - 1 x Giant Boar

C Clearly this part of the castle used to be the chapel, with a single large stained glass window. Knowledge or religion checks show this to be of the Venerable Venable and the Golden Lady "Laso". If deciphered the window reveals that there is a vault beneath the old store pits for the family treasure. This now acts as the entrance to the gaol, with three pirate guards.

D Turned in to a treasury and weapons store, the pirates keep a variety of weapons and treasure chests that have clearly been looted or taken from prisoners. Successful roll to pick locks of door (medium) needed. Chests (lockpick medium) contain 7500GP of treasure goods, and the area contains a variety of weapons and items

E Stork's Tower - Home to the captain's quarters. Containing a large bed, clothing cabinet, desk and chest. The chest is rigged to explode on a critical fail (but will also reveal a potion of luck). The chest contains treasure to the value of 12000GP. The pirate captain duel wields a short sword and cutlass.

G There are two watchtowers. Each is manned by a pirate archer with reloading cross bow, standing at 20ft high they are capable of seeing the majority of the grounds.

F Consisting of a circular room, the gaol is split into 10 cells. There are also two further rooms containing stores, food and cooking areas. The cells are locked with large wooden doors, and heavy locks. The doors are opened using a lever system on the wall, there appears to be no obvious label or mechanism, although someone with High skill levels in mechanics or a similar skill can run checks. For each lever pulled roll a d6:

- 1 - Aran, Scribe of Valtdor
- 2 - 1 x Hobgoblin Warlord, 3 x Hobgoblin (Medium)
- 3 - 2 x Human Children
- 4 - 1 x Orc Captain, 2 x Human Fighter (Hard)
- 5 - 1 x Mage (Medium)
- 6 - 4 x Bandit (Easy)

In the centre of the gaol is a large, deep, dirt covered pit. Inside the pit is a sleeping troll, who acts as a guard and gladiator. Stealth checks must be passed to avoid waking the troll who if disturbed will arise and climb from the pit. Weekly fights are held in the pit for money, with gamblers encouraged to watch. Party members could attempt to fix up a contest if they are feeling brave. Below the pit floor is a trapdoor leading to the family vault.

