



 **MONKEYDM**

OCEAN OF GREED

5TH EDITION ADVENTURE

SAIL ACROSS THE OCEAN AND PLUNDER UNFATHOMABLE RICHES

MONKEYDM

OCEAN OF GREED

OCEAN OF GREED IS A SEAFARING ADVENTURE DESIGNED FOR 4-6 LEVEL 8 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PLOT HOOK

While in a port town, the players get approached on the street by an old hooded figure, who tells them to meet him in a nearby alley.

CHAPTER 1. IT AIN'T LIKE OLD TIMES

In which players find out what it meant to be a pirate, versus what it means now, then set off to teach some seadogs a lesson.

CHAPTER 1.1. OL' RUSTY

After pulling the characters into the alley, the hooded figure takes off their cloak, revealing an old and wrinkled face. Underneath one eye, you can notice, taking up his entire cheek, a largely rusted plate of metal, seemingly drilled into his bone. Any player with a sailor or pirate background or with historical knowledge about port towns can make a **DC 17 Intelligence (History) check** to instantly recognize this face as the dreaded pirate Clooney Pitt.

OL' RUSTY

Information: Rusty is the retirement persona of Clooney Pitt, who used to be one of the most feared pirates of the seas. He would ruthlessly steal from other ships, until one day he disappeared and his ship was never seen again. In truth, he retired to a nearby port town, but not by choice...

Whether the party recognizes the man as his true identity or not, he will tell them he has a job for them. And then he'll detail the job.

Read this as Ol' Rusty:

'Listen here. Long long time ago, I used to be a pirate of sorts. I had this beautiful ship... It took me 11 years to build it. Named it 11 to honor that. And oh, trust me, I was dreaded. But then... I trusted the wrong folk. My first mate, Benedict Greatfellow, thought I was growing old, losing touch. He thought the pirate business needed to be reinvented. And so... He did just that. One day, he had me mutinied. Threw me off my very own ship. Then, fearful of the authorities, he turned my baby into a casino. When we were on the ocean, 11 was a force to be reckoned with. Now it's just a place where pirates smile and offer drinks to nobles who got their money unlawfully. And that is NOT what a true pirate must do. Now, whether you are pirates or not, the situation is like this. I'm trying to teach a man a lesson for betraying me. Not only is there plenty of money to find there, but his head might just be worth even more. You in or you out? Because I'm staying in.'

Assuming the players don't refuse him, he'll hand them a piece of paper with a etched out address "32nd Greengrass Canal". He asks you to meet him there tonight (*this can be changed to give the party time, if this adventure is integrated into an ongoing campaign*).

CHAPTER 1.2. 32ND GREENGRASS CANAL

Read this:

'Following the address the man had given you does prove more difficult than you initially anticipate it. You do find the Greengrass canal, it is a large dug out portion of ground, whereupon a large river, maybe even a delta of sorts, connects together with the sea. Sand is mostly replaced with grass and reeds, small docks and the like, but it takes a good walk between said reeds to finally find the small wooden shed that has a sign attached to it that says "32nd". You have not fully made your way out of the reeds, so you are decently hidden, so you attempt to perceive it from a distance.'



Characters with **passive perception above 14** observe the surroundings.

Read this:

'It looks dilapidated and old and you are firmly confused as to why one would even be there. Weirdly enough however, it doesn't seem to be barren. Leaning against the side of the house, you notice two shady looking fellows who seem to be keeping a watch. You also notice two small rowboats down the side of the small dock, next to which two other pretty large men rest, drinking from hipflasks. On the dock itself, you see two rich looking types who seem to be looking about hurriedly. You also notice, a little ways away, in the reeds, waiting for you, the old man from earlier.'

When they approach Ol' Rusty, he'll tell them this is the point where nobles get taken to the ship for gambling sessions. He tells the party their goal is to scare people from coming back on the ship, reach Benedict and teach him a lesson. A bloody lesson. He's a big fellow, with a bushy yellowy beard and a weird nose. You'll know him when you see him. Also, don't kill nobles, ask for money first. He then hands the players his cutlass as aid, as he's too old to use it. He advises them to not use it just yet, as they'll need to get on the boat pretty sneakily. Good luck!

Clooney's Coveted Cutlass

Weapon (scimitar), rare (requires attunement)

The cutlass is beautifully shaped, with an ornate guard and enchanted gems upon its hilt. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this blade, you may use a charge to summon the essence of a thieving pirate that attempts to rob your enemy. Roll a *Dexterity (Sleight of Hand) check* with your attack bonus, contested by your target's *Dexterity (Acrobatics) check*. If you succeed, you steal one random item from their person, provided it is no heavier than 5 pounds.

The blade has a maximum of 3 charges and recharges 1d4 charges daily at dawn.

AREAS OF 32ND GREENGRASS CANAL

1 - DOCK

On the dock walk about two nobles, the Malloy brothers. They are both about to take a row boat to the ship. They are quite young. **Any form of Charisma check above a 17** will make them take the party on, provided they get to them. Charming effects also work.

2 - ROW BOATS

Next to the small row boats rest two buff pirates (**hunks**). They don't talk much, but, if given tips of higher than 10 gold, they'll tell the party that another group tried funny business a short while back and they didn't come back.

3 - WATCHERS

Two men (bandit captains) are watching the front of the house, making sure no one walks in and around uninvited. They don't have a precise guest list, but are informed to tell commoners to piss off and to bow their heads to noble-looking folk. If the party is disguised in any way to look dapper, they will let them pass, no question asked. If the party does not look fancy or if they have any monstrous races in their midst, they will be stopped.

In order to fool them, a **DC 18 Charisma (Deception) or (Intimidation)** is needed. Otherwise, the bandits will knock on the door, bringing out **4 additional bandits** and **2 hunks**, then ask the party to leave... There might be blood.

4 - CABBAGE PATCH

There's a small cabbage patch! (MY CABBAGES !) If the players approach it, a **DC 15 Intelligence (Investigation) check** will reveal it's been recently walked over a little bit, and there seem to be footprints leading inside the house.

HUNK

Medium humanoid (human), neutral evil

Armor Class 11

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Saving Throws Str +5

Skills Athletics +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Charge. If the hunk moves at least 15 feet straight toward a target and then hits it with its headbutt on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the hunk takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The hunk makes two attacks, only one of which can be with its headbutt.

Maul. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Headbutt. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be stunned until the start of its turn.

5 - House

Inside the house rest some extra pirates. If the players in any way try to sneak in or knock or mess with the house, **4 bandits and 2 hunks** will emerge, initiating combat. Inside the house, players can find some clothes, as well as 200 gold.

Once the players have either reasoned with any of the pirates or nobles outside or have finished combat, they'll see a small row boat approaching from the distance.

If they have reasoned and not gotten into combat, they will go straight onto the ship. If instead they had combat, they'll have to either intimidate the pirate with a **DC 14 Charisma (Intimidation) check**, persuade him with a **DC 18 Charisma (Persuasion) check**, fool him with a **DC 10 Charisma (Deception) check** or, last but not least, kill him and take his place rowing to the ship.

Either way, proceed to next chapter.

MAP 1: 32ND GREENGRASS CANAL

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CHAPTER 2. THE 11

In which the players come aboard a ship casino, maybe play some games, then proceed to stir some trouble.

CHAPTER 2.1. COME ABOARD

Read this:

'As you slowly row your way out of the canal and a bit towards see, you see, hidden behind a mountainous cliff, the large and imposing sight of the 11, this ship of great renown, but it looks nowhere near pirate-y. Its sails are of a bright red color, its wood freshly polished, and you can only hear joy from the deck. You slowly row in, and when you get close enough, a rope ladder is extended to you. You reach up on the deck and find yourself in a weird sight. The deck is filled with tables of all shapes and sized, all nailed to the deck, same for the chairs, with people playing various gambling games. Pirates walk to and fro, in semi-formal attire, while some ladies make the rounds in hopes of appealing to any of the nobles sitting down at the table.'

If at any point combat is stirred, all nobles will run to the extremities of the ship, staying as far away from all of it as they can.

In total, the deck holds **10 bandits and 4 hunks**. There are also **nobles** playing at almost every table. Not all of them need to be fought, as they can be lead downstairs, into the bar through area 8, each requiring a **DC 18 Charisma (Persuasion) check**. Down there, they won't hear the rustle.

The players can choose to look around and play games or go straight to messing up the place and fighting, case in which they have 1d6 turns until **Benedict Greatfellow** arrives. When he does arrive, he will attempt to fight the players head-on. If brought to below half of his maximum hit points, he will use his Shake It All Off reaction, then rush downstairs. When the players follow him or if they pass through area 8 into the bar, proceed to the next chapter.

BENEDICT GREATFELLOW

Information: A large and corpulent man, with a well-knotted beard and a glass eye. He looks to have on a tuxedo of sorts, but it is awfully small and deeply unflattering. Attempting to be a gentleman, it seems. His demeanor is rough and angry.

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AREAS OF THE DECK

All the unnumbered tables are full and players cannot make an attempt to play. If they choose to extensively intimidate the players and/or really wish to play, we encourage fun improvised games. To join any game the minimum to pay is 50 gp.

1 - SNAKEFOLLOW TABLE

Right next to where the players got up is a Snakefollow table. In this game, the players must bet on the luckiest bug that moves throughout a snake's body. The game is played in rounds. Each participant must roll 2d8. The highest number rolled wins that round. The first to win 3 rounds wins. When the players walk in, **3 nobles** are sitting down and the pot is 300 gold.

2 - SCENIC TABLE

If players wish to play The Captain's Wheel, they must bet on one color, red or green. Roll a d4. On a 1-2, the ball falls on red. On a 2-4 it falls on green. They get to double their earnings, but get no more than 200 in winnings before the nobles leave the game.

3 - SCENIC TABLE

At one of the tables in the back, a group of tieflings and a fire genasi are watching as a dwarf of sorts is describing a scene. His voice is booming.

If any player tries to listen in, he must make a **DC 14 Wisdom (Perception) check**. On a success, they hear as the dwarf details a large explosion, before a creature of pure force begins to ripple. He thin smirks and asks "Unburnt, how do you want to do this?". (DnD inside DnD ;)

4 - CORSAIR CARDS

Corsair cards is a simple game. Roll 5d10. The player with the highest total wins. They get to get to quadruple their earnings, but get no more than 200 in winnings before the nobles leave the game.

5 - HOUSE

Inside the house rest some extra pirates. If the players in any way try to sneak in or knock or mess with the house, **4 bandits and 2 hunks** will emerge, initiating combat. Inside the house, players can find some clothes, as well as 200 gold.

MAP 2: THE DECK

6 - DECK BAR

The bar is held by a silent type, a goliath with large muscles and an imposing physique (**veteran**). He'll serve the players anything they want, but not say anything. That's his jist. In fact, if forced to say stuff, he has a comically high-pitched voice.

7- TWIN DOORS

The twin doors are guarded by **two pirates** (bandits) both of which look menacing. On the doors, the players can see it is written "private game chamber". Any attempt at going in will be met with fights. If the players do make it in, they'll see some high nobles playing a high stakes poker game. (*This can be a great place to insert some noble recurring NPCs if this is inserted into an on-going campaign.*)

8 - LARGE DOORS

The large doors lead to a flight of stairs, taking the players to the bar below.

9 - CORSAIR CARDS

Corsair cards is a simple game. Roll 5d10. The player with the highest total wins. They get to get to quadruple their earnings, but get no more than 200 in winnings before the nobles leave the game.

CHAPTER 2.2. THE GOLD BAR

When the players go further down into the ship, regardless of if it s before or after combat, they find a great bar.

Read this:

'Right below the still atmosphere of intense gambling tables, you find the noisy feel of usual pirate ships. Together in a weird bunch, both criminals and nobles mix and mingle and drink themselves under tables, while some vaguely awake bartenders sing and serve drinks. There doesn't seem to be any recognition of that which happens above and you realise that may be on purpose. Those who lose money above either come here to forget how they lost it, or before losing it in the first place.'

AREAS OF THE BAR

A mess of tables and drunkards move all around, obscuring vision of the whole chamber. Nevertheless, characters can vaguely see a distant lonely table, with a single chair, where a single large mug rests alone. A door is wide open on the side next to the table, as if someone slammed it open.

1 - MAIN AREA

When around this location, players will get bumped and annoyed drunkards. Players must dodge inbetween and avoid interactions in order to get to Benedict. In order to make it, each player must roll a **DC 18 Strength (Athletics) or Dexterity (Stealth) check** to push through or sneak through. On a failure, roll on the following table.

d4	Outcome
1	A drunk noble with a firearm says they are the reason he's lost everything. He wants to shoot either them or themselves.
2	A pirate or noble recognizes the party from an earlier encounter - or at least they think they do.
3	A hunk doesn't recall seeing them around here. He asks for proof they are what they say they are. Unless he is paid 10 gold or deceived with a DC 17 Charisma (Deception) check , he'll try to take said player to the upper deck and off the ship, prompting combat.
4	A group of drunk pirates bump into the party and feel angered by their demeanor. They want to fight. The group of pirates has the stats of an angry mob.

2 - LONELY TABLE

Once the players get past the mess of pirates and drunkards, they reach the table where the mug rests. On the table is also a ledger.

If the players haven't already fought upstairs, Benedict is sitting at the table calmly drinking. He doesn't let the players get too close before gesturing into the crowd, from which **6 bandits and 4 hunks** appear. Once again, if brought below half of his maximum hit points, Benedict will use his Shake It All Off reaction, then rush downstairs.

Players can investigate the ledger. A **DC 20 Intelligence (Investigation) check** reveals some of the coded words in the notes, showing that the casino had recently received an "arcane material absorption and protection unit".

3 - BARREL CHAMBER

The barrel chamber is hidden behind a locked door, which requires a **DC 25 Dexterity (Thieves' Tools) check** to open. Inside are plenty of drinks, most of them extra spiked. Players can also find one small barrel of torpor poison, containing 5 doses. The poison acts as described in the basic rules.

4 - DOOR & STAIRS

An open door leads to a flight of stairs, which spins around leading downward. Proceed to the next chapter.

ANGRY MOB

Huge swarm of Medium Humanoids (human), no alignment

Armor Class 10

Hit Points 75 (10d12 + 10)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	12 (+1)	11 (+0)	8 (-1)	11 (+0)

Skills Perception +1

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Area Weakness. The mob takes double damage from area of effects spells.

Mob. The mob can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium Humanoid. The swarm can't regain hit points or gain temporary hit points.

Mob Mentality. Upon reaching half hit points (37), the mob becomes Frightened of its last attacker and attempts to flee to the nearest angry mob. Upon reaching the other angry mob, this mob is removed from play and the other mob gains hit points equal to this mob's remaining hit points. If no other angry mob is visible on the battlefield, the angry mob will attempt to flee and disperse.

Actions

Multiaction. The angry mob makes two attacks, which can be any of its attacks, but it cannot use the same attack twice on a turn.

Pitchforks. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, or 7 (1d6+4) piercing damage if the mob has half of its hit points or fewer.

Stones. *Ranged Weapon Attack:* +4 to hit, reach 30/60 ft., one target. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the mob has half of its hit points or fewer.

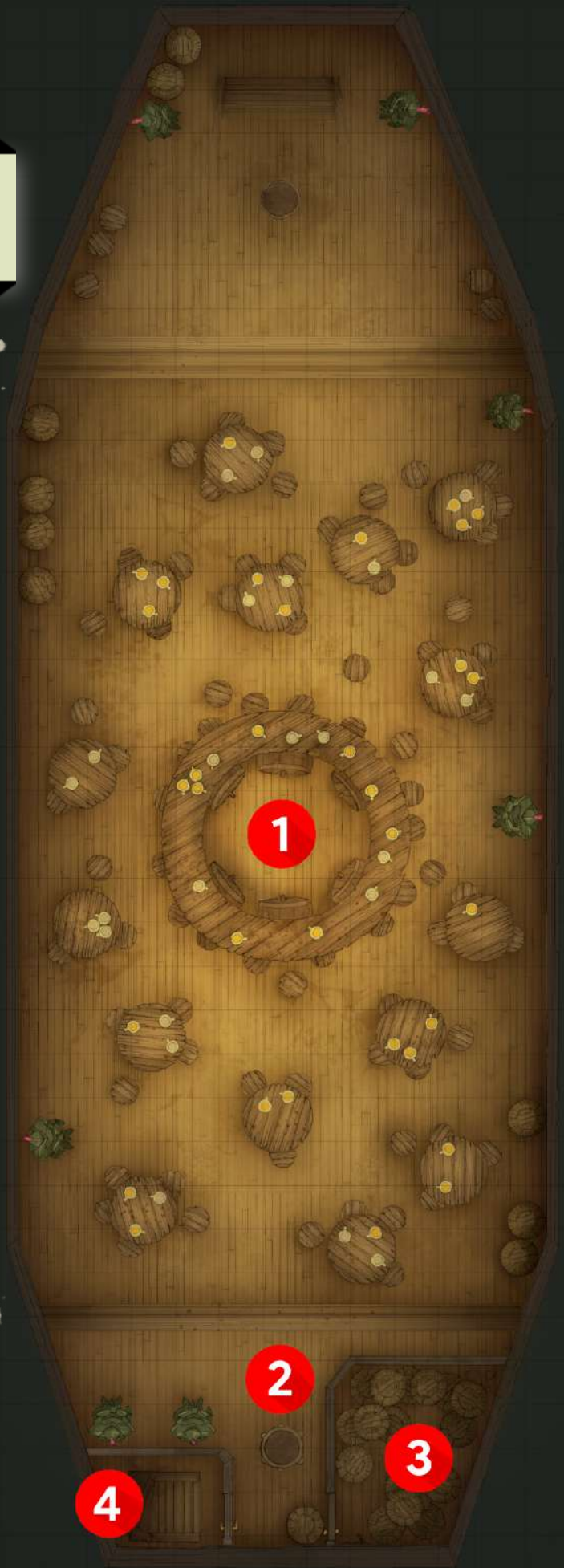
Grab. The angry mob attempts to grab all creatures within 5 feet of it. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or become grappled by the mob.

Apprehend. The angry mob attempts to knock prone all creatures that it has grappled. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

MAP 3: THE BAR

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BENEDICT GREATFELLOW

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)

Skills Athletics +7, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Actions

Multiattack. Benedict makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Reactions

Shrug It All Off (1/Day). Benedict shrugs off all things annoying him, regaining his cool. He immediately ends all charmed, frightened, restrained, grappled, paralyzed, blinded or stunned conditions and can move up to his full movement without provoking attacks of opportunity.

GOLDEN GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Con +9
Skills Athletics +10, Perception +4
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages understands the language of its creator but can't speak
Challenge 11 (7,200 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Shinning Shimmering Splendor. The golem's coins refract light, making it difficult for those around him to perceive their surroundings. Each creature that ends its turn within 10 feet of the golem must make a DC 15 Constitution saving throw or have disadvantage on Dexterity saving throws until the start of their next turn.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 6) bludgeoning damage.

Bury In Gold (Recharge 5-6). The golem targets a 10 foot cube within 60 feet of him. All creatures within that cube must make a DC 17 Dexterity saving throw. On a failed save, the golem buries the targets in gold, dealing 20 (4d8) bludgeoning damage, grappling and restraining them. The creatures buried in gold also can't breathe and must use their action to make a DC 19 Strength (Athletics) check to escape. On a success, the creature takes half damage and isn't buried.

Other creatures can dig the buried creature out of the gold using their action, requiring no skill check.





CHAPTER 3. GREED INCARNATE

In which players take down a golem of gold and make a lifelong enemy (that is if their brutality does not get the better of them).

CHAPTER 3.1. THE SHOWDOWN

Read this:

'You rush down the stairs following Benedict and find yourself on the lower deck of the ship. The lower deck, however, does not look anything like a deck, but rather like a massive dragon's hoard worth of gold coins. Benedict, holding a crystal of sorts in his hand, looks towards the gold and shurgs, before throwing the crystal onto it. Then, you see him turn back towards you with a smile. Within seconds, the gold begins to coagulate into the crystal, shifting and twisting until it all becomes one large mass of humanoid shape, turning its head towards you. With a grin, Benedict points towards you and the golden golem begins to step in your direction. Roll for initiative.'

The party now has to fight **Benedict and a Golden Golem**. Upon reaching less than a quarter of his health, Benedict will retreat into a corner next to the wall and wait for the golem to do his work. The golem protects him as best as it can. Benedict will use his actions to tell the players to please keep him alive.

When the players kill the golem, proceed to the next chapter.

CHAPTER 3.2. THE SPOILS

Once the players have defeated the golem, it breaks back down into the pile of gold it once was. From above, players can still hear hustle and bustle, while some footsteps begin to be heard. In another round, down come **2 hunks and 5 bandits**.

If the players have already killed Benedict, they instantly have to kill these too.

If Benedict is still alive read this:

'As more pirates come downstairs, most likely hearing the clinging noise of the golem, you begin to feel unsafe. A whole ship is no small task, especially one as large and as well-staffed. You can faintly hear the mix of laugh and cough from Benedict, as he eyes you. "I know who sent you", he says "Tell him we got the message. I'll give you parley this one time. You let me live, my men don't kill you and you get to skim some of the gold in here. And we'll talk later. If you try to kill me, they won't hesitate. Deal?" His wounded body somehow maintains an imposing aura. The choice is yours.'

If the players take the deal, Benedict lets them scoop up 3 buckets of gold, which total to 6000 gold, then he lets them go, telling them they shall meet again. If a deal is not met, the players will have to fight the players, but can pick up as much as 12000 gold.

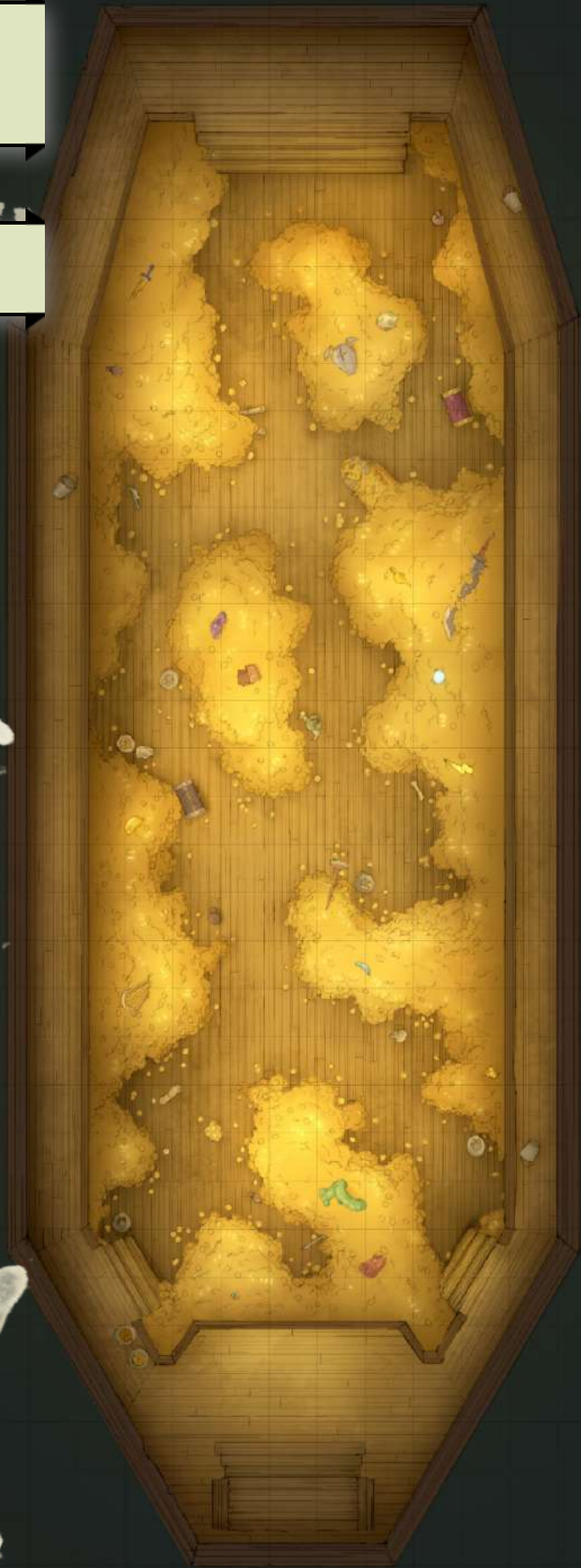
After that, the players return to Ol' Rusty, having either killed his enemy or taught him a lesson. Either way, he'll pay them another 2000 gold pieces.

MAP 4: TREASURE ROOM

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THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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Maps created by [CzePeku on Patreon](#).

And now onto the next project...

Cheers !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !



A MASSIVE THANK YOU TO ALL MY PATRONS !