



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

The party has taken a quest from Clooney, a legendary pirate. Clooney had his ship stolen and wants revenge. The party will get their reward if they can cause mayhem aboard the ship and plunder for all its worth, to teach Greatfellow a lesson. Clooney has given them his precious cutlass to help.

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*, 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.

CHAPTER 1. THE 11

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

Read this:

'As you slowly row your way out of the canal and a bit towards the sea, 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 faced with 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 with the hopes of appealing to 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 **Shrug 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.

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.



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.

MAP 1: THE DECK

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.

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 gist. 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 treasure room.

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.

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CHAPTER 2. 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 2.1. 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 shrugs, before throwing the crystal onto it. Then, you see him turn towards you with a smile. Within seconds, the gold begins to coagulate around the crystal, shifting and twisting until it all becomes one large mass, humanoid only in 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 2.2. 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 crew, but can pick up as much as 12000 gold.

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

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 breath 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.



MAP 2: TREASURE ROOM

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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.



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And now onto the next project...

Cheers !

A MASSIVE THANK YOU TO ALL MY PATRONS !

