



OP15 – BATTLE OF FREEBOOTER COAST
An Adventure in Filbar™

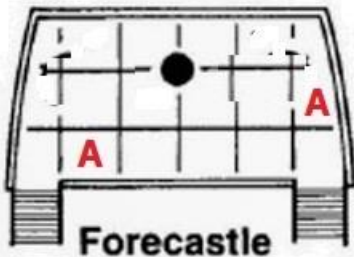
Your ship has weathered the storm but as a thick fog rolls in behind it the cry from the crow's nest causes you concern. A fast moving ship is coming up on you!

A scenario for a group of 5th level PCs and DM

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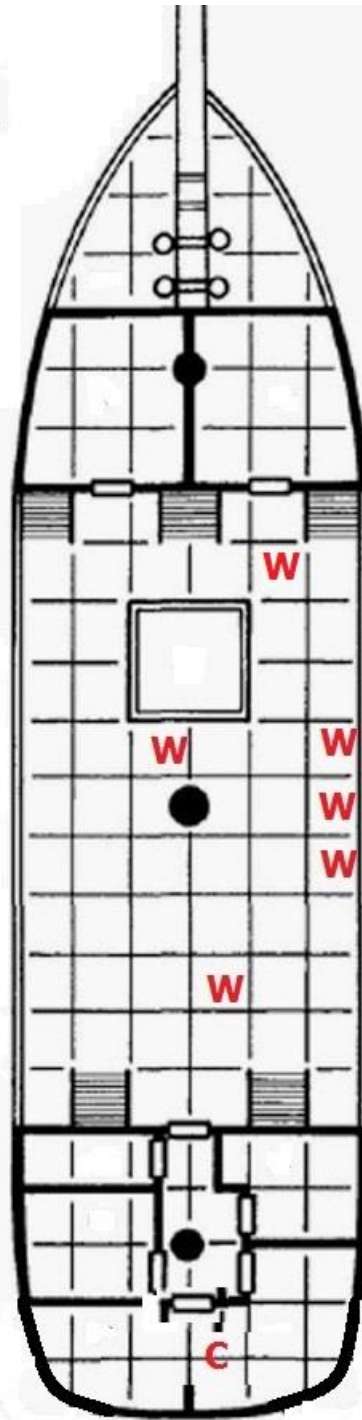
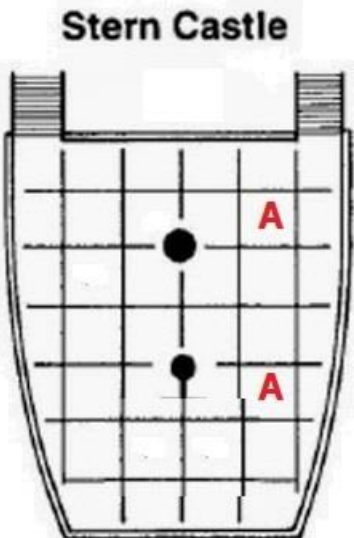
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THE REBUKE



Main Deck

A = Archers
W = Warriors
C = Captain



Square = 5'

Player's Info: Your trip to the city of Bayton has run into a bit of an issue. A storm front has passed pushing you to the edge of a location known as Freebooter Coast. A frequent haunt of Minotaur Pirates, the captain is quite concerned as a dense fog rolls in at the back of the storm. Your party notices a look of dread as a sailor in the crow's nest yells out that another ship is approaching! The sails come into view and bear the mark of the fearsome corsairs!

DM Info: This scenario was built for a group of 5th level adventurers taking an ocean voyage from point A to point B. The area of travel would take the players through an area of lawlessness and pirate activity.

The party's vessel will have gone closer to shore for protection against a storm and will be sandwiched against dangerous reefs and a pirate vessel known as "The Rebuke". The captain, Angus the Black, is a large Minotaur that is looking for some easy pickings and will have run across the party's ship.

The scenario is that the ship will come up broadside on the party's boat and the Minotaur crew will jump over the 5' gap and board the ship. If the Minotaur can take the ship by knocking out the party they will take them as hostages, slave crew, or sold in a distant land. If the boarding party of Minotaur are defeated then the Captain Angus will order The Rebuke to disengage and return into the fog quickly. The party should only worry about dealing with the top deck of the Minotaur vessel as the lower decks are crew quarters and slave oarsman. That area is secured by 2 additional Minotaur not shown on the map.

Once the assault begins other Minotaur not shown on the map will attack any sailors on the PCs vessel. At the conclusion of the fight a percentage can be rolled to determine how many of the friendly sailors fell in battle. If Angus the Black opts to escape, he has access to a Stone Controlling Water Elementals that can propel The Rebuke 120' for two rounds. This stone resides in the hilt of his weapon. Subjects aboard the ship will have to make a DC15 vs. Dexterity or be thrown off the vessel and into the surf! Captain Angus would only call out for the vessel to surrender and would typically remain on The Rebuke out of magical/missile range.

If the ship is somehow taken by the party there is 4500gp worth of various items including golden ingots. These items are all plunder with owners stepping forward (possibly). In the bottom of the ship are 50 slave oarsmen and their two Minotaur guards.

Pirates:

Minotaur Archers: AC14 HP80 D+6 1d8 +4 (Barbed Spear) +4/+0/+3/-2/+3/-1 "can" move to the other ship for melee as well

Minotaur Archers: AC14 HP80 D+6 2d12 +4 (Great Axe) +4/+0/+3/-2/+3/-1 Raiders will have 1d4 x100 gp worth of gems

Captain Angus the Black: AC16 +2 Chain HP120 4d8 +6 (+2 Magical Great Axe) +5/+0/+3/-2/+3/+1

Prisoners:

Can be either a McGuffin NPC or an NPC adventurer of similar level. Their gear would be stored in the Captain's quarters.