

OP5

ADVENTURES IN FILBAR

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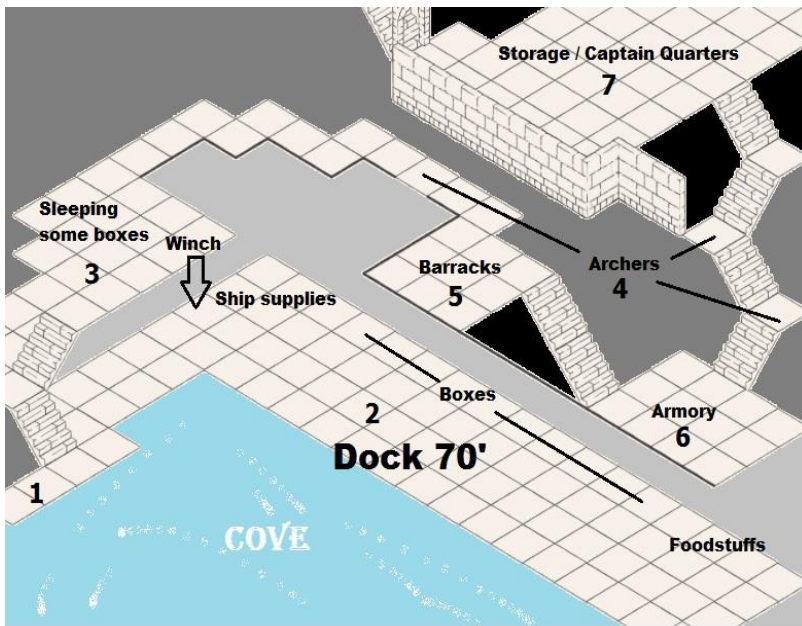


CORSAIR COVE

PIRATES HAVE BEEN RAIDING THE COAST BUT THEIR LAIR HAS BEEN DISCOVERED. THE LOCAL MAGISTRATE HAS TURNED TO YOU AND YOUR BAND OF ADVENTURERS TO RESOLVE THE ISSUE ONCE AND FOR ALL! IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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OP5 – CORSAIR COVE



Squares = 5'

Player's Background:

After a lengthy sea battle with a pair of pirate ships one of your quarry has broken off and sailed into a large crevice in the side of the cliff. After sinking "The Regal" and capturing her crew, you move towards where you lost "The Dragonfly. The large gash in the rocky coast you find the way blocked by a series of chains. Your vessel, "The Cricket", will not be able to get into the cove. The captain has already lowered a longboat for you to continue pursuit. With the defeat of the pirates near you eagerly jump in with four crewmen and move towards the lair!

DM Background:

This scenario was designed to drop into any campaign for a group of 4th level characters chasing pirates. The party will have been sent in by the local noble to deal with a pair of pirate ships that have been raiding the lands. The first boat has already been sunk but the second ship has escaped to a small cove protected by steep cliffs. This is their base and they know failure means imprisonment or a date with the hangman!

The PCs will be ferried into the secret cove by the crewmen from "The Cricket". These individuals sole responsibility will be to get the players into the cove so that they, not the sailors, can deal with pirates. The PCs will be rowed into the dock and come under fire from pirates from area #2 and #4 initially. 5' sections will cause close quarters melee to be restricted to two PCs, three if all demi-human. The pirate captain in area #7 will use this to his/her advantage! The entire complex is lit by flickering torches.

1. Landing Point:

The four man longboat crew will slide up against the rocky spot here as they see a large number of pirates next to their ship at area #2. Only one PC will be able to disembark the boat at a time. Each one will be required to do a DC12 vs. Dexterity or will fall off the edge and go into the water. Those falling in will be required to make a DC14 the following rounds to get out and will come under fire by any pirates using missile weapons.

2. Main Dock Area:

The rocky floor of this small cave is covered in small pools of water and equipment. Up to twenty pirates will be at this location and will be armed with scimitars and light crossbows. Either weapon may be used by the corsairs during the encounter. Those PCs falling into the water will be targeted by these crewmen. Food, water, ship repair supplies will be present along the rocky wall. These items will include a ballista that may come to bear on the party if needed. This item can be fired once every two rounds for 3d6 worth of damage

Sailors: AC13, HP 15, D+3 1d6 +1 (Scimitar) or 1d8 +1 (Light Crossbow). Abilities – Str+0, Dex+1, Con+1, Int+0, Wis+0, Cha+0 100xp each

3. Upper Level:

This rough-hewn cave is misshapen and home to a wooden winch system and some sleeping hammocks. The party will find up to ten additional pirates at this location coming from the other areas. They will arrive in the second round and will form a line along the edge of the cave. The party can climb the stairs without penalty except for only coming up one at a time. The side can be climbed by the entire party with the only penalty being one melee round being used with no opportunity to attack. The group will come under fire by archers from areas #2, #4, and this area.

Sailors: AC13, HP 15, D+3 1d6 +1 (Scimitar) or 1d8 +1 (Light Crossbow). Abilities – Str+0, Dex+1, Con+1, Int+0, Wis+0, Cha+0 100xp each

Bosun Mate: AC15, HP 65, D+5 1d6+3 (Scimitar x2) & 1d4 +3 (Dagger) or parry Abilities – Str+2, Dex+3, Con+2, Int+2, Wis+0, Cha+3 450xp

4. Archers:

This section is manned by pirates with crossbows (above). They will fire as long as they can and attempt to bottleneck the PCs where they are.

5. Barracks:

This chamber will be lined with fabric hammocks and appear to be the main sleeping area for the pirates. An aroma of body odor will be prevalent and very noticeable. A search of the area may result in locating 20-30gp worth of treasure. It will be unoccupied as the PCs arrive.

6. Armory:

This cave is home to multiple weapons racks with some, normal, weapons scattered about. The pirates bring any captured weapons to this location. The PCs can pick up extra ammunition for any missile weapons they have. The value of the items here will be minimal.

7. Main Storage

This location is the final fight. The pirate captain will have coated the stairs in oil and require a DC14 vs. Dexterity to climb up. Optionally the captain may drop a torch causing 1d6 for every round on stairs (up to 3 rounds). To further complicate the matter the two remaining archers will be present here. The boxes contained in this chamber should contain 2-4 potions, 1 magical weapon, and one miscellaneous magical item!

Archers: AC13, HP 15, D+3 1d6 +1 (Scimitar) or 1d8 +1 (Light Crossbow). Abilities – Str+0, Dex+1, Con+1, Int+0, Wis+0, Cha+0 100xp each

Captain: AC20, HP 145, D+9 1d10 +3 (Long Sword x2) +3 to AC vs. 1 melee per round as a reaction, has one handful of glitter dust to throw DC13 vs. Wisdom or fight at disadvantage 1d4 +1 rounds Abilities – Str+3, Dex+2, Con+3, Int+2, Wis+1, Cha+1