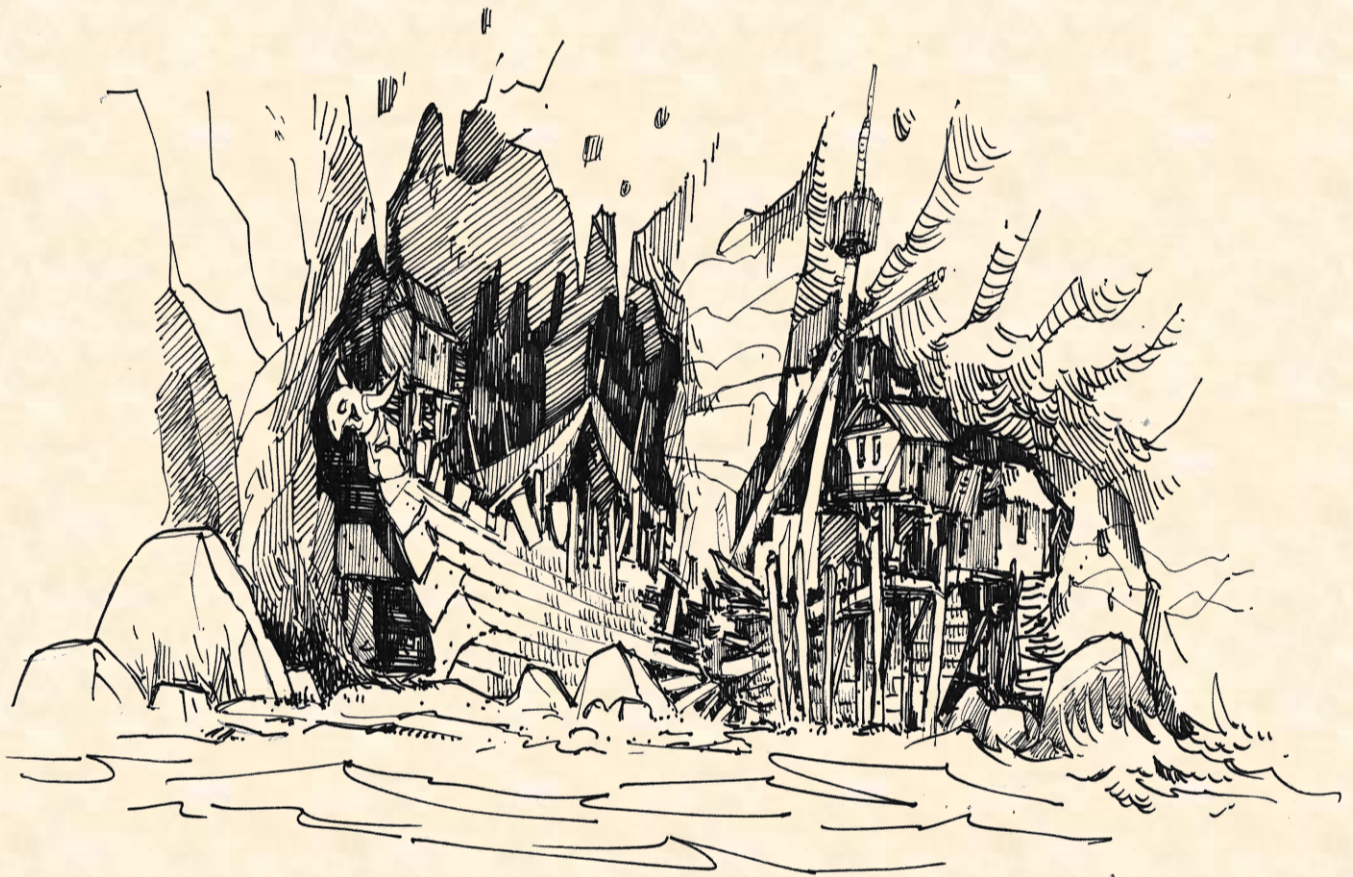

SILVERFANE COVE



Silverfane Cove

Rumours & Hooks:

Master Elsberry, of the *Port Brax* Textiles Guild, is offering a generous bounty to dispose of the pirate ship *Silverfane* and her crew.

Whilst the party are sailing, exploring the eastern shores of *Lake Argos*, they come across a hidden pirate cove...

At 220 miles long, 100 miles wide and 1,000 feet deep, *Lake Argos* is for all practical purposes an inland sea, with a crucial role in regional trade. *Port Brax*, its westernmost trading settlement, is having trouble with pirates.

Raiders have long been a problem, striking from the unsettled eastern shores. Protected by difficult reefs and shifting currents, small pirate crews have maintained secret hideouts in the narrow inlets and other challenging waterways for decades. In recent months however, one particular ship has been causing a great deal of damage: the *Silverfane*.

Controlled by the infamous *Captain Roebuck*, the *Silverfane* has attacked more than half a dozen trading vessels in the last six months.

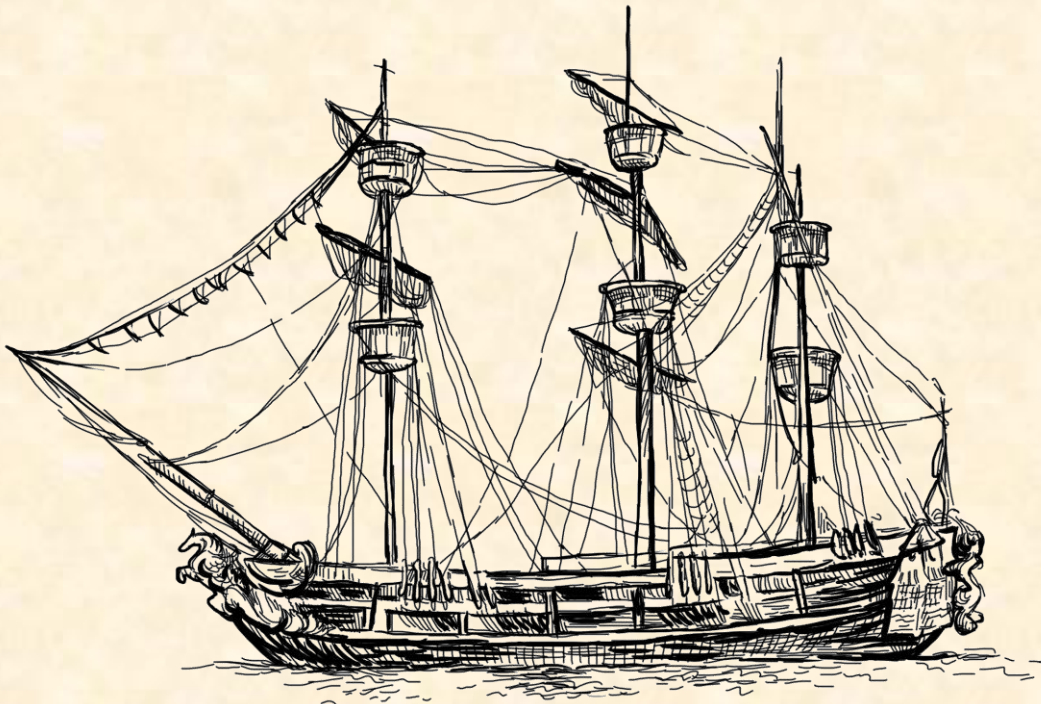
The pompous *Master Elsberry* (of the *Port Brax* Textiles Guild) has been targeted twice, and is now offering a substantial bounty of 1,200 gp to have the *Silverfane* neutralised.

If the party meet with *Elsberry*, they learn he has acquired rough co-ordinates to *Roebuck's* hideout on the eastern shore. The adventurers will need to arrange their own ship to the area.

Assuming the pirate hideout is 220 miles distant on the far eastern shore, and a large vessel travels approximately 40 miles every 8 hours (LFG p.160), it might take about 2 days travel to reach the cove.

Random Encounters

While the party is sailing to the pirate hideout, there is a 30% chance of a random encounter every 8 hours.



If an encounter occurs, roll 1d20:

- (1) *Severe Storm*: Powerful winds, high waves and lashing rain reduce visibility to 1d4 x 100 ft, ship speed is reduced by 1d6 x 10%, and there is a 50% chance the ship is wrecked on a reef, island, or is otherwise severely damaged (a group *Luck* save resists). At the GM's discretion, cargo might be damaged or crew lost overboard (*Luck* saves resist).
- (2) *Merchants*: Up to 1d4 merchant vessels (cogs, caravels or galleys) travelling together for safety. They carry crew up to 20 (cogs), 30 (caravel) or 300 (galley, including 100+ rowers).
- (3) *Favourable Winds*: the ship sails 2d4 x 10% faster for 4d6 hours.
- (4) A *Roc* (LFG p.121), or flock of 1d4 *Wyverns* (LFG p.130) is hunting in the skies, and decides to swoop the deck for convenient take away meals.
- (5) *Unfavourable Winds*: the ship sails 2d4 x 10% slower for 4d6 hours.
- (6) *Marine Life*: 2d6 dolphins, lake otters or other harmless marine life take an interest in the ship, and follow along for a time.
- (7) *Becalmed*: the ship covers no ground if its only means of propulsion is wind. A ship with oars travels at approximately 3 knots. A group *Luck* save is made at the end of each day to determine if the winds return.
- (8) *Skirmish*: On the horizon, three ships are engaged in a pitched battle. One appears to be a *Varnori* longship (Viking like raiders, up to 100 crew, inc rowers),

the other twin *Northgate* caravels (northern traders, up to 30 crew each).

- (9) 5d4 *Water Sprites* (LFG p.125) take an interest in the adventurers' vessel, and seek to sabotage it for their own capricious enjoyment (cutting ropes, despoiling rations, eating maps, etc).
- (10) *Hidden Reef*: the ship drifts into a little known reef, requiring an Int (Sailing background) check to avoid. If failed, the vessel is shipwrecked until repaired or rescued (there is no significant tidal change on the great lake).
- (11) 1d4 *Mermaids* seek to lure one or more crew into a watery grave (as *Harpy* LFG p. 113, but swim 120 ft).
- (12) *Rolling Fog*: Visibility is reduced to 1d3 x 100 ft.
- (13) 1d6 *Giant Sea Serpents* (LFG p.122 but swim 60 ft) launch themselves on board the ship during some high waves, eager to make a meal of some of the crew.
- (14) *Ordinary Storm*: Moderate to heavy rain and high winds reduces visibility by a factor of 10. Ship speed is increased or decreased (50% chance) by 25%.
- (15) *Perfect weather*: Favourable winds, currents, clear passage and visibility - the ship's speed is increased by 100%.
- (16) *Cargo*: Splintered pieces of ship hull and some intact cargo crates bob on the horizon. A short detour will net the adventurers 1 x 3 HD Lair treasure (LFG p. 140) worth of jarred spices, silks, iron ore or other valuable trade commodities. There is a 50% chance of a survivor, clinging to a piece of flotsam.



(17) *Patrol*: An enormous navy dromond is patrolling here, on the lookout for pirates, smugglers or other trouble (up to 300 crew, inc rowers). The captain might board the adventurers' ship looking for contraband.

(18) *Fishing Hawk*: A huge school of fish passes by, making for an easy fishing haul worth 1d6+6 rations per crew member.

(19) *Gale Force Winds*: Powerful winds increase the ship's sailing speed by 100%, or break one of the masts, reducing speed by 50% until repaired at port (a *Luck* save determines which).

(20) A colossal *Giant Octopus* (LFG p.119) or *Kronosaurus* (LFG p.103, *Giant Crocodile* variant) surfaces from the depths, intent on destroying the adventurers' ship!

Area 1 - Entry Cove

Approaching the pirate cove in daylight is obvious and automatically spotted by the sentries in Area 2, who alert the remainder of the hideout, and prepare to fire the ballista and onager. At night, the adventurers might be able to infiltrate the base using a small rowboat or similar. At the time the party arrives, the Silverfane is away, moored at an outlaw port for repairs and upgrades.



Area 2 - Lookout

This ruined Varnori longboat serves as the pirates' dock and sentry house. 1d4+1 pirates are on watch here at any one time. The dock includes a single ballista (vs humanoids, *Luck* (Dex) save or be reduced to zero hp) and onager (shoots alchemists fire, target ship must make a *Luck* save or catch fire).

Area 3 – Crew on Duty

2d6 crew are on duty in this area, repairing ropes, nets, preparing armaments and sorting booty, etc. If the sentries from Area 2 alert them to intruders, they arm themselves with swords, crossbows and fire pots.



Pirate, AC 12, HD 1, Cutlass/Rapier 1d8, 19: Disarm, S12 D13 C11 I10 P10 W10 Ch10 L4, Mv: 30 ft. Also armed with Light Crossbows and Fire Pots (2).

The houses here obviously started out as shanties, but have been reinforced over the years, and are now permanent structures. They contain sleeping quarters, small pantries and the like, totalling 1 x Carry Loot (LFG p.136). The current booty pile is worth 1 x Valuables (LFG p. 147).

Area 4 – Crew Quarters

This collection of buildings is the main living area, with 8d6 pirates living here at any one time. Most are either eating, sleeping, drinking or cavorting at the *Black Barrel*, the finest (and only) drinking hole in the place, owned and operated by *Mickey Pipeweed*, a charismatic young smuggler with a penchant for rich brunettes. He has 4 HD, Backstab, Skirmisher and Finisher abilities like a 4th level rogue, and may choose

from the following tricks twice per combat: *Choking Dust*, *Hidden Blade*, *Quick Reflexes*.

Looting this entire area produces 1 x Valuables and Carry Loot.

Area 5 – Roebuck's Quarters

This house is the most finely decorated of all the pirate dwellings, and is actually quite sturdy, with a locked iron banded door. Captain Roebuck resides here, often with a number of harlots and hangers on. 1d4+2 pirates stand sentry outside his home at all times.

Roebuck's chambers are appointed with a number of fine paintings, silver candlesticks, gold snuff boxes, and so on. Gathering all this loot produces 1 x Carry Loot and Valuables. Hidden in a book with a secret cavity is a map to Roebuck's real treasure – the details of which are left to the GM to determine.



Roebuck, AC 13, HD 6, 2 Cutlass 1d8+2, 19: Disarm, S14 D15 C11 I15 P14 W16 Ch16 L8, Mv: 30 ft. He has Backstab, Skirmisher and Finisher abilities like a 6th level rogue, and may choose from the following tricks twice per combat: *Choking Dust*, *Hidden Blade*, *Quick Reflexes*, *Smoke Bomb*, *Rapid Dose*, *Blind Sense*. Roebuck has 4 doses of the extremely rare *Suurat Nightbloom* poison (applied by injury,

Luck (Con) save or suffer 2d4 Str loss, at zero Str the subject dies).

Roebuck is 6 ft tall, strong and athletic with a very loud speaking voice. He is greedy and unscrupulous, but holds a genuine respect for his crew. If necessary he will seek to bargain for their lives at the cost of his own. He will give no quarter to the party should the situation be reversed. An assault on the pirate camp is extremely serious, and the crew will expect condign punishment. The party will be kept in the brig (see Area 8) until the Silverfane returns, at which point the prisoners will be keel hauled until dead.

Area 6 – Trapped Passage

This entry passage is trapped at the narrowest point by a 15 ft drop pit filled with sharp stakes (causing 6d6 damage, *Luck* (Dex) save resists). There is a narrow 6 inch lip on the northern side which allows safe passage. A Perc (Detection) check notices the lack of prints across the face of the pit.

Area 7 – New Recruits

2d6 new arrivals and crew wannabes sleep here in bedrolls; they don't graduate to full crew and proper quarters until officially approved by Roebuck. They are the first to respond to any intruders, hoping to prove their mettle to their fellow ruffians. The new arrivals have advantage on morale checks.

Area 8 – The Brig

The brig is a solid looking dwelling with boarded up windows and 1d4+1 pirates on guard duty at all times, unless they're drunk (25% chance).

There is only one prisoner in the brig: *Marguerite “Iron Marge” Hallister*, Roebuck's double crossing bosun. Iron Marge is pleasing to the eye and walks with obvious confidence. She attempted a mutiny against Roebuck a few days earlier, and is awaiting her perfunctory trial before the crew, and inevitable execution. She is

currently shackled in one of the rooms. The bosun in fact commands the respect of about half of the pirates, and will gladly help the party to kill Roebuck, and any who side with him, if given a chance. On the other hand, Iron Marge is a double crossing sociopath, and can't be trusted to keep her word any longer than it suits her.

Iron Marge, AC 13, HD 5, Cutlass 1d8+1 and Hook 1d4+1, 19: Disarm, S13 D15 C13 I14 P15 W17 Ch15 L7, Mv: 30 ft. She has Backstab, Skirmisher and Finisher abilities like a 5th level rogue, and may choose from the following tricks twice per combat: *Choking Dust*, *Hidden Blade*, *Quick Reflexes*, *Smoke Bomb*, *Cat's Grace*. Iron Marge goes into a murderous rage when staggered, gaining *Off Turn Attacks*. She never tests for morale.



Aftermath

If the entire cove is wiped out, the area is likely to fall into ruin. Given time it might become reinhabited by beastmen, other pirates or possibly even used as a staging ground for far eastern explorers.

If Roebuck is killed but Iron Marge lives, she is likely to replace any dead and continue raiding

with the Silverfane. If both leaders are dispatched, any remaining crew are likely to disband or kill each other over old slights or whatever baubles remain.

At the GM's discretion, as the party departs the cove, the Silverfane (2d10+50 crew) might appear from a nearby inlet and give chase. Unless the adventurers are in a warship of their own, a pitched battle is unlikely to end well.

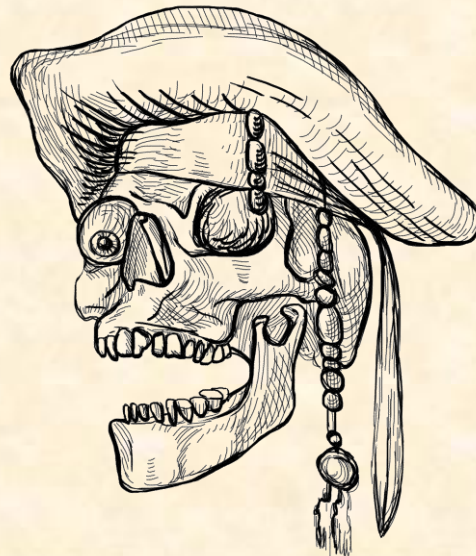
If the adventurers are crewing their own ship, the Chase rules (LFG p. 83) might serve to resolve the situation with some modifications:

- (1) The ships begin 1000 yards apart. The chase ends if the ships become more than 2000 yards apart (escape), zero yards (boarded) or the legs end.
- (2) The two leaders make opposed Int (Sailing background) checks. The winning side opens or closes the gap by 3d10 x 10 yards.

- (3) Assaults with ballistae, onagers and other artillery may be made up to 250 yards. Such a battery requires a *Luck* save from the target ship's leader, or the attacker rolls to widen or close the gap. On a terrible failure, the target ship is incapacitated or sunk.

- (4) Possible hazards might include storm fronts, torn sails, broken ropes, damaged rudder, adventurer overboard, reefs, fog, unfavourable currents or winds, other ships, territorial *Merrow* (LFG p.118) or even a rare *Water Elemental* (LFG p.107). The "Large Crowd" result might be substituted with a possible mutiny instead.

If the ship is mainly crewed and captained by NPCs, a group *Luck* check might resolve the escape, as normal.



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