**Jahaka Anchorage (lvl 5)**

Loot from the Dragonfang-

200 copper, 150 silver pieces, 6 gold

A pair of bloodstone earrings (140 gp), and two gems that you initially think are diamonds but upon closer inspection are Zircons.

Small chain necklace with an iron key. (this is they key to the Warehouse in Area 4 of the Anchorage).

The ship has enough crew to sail on her own, and the first mate, Kalita, can captain it. The PCs can all move to if they choose, but Ortimay’s ship will vastly slow down with the much reduced crew. Ortimay will not want to leave her ship, even if offered the Dragonfang.

The PCs can interrogate Kalita (or any of the pirates) to get more information on the pirate base.

They will be reluctant at first.

“The ship is yours. You won it with blood. The crew will respect that.”

“We can’t tell you anything about the Anchorage. We swore a blood oath.”

A DC 15 charisma check can make them spill the beans. Or the PCs could claim it’s their right as the new captains of the Dragonfang, and act like they’re going to simply join up as the new third pirate crew.

“The Anchorage is hidden under a cliff in the Bay [she points to a specific spot on your map]. It’s heavily fortified by land. The sea is guarded at all times by one of the three pirate captains. I believe it’s Captain Al-Saryak’s turn, while the Stirge is docked inside the anchorage. He’ll chase down any ship that gets too close to preserve the hideout.”

**Can we make it past Al-Saryak?**

“The Dragonfang isn’t due to anchor for another week. He won’t open fire on us at least, but he’ll need an explanation. He stays anchored within spitting distance of the entrance, so we can’t exactly slip by him.”

**What can you tell me about Al-Saryak?**

“Fancies himself a Calishite prince, even though he’s still just a pirate like the rest of us. Got a wicked scar over his eye, which he replaced with a gemstone years ago. Claims it helps him find treasure. Got a whole robe made of glittering gemstones. But don’t let him fool ya, he’s still a nasty bastard. Cuts the heads off those that displease him and hangs him from his figurehead.

## **Getting into Jahaka Anchorage:**

By Sea:

Approach in the Brazen Pegasus - The Emerald Eye will immediately open fire when it gets in range. Naval battle!

Approach in the Dragonfang - Can get in close but will require a very good social encounter to get by without a fight.

Distract with the Pegasus - The Emerald Eye could pull anchor and attempt to catch the Pegasus, allowing the Dragonfang to slip in.

By Land:

The fort will be on high alert but not attack on sight, instead telling folks to turn back. Can easily lead to a fight unless the PCs are exceptionally clever.

“You folks must be lost. This here’s a Flaming Fist outpost. Not open to the public. Turn around or ye’ll be fired upon.”

Social encounter with the Emerald Eye:

A balding middle-aged man with long curly hair sports a nasty x-shaped scar over his left eye, where a ruby red gemstone glints greedily. His whole body appears to be glinting off sunrays from the gems interwoven in his expensive-looking robe. “Hail Dragonfang. We’re not expectin’ you back for some time. You run into some trouble out there?”

## **Jahaka Anchorage:**

Beneath a 60-ft high cliff by the sea rests a cove tucked neatly underneath. To the north you see a large fortified building that extends over the water. An elevated bridge wraps around the eastern side of the cave towards a flat beach area to the east, where an upside down ship has been converted into some kind of building. The top of the building features a platform with a pair of attentive pirates looking in your direction, with a mounted ballista. Directly in front of you you recognize the Stirge, the ship captained by Laskliar who first boarded the Brazen Pegasus before you arrived in Port Nyanzaru the first time. It’s anchored next to the dock with a few crew members loitering around. To the northwest you see an area of the cave has been carved out near the water with wooden logs in place for bars. A man you instantly recognize is inside, Rokah.

The walls of the waterhouse, bridge, and tavern are 30-ft high, higher than even the deck of a pirate ship.

The PCs can approach and speak to Rokah, but any attempt to bust him out without distracting the watchtower guards will sound an alarm.

Rokah: “Well I’m damn glad to see you folks, and not the least surprised you made it here. Always knew you were capable, even if your methods are bit….unorthodox. These pirates were a big more paranoid than I expected. I snuck aboard a ship leaving town, and not even a day after leaving the bay we were boarded by pirates. A real rakish chap with a fancy red cape. Wasn’t too much trouble to sneak aboard his ship and make it all the way to their hideout. This is the kind of info my organization will need to leverage these pirates.

“Unfortunately they caught me when I tried seeing what they got stashed up in that warehouse. Threw me in here while they decide if I’m worth anything.”

Rokah knows:

* He’s been here only a few days. They bring him food and water twice a day via a little boat, and constantly throw chum in the nearby water to keep sharks nearby.
* Only one pirate crew anchors at any one time, to avoid crowding and fighting.
* The Anchorage is pretty much just the tavern and some extra sleeping quarters in caves to the northeast.
* The tavern is called Bosco’s Bilge, named after the master of ale. Everyone respects Boscoe, as well as his pet dinosaur, Knuckles.
* There’s always a pair on the watchtower and they watch the entire anchorage.

## Session 39

[Laskilar low HP] Laskilar’s red cape swirls around him, and begins to smoke with a distinctly sulfurous smell. “Well kids it’s been fun. But I’m a pirate, and pirates never fight fair.” He grins and disappears in a puff of smoke.

Pirate loot: 300 cooper, 60 silver, 5 gold

## Session 40

Assuming a Short Rest:

You emerge back into the shaded cove to find the once-anchored ship, The Stirge, now unmoored and drifting slowly toward open water. You can see the red-cloaked form of Captain Laskilar at the helm, but only a handful of pirates remain on deck, scurrying around like mad.

DC 10 Stealth check to approach the ship by sea. By boat they will be noticed about halfway. Roll initiative, but once the PCs make it to the ship, Laskilar will soon surrender.

**Warehouse**

A sturdy double door is sealed with an iron padlock. [Captain key or DC 20 dex check for thieve’s tools].

The inside of the building looks like a warehouse with rows of crates, sacks, and barrels, presumably lifted off the ships the pirates looted.

As soon as someone sans eyepatch steps inside:

As you enter the warehouse, you see rows of scimitars hanging on the wall to either side. They suddenly begin to animate, flying off their hooks and heading right towards you!

The swords will get a surprise round.

Treasure: Same as book but replace scrolls with Hold Person and Sleet Storm.