



A Three Hour Tour

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Based on a concept by Dave Stern

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

Pirates have always been a problem, taking cargo and releasing the crews, but now entire ships have gone missing. Can you help, before another vessel is lost? For heroes of levels 1-6.

For Dave, a treasure to those who knew him. It was too soon to say goodbye, friend.

(Updated July 2006)

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A Note About ATL and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Adventure Background

It is not uncommon for pirates plying their trade on the Tasman Sea to seize cargos, damaging ships and leaving the crews to limp back to port. Recently however, it is the crews of these unfortunate vessels who go missing, leaving the cargos mostly intact. The most recent victim of these attacks, the *Tiger Shark*, was able to escape in a storm and limp back to port with the news that the attackers seemed more interested in the men crewing the vessel rather than the material goods in the ship's hold. In reality, the *Tiger Shark's* Captain is in on the scam with the inhabitants of Iysishun, an undersea community hostile to surface dwellers and who traffic in humanoid slaves.

The PCs' initial investigation can lead them through the first few encounters in any order. Once the PCs reach Encounter Three and the *Tiger Shark* departs the harbor the PCs will experience the remaining encounters in the order presented.

Introduction A – Heroic adventures have been few and far between when the heroes, taking their noon meal in the busy Buxom Belle Tavern, overhear the tavern owner lamenting the loss of yet another shipment of wine. If the PCs question her she can relate reports of recent shipping losses and a shortage of imported goods, even showing the PCs a report in the local paper lamenting the piracy.

Introduction B – PCs who decline to answer the unspoken call to adventure see the latest 'victim' of the attacks, the *Tiger Shark*, limping into port.

Encounter 1 – Jornus Taggart, the Amthydoran Harbormaster, can provide the PCs with information on the recent attacks and the missing crews. He can also tell them about the underwater city of Iysishun, a major threat to trade on the Tasman Sea.

Encounter 2 – The PCs may seek information from other sources.

Encounter 3 – PCs set sail on the *Tiger Shark*

Encounter 4 – A dangerous storm hampers the search for the pirates and the *Tiger Shark's* missing crewmen.

Encounter 5 – A possible survivor of an earlier attack is found floating on a raft at sea. During a rescue attempt a giant squid mistakes the raft and the PCs for food and attacks.

Encounter 6 – The PCs reach the dubious safety of a small deserted island. As they are taking stock of the situation several other ships arrive, bringing the possibility of rescue...or not.

Encounter 7a – The PCs must escape from the hold of the *Tiger Shark*

Encounter 7b – The PCs regroup and plan the rescue of the *Tiger Shark's* crew

Encounter 8 – The PCs may attempt to free the prisoners, and take control of a ship to return to Amthydor.

Epilogue – The PCs return, either in triumph or near defeat, to make their report.

Introduction – Troubled Waters

Have each player make a list of all certified items normally in the possession of his or her PC. **Player Handout # 2** is provided for convenience in collecting this information from the players.

It is not important that the PCs either know each other or to even be sitting at the same table during the Introduction, only that they be in the same tavern at the same time.

Ask the PCs what they would normally be drinking. If they request anything other than ale, inexpensive common wine, water or fruit juice the waitress regretfully informs them that they are out of the desired beverage.

NOTE: If you have minors playing at the table, please change all references to Darame being a "mistress" to read "girlfriend" instead.

Things have been quiet in Amthydor these past several weeks, and no one has been hiring adventurers. You've enjoyed the break, but now you are looking for something to do. You find yourselves in the Port District, taking a drink and a meal at the Buxom Belle, where a steady stream of patrons, mostly merchants and sailors from the district, comes and goes around you. Most take their meals quickly, paying and then leaving to make room for the next, but what catches your notice most are several patrons who have left without ordering after a word with the tavern mistress or one of the serving girls. As yet another customer leaves without ordering, the tavern mistress, a normally cheerful petite human woman, gives in to her frustration. "Pirates, robbers, killers and thieves! Enough is enough. If my shipments keep disappearing like this soon I'll have nothing to sell." With a last swipe of a rag on the bar she turns and retreats into a small office, slamming the door behind her.

This is the cue for most PCs to inquire into the situation and offer to help.

Bardic Knowledge or Knowledge (local) DC 10 + ATL – 'Miss Darame', as the spirited and beautiful owner of the Buxom Belle is known, is rumored to have been (and some say still is) the favorite mistress of a prominent Amthydoran nobleman. Most purveyors of rumor agree that the tavern was one of his many gifts to her, though none can agree on the identity of Darame's benefactor. In either case, Miss Darame has declined to say.

If the PCs ask a serving girl in passing what the problem is she looks in the direction of the office before answering.

"Miss Darame is at her wit's end. Normally she's so in control. I've never seen her this upset! Four shipments of fine wines and imported liqueurs have gone missing without a trace. The last time she even sent Ambrose along to arrange for extra cases and make sure it got back safely. He disappeared right along with the rest. Miss Darame specializes in exotic drinks, but since the shipments keep disappearing she's got nothing

new to sell. Some of her best customers are starting to go elsewhere."

Ambrose is one of Darame's employees, and she regards him as a son. She sent him on a buying trip, to make sure that the goods purchased were enough to make up for the first three lost shipments, but that ship and crew also vanished.

If the PCs ask to speak to 'Miss Darame' about her troubles, Tenya, the serving girl, will look again in the direction of the office before turning back to the PCs, her expression one of concern and renewed hope.

"She's pretty upset, but if you really think you can help she might be willing talk to you."

Leaving your table and crossing the room, Tenya knocks softly on the office door. She enters, speaking quietly to someone inside before returning, followed by the petite brunette you saw earlier. It is easy to see why any man would want this woman as his mistress. She was pretty from across the room, but up close she is absolutely stunning. Her full lips, lively emerald eyes and lithe yet full figure are enough to capture the attention of any man. Dark hair frames her face, her flawless tanned complexion giving no hint of her age. Her voice is low and musical as she greets you.

Darame: hf Exp4; hp 25; Cha 21

"I am Darame, the proprietor. Tenya said you wished to speak with me? I do hope that your refreshments have been to your liking."

If the PCs are genuinely displeased with the quality of the service or the libations, and say so, Darame will apologize and offer a round 'on the house' by way of apology.

If the PCs ask about the attacks and the missing shipments –

"My tavern specializes in exotic liqueurs. I have excellent connections across the continent. The

ships bringing four of my last five shipments have been attacked by pirates, and I am not the only one facing losses. Just look.”

She shows you the latest edition of the Shining Jewel, Amthydor’s newspaper, already well read even though it is only two days old. (Player Handout #1)

➤ **What goods were taken?**

“A total of 25 cases of rare wines and exotic liqueurs, and a very dear friend. I asked Ambrose to make a special trip, to buy enough to replace the shipments that had been lost, but they got him too.”

She begins weeping, her silent grief a heart-wrenching testimony to the responsibility she feels for the loss of her friend.

➤ **How much were the shipments worth?**

“In terms of the actual value of the goods? Approximately 20,000 crowns. In terms of lost business? They are priceless. You may have noticed that the Port District is not the sort of place that you expect to find a high-end tavern. I do well here because I specialize in the exotic and hard to find. If I can’t provide what my customers want, they’ll take their business elsewhere and I’ll be ruined. Some of those orders were pre-paid.”

➤ **Who would want to steal your shipments?**

“Anyone with a taste for fine wines and liqueurs, but I’m not the only one suffering losses. The Harbor Master or the Diamond Legion could tell you more. I’ve filed a report on my losses.”

➤ **What does Ambrose look like?**

“Twenty-ish, dark blonde hair, blue eyes, tall.”

➤ **Could Ambrose have been involved?**

“Absolutely not. I’ve known him since he was a boy. He would never be a part of anything like this.”

If the PCs want to know more they will have to talk to the Harbor Master, the Diamond Legion or another information source.

- If the PCs ignore this opportunity to join the event **GO TO Introduction B.**
- If the PCs seek information from the Harbor Master **GO TO Encounter 1.**
- If the PCs seek information elsewhere **GO TO Encounter 2.**

Introduction B – As the Tide Turns

Leaving the Buxom Belle behind you, you begin making your way home through the busy Port District. A cry goes up from the docks nearby, and the air is filled with calls for the Harbor Master and the Diamond Legion as sailors work to secure a ship newly arrived in the harbor, its mainsail hanging in tatters from the central mast.

The ship is the *Tiger Shark*, the latest ‘victim’ of the attacks by pirates working with the slavers of Iysishun. The damage is not severe, and the ship will be seaworthy again in a few hours.

The Captain shouts orders to his crew and to the men on the dock working to tie off the ship. He calls out to the approaching Legion Lieutenant even as he makes his way down the plank. “Ten good men taken this time. Losing cargos is bad enough, but now ships are losing crews! What are you going to do about it, and who’s going to rescue my men?”
The Lieutenant’s reply is lost as the two men make their way to the office of the Harbor Master, and the trio then hurries off to examine the ship.

If this is not enough to capture the curiosity of the PCs and draw them into the event then thank the players for showing up, fill out their log sheets and send them on their way. No XP, no rewards.

- If the PCs seek information from the Harbor Master **GO TO Encounter 1.**

- If the PCs seek information elsewhere **GO TO Encounter 2.**
- If the PCs approach the captain of the *Tiger Shark* **GO TO Encounter 3.**

Encounter One – Trouble on Them Thar Seas

If the PCs join in the event at Introduction B they may try to follow the Harbor Master to the damaged *Tiger Shark*. They will not be allowed on board at this time, and any requests to speak with the Harbor Master will be met with the suggestion that they try him at his office once he finishes speaking with the Captain.

It is clear from your first glimpse of the Harbor Master’s office that he is a man who prefers doing to delegating. A sturdy wooden table stands in place of a desk, and the room’s only chair is piled high with ships’ logbooks and rolled charts. An intricately detailed and colored map of the known world covers one wall, the four continents emerald gems against a sapphire sea. More maps and charts cover the long table, weighted down with shells, fragments of driftwood and other convenient items. The one thing that seems to be missing is the Harbor Master himself, until the heavy tread of booted feet on the wooden walk announces a new arrival.

He has seen perhaps four decades. Each voyage, each storm, each day spent in the wind and sun is etched on the tanned and weathered face of the lean man who enters the small office.

“Sorry, wasn’t expecting anyone to be here, what with all of the excitement being down at the dock. What can I do for you?”

It is up to the PCs to express their interest in the current situation. The Harbor Master is not actively looking for adventurers, and will not initially volunteer any information, but if the PCs

freely volunteer to assist he will tell them what he can.

- **What can you tell us about recent pirate activity?**

“Pirates are always a problem, sometimes more so than others. We lose a ship or two every year, but lately the attacks have been more frequent. A dozen ships have already been hit in just the last six moons. The strangest part is what has been taken. Normally pirates take the cargo, damage the ship and leave. They may kill the crew if there’s resistance, or take wealthy prisoners if they think they can ransom them, but otherwise they leave the crew to find their way home.

“These recent attacks have been different. Three ships have been found abandoned at sea, their cargos untouched, but the crew missing. There were signs of fighting on board, but no bodies, so the Navy has ruled out a sudden mass illness or the crew being washed overboard. Other ships have barely made it back to port. They report that the pirates were primarily interested in taking prisoners, and only took cargo if there was something particularly valuable or durable.”

Cargo commonly taken includes gold, jewels, wine and weapons. Fine silk, grain, spices, books, and other items of little or no use underwater were ignored, regardless of their monetary value.

- **How many men have been captured by the pirates in the recent attacks?**

“Over one hundred and twenty men have been lost so far.”

- **What happened to the ship that just arrived?**

“The Tiger Shark was attacked by pirates under cover of a storm. Several members of her crew were taken before she was able to throw off the boarding party and break away.”

- **What happened to the cargo intended for the Buxom Belle Tavern?**

“I’ve read Miss Darame’s report. One of her shipments was on a ship found becalmed with no

one aboard. The other ships never made it back and were never found. Her goods weren't the only ones taken, just some of the most valuable."

➤ **Where could the pirates be hiding? / Where could they hide so many prisoners?**

"Most of the obvious islands in this region of the Tasman Sea have already been searched by the Navy, and no sign of the pirates was found. Based upon evidence found on some of the ships that were attacked, there is reason to believe that a group of aquatic humanoids may be involved. The most likely culprit is raiding parties from Iysishun. The Navy may be able to tell you more."

➤ **Did the sailors who returned note the flag the pirate ships flew?**

"Reports indicate that flags of different nations were flown during these attacks, used to lull the crews into a false sense of security. Flags noted by those sailors who escaped capture include Jadenspur, Corothia, Perallin, and even Amthydor!"

➤ **What / Where / Who is / are Iysishun?**

Aren't you glad that we've included GM Aid #1?

"Iysishun is an underwater region in the north-central Tasman Sea. Reports from our sea elf allies indicate that, while the population consists primarily of sahuagin, other humanoid aquatic races are also present there. The Iysishun are known to take slaves, and they commonly keep sharks and other creatures as guards. They are extremely hostile towards surface dwellers."

➤ **Are the missing / attacked ships connected?**

"The ships all had different owners and different captains. It is possible that a sailor might have been on more than one ship, if he escaped an earlier attack and was willing to go out again, but that would not explain ALL of the attacks."

➤ **Could the slavers have agents on the ships that are attacked?**

"It is possible, but I do not know how you could prove it."

➤ **Do they attack ships arriving or departing Amthydor?**

"Both."

➤ **Can we help?**

"The captain of the Tiger Shark is planning a rescue attempt, to find and recover his lost men. He is looking for anyone willing to help. I can provide you with a letter of introduction if you would like to approach him."

➤ **If we help, do we get paid?**

"You may be entitled to salvage compensation if you are able to recover any of the missing ships or cargo. The captain of the Tiger Shark may be willing to pay for people to help him look for his men."

The Harbor Master is not hiring the PCs. He is only providing information.

Once he has shared what he knows with the PCs they are free to explore other avenues of information and investigation.

➤ If the PCs seek additional information elsewhere **GO TO Encounter 2.**

➤ If the PCs approach the captain of the Tiger Shark **GO TO Encounter 3.**

Encounter Two – Telling Tales

The PCs can seek additional information from a variety of sources while they wait the few hours necessary for the *Tiger Shark* to be repaired.

Diamond Legion Watch or Navy –

Have the players role play their initial contact with the Diamond Legion Watch or Navy, time permitting. Once the PCs establish their 'credentials' have them make a *Diplomacy* skill check DC 15 + ATL. If one or more of the PCs has the Favor or Recognition of a prominent member of the Diamond Legion (Captain Ardent Vestra, Sergeant Kenness, Captain Carter, etc) or the Favor of the Diamond Legion they receive a +2

bonus to this check. PC members of the Diamond Legion receive a +5 bonus to this check.

If the skill check is successful officials will tell the PCs that the Navy has placed agents on board several ships (including the *Tiger Shark*) in an attempt to learn where the pirates are taking the kidnapped crews. Under no circumstances will the PCs be told the identity of these agents, but they will be told that the agents have a code word to use when contacting each other – *conundrum*. The PCs will be told not to use this code word in an effort to locate the agents. The agents will use it if they need to contact the PCs.

If the skill check is unsuccessful the PCs may still ask questions.

➤ **What can you tell us about recent pirate activity?**

“Pirates are always a possibility on the open sea. Once ships get outside the territorial limit the Navy has no jurisdiction and there is just too much area to patrol effectively.”

Amthydor’s territorial limit extends 48 miles out from the city in all directions, including out to sea.

“In an average year one or two ships from Amthydor will fall to pirates, and four to six other vessels will be the target of unsuccessful attacks. Over the past six moons a dozen vessels have been attacked. Three were later found abandoned and becalmed at sea, with no sign of their crews. Four successfully fought off their attackers, with only minor injuries among the crew. The remaining five ships suffered varying degrees of damage during the fight to escape. Survivors report that the pirates were more interested in capturing prisoners alive than killing them.

“Unless there is something particularly valuable, the pirates ignore the cargo in favor of taking prisoners, which is highly unusual. In the past they have either killed the crew if there was resistance or done just enough damage to keep the crew busy while the pirates get away. When they do take hostages it is normally wealthy

passengers for ransom, but the men taken in the recent attacks have been common sailors, and no ransom has been demanded.”

Cargo commonly taken in the recent attacks includes gold, jewels, wine and weapons. Fine silk, grain, spices, books and other items of little or no use under water are ignored, regardless of their monetary value.

➤ **How many crewmen are missing?**

“Over one hundred and twenty men have been lost so far. The numbers are uncertain, because some may have been killed during the fighting or have fallen overboard and drowned.”

➤ **What happened to the ship that just arrived?**

“The Tiger Shark was attacked by pirates under cover of a storm. Several members of her crew were taken before she was able to throw off the boarding party and break away.”

➤ **What happened to the cargo intended for the Buxom Belle Tavern?**

“Three different vessels carrying goods intended for the Buxom Belle fell victim to these raiders.”

➤ **Did you notice the flag the pirate ships flew?**

“The ship that attacked us flew the flag of the nation Numbor.”

➤ **Where could the pirates be hiding? / Where could they hide so many prisoners?**

“We have already searched all of the small islands within a full day’s sail of Amthydor and no sign of the pirates or the prisoners was found. Based upon evidence found on some of the ships that were attacked, we believe that the inhabitants of Iysishun may be aiding the pirates.”

➤ **What / Where / Who is / are Iysishun?**

Aren’t you glad that we’ve included GM Aid #1?

“Iysishun is an underwater region in the north-central Tasman Sea. Reports from our sea elf allies indicate that while the population consists primarily of sahuagin, other humanoid aquatic

racers are also present there. The Iysishun are known to take slaves, and they commonly keep sharks and other creatures as guards. They are extremely hostile towards surface dwellers.”

➤ **Do they attack ships arriving or departing Amthydor?**

“Both.”

➤ **Are the missing / attacked ships connected?**

“No two ships had the same owner, the same captain or the same cargo. It is possible that a sailor might have been on more than one ship, if he escaped an earlier attack and was willing to go out again, but that would not explain ALL of the attacks.”

➤ **Could the slavers have agents on the ships that are attacked?**

“It is highly possible. It would explain how they always know exactly which of the many sea lanes ships are taking.”

➤ **Can we help?**

“The captain of the ship that just returned, the Tiger Shark, is planning a rescue attempt to find and recover his lost men. He is unwilling to wait until tomorrow when the Navy is sending out the next patrol. He is looking for anyone willing to leave on the next tide. I can provide you with a letter of introduction if you would like to approach him.”

➤ **Can we join the Diamond Legion?**

“The Legion is always looking for courageous and trustworthy people to join all divisions of the corps. Perhaps if you are successful in locating and rescuing some of the missing crewmen you might try applying for training.”

➤ **Can we be paid for helping out?**

“There is the possibility that some of the ship owners are willing to pay salvage compensation if you are able to recover any of the missing ships or cargo. The captain of the Tiger Shark may be willing to pay for people to help him look for his men.”

The Diamond Legion Navy is not hiring the PCs. This is only an opportunity to obtain information.

Clandestine Sources –

Throughout the campaign a number of anonymous groups and individuals with access to hard-to-get information may have witnessed the actions of the PCs. It is highly unlikely that the PCs are aware of these faceless benefactors. Some of them may be willing to offer ‘assistance’ in the form of information during the course of an event. Such sources are not available for the PCs to contact. Their attitude is ‘Don’t call us, we’ll call you’. Their aid often comes in the form of messages conveniently left for the PCs or a stranger with the message that a ‘friend of a friend of a friend told me you were asking about...’.

On a *Gather Information* skill check *DC 10 + ATL* PCs with certified underground contacts can learn that there is some suspicion among the denizens of the Port District that someone within Amthydor, and possibly someone on one or more of the ships that have been attacked, is feeding information to the pirates.

PCs that lack such certified underground contacts do not have enough time to gather the necessary information before the *Tiger Shark* leaves on the next tide.

- If the PCs seek information from the Harbor Master **GO TO Encounter 1.**
- If the PCs approach the captain of the *Tiger Shark* **GO TO Encounter 3.**

Encounter Three – All Aboard

The repairs will be completed and the *Tiger Shark* will be ready to leave one hour after the PCs contact the captain, giving them just enough time to gather their gear.

The dock is bustling with activity, all centered on a ship bobbing lightly on the gentle waves of Amthydor’s inner harbor. Five sailors struggle

up the gangplank of the Tiger Shark lugging a heavy rolled sail, while others lower the tattered remnants of the old sheet on the main mast.

One crewman stands out among the multitude. Though his clothes are the same well worn and coarse weave as the rest, an invisible aura of authority surrounds him as he calls out instructions to the others. Catching sight of you he pauses at the top of the gangplank. “Sorry, no passengers this trip, crew only.”

Morden Bosk, the Captain of the Tiger Shark, is secretly involved with the pirates and the Iysishun slavers. While under normal circumstances he would happily turn any common passengers over to his slaver allies, having such individuals on board during the ‘rescue mission’ would be suspicious. However, if the PCs were to volunteer to join the crew and help look for the missing crewmen then the captain can be convinced to bring them aboard. Let the players role play their efforts to convince the captain. This is really just a formality, and any reasonable argument will gain the captain’s agreement.

Captain Bosk is quite busy preparing his ship to go to sea, and will not have time to spare to answer questions unless the PCs are already committed to joining his crew. Once the PCs offer to sign on, he will be somewhat more open.

Once the PCs offer to help with the rescue mission:

A pipe clenched in his teeth, Captain Bosk extends a welcoming hand. “Welcome aboard, then. We set sail in one hour, and may Cyrene be with us.”

Paranoid PCs may not immediately believe Captain Bosk’s tale, and may attempt *Sense Motive* skill checks, to be opposed by his *Bluff* skill. The captain has been smoking *Tall Tales Tobacco* in preparation for speaking with the Diamond Legion and the PCs, and has a total *Bluff* modifier of +40.

If the PCs have animals with them or ask about bringing them –

“Four-footed friends are best left behind, unless they can swim. We just can’t afford to risk men’s lives trying to rescue them if they fall overboard.”

The PCs will also be cautioned against heavy armor that might increase their risk of drowning should they fall overboard.

The PCs can gain some of the following information in talking with Captain Bosk.

➤ Why not leave the rescue to the Diamond Legion and the Navy?

“The Navy ship won’t be ready to set sail until tomorrow. I’m not willing to give the slavers that much of a head start. Cargo can be replaced, and ships can be repaired, but good crews are hard to find. My men have always been loyal to me, and they deserve my loyalty in return. I want them back, and the scalawags what took them stopped!”

➤ Do you know where to start looking?

“Not for certain, but I can make an informed guess, starting with the area where we were attacked. There are several small islands where a ship can hide. It’s a place to start.”

➤ What happened when you were attacked?

“We were about a day and a half out from Amthydor, sailing on calm seas and under clear skies, when a storm suddenly came up out of nowhere. Visibility went from noon sun to near dark in minutes. Then this big black ship, over one hundred and thirty feet long, appears out of the gloom. It swung alongside, then ropes and hooks started flying and a bunch of men came swarming across and boarded us. They dragged several of my men back across the boarding planks to their ship.”

➤ Could it have been a magical storm?

“I don’t know much about magic, but it certainly came up in a hurry.”

➤ How did you get away?

“A large rogue wave, of all things. Never thought that I’d be glad to see a wave that size. It nearly

swamped both ships, and pushed us away from the pirates. My men recovered first, and we made a push to force the invaders overboard. I guess they didn't want to risk chasing us in the storm."

➤ **How many pirates / slavers were there?**

"Their boarding party outnumbered my men two to one, so there had to have been at least sixty if you count the ones that must have stayed aboard their ship to steer."

➤ **How were the pirates armed?**

"There were two ballistae on the deck of their ship, and several of their people had heavy crossbows. The boarding party had daggers, rapiers and scimitars. They wore mostly studded leather armor."

➤ **What race were the pirates?**

"Human, or near enough to it, at least that I could see."

The non-human members of the slave ring prefer to leave the actual capture of slaves to their human pirate allies.

➤ **What else do you know about the pirates?**

"They seemed to be extremely well organized, and moved like they had had plenty of practice. Some of their men headed straight for our mast, to cut the sail ropes, and they sent one person over the side, presumably to damage our rudder. We were lucky to get away before they did enough damage to becalm the ship, but they still dragged several of my men back across to their ship."

➤ **How many of your men are missing?**

"Half my crew. Twelve good men, including my first mate."

➤ **Is there any reward?**

"I'd be willing to pay your group 100 gold crowns for each of my men recovered alive, to be divided among yourselves as you see fit."

The reward offered is a maximum of 1,200 gp to be divided among the party. The PCs will not be able to collect this reward, as Captain Bosk fully intends to turn the PCs over to the pirates, but they

have no way of knowing that at this point and there will be other compensations.

- Once the PCs collect their gear and report back to the ship the *Tiger Shark* will make for the open water. **GO TO Encounter 4.**

Encounter Four – The Weather Started Getting Rough

The sun is still high in a pristine blue sky as the wind fills the Tiger Shark's sails and the ship makes for the open water of the Tasman Sea, leaving Amthydor a receding haven in the distance. The crew quickly establishes a smooth routine, leaving you to settle your things in the three small cabins hastily cleared out to accommodate your party.

The PCs will have to share quarters, as the only other cabin belongs to the captain, and he is *not* bunking with his crew.

The captain is not expecting any trouble this close to Amthydor, so the PCs are free to wander about the ship, provided that they do not interfere with the work of the crew or the smooth running of the vessel.

With no trouble expected this close to home, those crewmen not on duty explore what entertainments life at sea has to offer. Three of the men gather in the crew quarters for a game of dice, while a poker game in the cargo hold draws several others.

Establish where the PCs are and what they are doing during this first (mostly) uneventful day of travel. They may join one of the games of chance below decks, remain in their quarters, or explore the main deck of the ship. The storm will hit just before midnight, and its effect upon the PCs will vary depending upon where they are at the time. Rules for the dice and poker games are provided in **GM Aid #3.**

The growing afternoon winds fill the Tiger Shark's sails, speeding you on your way, but also bringing angry black clouds that herald an impending storm. The seas grow steadily rougher as the day grows older, and by nightfall the air is heavy with the scent of the impending rains.

Paranoid PCs may wonder if the storm is a naturally occurring meteorological event or if it is caused by magic. A successful skill check *Knowledge (arcana or nature)* DC 10 + ATL will reveal the storm to be completely natural.

By midnight the wind-driven rain has cut visibility to the length of the ship, and the crew on duty on deck is soaked in spite of their foul-weather gear.

Even if the PCs have oiled rain cloaks or other protective gear there is no staying dry if they are on deck.

Play up the storm, time permitting – High waves crashing over the side of the ship, lightning, with DC (ATL + 8) Reflex saves to move around or suffer 1d2 non-lethal damage from falling or bumping into the bulkhead, etc.

Have each PC below deck make a Fortitude save DC 8 + ATL or be afflicted with severe seasickness (dizziness and nausea), resulting in a –1 penalty to all attack and damage rolls, Fortitude saves and all physical (Str, Con & Dex) skill checks for the next twelve hours (through Encounter Five).

Unless they have specifically taken precautions (such as tying themselves to the mast or similar stationary object) have each PC that chooses to stay up on deck make a DC (12 + ATL) Fortitude save or suffer the same seasickness effects.

Also, the unsecured PC who fails the save by the greatest amount will be washed overboard by a large wave, necessitating an emergency rescue. If all of the PCs succeed at the Reflex save then a member of the crew will be the one to go over the side. Either way, someone is hitting the water.

The PCs should make an attempt at rescue, regardless of who is in the water. Play this up, with lots of waves, poor visibility, shouting and such. The easiest means of rescue is a rope thrown to the victim. Grabbing the rope requires a successful touch attack roll. The rope is AC 14, due to wind action, and normal penalties for combat in water apply (**GM Aid #2**). Two Strength checks (DC 10 + ATL) must be made to reel in a drowning PC with a rope.

If the victim is in danger of drowning, or after five rounds, a friendly dolphin will offer a fin to help keep the swimmer afloat until the rescue can be completed.

The storm will continue through the night, clearing out just before dawn.

➤ **GO TO Encounter 5**

Encounter Five – Anyone for Calamari?

The dawn brings clear skies and calm seas. Sea birds circle lazily on the morning breeze, and a small pod of dolphins playfully races with the Tiger Shark as they feed on a school of brightly colored fish swimming in the currents beneath the ship. The only remnants of last night's storm are a few green faces and some small bits of seaweed left on the railing by the high waves.

With a successful *Spot* check DC 15 + ATL PCs on deck who are watching the sea have a chance to notice what appears to be a body on a small raft in the distance.

The morning is still young when a cry of "Man Overboard!" resounds from the crow's nest high atop the main mast. All eyes follow the gesture of the lookout, as a small raft, hardly more than a few planks from the deck of a boat, bobs into view off the starboard (right) side of the ship. A tattered piece of cloth used as a makeshift sail waves uselessly in the breeze, and the still form of a man lays face down on a makeshift raft, his feet trailing in the water.

The man on the raft is Ambrose, the young man working for Darame and a survivor of a recent pirate attack on another ship, the *Tasman Star*. He is near death from exposure, thirst and injuries (0 hit points), and it unable to aid in his own rescue. It will be up to the PCs and the crew of the *Tiger Shark* to save him. It is even possible that the PCs will believe that it is just a trick to draw them in.

Once the ship (or the lifeboat, flying PCs, etc) comes within 10 feet of the raft a giant squid will surface from the depths and attack first the raft and then the *Tiger Shark*. Unless the PCs act to intervene the squid will attack and destroy the raft before damaging the larger ship, making it possible for 'rescuers' to come along and pick up survivors. Ambrose will drown on the 5th round following the breaking up of the raft.

The raft has an AC of 12, a hardness of 5 and 15 hit points.

The *Tiger Shark's* small lifeboat holds 8 medium creatures. It has an AC of 16, a hardness of 5 and 25 hit points.

The *Tiger Shark* has an AC of 20 and a hardness of 5. The squid will not be able to destroy the ship, but if it is successful at inflicting a minimum of 50 points of damage it will be necessary for the ship and crew to stop at a small island nearby to evaluate the damage and conduct repairs.

The figure on the raft continues to cling feebly to that small island of safety as you approach. At this distance it is not possible to fully assess his condition, but from what you can see of him, he has surely been out here for several days. His pants are in tatters, and his skin is red and blistered from sunburn. Various small wounds and scratches attest to some unknown struggle that may have lead to his current plight.

Although there is no motion from the man, the raft suddenly shudders as the sea beneath it abruptly bubbles up, and several glistening greenish-brown tentacles shoot upwards from the depths to attack the small platform.

The efforts of the crew of the *Tiger Shark* will be ineffective against the squid. Only injuries inflicted by the PCs will count towards damage done to the creature. Ambrose, the man on the raft, is far too weak to participate in the combat.

During the combat have each PC engaged with the squid make a *Spot* check *DC 15 + ATL* to notice a small silver disk with an odd swirling symbol on it embedded between the creature's eyes. The symbol is the elaborate curling wave emblem of the undersea kingdom of Iysishun. The squid is one of the many creatures in league with the sahuagin priests of that murky domain. PCs with *Bardic Knowledge*, *Knowledge (local)*, or *Profession (sailor)* can recognize the symbol with a successful DC (10 + ATL) skill check.

At all ATL the squid will be successfully driven off once it loses half of its tentacles. Once the squid is gone the PCs will be able to get Ambrose aboard the *Tiger Shark*, if he has not already drowned.

- Squid stats are on the following pages. After the combat **GO TO Encounter 6.**

ATL 1

⚔ **Squid (1):** Medium Animal (Aquatic); CR 1; HD 3d8+3; hp 20; Init +3; Spd swim 60 ft. (12 squares); AC 16 (+3 Dex, +3 natural), touch AC 13, flatfooted 13; BAB/Grap +2/+8*; Atk tentacle +4 melee (0); Full Atk 2 tentacles +4 melee (0) and bite -1 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA Improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +3, Ref +6, Will +2; Str 14, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +7, Spot +7, Swim +10; Alertness, Endurance.

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

*A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ATL 3

⚔ **Squid (1):** Medium Animal (Aquatic); CR 1; HD 5d8+5; hp 34; Init +3; Spd swim 60 ft. (12 squares); AC 16 (+3 Dex, +3 natural), touch AC 13, flatfooted 13; BAB/Grap +3/+10*; Atk tentacle +5 melee (0); Full Atk 2 tentacles +5 melee (0) and bite +0 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA Improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +4, Ref +7, Will +2; Str 15, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +8, Spot +8, Swim +13; Alertness, Endurance.

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

*A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ATL 5

⚔ **Squid (1):** Large Animal (Aquatic); CR 3; HD 7d8+14; hp 52; Init +3; Spd swim 60 ft. (12 squares); AC 17 (-1 size, +3 Dex, +5 natural), touch AC 12, flatfooted 14; BAB/Grp +5/+15*; Atk tentacle +10 melee (0); Full Atk 2 tentacles +10 melee (0) and bite +8 melee (1d8+3); Space/Reach 10 ft./10 ft.; SA Improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +6, Ref +8, Will +3; Str 23, Dex 17, Con 15, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +9, Spot +9, Swim +19; Alertness, Endurance, Multiattack.

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

*A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ATL 7

⚔ **Squid (1):** Large Animal (Aquatic); CR 4; HD 9d8+18; hp 62; Init +3; Spd swim 60 ft. (12 squares); AC 18 (-1 size, +4 Dex, +5 natural), touch AC 13, flatfooted 14; BAB/Grp +6/+16*; Atk tentacle +11 melee (0); Full Atk 2 tentacles +11 melee (0) and bite +9 melee (1d8+3); Space/Reach 10 ft./10 ft.; SA Improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +7, Ref +10, Will +4; Str 23, Dex 18, Con 15, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +10, Spot +10, Swim +20; Alertness, Combat Reflexes, Endurance, Multiattack.

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

*A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Encounter Six – Safety in Numbers

Portions of the boxed text for this encounter assume that the PCs were successful in rescuing Ambrose in Encounter Five. If they failed and he drowned, modify the boxed text appropriately.

The PCs may try to counsel Captain Bosk to return to the safety of Amthydor, but short of a mutiny on the part of the PCs (immediately ending the scenario) the mission will continue.

The crew of the Tiger Shark is tense and alert, now that the ship has left the nebulous security of Amthydor's territorial limit. Three men carefully pull a fourth back over the side of the ship under the watchful eye of Captain Bosk, who waits impatiently for the diver's report. Whatever he hears does not ease his mind, and he turns to you, a large rolled map in hand.

"The rudder was damaged just before the squid attacked you, and the water here is too deep to attempt repairs. We will need to make for land, and Amthydor is too far, even if I was willing to abandon my missing men to those pirate scum. There is a small island not far from here. According to the charts it has a sheltered cove that is deep enough for the ship, but shallow enough that currents or dangerous creatures will not hinder repair efforts. We'll have to go carefully, but we can be there in two or three hours. If we move quickly the repairs can be completed by sunset and we can be back at sea by dawn."

The rudder really is damaged, and will require the rest of the day and night to repair.

True to the Captain's word, less than two hours later the cry of 'Land ho!' alerts the crew to the presence of a small island ahead, and they begin preparing to make anchor in a small shallow harbor.

The PCs may go ashore during the repairs, though the captain will caution them to return before dark,

in case there are wild animals on the island. Searching the entire island will take the rest of the day, about six hours, with the PCs completing the search just in time to return to the ship at sunset, when several unexpected 'guests' will arrive.

The island is small, just under two square miles in size. The ground is sandy and rocky, with only coarse sea grasses and a few dozen stunted and gnarled trees interspersed among the rocky outcroppings that make up the island. The cliffs surrounding the cove where the *Tiger Shark* has taken shelter contain an interlinked series of caves. While an unknown number of travelers, fishermen and picnickers have obviously camped on the island, the most recent evidence of occupation is three to four weeks old and there is no obvious sign of actual pirate activity. If the PCs choose to explore, caution them as they complete their investigation that the sun is beginning to set and that it will soon be dark.

The afternoon will be uneventful, as the crew works to repair the damaged rudder. If the PCs are able to cast spells such as *mending* or *make whole* to expedite the repairs, Captain Bosk will be grateful for their assistance. Even if the repairs are completed early the ship will remain anchored in the cove overnight, to take advantage of the tides just before dawn.

The setting sun paints the sky in brilliant shades of red and orange, and silhouettes the approaching forms of three ships. All three fly identical flags of a gold coin over red and blue diagonal stripes and a brown bear against a white and gold field. Alerted by the watching sentries, Captain Bosk signals his men to hastily reboard the Tiger Shark, and the last diver is hauled back aboard the moment that the rudder is back in place.

PCs with the *Bardic Knowledge* class ability or with ranks in Knowledge (geography, history or nobility & royalty) or Profession (sailor) may attempt a DC (10 + ATL) skill check to recognize the bear flag as that of the nation of Waern, on the southern edge of the Tasman Sea. Though the ships fly the Waern flag, they are in no way

affiliated with that country. It is merely a convenient cover to help allay the suspicions of other ships that they encounter. The other flag is the emblem of the Zaphora Trading Company, a small merchant consortium that plies its trade in the coastal cities around the Tasman Sea. While the ships and their identifying flags may once have belonged to Zaphora, they are now in the hands of the Iysishun and their pirate allies.

The trio of ships makes its way slowly into the cove, the first two vessels towing the third, which is listing badly. Men on the deck of the third ship are working to operate a large hand pump, drawing water out of the hold and sending it back over the side, in an effort to keep the damaged vessel afloat. Once within the shelter of the cove the two lead ships cut loose their wounded companion and draw ahead, hailing Captain Bosk and the Tiger Shark.

The *Tiger Shark* is pointing out to sea, with the rear of the ship closest to the shore. The new arrivals will take position with the ‘damaged’ vessel 60 feet in front of and perpendicular to the *Tiger Shark* (basically blocking her path) and the other two ships 10 feet away on each side, parallel to the *Tiger Shark* (See **GM Aid #4**).

The crews of the newly arrived ships stand at the rails, anxious to meet the crew of the Tiger Shark and see for themselves that you are not yet another ship full of pirates and thieves.

The first two ships drop anchor to either side of the Tiger Shark, their captains calling across the short distance with greetings and requests for any news of pirates in the area. The story they tell in return as they draw alongside is disturbingly familiar – a desperate chase to avoid pirates, crew captured, a fierce storm at sea, a giant squid and a damaged ship badly in need of repairs.

In their obvious relief to see friendly faces of fellow sailors, the crew of the Tiger Shark have relaxed their vigil, and only realize the true intentions of the other ships as several planks are quickly lowered and armed men begin to swarm across to your ship in answer to some unseen

signal. At the same moment the crew of the wounded vessel pulls the canvas covers from five ballistae mounted on the main deck of their ship, pointing them in your direction.

The ‘wounded’ ship carries five ballistae on its main deck. Each ballista has a crew of one, a range of 120 ft, and inflicts 3d8 points of damage on a successful hit, crit 19-20 (x2). The crewmen manning the ballista are +8 to Initiative and +2 to hit, though except for the bolt that will strike the DL agent, they are more for intimidation and damaging the ship rather than for use against the PCs (unless the party puts up serious resistance).

While the PCs may recognize the true nature of the situation as the pirates move into position, this combat is intended to be short and sweet. **There should not be any real fighting.**

If the PCs take any obvious actions to prevent the ships approach or if they attempt to shout out a warning, call for initiative early, otherwise initiative will begin when the pirates prepare to swarm aboard the *Tiger Shark*.

If the PCs sound the alarm early then one additional round will be spent bringing the pirate ships into position before the boarding party crosses over and attacks.

Round 1 – P3 fires 3 ballistae. 100 boarders (50 from each of the two adjacent vessels) attempt to swarm the *Tiger Shark* and subdue the crew. Pirate spellcasters use wands of *sleep* (Will Save DC 13) and *hold person* (Will Save DC 15) to subdue the PCs.

Regardless of the initiatives of the individual PCs and the various pirate groups, one individual has been waiting until the pirates are focused on their attack to reveal his presence to the PCs. Immediately following the initiative of the first pirate to act, Vietor, a clandestine operative in the Diamond Legion Navy, will slip over the side of the *Tiger Shark* from the sea and approach the largest group of PCs. He will speak quietly to the obvious leader of the party (he has been watching

them during the journey) and encourage the PCs to follow him over the side.

The voice behind you is hushed and urgent, barely audible over the shouts of the sailors and pirates clashing around you.

“Do not turn around, I am here to help. If you value your lives, say nothing and follow my instructions exactly. You must get over the side of the ship and into the water quickly if we are to have any hope of rescuing the crew and getting word back to Amthydor. There’s a small cave that can only be reached through an underwater passage at the base of the cliff behind you. Take this, it will enable you to make the swim without surfacing.”

He presses a small bottle into the hand of the party leader. The pale blue flask is a *bottle of air*, which the PCs can share during the long swim underwater.

The PCs may be skeptical of this offer of aid, and question Vietor and his motives. If the PCs ask why they should trust him or go with him, his answer is simple.

“We have quite a conundrum now, don’t we? You had best hurry up and decide to trust me before the pirates take notice, unless you WANT to be taken prisoner.”

This is, of course, the code word indicating that Vietor is an agent of the Diamond Legion Navy. He cannot and will not force the PCs to accompany him over the side and into the water. If they choose to follow his lead, he will guide them over the edge, waiting until the last of them is in the water before following (and leaving him a target for the ballista bolt about to be fired). If the PCs wait beyond Round 2 they will not be able to slip away unobserved.

Round 2 – P3 fires 2 ballistae, with one shot automatically striking the DL undercover agent. *Tiger Shark* crew surrenders. They are badly outnumbered, and they know it. Pirate spellcasters continue to fire wands of *sleep* (Will Save DC 13

and *hold person* (Will Save DC 15) at the PCs if they remain on board.

Your would-be guide stands poised at the rail, only a leap from the safety of the dark swirling waters below, when a lucky shot from the pirate on one of the ballista sends a three-foot bolt lancing through his chest. His body falls gracelessly into the water.

Vietor normally has 27 hit points. His current hit points are equal to 1 minus ATL (0 to -8), so it is possible that the PCs can save him, though he will be of little help in the rescue attempt. If so, he can tell them that his name is Vietor and he is working for the Diamond Legion Navy.

He will tell the PCs that the crew of the *Tiger Shark* has been taken to Pirate ship #3. If they are unable to save him they will still be able to figure things out for themselves, they will just miss out on a little XP.

There should be no Round 3, but if the PCs choose to stay and force the fight then they deserve what they get, though the pirates also do not want to kill the PCs (A corpse makes a poor slave). The ballista will be reloaded and able to fire again on Rounds 4 and 5, Rounds 7 and 8, Rounds 10 and 11, etc, until there is no longer any opposition.

- If the PCs surrender to the pirates rather than escaping with their Diamond Legion contact, or try to fight them off and inevitably lose (stats are on the next page), **GO TO Encounter 7a.**
- If the PCs go over the side of the ship with Vietor **GO TO Encounter 7b.**

ALL ATL

⚔ **Pirate Crew (100) (Ftr2):** Human; HD 2d10+5; hp 25; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +2/+4; Atk/Full Atk +5 melee (1d6+2 rapier); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +4, Ref +3, Will +0; Str 14, Dex 17, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +4, Intimidate +2, Profession (sailor) +2, Swim +6; Combat Reflexes, Dodge, Toughness, Weapon Finesse.

⚔ **Pirate Wizards (3) (Wiz 3):** Human; HD 3d4+3; hp 17; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch AC 12, flatfooted 10; BAB/Grp +1/+2; Atk +3 ranged (1d4+1, dagger) or +2 melee (1d4+1 dagger); Full Atk +3 ranged (1d4+1, dagger) or +2 melee (1d4+1 dagger); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +2, Ref +3, Will +4; Str 12, Dex 14, Con 13, Int 16, Wis 13, Cha 10.

Skills and Feats: Concentration +11, Decipher Script +9, Knowledge (arcana) +9, Profession (sailor) +7, Spellcraft +9, Swim +4; Combat Casting, Dodge, Toughness.

Spells (4/3/2): DC 13 + spell level. Spells memorized follow:

0-level – *Daze, detect magic, prestidigitation, ray of frost;*

1st-level – *Magic missile, sleep, sleep;*

2nd-level – *Glitterdust, protection from arrows.*

Encounter Seven A– Fools’ Folly

If the PCs either surrender with the *Tiger Shark’s* crew or stay to fight until they are overwhelmed then they will be stripped of their possessions and thrown into the small auxiliary cargo hold of *Tiger Shark*, where they will have to escape on their own. Allow any reasonable plan to succeed.

Use the stats on the following page if the PCs were captured and have to fight to escape from the brig, then proceed with the following boxed text.

You new accommodations are far less comfortable than even the plain cabins that you have enjoyed during the journey. The small auxiliary hold where your captors have unceremoniously deposited you is cool and dark. The supplies that had been stored here have been hastily removed, but the faint sounds of scurrying rats are proof that some of the former occupants have remained.

The basic layout of the *Tiger Shark* is the same as the three pirate vessels, except for the ballista on P3. The PCs will be placed in a small auxiliary hold directly accessible through hatch #1. The hold is 10 feet by 20 feet, with a six-foot high ceiling. There is one hatch leading up to the main deck, and there are two portholes large enough for a Small PC to squeeze through with a successful *Escape Artist* check DC 10. The DC is 30 for a Medium PC. PCs who are Large size or greater cannot get through the portholes. Using grease, oil or soap to make the rim of the porthole (or the PC) slippery provides a +5 bonus to this check.

There are only a few pirates on board, as most of the others are on the beach celebrating their success. The PCs’ possessions are in the cabin of the *Tiger Shark’s* captain. The guards will stay towards the rear half of the ship and the poop deck, so if the PCs are careful they can avoid a confrontation (and avoid alerting any additional pirates). The captain’s quarters are located at the front of the ship, in the forecabin, the small elevated section of the main deck.

If the PCs succeed at a Search check DC 15 + ATL they can locate a hidden log book in the captain’s cabin, detailing the ship’s true route and its presence in the area of presumed pirate activity at the same time that other ships disappeared.

If the PCs go immediately to the rescue of the *Tiger Shark’s* crew then they can be away before the majority of the pirates notice that they have escaped. If they take time to rest or otherwise delay, they will face greater resistance when it comes time to make their escape.

The PCs will have to make their way from the *Tiger Shark* to the ship where the crew is being held. If any of the PCs have ranks of Profession (sailor) they can take the *Tiger Shark's* small lifeboat to the other vessel. They may also swim (use appropriate portions of boxed text from Encounter 8) or fly (if they are able).

- When the PCs are ready to make their way onto the ship and attempt the rescue **GO TO Encounter 8**
- If the PCs surrendered or were captured and they do not attempt to escape **GO TO Epilogue B.**

ATL 1

✂ **Pirate Guards (3) (Ftr1):** Human; HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +1/+3; Atk +4 melee (1d6+2 rapier); Full Atk +4 melee (1d6+2 rapier); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +3, Ref +3, Will +0; Str 14, Dex 17, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +4, Intimidate +2, Listen +2, Profession (sailor) +1, Spot +2, Swim +5; Alertness, Combat Reflexes, Weapon Finesse.

ATL 3

✂ **Pirate Guards (4) (Ftr2):** Human; HD 2d10+5; hp 25; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +2/+4; Atk +5 melee (1d6+2 rapier); Full Atk +5 melee (1d6+2 rapier); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +4, Ref +3, Will +0; Str 14, Dex 17, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +4, Intimidate +2, Listen +2, Profession (sailor) +2, Spot +2, Swim +6; Alertness, Combat Reflexes, Toughness, Weapon Finesse.

ATL 5

✂ **Pirate Guards (5) (Ftr4):** Human; HD 4d10+7; hp 41; Init +8; Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather), touch AC 14, flatfooted 13; BAB/Grp +4/+6; Atk +8 melee (1d6+2 rapier); Full Atk +8 melee (1d6+2 rapier); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +5, Ref +5, Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +5, Intimidate +5, Listen +2, Profession (sailor) +2, Spot +2, Swim +6; Alertness, Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Finesse.

ATL 7

✂ **Pirate Guards (6) (Ftr6):** Human; HD 6d10+9; hp 57; Init +8; Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather), touch AC 14, flatfooted 13; BAB/Grp +6/+8; Atk +10 melee (1d6+2 rapier); Full Atk +10/+5 melee (1d6+2 rapier); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +6, Ref +6, Will +4; Str 14, Dex 18, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +7, Intimidate +7, Listen +2, Profession (sailor) +2, Spot +2, Swim +8; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Toughness, Weapon Finesse.

Encounter Seven B – Under the Sea

If Vietor is with the PCs and able to speak he will caution them that they should not delay in attempting to rescue the captured sailors, as the other pirates may notice the absence of the guards and the PCs.

Boxed text assumes that the PCs will approach the ships by stealth, swimming under water. Modify the information appropriately if they should take other actions.

Your swim through the island reef reveals a world that few surface dwellers ever see. The faint light of the sunset filtering through the water shows brightly colored fish darting among the coral and rocks, and graceful plants dance in the currents. The dark shapes of the four ships loom above you as you make your way through the water.

Your destination towers thirty feet above you, bobbing lightly on the waters of the cove. Anchor chains at the bow and stern hold the ship in place, her three sails lashed tight to the masts. Sealed portholes twenty feet up the side shed a dim light into the cargo holds below the main deck.

Like the portholes of the *Tiger Shark*, these openings are large enough for a Small PC to squeeze through with a successful Escape Artist check (DC 10). The DC is 30 for a Medium PC. PCs who are Large size or greater cannot get through the portholes. Using grease, oil or soap to make the rim of the porthole (or the PC) slippery provides a +5 bonus to this check.

The portholes are 20 feet above the waterline. The only porthole with a view of the captives is 20 feet forward of the rear anchor chain. Through the porthole the PCs can see 25 prisoners (the *Tiger Shark* crew), a ceiling hatch (Hatch #3) and a wooden door. The prisoners appear to be chained at the wrists and ankles, but are not chained to each other or to the ship. Some appear to be injured or have been beaten, but none appear to be seriously

hurt (corpses don't sell nearly as well as live slaves). As the PCs watch the door will open and two pirates enter to distribute crusts of bread to the prisoners. There appear to be at least two other pirates standing guard outside the door.

Climbing the anchor chain requires a successful *Climb* check DC 5 (as per a knotted rope). Climbing the side of the ship without a rope requires a successful *Climb* check DC 25.

Guards patrol the deck of the ship, though without risking being seen by them it is difficult to tell how many and where they are located.

If the PCs are able to observe the upper deck without being seen (invisibility, etc), provide the locations of the pirates per Encounter 8.

- When the PCs are ready to make their way onto the ship and attempt the rescue **GO TO Encounter 8**

Encounter Eight – Friends in Low Places

The most likely means of the PCs boarding the pirate vessel is by climbing the anchor chain, though they may try to climb the side of the ship unaided or with ropes and grappling hooks, or they may be able to fly. The more obvious and open their means of approach, the more likely that they will be seen or heard by the guards that remain on the ship.

Depending upon the actions of the PCs this encounter may consist of a single large combat or up to three smaller combats.

Combat on the main deck with either the two captains or the guards will naturally summon the other group on the 4th round. The guards on duty below with the prisoners will only take notice and join the combat above if it takes longer than 5 rounds.

If the PCs are able to get into the hold via the portholes and begin combat with the guards below,

then the guards above will be attracted to the sound of battle after round 5.

Both down stairways on the main deck lead to the same long corridor running the length of the ship. There are two doors on each side of the corridor, one into each of the four hold areas. There is also an open room at the stern end of the corridor that contains six hammocks and a large wooden cask used as a table.

There are a total of four guards on the lower deck, two outside the door to the hold and two in the stern room.

There are a number of guards on the main deck based on ATL, plus the two captains.

The stats for both main deck and lower deck guards are the same.

Raised voices at the bow of the ship reveal the location of the pirate vessel's captain, as well as that of your own Captain Bosk! The discussion is spirited, and enlightening. The voice of the Tiger Shark's captain is angry, that of the pirate captain impatient and unrepentant. "You were supposed to keep that beast under control. Damaging my ship was not part of our deal!"

"For what the Iysishyun have agreed to pay, Captain Bosk, you can repair your ship and still buy five more just like it. What is a rudder comparer to that? Your time would be better spent in practicing your story for the Diamond Legion, if you plan on returning to Amthydor, or on choosing your new home, if the Jewel no longer shines for you."

The deck of the pirate vessel provides some limited cover for the PCs. In addition to the poop deck and forecastle, there are three masts and the crank and spindles for winding up and storing the two anchor chains. The pirate guards on the main deck maintain a regular patrol around the ship, though they are not expecting any trouble. While they will deal real damage, the pirates will make an effort to keep fallen PCs alive. After all, a dead slave isn't worth very much at auction.

Use the statistics on the following pages for the combat.

- If the PCs are victorious **GO TO Epilogue A.**
- If the PCs put up a good fight but were defeated anyway **GO TO Epilogue B.**
- If the PCs surrender or offer only a token resistance and **do not** attempt escape **GO TO Epilogue C.**

ATL 1

⚔ **Captain Morden Bosk (Ftr1/Rog1):** Human, HD 1d10+1d6+2; hp 18; Init +6; Spd 30 ft.; AC 13 (+1 Bracers of Armor, +2 Dex), touch AC 12, flatfooted 11; BAB/Grp +1/+2; Atk +3 melee (1d6+1, rapier); Full Atk +3 melee (1d6+1, rapier); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +3, Ref +4, Will +1; Str 13, Dex 15, Con 13, Int 14, Wis 12, Cha 14.

Skills and Feats: Appraise +6, Bluff +6, Climb +2, Diplomacy +6, Escape Artist +6, Intimidate +5, Knowledge (local) +6, Listen +5, Profession (sailor) +5, Sense Motive +5, Spot +5, Swim +2, Tumble +6, Use Rope +6; Combat Reflexes, Improved Initiative, Weapon Finesse.

⚔ **Pirate Captain (Ftr2):** Human, HD 2d10+2; hp 22; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 Chain shirt), touch AC 11, flatfooted 14; BAB/Grp +2/+4; Atk +5 melee (1d6+2, masterwork scimitar); Full Atk +5 melee (1d6+2, masterwork scimitar); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +3, Ref +1, Will +4; Str 15, Dex 12, Con 13, Int 14, Wis 14, Cha 13.

Skills and Feats: Climb +6, Handle Animal +6, Intimidate +5, Listen +4, Profession (sailor) +6, Spot +6, Swim +6, Use Rope +3; Alertness, Endurance, Iron Will, Sea Dog.

⚔ **Pirate Guards (2 above and 4 below) (Ftr1):** Human; HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +1/+3; Atk +4 melee (1d6+2 rapier); Full Atk +4 melee (1d6+2 rapier); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +3, Ref +3, Will +0; Str 14, Dex 17, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +4, Intimidate +2, Listen +2, Profession (sailor) +1, Spot +2, Swim +5; Alertness, Combat Reflexes, Weapon Finesse.

ATL 3

⚔ **Captain Morden Bosk (Ftr2/Rog1):** Human, HD 2d10+1d6+3; hp 27; Init +6; Spd 30 ft.; AC 14 (+2 Bracers of Armor, +2 Dex), touch AC 12, flatfooted 12; BAB/Grp +2/+3; Atk +4 melee (1d6+1, rapier); Full Atk +4 melee (1d6+1, rapier); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +4, Ref +4, Will +1; Str 13, Dex 15, Con 13, Int 14, Wis 12, Cha 14.

Skills and Feats: Appraise +6, Bluff +6, Climb +3, Diplomacy +6, Escape Artist +6, Intimidate +7, Knowledge (local) +6, Listen +5, Profession (sailor) +5, Sense Motive +5, Spot +5, Swim +4, Tumble +6, Use Rope +6; Combat Reflexes, Dodge, Endurance, Improved Initiative, Weapon Finesse.

⚔ **Pirate Captain (Ftr3):** Human, HD 3d10+3; hp 30; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 Chain shirt), touch AC 11, flatfooted 14; BAB/Grp +3/+5; Atk +6 melee (1d6+3, +1 scimitar); Full Atk +6 melee (1d6+3, +1 scimitar); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +3, Ref +2, Will +5; Str 15, Dex 12, Con 13, Int 14, Wis 14, Cha 13.

Skills and Feats: Climb +7, Handle Animal +7, Intimidate +7, Listen +4, Profession (sailor) +6, Spot +6, Swim +7, Use Rope +3; Alertness, Combat Reflexes, Endurance, Iron Will, Sea Dog.

⚔ **Pirate Guards (3 above and 4 below) (Ftr2):** Human; HD 2d10+5; hp 25; Init +2; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +2/+4; Atk +5 melee (1d6+2 rapier); Full Atk +5 melee (1d6+2 rapier); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +4, Ref +3, Will +0; Str 14, Dex 17, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +4, Intimidate +2, Listen +2, Profession (sailor) +2, Spot +2, Swim +6; Alertness, Combat Reflexes, Toughness, Weapon Finesse.

ATL 5

⚔ **Captain Morden Bosk (Ftr3/Rog2):** Human, HD 3d10+2d6+5; hp 40; Init +7; Spd 30 ft.; AC 16 (+3 Bracers of Armor, +3 Dex), touch AC 13, flatfooted 13; BAB/Grp +4/+5; Atk +7 melee (1d6+1, rapier); Full Atk +7 melee (1d6+1, rapier); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, trapfinding; AL CN; SV Fort +4, Ref +7, Will +2; Str 13, Dex 16, Con 13, Int 14, Wis 12, Cha 14.

Skills and Feats: Appraise +6, Bluff +8, Climb +5, Diplomacy +6, Escape Artist +9, Intimidate +8, Knowledge (local) +8, Listen +5, Profession (sailor) +5, Sense Motive +8, Spot +5, Swim +6, Tumble +9, Use Rope +7; Combat Reflexes, Dodge, Endurance, Improved Initiative, Weapon Finesse.

⚔ **Pirate Captain (Ftr5):** Human, HD 5d10+5; hp 46; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 Chain shirt), touch AC 11, flatfooted 14; BAB/Grp +5/+8; Atk +10 melee (1d6+5, +2 scimitar); Full Atk +10 melee (1d6+5, +2 scimitar); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +4, Ref +2, Will +5; Str 16, Dex 12, Con 13, Int 14, Wis 14, Cha 13.

Skills and Feats: Climb +10, Handle Animal +9, Intimidate +9, Listen +4, Profession (sailor) +6, Spot +6, Swim +10, Use Rope +4; Alertness, Combat Reflexes, Endurance, Iron Will, Power Attack, Sea Dog.

⚔ **Pirate Guards (4 above and 4 below) (Ftr4):** Human; HD 4d10+7; hp 41; Init +8; Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather), touch AC 14, flatfooted 13; BAB/Grp +4/+6; Atk +8 melee (1d6+2 rapier); Full Atk +8 melee (1d6+2 rapier); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +5, Ref +5, Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +5, Intimidate +5, Listen +2, Profession (sailor) +2, Spot +2, Swim +6; Alertness, Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Finesse.

ATL 7

⚔ **Captain Morden Bosk (Ftr3/Rog4):** Human, HD 3d10+4d6+7; hp 50; Init +7; Spd 30 ft.; AC 16 (+3 Bracers of Armor, +3 Dex), touch AC 13, flatfooted 13; BAB/Grp +6/+7; Atk +9 melee (1d6+1, rapier); Full Atk +9/+4 melee (1d6+1, rapier); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +5, Ref +8, Will +3; Str 13, Dex 16, Con 13, Int 14, Wis 12, Cha 14.

Skills and Feats: Appraise +6, Bluff +12, Climb +5, Diplomacy +8, Escape Artist +12, Intimidate +10, Knowledge (local) +8, Listen +8, Profession (sailor) +5, Sense Motive +10, Spot +8, Swim +6, Tumble +12, Use Rope +7; Combat Reflexes, Diehard, Dodge, Endurance, Improved Initiative, Weapon Finesse.

⚔ **Pirate Captain (Ftr7):** Human, HD 7d10+7; hp 62; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 Chain shirt), touch AC 11, flatfooted 14; BAB/Grp +7/+10; Atk +12 melee (1d6+5, +2 scimitar); Full Atk +12/+7 melee (1d6+5, +2 scimitar); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +5, Ref +3, Will +6; Str 16, Dex 12, Con 13, Int 14, Wis 14, Cha 13.

Skills and Feats: Climb +10, Handle Animal +9, Intimidate +11, Jump +5, Listen +6, Profession (sailor) +6, Spot +7, Swim +10, Use Rope +4; Alertness, Cleave, Combat Reflexes, Diehard, Endurance, Iron Will, Power Attack, Sea Dog.

⚔ **Pirate Guards (4 above and 4 below) (Ftr6):** Human; HD 6d10+9; hp 57; Init +7; Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather), touch AC 14, flatfooted 13; BAB/Grp +6/+8; Atk +10 melee (1d6+2 rapier); Full Atk +10 melee (1d6+2 rapier); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL CN; SV Fort +6, Ref +6, Will +4; Str 14, Dex 18, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +7, Intimidate +7, Listen +2, Profession (sailor) +2, Spot +2, Swim +8; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Toughness, Weapon Finesse.

Epilogue A – Triumphant Return

The journey back to Amthydor has not been an easy one, with an under crewed vessel and everyone on edge expecting additional attacks from pirates, but at long last the familiar skyline of the Shining Jewel comes into sight.

There are a few tense moments as you prove your identity to the heavily armed Navy warship that sails out to meet you, but with her captain satisfied that you are friendly, you are escorted into port with full honors.

Once the ship is safely in the custody of the Diamond Legion, Navy officials and the Harbor Master hustle you off for a full report, and it promises to be a long afternoon.

As an unexpected bonus, the reward for salvaging some of the missing goods helps to make up for some of the reward that you were unable to collect from Captain Bosk, and from the merry mood around the docks you won't be buying your own drinks tonight or for several nights to come.

No, the PCs cannot claim the ship. Period! ☺

THUS ENDS “A THREE HOUR TOUR”

Epilogue B – A Slight Delay

This Epilogue should **not** be used just because the party runs out of time to complete the event. It should only be used if the PCs surrendered or were captured in either Encounter 6 or Encounter 8 and the players/PCs attempted resistance or escape but were overwhelmed and outmatched.

Your captivity at the hands of the pirates was mercifully brief, but the same cannot be said for your journey home. You and your fellow escapees were able to elude the pirate ship and reach a small, uninhabited island. Conditions there were primitive, and supplies were short, but you were able to persevere until a passing ship noticed your signal and brought you aboard. The

past three months have been difficult, but now at long last Amthydor is in sight and your journey is at an end.

The PCs must spend three months (90 TU) marooned and awaiting rescue before being picked up by a passing ship and returning to Amthydor.

Each PC loses one of the certified items that were in his or her possession at the time of capture. The GM should choose at random from among each PC's items which cert is lost.

THUS ENDS “A THREE HOUR TOUR”

Epilogue C – The Long Voyage Home

This Epilogue should **not** be used just because the party runs out of time to complete the event. It should only be used if the PCs surrendered or were captured in either Encounter 6 or Encounter 8 and the players/PCs decide to wait for rescue rather than attempt escape. Hey, it's all about the role playing.

The past year, ever since your capture by pirates plying their trade on the Tasman Sea, has perhaps been the longest of your life. In spite of your hopes and prayers there was no rescue, no salvation from Amthydor. Can you begin again, where you left off? Will once familiar faces recognize you? Will you find peace in the Shining Jewel? Of all of your possessions that you carried on that last fateful journey, only one remains. Will it be enough to help you rebuild? Only time will tell.

The PCs will spend one year (365 TU) in slavery and servitude before escaping or being released and returning to Amthydor. Players may describe the details of the missing year and the manner in which they gained their freedom in any manner they choose (kind master who freed them, cruel master that they escaped from, etc).

The PC loses all but one of the certified items that were in his or her possession at the time of capture

(Player's choice which item the PC is able to steal back, is gifted back, etc).

THUS ENDS "A THREE HOUR TOUR"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

ATL 1

Total the XP earned from the following:

Encounter 1

Questioning Darame about recent events 25 XP

Encounter 2

Learning about the Diamond Legion agent aboard the *Tiger Shark* 50 XP

Encounter 5

Rescuing Ambrose alive 25 XP
 Defeating the giant squid 75 XP

Encounter 6

Saving the Diamond Legion agent 50 XP
 Evading capture 50 XP
 or
 Surrender to/Captured by the pirates 25 XP

Encounter 8

Defeating the second pirate captain 25 XP
 Capturing Captain Bosk of the *Tiger Shark* alive 50 XP
 or
 Killing Captain Bosk of the *Tiger Shark* 25 XP
 Defeating the pirate guards 75 XP
 Freeing the imprisoned *Tiger Shark* crewmen 25 XP
 Discretionary Roleplaying Award: 50 XP
Total Possible Experience: 500 XP

ATL 3

Total the XP earned from the following:

Encounter 1

Questioning Darame about recent events 25 XP

Encounter 2

Learning about the Diamond Legion agent aboard the *Tiger Shark* 50 XP

Encounter 5

Rescuing Ambrose alive 25 XP
 Defeating the giant squid 150 XP

Encounter 6

Saving the Diamond Legion agent 50 XP
 Evading capture 50 XP
 or
 Surrender to/Captured by the pirates 25 XP

Encounter 8

Defeating the second pirate captain 75 XP
 Capturing Captain Bosk of the *Tiger Shark* alive 75 XP
 or
 Killing Captain Bosk of the *Tiger Shark* 50 XP
 Defeating the pirate guards 125 XP
 Freeing the imprisoned *Tiger Shark* crewmen 25 XP
 Discretionary Roleplaying Award: 50 XP
Total Possible Experience: 700 XP

Epilogue B

➤ *Marooned*

While you were unable to stop the pirates once and for all, you were able to avoid becoming the latest additions to their collection of slaves. Your freedom came with a price, but it is one that you would gladly pay again. After a desperate escape and three months marooned on a small, deserted island you are at last on your way back to Amthydor and all of the comforts of civilization.

The PC must spend 90 TU to represent his or her time spent awaiting rescue.

The PCs loses one certed item, chosen at random, that was in his or her possession at the time when he or she was marooned.

(Value: N/A, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

Epilogue C

➤ *Free At Last*

Far from any hope of rescue from Amthydor and unable to escape on your own, your capture by pirate slavers

promised an uncertain and possibly short future. Now, a year after your ordeal began, you are FREE! The journey back to the Shining Jewel has been a long one, but as you see the signature colored roofs of once familiar districts you know that your journey has at last come to an end.

The PC must expend 365 TU to represent his or her time spent in captivity. This means that the PC is out of play for the remainder of the current calendar year and a portion of the next calendar year. The terms of the PC's captivity (benevolent or harsh master, etc) and the means of attaining freedom (freed, escaped, etc) are up to the player.

The PC loses all but one of the certed items that were in his or her possession at the time of capture (Player's choice which item the PC is able to steal back, is gifted back, etc).

(Value: N/A, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

Critical Event Summary: A Three Hour Tour

1. Did the PCs immediately volunteer to help Darame at the Buxom Belle? Yes No
2. Did the PCs learn of the involvement of the Iysishun? Yes No
3. Did the PCs rescue Ambrose from the raft/squid? Yes No
4. Did the PCs learn of the undercover Navy operatives on the ships? Yes No
5. What was the fate of Vietor, the operative assigned to the *Tiger Shark*, at the end of the event?
Alive Unknown Dead and his body recovered Dead and his body lost at sea
6. What was the fate of Morden Bosk, Captain of the *Tiger Shark*, at the end of the event?
Alive and escaped Alive and captured Killed by the PCs
7. Did the PCs free the captured members of the *Tiger Shark's* crew? Yes No
8. If the answer to question 7 is "No" is it because the table ran out of time to finish the module?
Yes No
9. Were the PCs taken as slaves? Yes No
If Yes, list the Player Names and PC names on the back of this form.
10. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Santana, 736 East 9th Street, Brooklyn, NY 11230, or by e-mail to lsj-plots@theshiningjewel.com

Player Handout # 1

The Shining Jewel News

Society Sponsors Clean Up of Port District

Beginning tomorrow the Society of Entertainers and Providers will be sponsoring a week long clean up and beautification of the Port District. Shop owners and residents are encouraged to paint their buildings during this event. Projects include rubbish collection and the planting of flowers and trees. A volunteer lunch will be provided each day by the Society.

Wall Repaired Following Undead IncurSION

A portion of the wall between the Poor and Manufactories districts has been rebuilt and reinforced following an attack that damaged the barrier. Sewer grates in the surrounding area have also been reinforced to reduce access. The Diamond Legion has increased patrols in the area to further insure the safety of citizens and visitors.

Blue Orchid Bath House Opens

Kensai Asmiri, proprietor of the Fountain Laundry, is pleased to announce the expansion of his business ventures with the grand opening of the Blue Orchid Bath House. The Blue Orchid, located in the Services District, will provide full service facilities for men and women. Amenities offered include heated communal pools, semi-private baths and private garden pools.

Youths Caught Attempting to Sneak Into

Nobles District

Three boys were caught by the Diamond Legion early yesterday morning after guards from House Seabury reported seeing the juveniles attempting to enter the district through a sewer drain. A spokesman for the Legion reports that the three boys were attempting to enter the district on a dare. How they got into the sewers is not being revealed, but a Legion spokesman stressed that no unauthorized use of passages between districts will be tolerated.

Engagement Announced

Helmer Ostmon, philanthropist and prominent member of the Merchants' Guild, has announced the engagement of his daughter Ametria to Sir Kavrin Reesmont, First Deputy to the Ysaran Ambassador to Amthydor. The couple met last year at a diplomatic function, and plan to make their home here in the Shining Jewel following their wedding next summer.

Pirate Raids Continue

Yet another cargo ship transporting goods to Amthydor's markets has been attacked by pirates. Although the latest attack occurred outside the territorial limit, the Navy has ordered an increase in the frequency and duration of its anti-pirate patrols, and has extended patrol patterns further into the unclaimed waters of the Tasman Sea. The vessel, the *Star of Cyrene*, operates out of the Guild City of Perallin. The attack came just two days after the Amthydor-based *Tasman Star* was reported overdue on a journey home from Jadenspur. Like previous attacks, only the most valuable portions of the cargo were taken, as well as members of the crew. Legion and Navy officials would not comment further, as an investigation is ongoing.

New Ambassador Arrives in Amthydor,

Diplomatic Ties to be Renewed

The Tarsien embassy, which has remained empty for much of the last five years during that nation's civil wars, is once again occupied following the arrival of a new ambassador to Amthydor. Ambassador Rikor Praed arrived without fanfare, and was received by the Lord Monarch. Ambassador Praed's credentials were presented and accepted during a small ceremony at the Lord Monarch's palace, after which the Ambassador immediately took up his duties.

Diamond Legion Crime Blotter

The following crimes were reported and arrests were made in the past tendar:

Port District—

- Brawling, fined 100 gold crowns for damages
- Brawling & Public Drunkenness, 1 night in jail & fined 250 crowns for damages
- Vagrancy, 30 days in jail

Temple District—

- Providing an unlicensed service, 1000 crown fine

Nobles District—

- Unauthorized entrance into city drains, 2500 crown fine

Player Handout # 2: PC Equipment

PC Name _____ *Player Name* _____

List all certified items normally carried by the character

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Player Handout # 2: PC Equipment

PC Name _____ *Player Name* _____

List all certified items normally carried by the character

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Player Handout # 2: PC Equipment

PC Name _____ *Player Name* _____

List all certified items normally carried by the character

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Player Handout # 2: PC Equipment

PC Name _____ *Player Name* _____

List all certified items normally carried by the character

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Player Handout # 2: PC Equipment

PC Name _____ *Player Name* _____

List all certified items normally carried by the character

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Player Handout # 2: PC Equipment

PC Name _____ *Player Name* _____

List all certified items normally carried by the character

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

GM Aid # 1

Appendix A: Iysishun

Iysishun

Ruler: Lair Master Ssearess (Male Sahuagin, Ftr10/Clr3)

Government: Tribal

Capital: Aygah

Resources: Fish, shells, slaves, captured ships and cargo

Population: 6,000

Alignment: LE, NE

Language: Aquan, Common

Deities: Graala, Krayve

Description: While Iysishun claims the entire Tasman Sea as its own domain, practically speaking, it rules an area only five miles out of the city of Aygah, or wherever some of its forces happen to be at any given moment. Iysishun and Abaris are sworn enemies, and the highest goal of each is the destruction of the other.

Of the enigmatic sea kingdoms, at least of those that have made themselves known, Iysishun is counted as one of the most unfriendly towards surface dwellers. The kingdom lies at the bottom of a deep trench, far below the surface. Primarily a sahuagin territory, Iysishun is home to small populations of evil members of other intelligent aquatic species.

Iysishun is responsible for frequent vicious attacks on ships in the Tasman Sea. Crews and passengers that are not killed outright are often held for ransom or kept as slaves. Abaris attempts to counter Iysishun aggressions against the air-breathers, and stages frequent counter-raids to rescue prisoners.

Aygah: (Small city 5,000) Decorated by the broken wrecks of the ships they have defeated, Aygah is a somber contrast to the bright coral spires of its enemy city Abaris. No sunlight reaches the great depths of the trench where the city is located, and strange phosphorescent fish give the impression of ghost-lights as they swim among the kelp forests and eerie shipwrecks.

GM Aid # 2

Appendix B: Underwater Combat and Drowning

DROWNING

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

AQUATIC TERRAIN

Nonflowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

UNDERWATER COMBAT

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Table: Combat Adjustments Underwater

Condition	Attack/Damage		Movement	Off Balance? ⁴
	Slashing or Bludgeoning	Tail		
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	normal	normal	No
Successful Swim check	–2/half ¹	–2/half	quarter or half ²	No
Firm footing ³	–2/half	–2/half	half	No
None of the above	–2/half	–2/half	normal	Yes

1 A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

4 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

GM Aid # 3

Appendix C: Dice and Poker Game Rules

Dice Game

Joining the dice game requires a buy-in of 1 gp. Each game will have six players, in a combination of NPCs and/or PCs. The winner is determined by d20 roll from each participant. The winner receives the 6 gp 'pot'. Allow up to five rounds of the dice game before the crew has duties to attend to and the scenario continues.

Poker Game

The rules for Hold 'em Poker are simplified here, to allow for faster play and for those who are unfamiliar with the game. The goal is to have the highest scoring 5-card hand, using the two cards/rolls for each player in combination with the five 'community' cards/rolls. A deck of standard playing cards should be used, if available. Otherwise, d20 rolls may be used, to represent A-9, 10, Jack (11), Queen (12) and King (13). Ignore any rolls above 13 and reroll them until you get a result of 1-13. Naturally, if dice are used, suits do not apply. Joining the poker game requires an initial 1 gp bet, plus 1 gp per round that the PC continues to play that hand. Allow up to five hands before the crew has duties to attend to and the scenario continues. The GM is the Dealer.

Note: Just in case you have never played Hold 'em Poker: A 'community' card is dealt in the middle of the table, face up. Each player in the game (including NPCs) uses these cards in their hand, in addition to the cards that are dealt individually.

Each hand is structured as follows –

- a) All players bet 1 gp
- b) GM deals 2 cards face down to each player participating in the card game (or each player rolls 2d12 openly)
- c) All players that wish to continue bet 1 gp
- d) GM deals 3 'community' cards face up (or rolls 3d12 openly)
- e) All players that wish to continue bet 1 gp
- f) GM deals 1 'community' card face up (or rolls 1d12 openly)
- g) All players that wish to continue bet 1 gp
- h) GM deals 1 final 'community' card face up (or rolls 1d12 openly)
- i) Best hand wins and collects the 'pot'

Scoring –

Royal Flush - the best possible hand. Ace, King, Queen, Jack and 10, all of the same suit.

Straight Flush - Any five-card sequence in the same suit (e.g.: 2, 3, 4, 5 and 6 of diamonds).

Four of a Kind - All four cards of the same value (e.g.: 8, 8, 8, 8; or Queen, Queen, Queen, Queen).

Full House - Three of a kind combined with a pair (e.g.: 10, 10, 10 with 6, 6; or King, King, King with 5, 5).

Flush - Any five cards of the same suit, but not in sequence (e.g.: 4, 5, 7, 10 and King of spades).

Straight - Five cards in sequence, but not in the same suit (e.g.: 7 of clubs, 8 of clubs, 9 of diamonds, 10 of spades and Jack of hearts).

Three of a Kind - Three cards of the same value (e.g.: 3, 3, 3; or Jack, Jack, Jack).

Two Pair - Two separate pairs (e.g.: 2, 2, Queen, Queen).

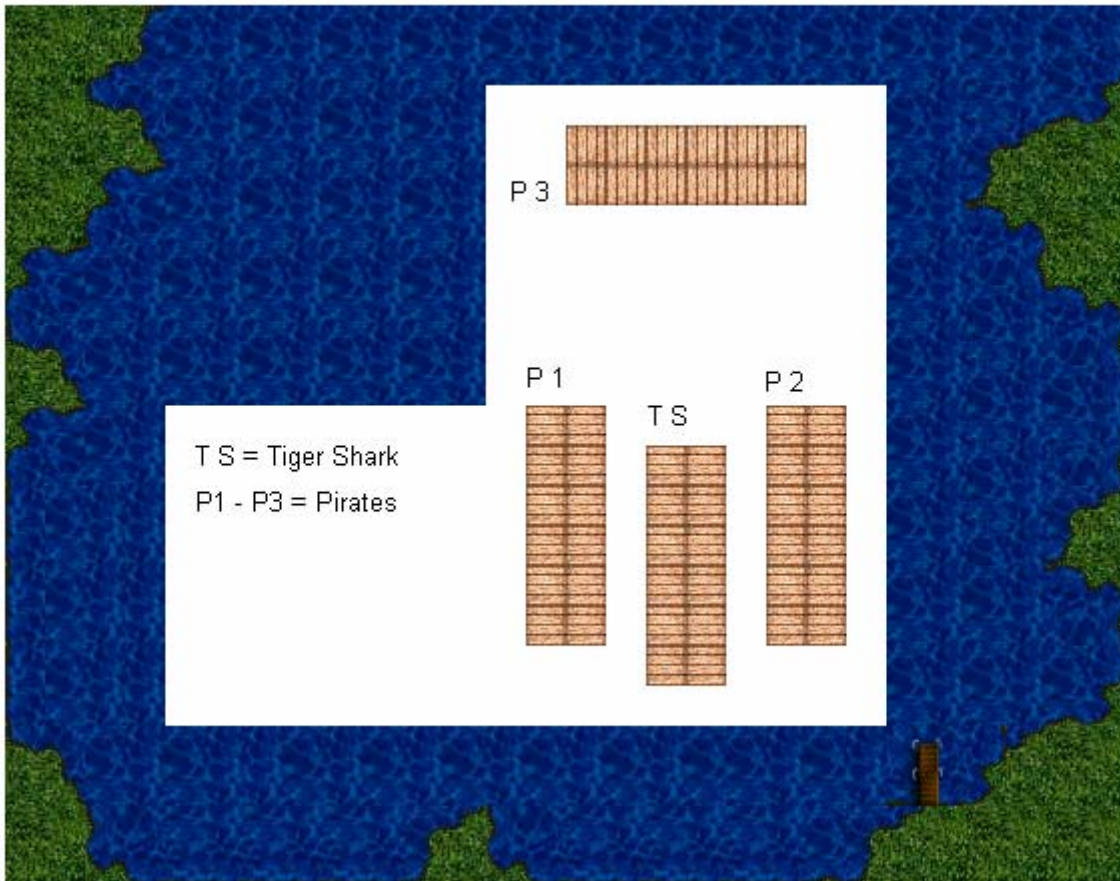
Pair - Two cards of the same value (e.g.: 7, 7)

Cheating

It is possible that the PCs will try to cheat, at either dice or cards. This involves *Sleight of Hand* skill checks, opposed by *Spot* checks. A PC who is caught cheating will be encouraged to 'donate' a sum totaling 10 times the value of the 'pot' to the other gamblers. In addition, until Encounter 8 the PC in question suffers a -10 penalty to all Charisma related checks when dealing with the *Tiger Shark* crew.

GM Aid # 4

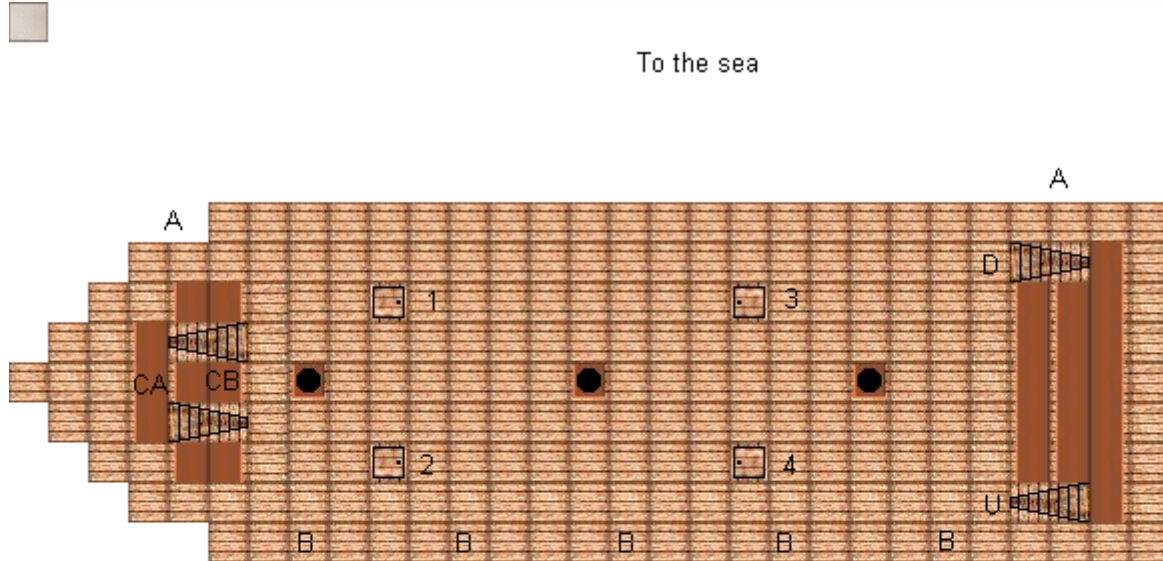
Appendix D: Encounter Six Combat Map



Map not completely to scale. Each ship is 120 feet long and 30 feet wide.
Ships P1 and P2 are 10 feet to either side of the *Tiger Shark*.
Ship P3 is 60 feet from the *Tiger Shark*.


GM Aid # 5

Appendix E: The Slave Ship P3



To the sea

To the shore

 = 5 feet

CA = Pirate Captain #1

CB = Captain Bosk

B = Ballista

A = Anchor Chain

D = Down to hold

U = Up to poop deck

Please send completed form to:
 David Santana, 736 East 9th
 Street, Brooklyn, NY 11230, or
 email to
 lsj-
 roster@theshiningjewel.com.



Roster of Heroes: A Three Hour Tour

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

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