



In The Navy Now...

(Trial by Water - Part 1)

By Daniel Lewis

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

Trouble on the seas is not new, but usually that trouble doesn't make its way to you; which makes this request for aid from the Amthydoran Navy that much more puzzling. Sadly, the Diamond Legion doesn't request help when it is a simple thing to accomplish. A one-round adventure for characters level 5 – 14.

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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 ATLS 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).

ABOUT THE MODULE

"In the Navy Now..." is Part One of the Trial by Water series. It is best to play this module prior to playing the other modules in the series for the sake of continuity. But each module can be played unto themselves and can be played individually.

ADVENTURE BACKGROUND

During the war, a shrewd and enterprising former Naval officer gathered together a group of pirates and began raiding the trade routes of the Tasman sea. Due to everybody's distraction with the war effort, their actions went largely unnoticed, but that's not the case any longer. At the end of the war Recently, a "gentleman's contest" has begun between the Tridents of the Navy to see who can prove their worth to Grand Admiral Mantay in order to secure a promotion to a recently vacated Admiral's billet. One Trident in particular, Marcus Kincaid, has a plan to kill two birds with one stone. He wants to make use of the Pirate Hunters, augmented with adventurers, to first locate and then eradicate these troublesome pirates, thus demonstrating his promotion potential. Kincaid's plan is broken up into several phases, and he will request the support of adventurers at each new phase (each phase is a module in the series). Phase I (this adventure) will be an information-gathering mission; the first step to rooting out the pirates will be to find them.

Note: It is suggested that the DM have the Diamond Legion book handy, as it might make some questions easier to answer.

Encounter 1: The adventurers meet with Trident Kincaid and he outlines the plan for the module.

Encounter 2: The PCs meet the Pirate Hunters and get acquainted with the ship and her crew.

Encounter 3: A storm. The real dangers are the arrowhawks, but the storm will do some damage, so it's a wake-up call for the dangers of the sea.

Encounter 4: The sinking remains of a ship recently hit by the pirates. When the PCs go to rescue them they will be ambushed by Sahaugin.

Encounter 5: The PCs can question the survivors from encounter 4.

Encounter 6A: The ship's captain asks the Hunter's commander and the adventurers what to do next. They can head straight back to Amthydor with the survivors, or chase the pirates' heading.

Encounter 6B: The ship's captain asks the Hunter's commander and the adventurers what to do next. They can go on as 'merchants' or chase the pirates.

Encounter 7: The PCs act as 'merchants' and get intercepted by the pirates.

Encounter 8: The PCs chase down the pirates. This battle may kill some Pirate Hunters.

Encounter 9: Interrogating any pirate prisoners. They will obtain the pirate captain's map.

Conclusion A – The PCs somehow fail (and most likely die). This should not be a common result.

Conclusion B – The PCs return immediately with the wreck survivors. They are praised for their bravery but fail the mission (the Pirate Hunters retrieve the map themselves).

Conclusion C – Mission success as planned. The PCs return with the pirate captain's map.

Conclusion D – The PCs quit before the module even gets started, or they turn down the mission.

Special Conclusion – Additional negative repercussions for any PCs that break the NDA

INTRODUCTION

You awaken to a dark grey sky and a dull but insistent knocking on your door. As you do not answer immediately, the knocking continues at a measured pace.

(If any PCs want to quit the module right now...)

Answering the door you see a young messenger boy with a mop of messy brown hair, threadbare clothes and well worn shoes, a pouch full of message tubes hangs at his side.

He holds out a tube with your address stenciled on it and says in a tired but clear voice, "Message for you, sir (or ma'am)."

The messenger boy will wait only a short moment before leaving. He would like to be tipped, but it is not part of his job and he will not ask or wait. Take note of which PCs tip him.

The tube is sealed with the official seal of the Diamond Legion, in this case the Navy branch. Judging by the intricate decoration of the seal itself, it must be from a high-ranking officer.

The message reads:

“Intrepid adventurer,

I bid you good day, and hope you are well. I have sent you this message because I have a mission of the utmost urgency for which your assistance would be greatly appreciated. I’m sure you can understand that I cannot provide details here for the sake of security. All I will say is that the mission is both dangerous and critical to the security of the city and her citizens. I formally request your presence in my office at the Diamond Legion garrison in the Port District at highsun this day. This message will serve as your authorization to enter. Tardiness will tell me that you are not interested. Respectfully, Trident Marcus Kincaid, Amthydoran Navy.”

(Give the players Handout 1)

Knowledge (Nobility) or (Local) DC 12 check will tell the PCs that a Trident is the 3rd highest Navy rank. Members of the Diamond Legion may make a straight Intelligence DC 8 check to get the same information. The mission will go on anyway if the PCs aren’t there, so don’t give any other hooks.

- If the PCs follow the summons and go to see Kincaid, **GO TO Encounter 1**
- If the PCs quit now, **GO TO Conclusion D.**

ENCOUNTER 1 – TIP OF THE TRIDENT

As you make your way through the city towards the Port District, you notice that a few stores and small business look as if they have recently been closed down. You imagine that what looks like an impending cold rain can’t be helping any.

The Docks seem to be as active as you remember them, with people and crates coming and going. A few merchant ships are docked, while a few other ships of various types are actually in dry dock, being repaired. It is easy to see Olek off on the far end pulling a galleon out of the water and onto stilts for hull work beneath the water line.

Olek is far too busy to talk, but he can offer a hearty “Hullo Hoomins!” if you really want to.

The Diamond Legion garrison in the Port District is an elegant and functional structure of stone, 4 stories tall and polished smooth by offshore wind.

The front room of the garrison is filled with all manner of people, from fishermen to merchants and ship captains and crew. They are all talking animatedly, many in small groups separate from the rest. Occasionally voices are raised, but a stern look from the desk sergeant quickly returns the volume to talking level. None of the groups or individuals pay you any attention as you enter, but you can see the desk sergeant looking you over, then he motions for you to approach the desk. You get the feeling he’s given this opening speech a few too many times...

“If you’re here to report lost property, please wait in line. Losses due to piracy are only reimbursable with proof of combat and damages, so if you haven’t visited the dockmaster, Garrett Teeg, for your inspection, don’t even get in line.”

Garrett Teeg is a highly overworked and tired-looking gnome, but he’s polite enough. He has little time for questions and no additional information. At this point, the PCs will probably just say that they’re here to see Kincaid, but they might ask some questions of the desk sergeant.

🗨️ **Piracy?**

“Aye, pirates. We get claims every now and again, but only some are genuine. Word is the upper brass is looking into it, but I haven’t seen anything real yet.”

🗨️ **Who has been hit by pirates?**

“Plenty of captains have filed reports before, but I don’t keep track past that...I man the desk.”

🗨️ **Can we go back and see Trident Kincaid?**

“Trident Kincaid? Pardon me, but what business do you have with the Trident?”

Think about saying “Trident” like it is “General.”
“What’s your business with the General?”
Any competent desk sergeant would be expected to at least ask why people are trying to visit the senior officers...but he won’t stop them once they produce the letter.

☛ **Here’s our letter.**

“Understood. His office is on the fourth floor, far end of the hall. Just show his XO, Lieutenant Henderson the letter.”

“XO” is short for Executive Officer. Basically it’s the Trident’s personal assistant. Henderson is a fit and trim young man on the officer fast-track. Unfortunately he only has the boxed-text answers and the same information as the desk sergeant.

The first floor of the HQ is for reception, holding cells, and temporary lodging for low-level enlisted. The second floor is supplies and training areas. The third floor is offices for NCOs (higher-ranked enlisted) and junior officers. The top floor is the offices for the senior officers assigned to this zone. Insert additional descriptions if necessary.

The top floor of the garrison is less densely packed than the others, but you can see that it is arranged to be functional rather than decorative. A number of offices are distributed about the floor, most with occupants diligently poring over documents, writing reports or conferring with others. Trident Kincaid’s office is easy to spot at the far end, being the largest and furthest back. The XO looks up from his work as you approach: “Yes, how can I help you?”

☛ **“We have an appointment...”**

“Ah yes, the missive that was sent this morning...thank you for coming, please go right in, you’re expected.”

The office is large, but is filled with maps, ledgers and reports covering all the walls and most of the table. A large map of the Tasman Sea with a variety of pins and colored strings stuck in it dominates half of the far wall. Everything seems meticulously organized and clutter-free.

Trident Marcus Kincaid is of average height with dark hair and tanned skin. His uniform is impeccable, his movements calm and deliberate. Nevertheless, you can see a few light outlines of scars on his face and his hands are worn from labor...undoubtedly earlier in his career.

“Good afternoon, all of you. As I stated in my message, I have a mission which I think would benefit from your expertise. It will be difficult, most certainly dangerous, and will most likely take significant time and effort to complete. But I assure you, it is essential to the future safety of the city.

Before I tell you any more, I will need your signatures on these agreements which state that you will not speak of this mission to anyone not specifically designated as being part of it.”

These are legal documents for an NDA (Non-Disclosure Agreement). It states, amongst other things, that any disclosure of the mission will lead to punishment under the Diamond Legion’s military code (yes, even for non-Legionnaires). *Sense Motive* will reveal that this is true enough...standard military procedure is to restrict classified information only to those with a need-to-know. The only NPCs that can know about the mission are Trident Kincaid, the Pirate Hunters and the crew of the *Sea Hammer*.

☛ **What the...An NDA?**

“Please understand that nobody is questioning anybody’s loyalty or trustworthiness, but those are the rules. This mission is highly classified, and security leaks could lead to nothing less than dead citizens and Legionnaires.”

If anyone breaks the NDA at any point during the module, use the **Special Conclusion** as an addition to whatever conclusion they normally achieve.

☛ **What is the pay?**

“It will depend on the particulars of the mission, but the baseline is 250 gold per active participant for mission success.”

-DM note: Stress the ‘success’ part.

Any other questions can be ad-libbed as necessary, but the bottom line is that everybody will have to sign their real names on the contracts or they can't play the module. If anyone opts out of the mission right now, **GO TO Conclusion D.** Also, at this time, if any players want to swap out their current PC for a different one now that they know the details, let them do so and retroactively assume that the new PC was the one that received Trident Kincaid's message originally.

Once everyone has signed the NDA, continue on:

He collects the contracts and locks them in a drawer in his desk.

"Excellent...now then, on to the business at hand." He points at the map on the wall

"I direct your attention to the map of the Tasman Sea (Handout 2). The strings represent trade routes, supply lines, etc. There have been reports from ship captains over the last few months that said they were attacked, and robbed at sea. This past month has been the most severe yet...there have been 4 confirmed incidents and at least a dozen that have made similar claims but couldn't manifest proof. The locations identified in the reports are mostly contained in this area." Points to the oval

"Until recently our attention had been distracted with the trouble with the elves, but as that is no longer the case, Grand Admiral Mantay has declared that an investigation into these supposed pirate attacks is now our top priority. As such, I want to mount an operation to attempt to intercept and capture these pirates. Reclaiming their stolen property will help offset damages, and removing the pirates will benefit the safety of everyone."

"As you can imagine, I expect this mission to be quite dangerous, and by no means do I expect you to attempt it on your own. You'll be accompanied by a small team of our finest Pirate Hunters on the maiden voyage of their newest fast-attack patrol ship. You will pose as a merchant vessel and ply the trade routes in this high-risk area. We will make information available that says your ship is carrying high-

value, low-volume cargo, and with any luck the pirates will take the bait."

"You'll be meeting the Pirate Hunters and the crew of the *Sea Hammer* tomorrow at first light at dock 3. Now I'm sure you have questions."

🗨️ **Specific mission objectives?**

"Your task is to find these pirates, either by luring them into the trap or spotting them at range and chasing them down, and engage and capture as many as you can. We need live prisoners for interrogation."

🗨️ **Who is in charge? / Who's on the team?**

"The mission commander will be the leader of the Pirate Hunters' team, Commander James Martin. He will be leading his team of 6 Pirate Hunters. The *Sea Hammer* has a crew of 13 including her captain, Antoine Davis. Davis has seen his share of action, but his primary responsibility will be the ship. Commander Martin is in charge of his men, but if he needs you to do something, you'll follow his orders."

If anyone expresses a problem with taking orders, just remind them that Commander Martin isn't actually giving the PCs orders...he's just telling them what needs to be done and trusting them to make it happen, like the professionals they are.

🗨️ **What's been pirated/Whose ships were hit?**

"The cargo that's been taken has been an odd mix...mostly high-value, low-volume cargo, like silks and gems and whatnot, as you'd expect from pirates with smaller ships. What's odd is that the pirates always seem to take all of the additional food stores from their targets, usually leaving just enough for the crew to reach the nearest landfall, port or not. No specific groups or merchant houses seem to have been especially hard hit; it seems random"

🗨️ **Who/What are the Pirate Hunters?**

"A special branch of the Navy; they specialize in hunting down pirates and terminating with extreme prejudice. Normally, this is sufficient, but since this mission has special requirements,

we're requesting your support. They're excellent sailors and very combat-capable, but they are sadly few in number. They work as a team very effectively and are quite capable of taking care of themselves in dire situations."

🗣️ **How do they pirates know what ships to hit?**

"Well we don't know...that's sort of the point of this mission."

🗣️ **7 Pirate Hunters...that's it?**

"Unfortunately, yes. I assure you that they are quite capable, but Grand Admiral Mantay will not authorize the use of all the Hunters until the full threat is known, hence this mission."

🗣️ **Will you be coming along, sir?**

"Not this time...but if this mission goes according to plan, I do anticipate working with you on the open ocean soon enough."

When they are done asking questions, Trident Kincaid's XO will escort them out as he has preparations to make. Give the players time to go on a **Shopping Spree** or visit the **Bazaar**. When ready, it's the next morning; **GO TO Encounter 2**

ENCOUNTER 2 – WELCOME ABOARD!

Even at this hour of the morning, the docks are abuzz with activity. Dock workers, ship captains and crew are busy getting the first preparations of the day underway.

*Dock 3 holds the brand-new, majestic form of a combat-built light galleon. The name **Sea Hammer** is clearly visible on the sides of the boat. From the level of the dock you can see some of the weapons mounted, including several ballistae and harpoon launchers, along with a low-set row of oars. A large metal spike protrudes from the front of the ship almost right at the water line. The ship carries two small boats on side mounts...and you realize with a small shiver that they would only hold about half the people on board. She flies twin flags, one each with the symbols of the city and the Merchants' Guild.*

As you approach, one of the crewmen spots you and calls out: "Ahoy, you lot! You the ones'll be settin' sail with us?"

Presumably they answer "Yes."

"Aye, you're expected, we'll lower the boarding ramp. The Captain's waiting in his quarters."

You proceed up the boarding ramp onto the main deck and the crewman points you toward the captain's quarters on the aftdeck.

As you enter, you see two men, dressed in the blue uniforms of the Navy, talking quietly and poring over a map that resembles the one in the Trident's office. Both men are human, one tall and lean with dull blond hair, the other somewhat shorter, more muscled with a shaved head. The bald man looks up as you enter:

"Greetings, adventurers. I'm Captain Antoine Davis of the **Sea Hammer**, this is Commander James Martin of the Pirate Hunters. It's good you've arrived, we're set to leave within the hour."

Commander Martin speaks up: "Trident Kincaid has made it clear that we are to capture, not kill, both the enemy ship and as many of her crew as possible. To that end, we're going to be counting on your support in combat. Before I introduce the others, any questions?"

🗣️ **What kind of resistance do you expect?**

"The strong, lethal kind. Pirates aren't fools, and they know the penalties of piracy when attacking Amthydoran ships...so if they take the bait and attack, they'll fight to the death. Which makes our job that much harder as we need them alive. The good swimmers aren't above throwing you overboard and taking the fight underwater, either, the tricky bastards."

🗣️ **Have you and your men fought many pirates before?**

"Indeed we have, though obviously not on *this* ship. The youngest of the team, Kyle, just passed his fourth summer under the banner of the Pirate Hunters, and our team has put more

than half a dozen pirate crews to the sword. Trident Kincaid explained how this mission will be different than our standard catch-and-kill, which is why you've been brought in. Don't worry about us, we can handle ourselves."

☛ **What can you tell us about your ship, Captain?**

"Ah, she's a fine vessel, ain't she? Alchemically treated ironwood frame, more weapons than we know what to do with, and I'll be a gnome's uncle if she isn't the fastest thing on the water."

Additional information about the *Sea Hammer* can be found in Appendix B; feel free to present it however you want to.

☛ **What kind of capabilities do the Pirate Hunters have [for combat]?**

"Well, we've got three that specialize in close-quarters work, that'll be Kyle, Robert and William. Then there's the Jacobs brothers, Samuel and Michael, they like to get a target between 'em and one distracts while the other hits from behind. Not my favorite tactic, but I allow it given who we're fighting. Then there's our weatherman, Andrew; likes to take his twin axes and turn pirates into cordwood. And me, I'm a faithful [paladin] of Galvandt, sworn to service in arms and prayer."

Additional information about the Pirate Hunters can be found in Appendix A; feel free to present it however you want to.

If the players have any more questions they can be ad-libbed. Once they're done, Commander Martin will show them around the *Sea Hammer* and introduce the NPCs. The crew is nameless, but their stats are provided in Appendix B. The Pirate Hunters have names in Appendix A because they will be recurring NPCs.

The *Sea Hammer* itself has an impressive array of weapons.

The ship is detailed in DM's Aid 1 & Appendix B.

Once the descriptions are done and questions answered, **GO TO Encounter 3.**

ENCOUNTER 3 – "I AM EL NIÑO!"

Not long after you get settled in your bunks, the captain gives the command to set sail. You hear the crew shouting to each other and feel the boat pull away from the dock and the rowers begin pulling. Settling in as best you can with the bunks, you prepare for what looks like a long trip.

The next 4 days pass without incident, and some of the sailors take time out to teach you the basics of sailing while others busy themselves disguising the ship's weapons as crates and boxes.

On the evening of the fifth day, the lookout calls to the captain that a storm is on the horizon and approaching quickly. The captain takes a long look and turns to you:

*"This looks serious...best for you to head belowdecks while the crew takes care of this. Just to be safe, keep yourselves ready to move. The *Hammer* ain't the biggest ship in the water, and if the worst should happen, Cyrene forbid, you don't want to try to get out while below."*

About a half-hour passes, during which time you hear the sailors running around, securing things, shouting commands and getting the ship ready to weather the storm. All the while, the light from above gets darker and the air colder.

Soon the crack of thunder and howling winds grows loud enough to almost deafen you, and the rain hitting the deck sounds like a hail of stones. The tempest continues for only a few minutes before the first call of "Man Overboard!" is heard.

Before you can even get your mind wrapped around the idea of losing crew members to the violent seas, another, more violent scream pierces the din. "MONSTERS! CAPTAIN, FLYING MONST—!" the shout is cut short with the sound of a pained scream and cracking bone, audible even through the deck and the storm.

Roll for initiative.

The ship is in the middle of a very natural (though very violent) storm, and the displaced Arrowhawks are using it as cover, since they don't have to worry about the lightning. Unless the PCs said that

they *weren't* leaving themselves ready to move, it should only take 1 round to get on deck. Once on deck, the PCs will have to deal with the hazards of the storm as well. Roll an initiative for the storm (Init -3) and randomly apply one of the effects on the table below on its turn each round.

The captain will yell to the PCs as they get on deck: "The crew and the Hunters are busy saving the ship afloat and our men; you handle the monsters!"

If a PC wants to make the attempt, a Knowledge (Planes) check DC 15+ATL should give some of the characteristics of the Arrowhawks.

All Spellcasting requires Spellcraft checks for distracting weather.

All Ranged weapons suffer a -4 attack penalty due to the winds.

The arrowhawks are moving much too fast and flying too high to be targeted by the weapons on the *Sea Hammer* itself.

Include With All ATLs

⚡ **The Storm:** Every round on its initiative count, randomly apply one effect to everyone. The crew is irrelevant and the arrowhawks are immune.

#	Effect
1	Driving rain grants concealment to everything beyond 10 feet. Fortitude DC ATL+5 negates.
2	Wind gusts knock people down. Wind makes a trip attack on everyone at CMB ATL+2.
3	Lightning causes dazzling lights. As per the <i>Flare</i> spell, save DC ATL+5.
4	Thunder causes deafness. Must come after #3, lasts 1 round. Fortitude DC ATL+5 negates.
5	Rain makes the deck extra slick for 1 round. Moving more than 5 feet needs an Acrobatics check at DC ATL+5 or fall prone.
6	The deck pitches violently. Acrobatics DC ATL+5 or be knocked prone. Anyone prone moves 1d4 spaces toward the edge of the deck.

ATL 5

⚡ Juvenile Arrowhawks (2):

N Small Outsider

Init +5; **Senses** Darkvision 60'; Perception +7

AC 20, touch 16, flat-footed 15; (+1 size, +5 Dex, +4 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +8, **Will** +4

Defense Abilities Fire/Cold Resist. 10

DR nil; **Immune** Acid, Electricity, Poison; **SR** nil

Spd Fly 60 ft. (perfect)

Melee Bite +9 (1d6+1)

Ranged Electricity Ray +10 ranged touch (2d6)

Full Attack Bite +9 (1d6+1) or Electricity Ray +10 ranged touch (2d6)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Electricity Ray (see Ranged)

Spell-Like Abilities None

Spells Known None

Str 12, **Dex** 21, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 19

Feats Weapon Finesse, Weapon Focus (Ray)

Skills Perception +7, Fly +19

Languages nil; **Gear** nil

SQ Fire/Cold Resist. 10, Immunities

Special Abilities Electricity Ray (see Ranged)

ATL 7

⚡ Juvenile Arrowhawks (3):

See ATL 5.

ATL 9

\ Adult Arrowhawks (2):

N Medium Outsider

Init +5; **Senses** Darkvision 60'; Perception +11
AC 21, touch 15, flat-footed 16; (+5 Dex, +6 nat.)
hp 38 (7d8+7)

Fort +6, **Ref** +10, **Will** +6

Defense Abilities Fire/Cold Resist. 10

DR nil; **Immune** Acid, Electricity, Poison; **SR** nil
Spd Fly 60 ft. (perfect)

Melee Bite +12 (1d8+3)

Ranged Electricity Ray +13 ranged touch (2d8)

Full Attack Bite +12 (1d8+3) or Electricity Ray
+13 ranged touch (2d8)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Electricity Ray (see Ranged)

Spell-Like Abilities None

Spells Known None

Str 14, **Dex** 21, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +12; **CMD** 24

Feats Agile Maneuvers, Weapon Finesse, Weapon
Focus (Ray)

Skills Perception +11, Fly +23

Languages nil

SQ Fire/Cold Resist. 10, Immunities

Gear nil

Special Abilities Electricity Ray (see Ranged)

ATL 11

\ Adult Arrowhawks (3):

See ATL 9.

ATL 13

\ Elder Arrowhawks (2):

N Large Outsider

Init +5; **Senses** Darkvision 60'; Perception +21
AC 23, touch 15, flat-footed 17; (+5 Dex, +8
natural, -1 size, +1 dodge)

hp 112 (15d8+45)

Fort +12, **Ref** +14, **Will** +10

Defense Abilities Fire/Cold Resist. 10

DR nil; **Immune** Acid, Electricity, Poison; **SR** nil
Spd Fly 60 ft. (perfect)

Melee Bite +22 (2d8+9)

Ranged Electricity Ray +22 ranged touch (2d10)

Full Attack Bite +22 (2d8+9) or Electricity Ray
+22 ranged touch (2d8)

Space 10 ft.; **Reach** 5 ft.

Special Attacks Electricity Ray (see Ranged)

Spell-Like Abilities None

Spells Known None

Str 22, **Dex** 21, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +15; **CMB** +20; **CMD** 36

Feats Agile Maneuvers, Dodge, Flyby Attack,
Improved Natural Attack, Weapon Finesse,
Weapon Focus (Ray), Weapon Focus (Bite)

Skills Perception +21, Fly +31

Languages nil

SQ Fire/Cold Resist. 10, Immunities

Gear nil

Special Abilities Electricity Ray (see Ranged)

ATLs 15 & 17

\ Elder Arrowhawks (3):

See ATL 13.

As the last Arrowhawk falls, you look around in the driving rain and cracking thunder. During the battle, the rest of the crew managed to get the men back on deck and re-tie their severed safety lines. The ship is secured now, and the storm, though still raging, seems to be getting better. But the damage is already done...one lifeboat has been torn free of its housing and smashed to splinters. Grimly, the captain has everyone who is injured or shaking from exhaustion or cold go belowdeck and rest for the duration of the storm.

Allow the PCs to do any skill checks, spells or manual labor they want in order to help the crew or the ship. The arrowhawks managed to kill 2 nameless crew members and wound several others, and the storm did a number on the crew as well. Try to keep it from taking too long, but take note of which players go out of their way to try to provide assistance. **GO TO Encounter 4**

ENCOUNTER 4 – FISH FOOD

The morning dawns damp, cool and dark. It seems the storm clouds, although not spitting rain and lightning, are still hanging close to the surface, blocking much of the sunlight. Most of the morning is spent putting right the various parts of the ship that were battered by the storm and cleaning off the rest of the ship.

Despite the heavily overcast sky and poor visibility, around lunchtime the lookout calls down to the deck that he's spotted what looks like floating debris up ahead. The captain orders a course correction to investigate.

At this point, have all of the PCs make 2 separate **Perception** checks, and note the results. The first check is against a flat DC 10 to hear the survivors yelling for help.

The second check is DC ATL+25 to see glimpses of the Sahaugin as they swim beneath the surface towards the survivors and the *Sea Hammer*.

As you draw near, you can begin to make out shapes in the mist and gloom. There does indeed appear to be debris in the water...broken wooden planks, bits of sail, barrels...and bodies. Now you can clearly hear what sounded like distant gulls before...it's survivors, calling for help.

PCs who made the DC 10 **Perception** hear the survivors:

"Please, come quickly! The fish men will be returning any moment! They've taken most of us already and now they're coming back! Please help!"

You can see now that there are 3 lifeboats, all filled, drifting through the floating debris field of what must have been their ship. They are paddling madly with their hands, trying to get closer to you...their oars clearly long gone.

Each lifeboat has 2d4+8 people in it.

Give the PCs a short amount of time to declare actions (about 1 minute of real-life time), then **Roll Initiative**. The Sahaugin saw the *Sea Hammer* coming long ago and have been shadowing it beneath the surface. They will surface and attack both the *Hammer* and the lifeboats in the same combat round. Any Sahaugin that attack the *Hammer* spend the 1st round climbing up the sides.

Sahaugin Tactics:

ATL 5: The Sahaugin will only attack the lifeboats. Every odd-numbered round they will surface and grapple one of the survivors. Every even-numbered round they pull them beneath the surface. There are more Sahaugin under the surface that never come up, and so are never part

of the battle, that hold the survivors down. The survivors are too drained to fight back effectively.

ATL 7: As ATL 5, but there's more Sahaugin and they take 3 people per boat every other round.

ATL 9-17: As ATL 7, but some Sahaugin attack the *Sea Hammer* as a distraction. The crew will man the oars belowdecks, but the PCs and the Pirate Hunters will fight the Sahaugin.

Sea Hammer Tactics:

The *Sea Hammer* starts about 200 feet from the lifeboats, and even with the crew rowing, it will only move 40 feet closer each round, so it is unlikely that the PCs will catch up to the Sahaugin before they take all the remaining survivors. The PCs will have to hit them with ranged weapons and spells if they want to save anyone. If the PCs want to use the *Hammer's* weapons, let them.

ATL 5

\ Sahaugin (6):

LE Medium Monstrous Humanoid (Aquatic)

Init +1; **Senses** Darkvision 60'; Blindsight 30'

AC 16, touch 11, flat-footed 15; (+1 Dex, +5 nat.)

hp 18 (2d10+4 plus Toughness)

Fort +2, **Ref** +4, **Will** +4

Defense Abilities; DR nil; **Immune** nil; **SR** nil

Spd 30 ft.; **Swim** 60 ft.

Melee Claws +4 (1d4+2); Bite +4 (1d4+1); Trident +5 (1d8+3)

Ranged Aquatic Heavy Crossbow +4 (1d10)

Full Attack Trident +5 (1d8+3) and Bite +4

(1d4+1) or 2 Talons +4 (1d4+2) and Bite +4 (1d4

+1) or Aquatic Heavy Crossbow +4 (1d10)

Space 5 ft.; **Reach** 5 ft.

Special Attacks *Blood Frenzy*

Spell-Like Abilities None; **Spells Known** None

Str 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 15

Feats Toughness, Multiattack

Skills Perception +6; **Swim** +15

Languages Aquan, Common, Sahaugin; **SQ** nil

Gear Masterwork Trident, Masterwork Aquatic

Heavy Crossbow (and Coral Bolts)

Special Abilities Speak with Sharks, Water

Dependent, Freshwater Sensitivity

Blood Frenzy: Once per day when the Sahaugin takes damage in combat, it can fly into a frenzy in the following round. It gains +2 Strength and

Constitution and takes a -2 penalty to AC. This lasts for the battle or 1 minute, whichever is less.

ATL 7

\ Sahaugin (9):

See ATL 5. These Sahaugin attack the lifeboats.

ATL 9

\ Sahaugin (9):

See ATL 5. These Sahaugin attack the lifeboats.

\ Sahaugin Warriors (4):

LE, M Monstrous Humanoid (Aquatic), Fighter 3

Init +6; **Senses** Darkvision 60'; Blindsense 30'

AC 22, touch 13, flat-footed 20 (+2 Dex, +5 natural, +4 armor, +1 dodge)

hp 45 (2d10+4 plus 3d10+3 plus Toughness)

Fort +6, **Ref** +6, **Will** +5

Defense Abilities; DR nil; **Immune** nil; **SR** nil

Spd 35 ft.; Swim 65 ft.

Melee Talon +7 (1d4+2); Bite +7 (1d4+1); Trident +9 (1d8+3)

Ranged Aquatic Heavy Crossbow +8 (1d10)

Full Attack Trident +9 (1d8+3) and Bite +7 (1d4+1) or 2 Talons +7 (1d4+2) and Bite +7 (1d4+1) or Aquatic Heavy Crossbow +8 (1d10)

Space 5 ft.; **Reach** 5 ft.

Special Attacks *Blood Frenzy*

Spell-Like Abilities None; **Spells Known** None

Str 14, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +5; **CMB** +7; **CMD** 19

Feats Dodge, Fleet, Improved Initiative, Multiattack, Toughness, Weapon Focus (Trident)

Skills Perception +9; Swim +18

Languages Aquan, Common, Sahaugin

SQ Bravery +1, Armor Training 1

Gear Masterwork Trident, Masterwork Aquatic Heavy Crossbow (and Coral Bolts), Masterwork Aquatic Chain Shirt

Special Abilities Speak with Sharks, Water Dependent, Freshwater Sensitivity

Blood Frenzy: Once per day when the Sahaugin takes damage in combat, it can fly into a frenzy in the following round. It gains +2 Strength and Constitution and takes a -2 penalty to AC. This lasts for the battle or 1 minute, whichever is less.

ATL 11

\ Sahaugin (9):

See ATL 5. These Sahaugin attack the lifeboats.

\ Sahaugin Warriors (6):

See ATL 9. These Sahaugin attack the *Hammer*.

\ Sahaugin Priests (2):

LE, M Monstrous Humanoid (Aquatic), Cleric 6

Init +2; **Senses** Darkvision 60'; Blindsense 30'

AC 20, touch 13, flat-footed 18; (+2 Dex, +5 natural, +2 armor, +1 dodge)

hp 60 (2d10+4 plus 6d8+6 plus Toughness)

Fort +7, **Ref** +7, **Will** +10

Defense Abilities; DR nil; **Immune** nil; **SR** nil

Spd 30 ft.; Swim 60 ft.

Melee Talon +8 (1d4+2); Bite +8 (1d4+1); Trident +9 (1d8+3)

Ranged Aquatic Heavy Crossbow +9 (1d10)

Full Attack Trident +9 (1d8+3) and Bite +8 (1d4+1) or 2 Talons +8 (1d4+2) and Bite +8 (1d4+1) or Aquatic Heavy Crossbow +9 (1d10)

Space 5 ft.; **Reach** 5 ft.

Special Attacks *Blood Frenzy*; *Rake* 1d4+1

Spell-Like Abilities

Touch of Evil: Melee touch, target becomes sickened for 3 rounds; no save; 5/day

Battle Rage: Melee touch; target gains +3 melee damage for 1 round; 5/day

Spells Known (Memorized, save DC 12 + spell level +1 for evil, Domains: Evil, War)

0th- *Bleed, Resistance, Stabilize, Virtue*

1st- *Bane, Bless, Cure Light Wounds (2), Magic Weapon*

2nd- *Aid, Cure Moderate Wounds (2), Hold Person, Spiritual Weapon*

3rd- *Cure Serious Wounds, ~~Magic~~*

*Vestment**, *Searing Light*

*-Spell is cast pre-combat

Str 14, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 12

Base Atk +6; **CMB** +8; **CMD** 20

Feats Dodge, Toughness, Multiattack, Spell Focus (Evil), Weapon Focus (Heavy Crossbow)

Skills Perception +13; Swim +21, Spellcraft +13

Languages Aquan, Common, Sahaugin

SQ Aura: Evil, Channel Energy 3d6 (DC 14)

Gear Masterwork Trident, Masterwork Aquatic Heavy Crossbow (and Coral Bolts), Masterwork Aquatic Leather Armor

Special Abilities Speak with Sharks, Water Dependent, Freshwater Sensitivity

Blood Frenzy: Once per day when the Sahaugin takes damage in combat, it can fly into a frenzy in the following round. It gains +2 Strength and Constitution and takes a -2 penalty to AC. This lasts for the battle or 1 minute, whichever is less.

ATL 13

‡ Sahaugin (9):

See ATL 5. These Sahaugin attack the lifeboats.

‡ Sahaugin Warriors (6):

See ATL 9. These Sahaugin attack the *Hammer*.

‡ Sahaugin Priests (3):

See ATL 11. These Sahaugin attack the *Hammer*.

‡ Sahaugin Arcanist (1):

LE, M Monstrous Humanoid (Aquatic), Sorcerer (6, Elemental (Water) Bloodline)

Init +1; **Senses** Darkvision 60'; Blindsight 30'

AC 23, touch 14, flat-footed 21; (+1 Dex, +5 natural, +1 dodge, +2 Ring, +4 *Mage Armor*)

hp 45 (2d10+4 plus 6d6+6)

Fort +4, **Ref** +5, **Will** +9

Defense Abilities; DR nil; **Immune** nil; **SR** nil
Spd 30 ft.; Swim 60 ft.

Melee Talon or Bite +5 (1d4); Trident +6 (1d8)

Ranged Aquatic Heavy Crossbow +7 (1d10);
+7 ranged touch (as spell or power)

Full Attack Trident +6 (1d8) and Bite +5 (1d4) or
2 Talons +5 (1d4) and Bite +5 (1d4) or Aquatic
Heavy Crossbow +7 (1d10)

Space 5 ft.; **Reach** 5 ft.

Special Attacks *Blood Frenzy*

Spell-Like Abilities

Elemental Ray: Ranged touch; 1d6+3 cold; 6/day

Spells Known save DC 13 + spell level

0th- *Acid Splash, Bleed, Daze, Detect*

Magic, Light, Ray of Frost, Read Magic

7/day→1st- *Burning Hands**, *Mage Armor*[†], *Magic*
Missile, Ray of Enfeeblement, Shield

6/day→2nd- *Acid Arrow, Scorching Ray**,
Invisibility

4/day→3rd- *Hold Person*

*Spell deals cold damage & has [Cold] descriptor

†- Spell is cast pre-combat

Str 11, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 16

Feats Combat Casting, Dodge, Eschew Materials,
Multiattack, Skill Focus (Spellcraft), Weapon
Focus (Ray/Ranged Touch)

Skills Perception +13; Swim +21; Spellcraft +16

Languages Aquan, Common, Sahaugin;

SQ Cold Resistance 10

Gear Masterwork Trident, Masterwork Aquatic
Heavy Crossbow (and Coral Bolts), Ring of
Protection +2, Potion of *Cure Light Wounds* (2)

Special Abilities Speak with Sharks, Water
Dependent, Freshwater Sensitivity

Blood Frenzy: Once per day when the Sahaugin
takes damage in combat, it can fly into a frenzy in
the following round. It gains +2 Strength and
Constitution and takes a -2 penalty to AC. This
lasts for the battle or 1 minute, whichever is less.

ATLs 15 & 17

‡ Sahaugin (9):

See ATL 5. These Sahaugin attack the lifeboats.

‡ Sahaugin Warriors (8):

See ATL 9. These Sahaugin attack the *Hammer*.

‡ Sahaugin Priests (3):

See ATL 11. These Sahaugin attack the *Hammer*.

‡ Sahaugin Arcanists (2):

See ATL 13. These Sahaugin attack the *Hammer*.

- If the PCs manage to save all of the survivors,
read this boxed text, then **Go To Encounter 5**

*As you take stock in the aftermath of the battle,
your spirits brighten as the first survivors are
pulled aboard the *Sea Hammer*. Those too tired
or hurt to walk on their own are helped
belowdecks by the crew, but all of them manage
smiles and a quiet but heartfelt “Thank you!” or
“Cyrene bless you all!” as they are led below.
One man leaves the column of rescued people
and approaches you.*

- If the PCs managed to save some, but not all
survivors, read this, then **Go To Encounter 5**

As you take stock in the aftermath of the battle, your spirits brighten as the first survivors are pulled aboard the *Sea Hammer*. Though some were lost, some were saved, and your efforts were not in vain. Those too tired or hurt to walk on their own are helped belowdecks by the crew, but all of them manage smiles and a quiet but heartfelt “Thank you!” or “Bless you!” as they are led below. One man leaves the column of rescued people and approaches you.

- If the PCs failed to save any survivors, read this boxed text, then **Go To Encounter 6(B)**

The battle is over, but no cheers or cries of victory are heard. Solemnly you look around with the Hunters and crew of the *Sea Hammer* and realize that your best efforts were not enough. The Sahaugin are defeated, but the damage is done; those poor souls drifting in the debris will never know about your victory here.

ENCOUNTER 5 – NEW INFORMATION, PLEASE...

The man is thin, weak and clearly exhausted, but he speaks in a clear, calm voice.

“Thank the gods you arrived when you did! Were it not for your aid we would all surely have perished at the hands of those hideous monsters. But please, excuse my rudeness I am Ignatius Sento, a trapper by trade. My son and I were spending time at sea during my holiday when our ship was set upon by another early this morning, before full sunrise...they bore no flag we could see. If I may be so bold...why are you out here with this ship and its weapons?”

Upon hearing this, Commander Martin looks at you and shakes his head slightly.

Remind the PCs that the mission details are still classified, so they shouldn't be telling Ignatius any details. If there's any critical information the PCs don't think to ask, have Commander Martin ask.

☛ **What happened, exactly?**

“A short time after we awoke to this gray and dismal morning, a ship approached ours out of the mists. They flew no flag, and as soon as they

came within range, their captain shouted for our ship to reef sail and prepare to be boarded. Well our captain would have none of it and demanded that they leave us alone. Without another word the ship attacked us with ballistae and longbows.”

“Several of the crew and on-deck passengers were killed in the first volley. I took my son and hid belowdecks, but I could hear the battle that commenced as the attackers boarded us. They took the time to search the ship, taking everything of value, including the food and water, and they killed those who got in the way or fought back.”

“Once they were done looting, they returned to their ship. A short time later, a terrible crash was heard, like a crack of lightning, but the storm was well over. The ship began to sink and break apart. Those of us who were left scrambled out of our hiding places and onto the lifeboats, of which there were thankfully enough to hold all of us.”

“We drifted for a time, but then the monsters came up from beneath the surface and took an entire lifeboat down with them. About an hour later they did the same again. We started screaming for help or mercy from the gods...they must have heard us.” (he smiles at the PCs)

The “crack” that the survivor heard was the pirate wizard's *Lightning Bolt* spell, aimed at the ship's waterline. There were no spellcasters on the downed ship, so nobody can identify it.

☛ **Why was your ship out here?**

“Ours was a simple merchant ship, bound for Falgoth. There was extra space on board and her captain decided to make some extra coin by offering a holiday on the sea for a small fare.”

☛ **Is there anything you can tell us about the ship that attacked you? Something to help us find them?**

“Peliron must surely be watching us. First you save us from bloodthirsty monsters, and now you are hunting the same ones who attacked us in the first place. Yes, I believe I can help you. I saw the name on the side of their vessel; it was the *Fated Trickster*...should have been a clue, yes?”

*“I managed to grab the helmsman’s compass before his body was claimed by the sea. I’ll show you the heading **The Trickster** left on.”*

☛ **What did the pirates attack with? And how many were there?**

“I’m sorry, but I don’t know. They hit the ship with ballistae and ropes to cross over with, but after that I hid belowdecks. There must have been at least a dozen of them, as we saw that many just searching our ship, and it’s not likely they all came off their ship to loot ours.”

Unfortunately, all of the other survivors can only tell them the same thing. Any survivors that might have known more were, sadly, lost on the two lifeboats that went down before Encounter 4 even started. The other survivors will confirm everything Ignatius says, and will add that they only saw the pirates taking things of value that they could carry on their own, plus all of the food and drinking water on board.

The PCs might have other questions, but these are all that Commander Martin and Captain Davis can think of. Other information can be ad-libbed as necessary, but remember that Ignatius knows very little besides the pirate ship’s name and heading.

- When the PCs are done asking questions and gathering information, **Go To Encounter 6(A)**

ENCOUNTER 6(A) – THIS CHANGES THINGS...

Once Ignatius has finished answering everyone’s questions and joined the others belowdeck, Captain Davis calls you and Commander Martin together in his quarters for a private meeting.

Captain Davis speaks first,

“Well, this is an unexpected situation we find ourselves in. On the one hand, it seems our quarry is nearby...less than a few hours away if the survivors’ information is accurate. On the other hand, we now have a hold full of shipwrecked civilians while we’re out here literally looking for a fight.”

“I think we should turn back to the city now. Doing that will ruin the mission, but I think it’s more worth it to keep these people safe.”

Commander Martin follows on his comments,
“We’ll be doing them no favors if the ones who did this get away because we ran away. We do have a responsibility to keep these waterways safe, and more importantly, we’re under orders to make this mission happen. I say we chase them down. We will leave the final decision with you.” (he indicates the PCs)

If they decide to go on, run a shorter version of the choice from Encounter 6(B). They need to decide how they continue. Both will support the PCs’ final decision, so there’s no mutiny risk (but you can let them think there is *wink*).

- If the PCs decide to turn back to Amthydor, **Go To Conclusion B**
- If they try to continue to play as a ‘merchant’, **Go To Encounter 7**
- If they chase the pirates, **Go To Encounter 8**

ENCOUNTER 6(B) – PRESS ON...

As soon as the battle damage is accounted for, Captain Davis calls you and Commander Martin to his quarters for a private meeting.

Captain Davis begins,

“Well it looks like we’re on the right path. The crew found the flag of the Merchants’ Guild floating in the debris, but didn’t find any cargo...that’s textbook for pirates. Only trouble is, there’s no way the Sahaugin smashed the ship up like that, so it looks like these pirates have the ability to do some serious damage. We’ve got two options: We can continue on our ‘merchant’ heading, and hope they find us and we spring the trap on ‘em, or we can abandon that route and try to chase them through the mist.”

“This debris can’t have been floating here for more than a few hours, and it’s all drifting in the same direction as the only wind we’ve got right now, so we can make a decent guess as to which direction they went. But I’m more in favor of looking like the sheep and letting the wolf come to us.”

Before you can answer, Commander Martin speaks up,

“I agree, Captain, this is the work of pirates. But pirates are typically smart enough to know that merchant ships don’t run together; so if we continue on this path, the pirates aren’t likely to come back anytime soon.”

“You’re right that they look like they can do plenty of damage, and if that’s so, I’d rather it be that we find them and we determine when the battle happens, not them. I say we take our best guess at their heading and give chase. We’ll leave the choice to you.” (looks at the PCs)

There shouldn’t be many questions to ask, as this is mostly a decision by the players. The mission will continue regardless, but trying to chase the pirates will involve some skill checks, and therefore a small chance of failure.

Once the PCs make a decision, continue:

- If they continue as ‘merchants’, **Go To Encounter 7**
- If they give chase, **Go To Encounter 8**

ENCOUNTER 7 – NOTHING TO SEE HERE, CITIZEN...

Captain Davis orders the helm to set a course for the route used for the merchant ships. No doubt the same course that the ill-fated ship from before was also on.

*A steady wind allows you to make good time, but does little to disperse the low-hanging mist, as if the storm doesn’t want to leave just yet. After a few more hours, you can finally see the mist starting to thin and break. Before too long the **Sea Hammer** finally breaks out of the mist...and is greeted by a sky only marginally lighter and less gray than before.*

But at least the visibility is a lot better. Too much better. No sooner do you appreciate seeing the horizon again than the lookout shouts down to the deck, “Ship ahoy, Captain!”

Captain Davis curses audibly and runs to the aftdeck, pulling a spyglass from a case as he moves. He extends it and looks through for a moment, then curses again.

*“Looks like they were waiting at the edge of the mist cloud. That’s the **Fated Trickster** there, less than a ½ mile behind us. Damn! (or Dang!) How did we miss them when they’re so close?”*

*The **Trickster** leaves you little time to ponder an answer to the Captain’s question. No sooner are you spotted than you hear a booming voice through a speaking-trumpet,*

“Unidentified merchant vessel! Reef your sails, bring your crew on deck and prepare to be boarded! If you don’t obey you will be fired on!”

Captain Davis secures the spyglass and looks to you and Commander Martin,

“My men will stay on deck and appear to surrender. You all can hide below or stay here as you wish. When they board, don’t delay your attack, or they might kill my men for fun.

The Pirate Hunters hurry to hide beneath the cargo hatches before they’re spotted.

The PCs have about 5 minutes of game time before the pirates are in a position to start shooting ropes over and boarding.

The pirates board according to the layout in DM’s **Aid #1**. When the pirates board, the pirate captain will make demands that the ship and all valuables and foodstuffs aboard be turned over on pain of death. The Pirate Hunters are well hidden and the crew of the **Sea Hammer** does an excellent job of playing at surrender. The PCs can hide beneath the cargo hatches or they can stay on deck. Anyone staying on deck should make a Bluff check against DC ATL+5. Failure means that the pirate captain realizes something’s up and they start **Initiative**.

If the PCs wait more than a few minutes, the Pirates will start searching the boat, and they will be discovered. Either that, or they will come too close to finding one of the Pirate Hunters and the Hunters will start the combat. Either way, give the players only a little time to decide what to do, then **Roll Initiative**. The only way for this encounter to end is in combat...but the players set the terms.

- Pirate Tactics:

The pirates on the *Sea Hammer* will try to kill Captain Davis and Commander Martin first, then focus on whoever is closest. The ones that cast spells will focus on the most powerful and dangerous enemies first, trying to take them out one-by-one. Spellcasters especially will be targeted, as will any PCs that the pirates have trouble hitting.

Remember that the pirates are going to be trying to kill the Hunters first, so the real threat in this battle is not for the PCs, but for their allies. Every Pirate Hunter that dies is going to have to be raised, and the money for that will come out of the PCs' reward at the end.

Under no circumstances will the pirates surrender. The pirates know full well what happens to them if they surrender to Amthydoran forces.

The pirate captain is not taken alive. He eats a suicide pill if he gets below 10% of his max HP.

➤ ***Sea Hammer*** Tactics:

The crew will flee belowdecks, but Captain Davis will fight. Commander Martin and the Pirate Hunters will mostly focus on whichever pirate is closest, so that the PCs can decide for themselves how best to provide support. If the PCs go down, the Pirate Hunters will somehow manage to finish the fight and save them.

All ATLs

Special Defense: *Brainwashing* – All of the pirates have been thoroughly compelled by their leader to block mental influence. They automatically resist any Enchantment (Charm) spells level 4 or lower. See **Encounter 8** for ATL breakdown.

- When the fight's over **Go To Encounter 9**

ENCOUNTER 8 – NO QUARTER

Captain Davis orders the helm to set a course for the route the pirates seem to have taken. A steady wind allows you to make good time, but does little to disperse the low-hanging mist, as if the storm doesn't want to leave just yet. Captain Davis spends most of his time on the foredeck, peering into the mist. After several hours of having nothing to see but gray, he sighs, hands you the spyglass and begins pacing the deck, "Maybe you can see something that I can't..."

Allow any PCs who feel like it to make **Perception** checks at DC ATL+5. Unfortunately for Captain Davis' pride, he left at exactly the wrong moment, as success allows the PCs to spot the *Fated Trickster* through the mists. If they succeed, they have as much time as they want to prepare before closing on the *Trickster*. If they fail, they will have about 1 minute to prepare, as the *Sea Hammer* will come through the mists almost on top of the pirates' vessel. At that point, the ship's name will be clearly visible.

Once the pirates are spotted (either way, it doesn't matter), continue with this text:

Commander Martin hurries to the foredeck to scan the enemy ship. He stares at it for a moment, then turns to you, "Anyone want to do the honors of addressing these scumbags? We should only have one person talk to them...if they hear more, they'll know it wasn't anyone with authority."

Only one PC can make one skill check to talk to the pirates but the other PCs can assist. In general,

- **Bluff** could trick the pirates into thinking they're outmatched (treat as *Shaken* for the first 3 rounds of combat)
- **Diplomacy** could make some of the pirate goons (1d4) give up and surrender. These mutineers will be killed on the spot by the pirates themselves before the fight starts.
- **Intimidate** might even make the pirates huddle together on the deck (they don't fire their ship's weapons in combat)

Any of these could conceivably be achieved with a check at DC ATL+15. More complicated demands should raise the DC, but it shouldn't get any lower.

Once the checks are done, the battle is basically on. If the PCs want to attack the pirates with the weapons on the *Sea Hammer*, give them 3 shots before the ships get close enough for both crews to throw ropes to get aboard the other ship.

The combat will probably take place on both ships, so try to play up the swashbuckling feel. Damaging the ships themselves should be difficult, but not impossible.

- Pirate Tactics:

Under no circumstances will the pirates surrender.

The pirates know full well what happens to them if they surrender to Amthydoran forces.

The pirates will fire their weapons at the *Sea Hammer* as it closes in for the battle. They'll get the same number of shots that the PCs get (see above), but they'll be aiming exclusively for people on deck (the PCs can aim wherever). After this, the pirates either hold up on deck (if Intimidated) or use ropes to swing over. The ones that cast spells will focus on the most powerful and dangerous enemies first, trying to take them out one-by-one. Spellcasters, and PCs the pirates can't hit, will be targeted specifically.

The pirate captain is not taken alive. He eats a suicide pill if he gets below 10% of his max HP.

➤ *Sea Hammer* Tactics:

The crew and Captain Davis will flee belowdecks. Commander Martin and the Pirate Hunters will focus on whichever pirate is closest; the PCs can decide for themselves how best to provide support. Remember that the pirates are going to be trying to kill the Hunters first, so the real threat in this battle is not for the PCs, but for their allies. Every Pirate Hunter that dies will have to be raised, and the money will come out of the PCs' final reward. If the PCs go down, the Pirate Hunters will somehow manage to finish the fight and save them.

➤ When the fight's over Go To Encounter 9

ATL 5

⚔ Pirate Goons (3):

LE, Half-Elf Fighter 3

Init +3; **Senses** Perception +6

AC 18, touch 14, flat-footed 14 (+3 Dex, +4 armor, +1 dodge)

HP 33 (3d10+6 plus Toughness +3 favored)

Fort +5, **Ref** +4, **Will** +2

Defense Abilities *Brainwashing* (see Encounter 7);
Spd 30 ft.

Melee Longsword +7 (1d8+3)

Ranged Dagger +7 (1d4+3)

Full Attack As **Melee** or **Ranged**

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil;

Spell-Like Abilities None; **Spells Known** None

Str 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18

Feats Dodge, Skill Focus (Profession: Sailor), Toughness, Weapon Focus (Dagger), Weapon Focus (Longsword)

Skills Perception +6; Swim +7

Languages Common

Special Abilities nil

SQ Bravery +1, Armor Training 1

Gear Longsword, Chain Shirt, Daggers (3), Potion of *Cure Light Wounds*

⚔ **Pirate Rogues (2):**

NE, Human Rogue 4

Init +8; **Senses** Perception +8

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 armor)

HP 28 (4d6+8 +4 favored)

Fort +3, **Ref** +8, **Will** +2

Defense Abilities *Brainwashing* (see Encounter 7);

Spd 30 ft. ; **Space** 5 ft.; **Reach** 5 ft.

Melee Masterwork Short Sword +4 (1d6+1)

Ranged Dagger +6 (1d4+1)

Full Attack As **Melee** or **Ranged**

Special Attacks nil;

Spell-Like Abilities Minor Magic, Major Magic

Spells Known (Save DC 12+spell level, CL 4th)

3/day→0th – *Daze*

2/day→1st – *Magic Missile*

Str 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +6; **CMD** 17

Feats Agile Maneuvers, Improved Initiative, Weapon Focus (Short Sword)

Skills Acrobatics +11, Perception +8; Swim +8

Special Abilities Evasion*

SQ Sneak Attack +2d6, Trap Sense +1, Uncanny Dodge, Rogue Talent (Minor Magic, Major Magic)
Gear Masterwork Short Sword, Daggers (3), Masterwork Studded Leather, Potion of *Cure Light Wounds*

Languages Common

\ Pirate Cleric (1):

LE, Human Cleric of Mordana 5 (Death, Poison)

Init +1; **Senses** Perception +9

AC 22, touch 11, flat-footed 21 (+1 Dex, +6 armor, +2 shield, +3 *natural*)

HP 45 (5d8+10 +5 favored)

Fort +6, **Ref** +2, **Will** +8

Defense Abilities *Brainwashing* (see Encounter 7);
Spd 20 ft.

Melee *Heavy Mace* +5 (1d8+2)

Ranged Heavy Crossbow +4 (1d10)

Full Attack As **Melee** or **Ranged**

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil; **Spell-Like Abilities** nil;

Spells Known (Save DC 14+spell level)

0th – *Bleed, Light, Stabilize, Virtue*

1st – *Bless, Bane, Cause Fear, Cure Light Wounds, Summon Monster I*

2nd – *Cure Moderate Wounds, Death*

Knell, Hold Person, Summon Monster II

3rd – *Bestow Curse, Cure Serious Wounds, Poison*

Str 12, **Dex** 12, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 15

Feats Augment Summoning, Selective Channel, Spell Focus (Conjuration), Skill Focus (Spellcraft)

Skills Perception +9; Spellcraft +11;

Languages Common

SQ Channel Energy (5/day, 3d6, neg.), Evil Aura

Gear +1 *Heavy Mace*, Heavy Crossbow, Chainmail, Heavy Shield, ~~Potion of *Barkskin*~~

Special Abilities *Bleeding Touch* – Melee touch – Target takes 1d6 damage per round for 2 rounds – 7/day – stopped with magic healing or DC 15 Heal
Death Touch – Melee touch – Roll 5d6, if the total equals or exceeds the target's current HP, target dies (no save) – Death effect – 1/day;

Poison Touch – Effect is identical to *Bleeding Touch* – Touching target again resets the duration

\ Pirate Wizard (1):

CE, Human Wizard 5 (Evocation**)

Init +3; **Senses** Perception +5

AC 21, touch 15, flat-footed 17 (+3 Dex, +2 armor, +1 ring, +4 shield, +1 dodge)

HP 35 (5d6+5 plus Toughness +5 favored)

Fort +2, **Ref** +4, **Will** +4

Defense Abilities *Brainwashing* (see Encounter 7);
Spd 30 ft.

Melee *Dagger* +2 (1d4)

Ranged Light Crossbow +5 (1d8)

Full Attack As **Melee** or **Ranged**

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil;

Spell-Like Abilities nil;

Spells Known (Save DC 14+spell level)

0th – *Acid Splash, Daze, Detect Magic,*

1st – *Magic Missile (2), ~~Shield~~*, Sleep*

2nd – *Acid Arrow, Scorching Ray, Silent Magic Missile*

3rd – ~~*Lightning Bolt*~~, *Empowered Magic Missile*

*Spell is cast pre-combat

**+2 damage on any spell that deals HP damage

Str 8, **Dex** 16, **Con** 12, **Int** 18, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 14

Feats Dodge, Empower Spell, Scribe Scroll, Silent Spell, Toughness

Skills Perception +5; Spellcraft +12;

Languages Common, Dwarven, Halfling, Gnome, Draconic, Elven, Aquan, Auran

SQ Arcane Bond (Ring)

Gear *Dagger* +1, Light Crossbow, *Bracers of Armor* +2, *Ring of Protection* +1

Special Abilities *Force Missile*–1d4+2 dmg, 7/day

\ Pirate First Mate (1):

NE, Half-Elf Ranger 5

Init +6; **Senses** Perception +6

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 armor)

HP 50 (5d10+5 plus Toughness +5 favored)

Fort +6, **Ref** +9, **Will** +4

Defense Abilities *Brainwashing* (see Encounter 7);
Spd 30 ft.

Melee Masterwork Longsword +9 (1d8+3)

Ranged *Longbow* +11 (1d8+3)

Full Attack As **Melee** or **Ranged**

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil;

Spell-Like Abilities None;

Spells Known

1st – *Summon Nature's Ally I* (2)

Str 16, **Dex** 18, **Con** 12, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 22

Feats Endurance, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (Longbow)

Skills Perception +14; Swim +11

Languages Common

SQ Favored Enemy (Humans) +4, Favored Enemy (Elves) +2, Hunter's Bond (Aid Allies), Combat Style: Archery, Favored Terrain (Water) +2

Gear Masterwork Longsword, +1 *Studded Leather Armor*, +1 *Mighty (3) Composite Longbow*, Potion of *Cure Moderate Wounds*, *Cloak of Resistance* +1

Special Abilities nil;

⚔ **Pirate Captain (1):**

LE, Human Fighter 5/Bard 3

Init +3; **Senses** Perception +11

AC 24, touch 14, flat-footed 20 (+3 Dex, +6 armor, +4 shield, +1 dodge)

HP 74 (5d10+5 + 3d8+3 + Toughness +5 favored)

Fort +6, **Ref** +7, **Will** +3

Defense Abilities *Brainwashing* (see Encounter 7);

Spd 30 ft. **Space** 5 ft.; **Reach** 5 ft.

Melee +1 *Longsword* +13/+8 (1d8+7)

Ranged *Light Crossbow* +11 (1d8)

Special Attacks nil; **Spell-Like Abilities** None;

Spells Known (save DC 12 + spell level)

0th – *Daze*, *Detect Magic*, *Light*, *Lullaby*,
Mage Hand, *Message*

4/day→1st – *Charm Person*, *Comprehend*

Languages, *Cure Light Wounds*, *Grease*

Str 17, **Dex** 16, **Con** 12, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +7; **CMB** +10; **CMD** 23

Feats Dodge, Shield Specialization, Skill Focus (Perform: Oratory), Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Perception +11; Swim +14; Perform +16

Languages Common, Elven, Aquan

SQ Bravery +1, Armor Training 1, Weapon Training 1 (Heavy Blades), Inspire Courage +1, Inspire Competence +2

Gear +1 *Longsword*, Mithril Breastplate, +1 *Light Crossbow*, Potion of *Cure Light Wounds*, *Headband of CHA* +2, +1 *Heavy Steel Shield*

Special Abilities nil;

ATL 7

⚔ **Pirate Goons (4):**

See ATL 5.

⚔ **Pirate Rogues (3):**

See ATL 5.

⚔ **Pirate Clerics (2):**

See ATL 5.

⚔ **Pirate Wizards (2):**

See ATL 5.

⚔ **Pirate First Mate (1):**

See ATL 5.

⚔ **Pirate Captain (1):**

See ATL 5.

ATL 9**⚔ Pirate Goons (3):**

LE, Half-Elf Fighter 5

Init +7; **Senses** Perception +8**AC** 19, touch 14, flat-footed 15 (+3 Dex, +5 armor, +1 dodge)**HP** 55 (5d10+10 plus Toughness +5 favored)**Fort** +6, **Ref** +4, **Will** +2**Defense Abilities** *Brainwashing* (see Encounter 7); **Spd** 20 ft.**Melee** Longsword +10 (1d8+4)**Ranged** Dagger +9 (1d4+3)**Space** 5 ft.; **Reach** 5 ft. **Special Attacks** nil;**Spell-Like Abilities** None; **Spells Known** None**Str** 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10**Base Atk** +5; **CMB** +8; **CMD** 20**Feats** Combat Reflexes, Dodge, Improved Initiative, Skill Focus (Profession: Sailor), Toughness, Weapon Focus (Dagger), Weapon Focus (Longsword)**Skills** Perception +8; Swim +9**Languages** Common; **Special Abilities** nil;**SQ** Bravery +1, Armor Training 1, Weapon Training 1 (Heavy Blades)**Gear** Longsword, Scale Mail, Daggers (3), Potion of *Cure Light Wounds***⚔ Pirate Rogues (2):**

NE, Human Rogue 6

Init +8; **Senses** Perception +10**AC** 19, touch 15, flat-footed 14 (+4 Dex, +4 armor, +1 dodge)**HP** 44 (6d6+12 +6 favored)**Fort** +4, **Ref** +9, **Will** +3**Defense Abilities** *Brainwashing* (see Encounter 7); **Spd** 30 ft. **Space** 5 ft.; **Reach** 5 ft.**Melee** Rapier +10 (1d6+2)**Ranged** Dagger +8 (1d4+1)**Full Attack** As **Melee** or **Ranged****Special Attacks** nil;**Spell-Like Abilities** Minor Magic, Major Magic**Spells Known** (Save DC 12+spell level, CL 6th)3/day→0th – *Daze*2/day→1st – *Magic Missile***Str** 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 12, **Cha** 10**Base Atk** +4; **CMB** +8; **CMD** 19**Feats** Agile Maneuvers, Dodge, Improved Initiative, Weapon Focus(Rapier), Weapon Finesse**Skills** Acrobatics +13, Perception +10; Swim +10**Special Abilities** Evasion***SQ** Sneak Attack +3d6, Trap Sense +2, Uncanny Dodge, Rogue Talents (Minor Magic, Major Magic, Stand Up)**Gear** +1 Rapier, Daggers (3), Masterwork Chain Shirt, Potion of *Cure Light Wounds***⚔ Pirate Cleric (1):**

LE, Human Cleric of Mordana 7 (Death, Poison)

Init +1; **Senses** Perception +11**AC** 24, touch 11, flat-footed 23 (+1 Dex, +7 armor, +3 shield, +3 *natural*)**HP** 63 (7d8+14 +7 favored)**Fort** +7, **Ref** +3, **Will** +9**Defense Abilities** *Brainwashing* (see Encounter 7); **Spd** 20 ft.**Melee** Heavy Mace +7 (1d8+2)**Ranged** Heavy Crossbow +6 (1d10)**Full Attack** As **Melee** or **Ranged****Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil; **Spell-Like Abilities** nil;**Spells Known** (Save DC 14+spell level,+1 evil*)0th – *Bleed, Light, Stabilize, Virtue*1st – *Bless, Bane, Cause Fear, Cure Light Wounds, Summon Monster I (2)*2nd – *Cure Moderate Wounds (2), Death Knell, Hold Person, Summon Monster II*3rd – *Bestow Curse, Cure Serious**Wounds, Poison, Summon Monster III*4th – *Cure Critical Wounds, Death Ward, Summon Monster IV***Str** 12, **Dex** 12, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14**Base Atk** +5; **CMB** +6; **CMD** 17**Feats** Augment Summoning, Selective Channel, Spell Focus (Conjuration), Spell Focus (Evil)*, Skill Focus (Spellcraft)**Skills** Perception +11; Spellcraft +13;**Languages** Common**SQ** Channel Energy (5/day, 4d6, neg.), Evil Aura**Gear** +1 Heavy Mace, +1 Chainmail, Heavy Crossbow, +1 Heavy Shield, ~~Potion of Barkskin~~**Special Abilities** *Bleeding Touch* – Melee touch – Target takes 1d6 damage per round for 2 rounds –

7/day – stopped with magic healing or DC 15 Heal

Death Touch – Melee touch – Roll 7d6, if the total equals or exceeds the target's current HP, target dies (no save) – Death effect – 1/day;*Poison Touch* – Effect is identical to *Bleeding Touch* – Touching target again resets the duration

⚔ Pirate Wizard (1):

CE, Human Wizard 7 (Evocation**)
Init +3; **Senses** Perception +7
AC 23, touch 16, flat-footed 19 (+3 Dex, +3 armor, +2 ring, +4 shield, +1 dodge)
HP 49 (7d6+7 plus Toughness +7 favored)
Fort +3, **Ref** +5, **Will** +5
Defense Abilities *Brainwashing* (see Encounter 7);
Spd 30 ft. **Space** 5 ft.; **Reach** 5 ft.
Melee *Dagger* +3 (1d4)
Ranged Light Crossbow +6 (1d8)
Full Attack As **Melee** or **Ranged**
Special Attacks nil;
Spell-Like Abilities nil;
Spells Known (Save DC 14+spell level,+1 evoc.*)
0th – *Acid Splash, Daze, Detect Magic,*
1st – *Magic Missile (2), Ray of Enfeeblement, Shield*, True Strike*
2nd – *Acid Arrow, Scorching Ray, Silent Magic Missile, Web*
3rd – *Fireball, Lightning Bolt, Empowered Magic Missile*
4th – *Empowered Scorching Ray, Greater Invisibility*

*Spell is cast pre-combat

**+3 damage on any spell that deals HP damage

Str 8, **Dex** 16, **Con** 12, **Int** 18, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +2; **CMD** 15
Feats Dodge, Empower Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation)*, Toughness
Skills Perception +7; Spellcraft +14;
Languages Common, Dwarven, Halfling, Gnome, Draconic, Elven, Aquan, Auran, Terran
SQ Arcane Bond (Ring)
Gear *Dagger* +1, Light Crossbow, *Bracers of Armor* +3, *Ring of Protection* +2
Special Abilities *Force Missile*–1d4+3 dmg, 7/day

⚔ Pirate First Mate (1):

NE, Half-Elf Ranger 7
Init +6; **Senses** Perception +16
AC 19, touch 14, flat-footed 15 (+4 Dex, +5 armor)
HP 70 (7d10+7 plus Toughness +7 favored)*
Fort +8, **Ref** +11, **Will** +6
Defense Abilities *Brainwashing* (see Encounter 7);
Spd 30 ft. **Space** 5 ft.; **Reach** 5 ft.
Melee *Longsword* +11/+6 (1d8+4)
Ranged *Longbow* +13/+8 (1d8+3)
Special Attacks nil; **Spell-Like Abilities** None

Spells Known

1st – *Summon Nature's Ally I (2)*

2nd – *Cure Light Wounds*

Str 16, **Dex** 18, **Con** 12, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +10; **CMD** 24

Feats Diehard*, Endurance, Improved Precise Shot, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (Longbow)

Skills Perception +16; Swim +13

Languages Common **Special Abilities** nil

SQ Favored Enemy (Humans) +4, Favored Enemy (Elves) +2, Hunter's Bond (Aid Allies), Combat Style: Archery, Favored Terrain (Water) +2

Gear +1 *Longsword*, +2 *Studded Leather Armor*, +1 *Mighty (3) Composite Longbow*, *Potion of Cure Moderate Wounds*, *Cloak of Resistance* +2

⚔ Pirate Captain (1):

LE, Human Fighter 7/Bard 3

Init +3; **Senses** Perception +13

AC 25, touch 14, flat-footed 21 (+3 Dex, +7 armor, +4 shield, +1 dodge)

HP 94 (7d10+7 + 3d8+3 + Toughness +7 favored)

Fort +7, **Ref** +8, **Will** +4 **Spd** 30 ft.

Defense Abilities *Brainwashing* (see Encounter 7);

Space 5 ft.; **Reach** 5 ft. **Special Abilities** nil

Melee *Longsword* +17/+12 (1d8+9, 19-20x2)

Ranged *Light Crossbow* +13 (1d8)

Special Attacks nil; **Spell-Like Abilities** None;

Spells Known (save DC 14 + spell level)

0th – *Daze, Detect Magic, Light, Lullaby, Mage Hand, Message*

4/day→1st – *Charm Person, Comprehend*

Languages, Cure Light Wounds, Grease

Str 19, **Dex** 16, **Con** 12, **Int** 14, **Wis** 8, **Cha** 18

Base Atk +9; **CMB** +12*; **CMD** 25*

Feats Combat Expertise, Dodge, Improved Trip*, Shield Specialization, Skill Focus (Perform: Oratory), Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Perception +13; Swim +17; Perform +18

Languages Common, Elven, Aquan

SQ Bravery +2, Armor Training 2, Weapon Training 1 (Heavy Blades), Inspire Courage +1, Inspire Competence +2

Gear +2 *Longsword*, +1 *Mithril Breastplate*, +1 *Light Crossbow*, *Potion of Cure Moderate Wounds*, *Headband of CHA* +4, *Belt of STR* +2, +1 *Heavy Steel Shield*

ATL 11**⚔ Pirate Goons (4):**

See ATL 9.

⚔ Pirate Rogues (3):

See ATL 9.

⚔ Pirate Clerics (2):

See ATL 9.

⚔ Pirate Wizards (2):

See ATL 9.

⚔ Pirate First Mate (1):

See ATL 9.

⚔ Pirate Captain (1):

See ATL 9.

ATL 13**⚔ Pirate Goons (3):**

LE, Half-Elf Fighter 7

Init +7; **Senses** Perception +10**AC** 20, touch 14, flat-footed 16 (+3 Dex, +6 armor, +1 dodge)**HP** 77 (7d10+14 plus Toughness +7 favored)**Fort** +7, **Ref** +5, **Will** +3**Defense Abilities** *Brainwashing* (see Encounter 7); **Spd** 20 ft.**Melee** Longsword +12/+7 (1d8+4)***Ranged** Dagger +12/+7 (1d4+3)**Space** 5 ft.; **Reach** 5 ft. **Special Attacks** nil;**Spell-Like Abilities** None; **Spells Known** None**Str** 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10**Base Atk** +7; **CMB** +10; **CMD** 22**Feats** Cleave*, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Skill Focus (Profession: Sailor), Toughness, Weapon Focus (Dagger), Weapon Focus (Longsword)**Skills** Perception +10; Swim +11**Languages** Common; **Special Abilities** nil;**SQ** Bravery +2, Armor Training 2, Weapon Training 1 (Heavy Blades)**Gear** Masterwork Longsword, Chain Mail, Mstwk. Daggers (3), Potion of *Cure Moderate Wounds***⚔ Pirate Rogues (2):**

NE, Human Rogue 8

Init +8; **Senses** Perception +12**AC** 20, touch 15, flat-footed 15 (+4 Dex, +5 armor, +1 dodge)**HP** 58 (8d6+16 +8 favored)**Fort** +4, **Ref** +10, **Will** +3**Defense Abilities** *Brainwashing* (see Encounter 7); **Spd** 30 ft. **Space** 5 ft.; **Reach** 5 ft.**Melee** Rapier +12/+7 (1d6+2, 15-20x2)***Ranged** Dagger +11/+6 (1d4+1)**Special Attacks** nil;**Spell-Like Abilities** Minor Magic, Major Magic**Spells Known** (Save DC 12+spell level, CL 8th)3/day→0th – *Daze*2/day→1st – *Magic Missile***Str** 12, **Dex** 19, **Con** 14, **Int** 14, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +10; **CMD** 21**Feats** Agile Maneuvers, Combat Expertise, Dodge, Improved Feint*, Improved Initiative, Weapon Focus(Rapier), Weapon Finesse**Skills** Acrobatics +15, Bluff +11*; Swim +12

Special Abilities Evasion*

SQ Sneak Attack +4d6, Trap Sense +2, Improved Uncanny Dodge, Rogue Talents (Minor Magic, Major Magic, Stand Up, Combat Trick)

Gear +1 *Keen Rapier*, Mstrwk Daggers (3), +1 *Chain Shirt*, *Potion of Cure Moderate Wounds*

⚔ Pirate Cleric (1):

LE, Human Cleric of Mordana 9 (Death, Poison)

Init +1; **Senses** Perception +14

AC 26, touch 11, flat-footed 25 (+1 Dex, +8 armor, +3 shield, +4 *natural*)

HP 81 (9d8+18 +9 favored)

Fort +8, **Ref** +4, **Will** +10

Defense Abilities *Brainwashing* (see Encounter 7); **Spd** 20 ft. **Space** 5 ft.; **Reach** 5 ft

Melee *Heavy Mace* +9 (1d8+3)

Ranged Heavy Crossbow +7 (1d10)

Special Attacks nil; **Spell-Like Abilities** nil;

Spells Known (Save DC 15+spell level,+1 evil*)

0th – *Bleed, Light, Stabilize, Virtue*

1st – *Bless, Bane, Cause Fear, Cure Light Wounds (2), Summon Monster I (2)*

2nd – *Cure Moderate Wounds (2), Death Knell, Hold Person(2), Summon Monster 2*

3rd – *Bestow Curse, Cure Serious Wounds (2), Poison, Summon Monster III*

4th – *Cure Critical Wounds (2), Death Ward, Summon Monster IV*

5th – *Slay Living (2), Summon Monster V*

Str 12, **Dex** 12, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 18

Feats Augment Summoning, Selective Channel, Spell Focus (Conjuration), Spell Focus (Evil)*, Skill Focus (Spellcraft)

Skills Perception +14; Spellcraft +15;

Languages Common

SQ Channel Energy (5/day, 5d6, neg.), Evil Aura

Gear +2 *Heavy Mace*, +2 *Chainmail*, Heavy Crossbow, +1 *Heavy Shield*, *Headband of WIS* +2, *Potion of Barkskin*

Special Abilities *Bleeding Touch* – Melee touch – Target takes 1d6 damage per round for 2 rounds – 7/day – stopped with magic healing or DC 15 Heal
Death Touch – Melee touch – Roll 9d6, if the total equals or exceeds the target's current HP, target dies (no save) – Death effect – 1/day;
Poison Touch – Effect is identical to *Bleeding Touch* – Touching target again resets the duration

⚔ Pirate Wizard (1):

CE, Human Wizard 9 (Evocation**)

Init +3; **Senses** Perception +9

AC 25, touch 17, flat-footed 21 (+3 Dex, +4 armor, +3 ring, +4 shield, +1 dodge)

HP 63 (9d6+9 plus Toughness +9 favored)

Fort +4, **Ref** +6, **Will** +6

Defense Abilities *Brainwashing* (see Encounter 7); **Spd** 30 ft. **Space** 5 ft.; **Reach** 5 ft.

Melee *Dagger* +5 (1d4)

Ranged Light Crossbow +7 (1d8)

Full Attack As **Melee** or **Ranged**

Special Attacks nil;

Spell-Like Abilities nil;

Spells Known (Save DC 15+spell level,+2 evoc.*)

0th – *Acid Splash, Daze, Detect Magic,*

1st – *Magic Missile (3), Ray of Enfeeblement, ~~Shield~~*, True Strike*

2nd – *Acid Arrow, Scorching Ray (2), Silent Magic Missile, Web*

3rd – *Fireball, ~~Lightning Bolt~~, Empowered Magic Missile (2)*

4th – *Empowered Scorching Ray (2), Greater Invisibility*

5th – *Cone of Cold, Hold Monster*

*Spell is cast pre-combat

**+4 damage on any spell that deals HP damage

Str 8, **Dex** 16, **Con** 12, **Int** 21, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 16

Feats Dodge, Empower Spell, Greater Spell Focus (Evocation)*, Scribe Scroll, Silent Spell, Spell Focus (Evocation)*, Toughness

Skills Perception +9; Spellcraft +17;

Languages Common, Dwarven, Halfling, Gnome, Draconic, Elven, Aquan, Auran, Terran, Ignan

SQ Arcane Bond (Ring)

Gear +2 *Dagger*, Light Crossbow, *Bracers of Armor* +4, *Ring of Prot.* +3, *Headband of INT* +2

Special Abilities *Force Missile*–1d4+4 dmg, 7/day

⚔ Pirate First Mate (1):

NE, Half-Elf Ranger 9

Init +8; **Senses** Perception +20

AC 21, touch 15, flat-footed 16 (+4 Dex, +6 armor, +1 dodge)

HP 90 (9d10+9 plus Toughness +9 favored)*

Fort +10, **Ref** +13, **Will** +8

Defense Abilities *Brainwashing* (see Encounter 7);

Spd 30 ft. **Space** 5 ft.; **Reach** 5 ft.

Melee *Longsword* +13/+8 (1d8+4)

Ranged *Longbow* +17/+12 (1d8+3)

Special Attacks nil; **Spell-Like Abilities** None

Spells Known

1st – *Summon Nature's Ally I* (3)

2nd – *Cure Light Wounds* (2)

Str 16, **Dex** 21, **Con** 12, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +12; **CMD** 26

Feats *Diehard**, *Dodge*, *Endurance*, *Improved Precise Shot*, *Point Blank Shot*, *Precise Shot*, *Toughness*, *Weapon Focus (Longbow)*

Skills *Perception* +20; *Swim* +15

Special Abilities *Evasion**

SQ *Favored Enemy (Humans)* +4, *Favored Enemy (Elves)* +2, *Hunter's Bond (Aid Allies)*, *Combat Style: Archery*, *Favored Terrain (Water)* +4

Gear +1 *Longsword*, +3 *Studded Leather Armor*, +2 *Mighty (3) Composite Longbow*, *Potion of Cure Moderate Wounds*, *Cloak of Resistance* +3, *Belt of DEX* +2

⚔ **Pirate Captain (1):**

LE, Human Fighter 9/Bard 3

Init +3; **Senses** *Perception* +15

AC 26, touch 14, flat-footed 22 (+3 Dex, +8 armor, +4 shield, +1 dodge)

HP 114 (9d10+9+3d8+3 +*Toughness*+9 favored)**

Fort +8, **Ref** +10, **Will** +5 **Spd** 30 ft.

Defense Abilities *Brainwashing* (see Encounter 7);

Space 5 ft.; **Reach** 5 ft. **Special Abilities** nil

Melee *Longsword* +21/+16/+11 (1d8+9, 17-20x2)

Ranged *Longbow* +17/+12/+7 (1d8+1)

Special Attacks nil; **Spell-Like Abilities** None;

Spells Known (save DC 14 + spell level)

0th – *Daze*, *Detect Magic*, *Light*, *Lullaby*,
Mage Hand, *Message*

4/day → 1st – *Charm Person*, *Comprehend*

Languages, *Cure Light Wounds*, *Grease*

Str 20, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 18

Base Atk +11; **CMB** +16*; **CMD** 30*

Feats *Combat Expertise*, *Diehard***, *Dodge*, *Endurance*, *Improved Trip**, *Shield Specialization*, *Skill Focus (Perform: Oratory)*, *Toughness*, *Weapon Focus (Longsword)*, *Weapon Specialization (Longsword)*

Skills *Perception* +13; *Swim* +17; *Perform* +18

Languages *Common*, *Elven*, *Aquan*

SQ *Bravery* +2, *Armor Training* 2, *Weapon Training* 2 (*Bows*, *Heavy Blades*), *Inspire Courage* +1, *Inspire Competence* +2

Gear +2 *Keen Longsword*, +2 *Mithril Breastplate*, +1 *Composite Longbow*, *Potion of Cure Serious Wounds*, *Headband of CHA* +4, *Belt of STR* +2 and *DEX* +2, +1 *Heavy Steel Shield*

ATL 15

⚔ **Pirate Goons (4):**

See ATL 13.

⚔ **Pirate Rogues (3):**

See ATL 13.

⚔ **Pirate Clerics (2):**

See ATL 13.

⚔ **Pirate Wizards (2):**

See ATL 13.

⚔ **Pirate First Mate (1):**

See ATL 13.

⚔ **Pirate Captain (1):**

See ATL 13.

ATL 17

⚔ **Pirate Goons (6):**

See ATL 13.

⚔ **Pirate Rogues (5):**

See ATL 13.

⚔ **Pirate Clerics (2):**

See ATL 13.

⚔ **Pirate Wizards (2):**

See ATL 13.

⚔ **Pirate First Mate (1):**

See ATL 13.

⚔ **Pirate Captain (1):**

See ATL 13.

➤ When the fight's over **Go To Encounter 9**

ENCOUNTER 9 – “I’M NOT TELLING...”

Obviously the GM will have to modify this boxed text as necessary to account for the final conditions of the battle.

*The pirates are finally vanquished, and at last you have a chance to look around. The **Fated Trickster** is loaded down with stolen goods from at least a half-dozen other ships, all of them of Amthydoran origin. Most of the goods are foodstuffs and light, high-value items such as silks and gems, but there are items of every description in the hold.*

After about a half hour of thorough searching, Captain Davis calls you and Commander Martin to his quarters. He gestures at a large canvas picture laid out across his desk,

“This was found in the captain’s quarters along with a compass and ruler, which leads me to believe it’s a map. But I can’t make heads or tails of it. We’ll bring it back to Trident Kincaid as evidence...maybe he can get something out of it. In the meantime, feel free to interrogate the prisoners in the hold.”

DM: Give this description of the map if they ask:

The map is a very bizarre picture, drawn up in a circle, rather than linearly left-to-right like standard maps of the Tasman Sea. There are no recognizable landmarks due to the distortion of every shape on the map, and even so, all of the names and markings on the map are in some kind of code or language that you don’t recognize. Maybe Trident Kincaid will know what it means.

The PCs can try to interrogate the Pirates if they want, but they should make very little progress. Even with amazing dice rolls or magical persuasion they still won’t get much because the leftover pirates (remember, the captain kills himself) just don’t know anything (yes, even the first mate is kept in the dark). The pirates will vehemently refuse to answer even the simplest questions; only magic (remember their immunities, see Encounter 7) or a **Diplomacy** or **Intimidate** check at DC 25+ATL will get anything at all.

☞ **What’s this map mean?**

“Don’t know...only the captain can read it.”

☞ **Where’s your base?**

“Don’t know...standard procedure is we always approach at night. It’s an island, is all I know.”

☞ **How many of you are there?**

“There’s at least two other ships, plus the base itself. Don’t know how many, in total.”

☞ **Who’s your leader?**

“Tall guy, red hair, calls himself Max. Pays really well, lets us raid whatever we want, long as we bring it back and we all understand that he’s the boss...which is fine by me...he’s the boss.”

When the PCs are done, go to Conclusion C.

SPECIAL CONCLUSION

Loose lips sink ships...and in this case they get you into a lot of trouble. You leaked some of the details of your highly classified mission and the rumors got around to the ears of the Diamond Legion; Trident Kincaid is quite displeased with you. As promised, you are brought before a court martial board to assess your guilt.

The DM needs to consider whether the mission was successful or not, and the amount of information the PC gave away, and then pick an appropriate punishment. The PC automatically gets both *Disfavors* and the *Security Breach* cert.

Light Punishment

You are found guilty of a breach of trust with the Diamond Legion. You must pay a substantial fine to account for security concerns and the Legion will not hire you for any more jobs for a while until they think they can trust you again.

It's a 1,000 gp fine and that PC cannot accept treasure rewards from the Diamond Legion for the next two events in which they work for the Legion.

Severe Punishment

You are found guilty of a significant security breach that directly threatened the lives of citizens and Legionnaires alike. You are charged with a huge fine and are put in jail while the Legion cleans up your mess.

It's a 3,000 gp fine and that PC loses 180 TU due to imprisonment.

CONCLUSION A

PIRATE HUNTERS AND PCs ARE DEFEATED

You wake up in the dark, shivering with cold and covered in sweat. Looking around in the gloom you can just barely make out the huddled shapes of your companions and the Pirate Hunters. Bars block the only entrance or exit that you can see, and a pair of guards dressed like the pirates you were fighting stand ready. It seems the pirates have captured you, following your defeat at the hands of their crew.

After a few hours, you hear the sound of approaching footsteps. A tall, lean man with fiery red hair stops outside the bars and peers in.

Without raising a hand, he illuminates the cell with light bright enough to momentarily blind you. As your eyes try to adjust, he holds up a large sack and speaks in a calm, measured voice, "Your leader...Commander Martin, I believe his name was....was quite uncooperative for a time. But I have ways of making people talk. His usefulness is ended, as is his life. Don't worry, I won't bother interrogating you...he "revealed" to me everything I wanted to know before he expired. No, I think we'll sell you back to your precious city for a tidy sum...that is, assuming anyone cares enough to pay it. Most of your personal junk wasn't worth my time, but these things I'm keeping."

As he leaves, darkness deeper than before claims the entire cavern, and you realize that such a ransom could take quite a while to get paid, if in fact it ever is.

After a completely unknown amount of time, the man with the red hair finally comes and tells you that your ransom has been paid. You are knocked out by some unseen force before you can respond. When you awake again, you are adrift in one of several lifeboats, and the familiar outline of the city docks is visible in the distance.

*Upon your return you learn that the **Sea Hammer** had to withdraw when the battle turned against you, and you were captured by the Pirates.*

Each PC has lost a single item that was on their character at the time of their defeat. It is the single item with the highest numerical gp value, but it must be a tradable item that can be removed.

CONCLUSION B

RETURN WITH THE RESCUED

SURVIVORS, BUT FAIL THE MISSION

The trip back to Amthydor is thankfully quiet and uneventful. Though the ship is cramped with all of the survivors, there are no complaints. A day out from the city, the captain sends messenger birds back to the Diamond Legion explaining the unique situation and with a list of names for the survivors.

When you arrive, the dock is packed with the friends and family of those you've rescued. Cheers and cries of thanks are heard from

everywhere around, and you are hailed as heroes and saints by the loved ones of the people you rescued.

Afterwards, Trident Kincaid calls you and the Pirate Hunters together for debriefing,

“You failed the mission, disobeyed direct orders and wasted time that could have been spent making our seas safer.

“But we can’t ignore the fact that you went to great risk to save those people, and you did a fine job of it.

*“Commander, you and your men will not receive any kind of punishment, but you will report to the dock tomorrow to assist in the repair of the **Sea Hammer**. Once complete, you’ll head out again and you will *accomplish the mission*. Dismissed.”*

*(After Commander Martin leaves, he turns to you)
(If there are any Diamond Legionnaires in the party, they receive the same treatment as Martin)*

“I won’t pretend to level any kind of penalty to you, as you were only doing what you thought was right, and I commend that. But I can’t give you the reward for the mission since you didn’t finish it. However, the families of the ones you rescued did put together a reward, and I see no reason not to give you that.

Thank you for your efforts in this, though. I hope that I can enlist your support in the future, and that you succeed next time. Goodbye.”

CONCLUSION C MISSION SUCCESS AS PLANNED

This text may be modified as necessary to account for the development of the module. For example, the heroes might have accomplished the mission but failed to save any shipwrecked survivors.

The trip back to Amthydor is thankfully uneventful, minus a few incidents of the survivors harassing the pirates in the brig. A day out from the city, the captain sends messenger birds back to the Diamond Legion explaining the unique situation and with a list of names for the survivors. When you arrive, the dock is packed with the friends and family of those you’ve rescued. Cheers and cries of thanks are heard from everywhere around, and you are hailed as

heroes and saints by the loved ones of the people you rescued. Afterwards, Trident Kincaid calls you and the Pirate Hunters together for debriefing,

*“Well I must say, I’m quite impressed by your performance. The losses are regrettable, but the pirates’ hold full of confiscated goods will go towards *Raising the fallen*. In the meantime, we’ll get to work interrogating these prisoners. We’ll deliver the map to the League of Thaumaturgical Studies...hopefully they can make some headway in deciphering it. The payment we agreed upon is locked within these cases, along with a bonus for your efforts above and beyond the call of duty. I look forward to working with you more in the future.”*

With a well-deserved spring in your step, you collect your reward and leave the Trident’s office. Not bad for a few days’ work...not bad at all.

CONCLUSION D TURNING DOWN THE MISSION

Arrr! Avast, ye yellow-bellied land-lubber! Couldn’t find yer sea legs under the bed while you were hidin’ there, eh? Cowards don’t touch the SWAG!

THUS ENDS “IN THE NAVY NOW...”

TIME UNIT COST:

Conclusion A: 180 TU

Conclusion B: 10 TU

Conclusion C: 15 TU

Conclusion D: Presumably 0 TU

*If used, Special Conclusion:

Light: +5 TU, Severe: +180 TU

EXPERIENCE POINT SUMMARY

	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	1200	1800	2900	4500	7000	10500
Captured the <i>Fated Trickster</i> and the map	100	100	100	200	200	500
Roleplaying (shows maximum possible)	100	100	100	200	200	500
Maximum Possible XP	1400	2000	3100	4900	7400	11500

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it.

Encounter 4

- **Aquatic Heavy Crossbow**, 1 per PC (Value: 400 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

Encounter 7 OR Encounter 8

- *Bracers of Armor*
 - ATL 5-7: +2
 - ATL 9-11: +3
 - ATL 13+: +4
- *Ring of Protection*
 - ATL 5-7: +1
 - ATL 9-11: +2
 - ATL 13+: +3
- *Sniper's Longbow*
 - ATL 5-11: +1 Might. (3) Comp. Long.
 - ATL 13+: +2 Might. (3) Comp. Long.
- *Cloak of Resistance*
 - ATL 5-7: Cloak of Resistance +1
 - ATL 9-11: Cloak of Resistance +2
 - ATL 13+: Cloak of Resistance +3
- *Captain's Blade*
 - ATL 5-7: +1 Longsword
 - ATL 9-11: +2 Longsword
 - ATL 13+: +2 Keen Longsword
- *Captain's Armor*
 - ATL 5-7: Mithril Breastplate
 - ATL 9-11: +1 Mithril Breastplate
 - ATL 13+: +2 Mithril Breastplate

Conclusion B

- Cash reward from the families of the rescued:
 - 200 gp for each PC

Conclusion C

- Cash reward from Trident Kincaid:
 - Rewards are the same for each PC
 - 250 gp base + 50 gp bonus per Pirate Hunter that was alive at the end of Encounter 7 or 8

All Conclusions

- *Favor / Disfavor of Trident Marcus Kincaid*
 - Depending on the outcome of the mission
- *Favor / Disfavor of the Pirate Hunters*
 - Disfavor: If more than 3 of them died
 - Disfavor: If the mission failed
 - Favor: 3 or less of the Pirate Hunters died and the mission succeeded

Special Conclusion

- *Security Breach*
 - Only if someone breaks the NDA
 - If multiple PCs break it, need to print additional copies

All other treasure, mundane, magical, or otherwise, is confiscated by the Diamond Legion to pay for damages done by the pirates to the *Sea Hammer* and the other merchant ships.

Appendix A

The Pirate Hunters

Special: Teamwork – When the Pirate Hunters roll for initiative, they all use the highest roll that any one of them made. Effectively, the best roll made by any one Pirate Hunter becomes the initiative for the entire group together.

\ Type I Pirate Hunters – Kyle Weatherson, Robert Anderson, William Gandtt

Human Fighter 6; **Init** +7; **AC** 18, touch 14, flat-footed 14 (+3 Dex, +4 armor, +1 dodge);

HP 66 (6d10+12 plus Toughness +6 favored); **Fort** +7, **Ref** +5, **Will** +3; **Spd** 30 ft.

Melee Mstwk. Longsword +12/+7 (1d8+6); **Ranged** Mstwk. Dagger +12/+7 (1d4+3)

Space 5 ft.; **Reach** 5 ft.; **Str** 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 22; **Feats** Combat Reflexes, Dodge, Improved Initiative, Skill Focus (Swim), Toughness, Weapon Focus (Dagger), Weapon Focus (Longsword), Weapon Specialization (Longsword);

Skills Acrobatics +9, Perception +7, Swim +15; **Languages** Common;

SQ Bravery +2, Armor Training 1, Weapon Training 1 (Heavy Blades)

Gear Mstwk. Longsword, Mstwk. Chain Shirt, Mstwk. Daggers (3), Potion of *Cure Moderate Wounds*(2)

\ Type II Pirate Hunters – Samuel Jacobs, Michael Jacobs

Human Rogue 4/ Fighter 2; **Init** +4; **AC** 18, touch 14, flat-footed 14 (+4 Dex, +3 armor, +1 shield)

HP 39 (4d6+8 +4 favored plus 2d10+4); **Fort** +6, **Ref** +8, **Will** +2; **Spd** 30 ft.;

Melee Mstwk Rapier and Mstwk Short Sword +9*/+9* (1d6+1 / 1d6) or Mstwk Rapier +11 (1d6+1) or Mstwk Short Sword +11 (1d6); **Ranged** Dagger +10 (1d4+1);

Str 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 12, **Cha** 10; **Base Atk** +5; **CMB** +6; **CMD** 20

Feats Combat Expertise, Combat Reflexes, Improved Feint, Two-Weapon Fighting*, Two-Weapon Defense, Weapon Finesse, Weapon Focus (Rapier), Weapon Focus (Short Sword)

Skills Acrobatics +13, Perception +10; Swim +10; **Languages** Common

SQ Sneak Attack +2d6, Trap Sense +1, Uncanny Dodge, Rogue Talent (Combat Trick, Finesse Rogue)

Gear Mstwk Rapier, Mstwk Short Sword, Mstwk Daggers (3), Mstwk Studded Leather

\ Type III Pirate Hunter – Andrew Baxter

Human Ranger 6; **Init** +6; **AC** 19, touch 14, flat-footed 15 (+4 Dex, +4 armor, +1 shield)

HP 54 (6d10+6 +6 favored); **Fort** +6, **Ref** +9, **Will** +4; **Spd** 30 ft.

Melee Mstwk Handaxes +10/+10/+5/+5 (1d6+4/1d6+2, 20x3) or Mstwk Handaxe +12/+7 (1d6+4, 20x3)

Ranged Daggers +9/+4 (1d4+4); **Space** 5 ft.; **Reach** 5 ft.

Spells Known: 1st – *Summon Nature's Ally I* (2)

Str 18, **Dex** 16, **Con** 12, **Int** 12, **Wis** 14, **Cha** 8; **Base Atk** +6; **CMB** +8; **CMD** 22

Feats Combat Reflexes, Endurance, Skill Focus (Swim), Two-Weapon Defense, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (Handaxe); **Skills** Perception +13, Spellcraft +10, Swim +14;

SQ Favored Enemy (Humans) +4, Favored Enemy (Half-Elves) +2, Hunter's Bond (Aid Allies), Combat Style: Two-Weapon Fighting, Favored Terrain (Water) +2; **Languages** Common

Gear Mstwk Handaxes (2), Mstwk Studded Leather Armor, Daggers (3) Potion of *Cure Light Wounds* (2)

\ Commander James Martin

Human Fighter 3/ Paladin (Galvandt) 5; **Init** +3; **AC** 18, touch 14, flat-footed 14 (+3 Dex, +7 armor)

HP 33 (6d10+12 plus Toughness +5 favored); **Fort** +11, **Ref** +7, **Will** +8; **Immune** Disease, Fear;

Melee *Bastard Sword* +13/+8 (1d10+6, 17-20x2); **Ranged** Daggers +12/+7 (1d4+3, 19-20x2)

Space 5 ft.; **Reach** 5 ft.; **Spd** 30 ft.; **Special Attacks** Smite Evil 2/day (+2 to hit, +5 damage);

Spells Known: 1st – *Bless, Divine Favor*

Str 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 14; **Base Atk** +8; **CMB** +11; **CMD** 18

Feats Combat Reflexes, Extra Channel, Extra Lay on Hands, Improved Critical (*Bastard Sword*), Skill Focus (Swim), Toughness, Weapon Focus (*Bastard Sword*);

Skills Perception +9, Spellcraft +11, Swim +17; **Languages** Common

SQ Bravery +1, Armor Training 1, Divine Grace, Aura of Good, Aura of Courage; Divine Bond – Shark;

Gear +1 *Bastard Sword*, +1 *Mithril Breastplate*, Mstwk Daggers (3), Potion of *Cure Serious Wounds* (2)

Special Abilities Channel Energy 7/day (3d6); Lay on Hands 6/day (3d6); Mercy – Fatigued

Appendix B

The *Sea Hammer* and her crew

⚔ Captain Antoine Davis:

Human Expert 4/ Warrior 3; **Init** +2; **AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 armor);

HP 52 (4d8+4 plus 3d10+3); **Fort** +4, **Ref** +3, **Will** +5; **Spd** 30 ft.;

Melee Longsword +11/+6 (1d8+3) or Dagger +10/+5 (1d4+3); **Ranged** Dagger +9/+4 (1d4+3)

Space 5 ft.; **Reach** 5 ft.; **Str** 16, **Dex** 14, **Con** 12, **Int** 14, **Wis** 12, **Cha** 12

Base Atk +6; **CMB** +9; **CMD** 21; **Feats** Skill Focus (Diplomacy), Skill Focus (Profession: Sailor), Skill Focus (Swim), Weapon Focus (Longsword), Weapon Focus (Dagger); **Skills** Diplomacy +14; Profession (Sailor) +14, Swim +16; **Languages** Common; **Gear** Leather Armor, Mstwk. Longsword, Daggers (3)

⚔ *Sea Hammer* Crew (12):

Human Expert 2; **Init** +1; **AC** 12, touch 11, flat-footed 11 (+1 Dex, +1 armor); **HP** 14 (2d8+2)

Fort +1, **Ref** +1, **Will** +3; **Spd** 30 ft.; **Melee** Dagger +2 (1d4+1); **Ranged** Dagger +2 (1d4+1)

Space 5 ft.; **Reach** 5 ft.; **Str** 12, **Dex** 12, **Con** 12, **Int** 14, **Wis** 11, **Cha** 9

Base Atk +1; **CMB** +2; **CMD** 13; **Feats** Skill Focus (Profession: Sailor), Skill Focus (Swim)

Skills Profession (Sailor) +8, Swim +9; **Languages** Common; **Gear** Padded Armor, Dagger

The *Sea Hammer* itself is a brand-new ship, commissioned specifically for the use of the Pirate Hunters. It is designed for high speed and also high damage against enemy ships, but it sacrifices endurance. It is built on the frame of a galleon, but it is scaled down in size and has a row of oars added for additional thrust during low-wind conditions. It has a small hold and small crew quarters, which limit the amount of time that it can be out of port to about 3 weeks. As such, it is designed primarily for rapid seek-and-destroy missions, not lengthy searches, so it would do poorly as a rescue ship. The *Hammer* is equipped with a large number of weapons, designed for both anti-ship and anti-personnel use. Additionally, half of the hold is separated from the rest by a wall of iron bars and a locked door, providing either secure storage or a temporary brig. The ship itself is crafted from alchemically treated ironwood, and as such it is stronger than standard wood, as befits its primary role as a combat vessel. The default setup of the ship & crew is shown in DM's Aid #1 (ignore the pirates' positions if they haven't boarded the *Hammer* yet).

⚔ *Sea Hammer*

AC 3 (-8 size, +1 natural); **DR** 2/- per section (see below)

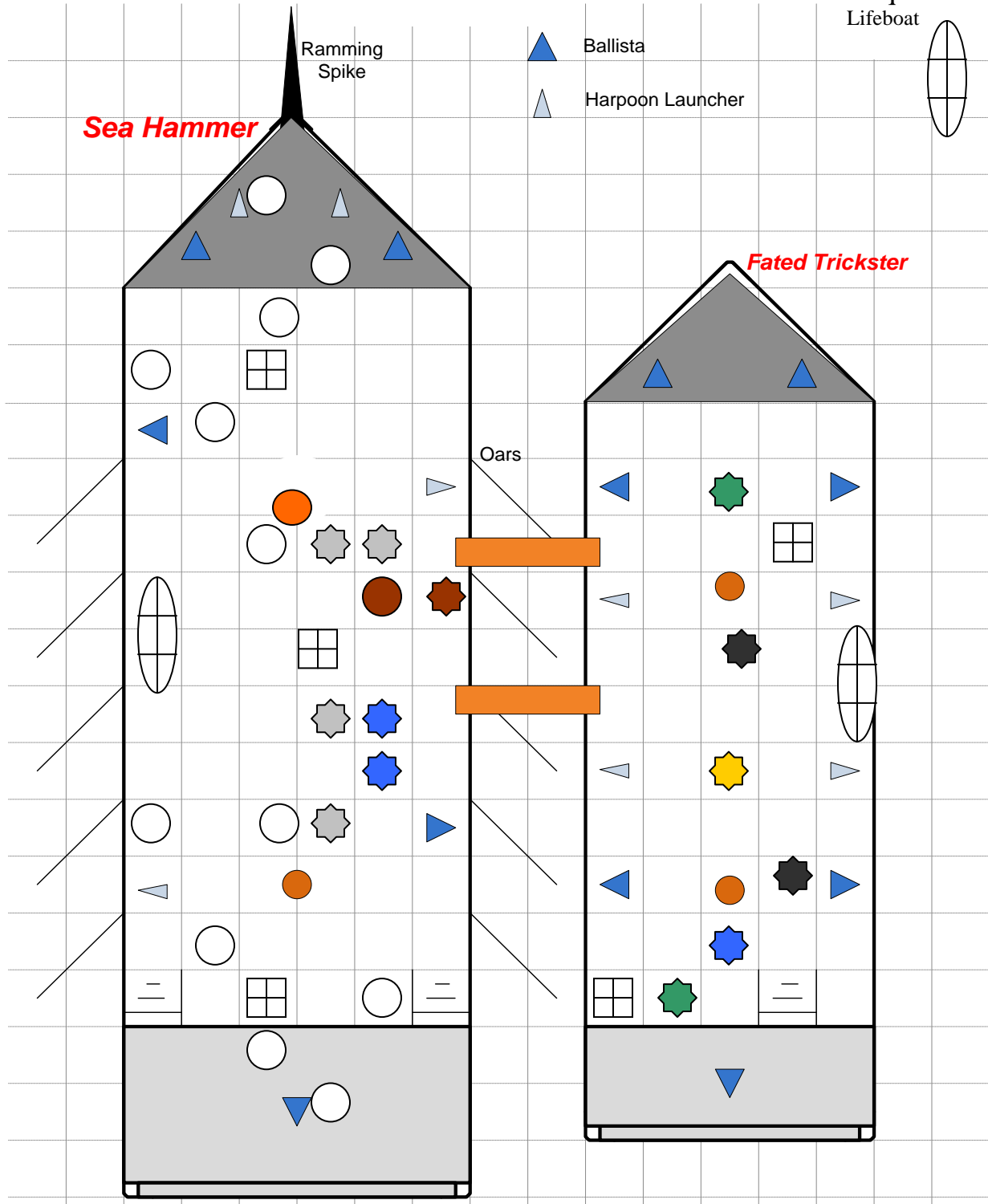
HP 200 per section (5 sections – Forward deck; Forward, Center and Aft Main deck; Aft deck)










Weapons

- Harpoon Launchers (anti-personnel / anti-animal) – 2d8, 19-20x2, 110', 2 rounds to reload
- Ballistae (anti-ship / anti-personnel) – 4d8, 19-20x2, -4 to attacks, 120', 2 rounds to reload
- Ramming Spike (anti-ship) – 9d10, 20x4, Captain makes an INT check vs. target ship's AC+15

DM Aid #1

1 sq = 10 ft
Lifeboat



-  Captain Davis
-  *Sea Hammer* crew
-  Pirate Captain
-  Pirate First Mate
-  Cargo Hatch
-  Pirate Goon
-  Pirate Rogue
-  Pirate Cleric
-  Pirate Wizard
-  Mast

Handout #1

Intrepid adventurer,

I bid you good day, and hope you are well.

I have sent you this message because I have a mission of the utmost urgency for which your assistance would be greatly appreciated.

I'm sure you can understand that I cannot provide details here for the sake of security. All I will say is that the mission is both dangerous and critical to the security of the city and her citizens.

I formally request your presence in my office at the Diamond Legion garrison in the Port District at highsun this day. This message will serve as your authorization to enter. Tardiness will tell me that you are not interested.

Respectfully,

*Trident Marcus Kincaid
Commander, Office of Special Projects
Amthydoran Navy*

Handout #2



CRITICAL EVENT SUMMARY: IN THE NAVY NOW...

Convention: _____ Date: _____

1. Did any PCs strongly object to signing the NDA? Yes No
If Yes, record their names below.

2. Did any PCs refuse to take orders from Commander Martin or Captain Davis? Yes No

3. How many of the survivors did the PCs manage to save? (Circle the closest estimate)

All Most (90%+) Some (50%) A few (20%) None

4. When they continued on after picking up the survivors, did they continue to pose as Merchants, or did they actively chase the pirates? (Circle one) Merchants Gave Chase

5. Did the PCs successfully use any of the interaction skills against the pirates? Yes No
If Yes, briefly describe which skills and how.

6. When the pirate captain killed himself, did he use the method in the module? Yes No
If No, briefly describe what you had him do.

7. Did any PCs successfully interrogate any of the pirates? Yes No

8. List the names of any PCs who got a *Disfavor* cert or the *Mission Failure* cert. (and which)

9. Circle the names of all the NPCs who were dead at the end of Encounter 7 or 8.

Kyle Weatherson Robert Anderson William Gandtt Samuel Jacobs

Michael Knox Andrew Baxter Commander James Martin Captain Davis

10. What Conclusion did the PCs get? (Circle one) A B C D

11. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

Please send completed form to:
Eric V. Clark, 300 Indiana Ave,
Pendleton, IN 46064, or email
to
lsj-roster@theshiningjewel.com.



ROSTER OF HEROES: IN THE NAVY NOW...

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Core Rulebook 2. Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	375 / 375	NA
<i>Hold Person</i> (scroll)***	375 / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Mage's Faithful Hound</i> (scroll) ****	1125 / NA	NA
<i>Teleport</i> (scroll)****	1125 / NA	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

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