

Pirates of Yore

A One Round D&D Living City Adventure

by Daniel Cooper

A merchant ship goes missing and an age-old pirate is suspected of the crime. However the story of the pirate and his family is still a mystery. Can you find out what happened to the pirate and the mysteries of the past? An adventure for characters levels 1-8.

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This is a RPGA Network tournament game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in adventure format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Reaction of Procampur NPCs to Ravens Bluff PCs

Most Procampur NPCs will look at adventurers from Ravens Bluff as almost the same they would native Procampans. The difference is that honors, knighthoods, governmental positions, and so forth which Ravens Bluff PCs have carry no weight at all in Procampur. NPCs will not be patronizing of non-native characters, but any boasting of deeds by Ravens Bluff adventurers will be met with polite disinterest. They will be slightly more polite to Procampur natives, but there will not be enough of a difference in attitude to be offensive.

Reaction from the Diamond Legion (City Watch)

The Diamond Legion is responsible for the Procampur as a whole, maintaining constant vigilance against any type of crime (with the exception of the Nobles District). They are always courteous to both Procampans and visitors alike, though they will react accordingly should their kindness be taken for granted. While their numbers are seen throughout the streets of the city, realistically they cannot be everywhere at once. Roll a 1d6 and consult the chart below to figure out the reaction time the Diamond Legion has in responding to a type of crime.

Crime	Subtle	Careful	Normal	Noisy	Obnoxious
Menial	x100 min.	x50 min.	x30 min.	x7 min.	x5 min.
High	x50 min.	x30 min.	x10 min.	x5 min.	x3 min.
Capital	x20 min.	x10 min.	x7 min.	x3 min.	x1 min.

Encounter 1: By the Sea

It is near the end of the day as the sea air washes coolly over your face. The crowd is slowly dispersing as you walk the streets of the Port District. A low fog hangs over the district, lending an air of mystery to the most mysterious district of Procampur. Merchants are out hawking their wares in the morning light, making their living as best they can. Various vendors try to attract your attention, whether to sell you fancy bejeweled boxes or just squid on a stick.

The various vendors include:

- Samda the squid man: Sells squid on a stick, unsalted, salted or sauced. (The sauce is a peppery sauce that tends to be a little bit too hot for most people, though it does cover up the taste of the squid.)
- Lilta: Sells fishing poles for a variety of fish sizes. Promises his poles will help you catch fish. One pole is actually magical in that it does not need bait to attract fish.
- Donelti: Advertising harbor tours on a ship, the Wind's Companion. A 3-hour tour will cost 5 gold. Unfortunately for the players, the ship will be leaving just as the get to the top of the docks, where the money is collected. (Donelti will not take the gold from the PCs). The ship is owned by Torstann Ulzimmer.
- Endera: A fortuneteller. For the most part, a charlatan, but on occasion she has an actual flash of the near future. (Treat as a one in hundred chance) If an actual prediction is made, either make one up based on this adventure without giving anything away easily or use "A breed mistaken will bring a sailor home."

During the assault of sounds on your ears, a young boy in the uniform of a sailor comes up to you. "Excuse me, matey, are ye busy or are ye up to hearin' an offer?"

If asked whom the offer is from, the child will say Torstann Ulzimmer. If asked why the boy choose the PCs he will tell the PCs:

"Mister Ulzimmer told me to get some people who look like adventurers or there'd be the devil to pay."

If any of the PCs have the *Profession (Sailor)* skill, have them make a check against DC 10. If they make the roll, they will remember that "the devil to pay" is the term of caulking the center seam of the ship, which is the longest seam and makes for the nastiest job. If the

boy is asked about it, he will tell the PCs the same thing.

If the PCs do not agree with the boy, allow them a few more minutes around the dock then advance the clock until dark and go to **Encounter 5**.

If the PCs decide to take a tour with the boat, then go to **Encounter 4** and adapt as necessary.

If the PCs go with the boy, continue with **Encounter 2**.

Encounter 2: Sailing Sailing

The boy leads you through the streets of the Port District and through the gates onto the Great Way then quickly through the gates into the Sea District. The guards at the gates stop you and insure that your weapons are peace bonded and that all bows are completely unstrung. After this, the boy leads you to a large office building. The sign in front announces it as "The Shipping Offices of Torstann Ulzimmer" and beneath a picture of a ship with wings. Upon entering the building find yourself in a large lobby with a secretary sitting at a large Cormyrian oak desk. To the left is a door marked "meeting chambers" and to the right is one with a sign above it saying "classroom." On the wall behind the desk is a door whose sign announces it as the Canteen and a staircase leading up. The boy announces you as visitors for Torstann Ulzimmer. The secretary looks at you and asks "Please sign the visitor's book or announce your name so I can enter it." She then places an open black leather book, one page half filled with names, all dated within the last day and a half.

Allow the PCs the chance to sign in or introduce themselves. If the PCs ask why this is necessary, the secretary will tell them that Mr. Torstann likes a list of those he does business with for legal and personal reasons. The secretary's name is Charlete, and she has a Charisma of 16. If any PC tries to flirt with her, she will respond in a business-like manner. Being used to customers and competitors using this tactic, all *Charisma*, *Intimidate*, *Bluff* and *Diplomacy* rolls are made against a DC of 25 and all reaction rolls are made on the Neutral column with an adjustment of +8. She will not react in a hostile or negative manner towards the PCs, the worse she will be is bored with perhaps a comment or two to deflate the flirter's ego. Once the book is signed, continue.

You are led up the stairway by the boy and to an unmarked room. The boy's knock is responded to with the word "Enter." The boy leads you into a richly decorated office. At a large desk is Torstann Ulzimmer. The boy tells him "I've 'ave brought ya

some adventurers.” Torstann replies, “Good, now shouldn’t you go home and do your homework. The boy replies, “Aye aye, sir,” and leaves the office. Torstann turns to you. “Please, you have me at a disadvantage. Introduce yourselves and tell a little bit about yourself.”

Give the PCs a few minutes to introduce themselves. If Torstann is asked about having children work, Torstann will tell them that children are the best for re-caulking the bottoms of the ships. The children work four hours a day and go to school for four hours a day. Do not spend too much time on this.

When the PCs are done, let Torstann continue.

“I would like to recruit your help. I have a ship that was due to return this past ten-day, but it is already four days overdue. It was returning from Sembia, so I know something has gone wrong. What worries me most is that on all my ships I have a mage with a long-range communication spell aboard, but I have not heard from the wizard assigned to the ship. I would like to hire you to find out what happened to the ship. I can offer the sum of two hundred gold to each of you.”

If the PCs negotiate, they can get the offer up to 300 gold pieces per person, but they must negotiate very smartly as Torstann Ulzimmer is a seasoned negotiator. It should not be an easy negotiating session.

Torstann Ulzimmer has the following information he can give to the PCs about the situation with his ship; however, he will only give this information once all the PCs accept the mission. (Any PC who does not accept the mission, unless it is the entire group, is out of the adventure.)

- The ship was a caravel, a kind of sailing ship
- The ship’s name was the *Winged Shark*
- The cargo carried on this voyage consisted mostly of spices, though there was also some lumber.
- The ship carried a book of tremendous value.
- The book is a rare book about undersea sentient life, written by a sea elf. It includes descriptions of some races thought only to be myths including some mixed races and even a race of undersea dwarves.

If the PCs ask for a ship, Torstann will ask if any of the PCs have any nautical experience. If any PCs have at least four ranks in the *Profession (Sailor)* skill, and have the Leadership feat or make a Charisma check against DC 20, then Torstann offers them a ship that is making a run to Ravens Bluff. They can use the ship to investigate, but must get it to Ravens Bluff. PCs who

have a Recognition cert with Torstann Ulzimmer checked, they can get the ship and use up the “favor” that comes with the cert (void the cert in this case). If more than one PC qualifies, use your judgment on who to make captain.

The ship is a small coastal sailing ship with a crew of 18, normally needing only a crew of 6 at one time. The ship has a cargo of raw ore to go to Ravens Bluff. It is called the *Dancing Dolphin*, and is docked at Dock G on Pier 5. Go to **Encounter Three**.

If the PCs have their own ship, they can use that instead. Go to **Encounter Four**.

Encounter 3:

Leaving the office, you walk back into the fog on your way to the docks. The walk to the dock is a short one, not taking you more than a half-hour. The continual flame stones along side the docks are bright enough for you to find your way to the ship, the Dancing Dolphin. The ship seems busy as about a dozen crewmembers swarm around it, getting it ready to leave port.

All the sailors appear to be between the ages of 15 and 21. One of the crewmembers will stop the PCs at the base of the boarding ramp and inquire as to who they are if the PCs do not stop and ask to board. If any of the PCs received an officer’s position, continue on.

The boy who piped you onto deck drops from his position of attention. “Greetings (rank), the ship is almost ready to leave port. The crew is working on the final preparations. I see you have brought a few more crewmen along.”

If a PC is not Captain, or if the Captain and the First Mate are not a PC, the boy will say:

“You are the senior most officer on deck right now as the Captain (and the First Mate) are taking care of last minute business with the dockmaster. I will take you to your bunks”

Encounter 4: Sailing Away

After the crew gets assigned, the anchor is raised and the ship sails out into the Sea of Fallen Stars. The sails billow out with the wind as the Dancing Dolphin (or PC ship) slowly picks up sea. The sunlight sparkles off the waves as the ship leaves from the harbor and the sailors begin to attend to their duties.

The first few hours of your journey go smoothly as you sail the Sea of Fallen Stars. The ships you pass

greet you with friendly hails, telling you of clear and safe waters. About six hours out, you hear a cry from the crow's nest, "Ship to the Port Bow." And a few moments later the cry continues, "It flies the flag of Tantris."

If/when the PCs ask what type of ship it is, have them make a *Profesion (Sailor)* skill roll against a DC of 10. If successful, tell them that they recognize the ship type as a sohar, a ship that is useful for both trade and war.

Ask the PCs what they do. If the PCs do nothing, or have the *Dancing Dolphin* approach the ship in a friendly manner, read the following.

The ships sail on their respective courses till you can see the sleek form of the ship that was spotted. About the time you can see the flag on the mast, you see it drop and a new flag raised. At the same time, you hear a whistling sound coming towards you. Less than a second later, you feel the ship beneath you shake. The new flag is black with a bone-white cutlass through a red heart. One of the crew shouts out in fear "It's the feared corsair Kohrlac."

If the PCs take defensive measures, read the following.

As you prepare for any unusual events that may occur, the ships sail on their respective courses till you can see the sleek form of the ship that was spotted. About the time you can see the flag on the mast, you see it drop and a new flag raised. At the same time, you hear a whistling sound coming towards you. Less than a second later, you feel the ship beneath you shake. The new flag is black with a bone-white cutlass through a red heart. One of the crew shouts out in fear "It's the feared corsair Kohrlac."

If the PCs try to spy on the activities of the approaching ship (using a spyglass or spells) read the following.

You look upon the deck of the approaching ship and see a man in plate armor and a cape billowing with a finger pointed at your ship. A couple of men stand at nearby main mast holding ropes. Other men are seen near the railing. Off one of the ropes then men are holding is a black piece of material. Looking towards the bow of the ship, you see a loaded catapult. As you look, you see the man in plate armor nod his head.

Start using combat rounds at this point. Ask each PC what they will be doing, then start a ten count. If the PC does not declare an action by the time you count to ten, then that PC is considered surprised and does nothing for that combat round. The actions for the pirates will be firing the catapult stone at the *Dancing Dolphin*. Run

a combat round, and at the pirate's initiative, roll some dice and read the following.

A whistling sound tells you of an incoming catapult stone just before you feel your ship shakes with the impact.

If the PCs ask where they think the ship was hit, or if they run and look, tell them that the ship got hit along the port side barely above the waterline. Continue with the following and get ready for combat. Tachir will cast his *gauntlet of wind* at this time.

The pirate ship suddenly accelerates. She sails down on your ship like a falcon swooping on his prey. As she closes, the lines with grapples attached fly across the distance between your ship and the pirate. The two ships are pulled together, and boarders swing across and land on your decks.

Remember that PC actions can change what is described in the above read-aloud text. The pirates will send twelve grapples in one round. The PCs can remove one grapple each per round, but none of the NPC sailors will remove any grapples. The pirates are interested in capturing the *Dancing Dolphin*. While the pirates are more than happy to accept surrenders, they will not attack to subdue.

DMs Note: There are two parts to the encounter, an untiered part and a tiered part. The untiered enemies stay on the pirate ship. The PCs will face them only if they board the pirate's ship. Also, it is important that Captain Kohrlac survives this encounter. If he dies, the adventure is over.

Untiered:

Captain Kohrlac, hm Ftr11: Medium Humanoid; HD 11d10+33; hp 111; Init +4 (Dex); Spd 20 ft.; AC 22 (*plate armor of the deep, ring of protection* +2, +1 Dex); Atks +16/+11/+6 melee (1d8+6 [crit 17-20], *longsword* +2), +15/+10/+5 melee (1d4+6 [crit 19-20], *dagger* +2); AL TN (G); SV Fort +10, Ref +7, Will +3.

Str 19, Dex 18, Con 16, Int 14, Wis 10, Cha 16.

Skills: Profession (Sailor) +11, Knowledge (navigation) +8, Jump +14, Climb +15, Balance +10. *Feats:* Ambidexterity, Dodge, Improved Critical (Dagger), Improved Critical (Longsword), Improved Initiative, Leadership, Mobility, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Equipment: *plate armor of the deep, ring of protection* +2, *longsword* +2, *dagger* +2, *cape of billowing*

Captain Kohrlac cuts a dashing figure, even in his plate armor. He is muscular, but does not really appear

so, being fairly slender with brown hair and eyes. A man of honor, he will accept the surrender of any man and prefers not to kill anyone he does not have to. If captured (and this should only happen if the PCs plan is nearly foolproof AND the PCs get lucky.) he will tell the PCs that he is continuing his family's tradition in pirating because of the way his great grandfather was treated by the Diamond Legion. If confronted, he will tell the PCs that he did not attack the *Winged Shark*, and that he has no knowledge about the attack. The two above statements are true and will detect as being truthful. He will not expound further on his feelings about Procampur or the Diamond Legion or the story about his grandfather. If it is apparent that he is about to be captured, Captain Kohrlac will run to the railing and jump over, depending on his armor to allowing him to survive.

Tachir Yandin, hm Clr10 of Shaundakul: Medium humanoid; HD 10d8+10; hp 48; Init +3 (Dex); Spd 20 ft.; AC 20 (+7 from *chainmail* +2, +3 Dex); Atks +8/+3 melee (2d6+1 [crit 19-20], greatsword); SA spells, domain powers; AL CG; SV Fort +8, Ref +6, Will +11.

Str 13 Dex 16 Con 12 Int 15 Wis 18 Cha 14.

Skills: Knowledge (religion) +9, Healing +12, Concentration +9, Balance +8, Spellcraft +9, Profession (sailor) +14, Knowledge (navigation) +4. *Feats:* Extend Spell, Silent Spell, Extra Turning, Combat Casting, Dodge.

Equipment: *ring of invisibility, chain mail* +2

SA: *Air domain power*—turn earth creatures as cleric turns undead. *Protection domain power*—protective ward (see PH p. 165)

Spells (6/5+1/5+1/4+1/4+1/2+1, domain spells in bold): 0 lvl—*detect magic, mending, cure minor wounds* x2, *resistance*; 1st lvl—*cure light wounds* x4, *detect evil, obscuring mist*; 2nd lvl—*aid, cure moderate wounds* x2, *resist elements* x2 ***wind wall***; 3rd lvl—*cure serious wounds* x2, *remove paralysis, prayer, protection from elements*; 4th lvl—*cure critical wounds* x2, *freedom of movement, neutralize poison, spell immunity*; 5th lvl—*control winds* (precast), *raise dead, true seeing*

Tachir is a short man, barely five feet tall, who seems more like a tall gnome than a human. He has a rather large nose for his face, and always seems to be grinning. He is the ship's main priest, and only takes defensive actions.

DMs Note: Tachir will not take any offensive actions against the PCs. He will protect Captain Kohrlac and the other officers of the ship to the best of his ability, using the dead magic shield to block incoming spells. If things are looking real bad, he will use his *control wind* spell to cast multiple gusts of winds into the sails of the ship to help it escape. The spell was cast earlier in the encounter (accounting for

the sudden burst of speed for the ship) and should have around 90 minutes in duration left. If Captain Kohrlac leaves the ship to escape, Tachir will order the crew to surrender.

Tachir is a compassionate man, and will use his healing skills to save the lives of not only the crew of the pirate ship, but also of those who survive amongst the ships they capture. He has been trying for years to get Captain Kohrlac to give up his pirate ways, but has not had any success yet. If captured and not abused, he will help treat the PCs' wounds. He will tell the PCs that Captain Kohrlac had nothing to do with the attack on the *Winged Shark*. He will also tell the PCs where the pirate's base is located.

Guards (5), human Ftr7: Medium humanoid; HD 7d10+7; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 studded leather armor, +3 Dex); Atks +9/+4 melee (1d6+3 [crit 19-20], short sword); AL N/CG/NG; SV Fort +6 Ref +5 Will +2.

Str 12; Dex 16; Con 12; Int 10; Wis 10; Cha 10

Skills: Balance +3, Profession (sailor) +7. *Feats:* Improved Initiative, Weapon Focus (short sword), Weapon Specialization (short sword), Dodge, Expertise

These crewmembers are the oldest and most experienced crew of the pirates, and they are the Captain's Guards. Their duty is to protect Captain Kohrlac and Tachir. If Captain Kohrlac leaves the ship, then Tachir will order them to surrender, and the guards will obey his command. They will tell the PCs that the pirates did not attack the *Winged Shark* if asked, but they will not tell the PCs of the location of the pirate base. They know nothing about Captain Kohrlac's or his family's past.

Tiered opponents

Tier One:

Pirates (18), War1: Medium humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atks +2 melee (1d6 [crit 19-20], short sword); AL N/NG/CG; SV Fort +2, Ref +0, Will +0

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Profession (sailor) +2, Balance +2. *Feats:* Weapon Focus (short sword).

Equipment: short sword, studded leather armor.

Tier Two:

Pirates (18), War3: Medium humanoid; HD 3d8; hp 25; Init +1 (Dex); Spd 30 ft.; AC 15 (+3 studded leather, +1 small wooden shield, +1 Dex); Atks +5 melee (1d6+1 [crit 19-20], short sword); AL N/NG/CG; SV Fort +3, Ref +2, Will +1.

Str 12, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills: Profession (sailor) +3, Balance +4. *Feats:* Combat Reflexes, Weapon Focus (short sword).

Equipment: short sword, studded leather armor.

Tier Three:

Pirates (18), War5: Medium humanoid; HD 5d8+5; hp 40; Init +2 (Dex); Spd 30 ft.; AC 16 (+3 studded leather, +1 small wooden shield, +2 Dex); Atks +8 melee (1d6+2 [crit 19-20], short sword); AL N/NG/CG; SV Fort +5, Ref +3, Will +1.

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills: Profession (sailor) +4, Balance +6. *Feats:* Combat Reflexes, Weapon Focus (short sword).

Equipment: short sword, studded leather armor.

Tier Four:

Pirates (18), War7: Medium humanoid; HD 7d8+14; hp 52; Init +2 (Dex); Spd 30 ft.; AC 16 (+3 studded leather, +1 small wooden shield, +2 Dex); Atks +11/+6 melee (1d6+3 [crit 19-20], short sword); AL N/NG/CG; SV Fort +7, Ref +4, Will +2.

Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills: Profession (sailor) +5, Balance +7. *Feats:* Combat Reflexes, Weapon Focus (short sword).

Equipment: short sword, studded leather armor.

Crew of Dancing Dolphin: (Untiered)

Captain Dasan (if present), **human male Ftr5:** Medium humanoid; HD 5d10+5; hp 30; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 leather armor, +2 Dex); Atks +8 melee (1d8+2 [crit 19-20], longsword); AL LN; SV Fort +5 Ref +3 Will +0.

Str 14, Dex 15, Con 12, Int 10, Wis 11, Cha 14.

Skills: Jump +7, Climb +7, Profession (sailor) +3.

Feats: Improved Initiative, Dodge, Mobility, Weapon Focus (longsword), Quick Draw.

1st Mate Fabrizio (if present), **human male Ftr2:** Medium humanoid; HD 2d10+4; hp 16; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+2 leather, +1 Dex); Atks +4 melee (1d8+1 [crit 17-20], longsword); AL LN; SV Fort +5 Ref +3 Will +1.

Str 12, Dex 12, Con 14, Int 10 Wis 12, Cha 10.

Skills: Profession (sailor) +4, Balance +3. *Feats:* Improved Initiative, Weapon Focus (longsword), Improved Critical, Lightning Reflexes.

Cairbre, human male Ftr2: Medium humanoid; HD 2d10+4; hp 13; Init +0; Spd 30 ft.; AC 12 (+2 leather); Atks +2 melee (1d8 [crit 19-20], longsword); AL NG; SV Fort +2, Ref +0, Will +0.

Str 10, Dex 11, Con 14, Int 13, Wis 10, Cha 9

Skills: Profession (sailor) +3, Balance +2, Climb +3, Jump +2. *Feats:* Alertness, Expertise, Quick Draw, Run

Trahern, human male Rog1: Medium humanoid; HD 1d6; hp 6; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 leather, +2 Dex); Atks +0 melee (1d6 [crit 19-20], short sword); SA sneak attack +1d6; AL N; SV Fort +0 Ref +4 Will +0.

Str 10, Dex 15, Con 11, Int 9, Wis 10 Cha 9.

Skills: Balance +6, Climb +4, Profession (sailor) +4, Appraise +3, Intuit Direction +4, Escape Artist +6, Spot +4. *Feats:* Alertness, Improved Initiative.

Zivan, human male Wiz3: Medium humanoid; HD 3d4; hp 10; Init +1 (Dex); Spd 30 ft.; AL LN, AC 11 (robes, dex), Atks +1 melee or +2 ranged (1d4 [crit 19-20], dagger); SA Spells; AL LN; SV Fort +0, Ref +1, Will +3.

Str 10, Dex 12, Con 11, Int 15, Wis 12, Cha 12

Skills: Concentration +6, Spellcraft +8, Scry +4, Profession (sailor) +5, Knowledge (navigation) +8. *Feats:* Scribe Scroll, Lightning Reflex, Spell Focus (Evocation)

Spells (4/3/2): 0 lvl—*mending* x2, *light*, *read magic*; 1st lvl—*magic missile*, *mage armor*, *endure elements*; 2nd lvl—*whispering wind*, *protection from arrows*

Merchant Sailors (9), War1: Medium humanoid; HD 1d8; hp 6; Init +0; Spd 30 ft.; AC 12 (+2 leather); Atks +2 melee (1d6 [crit 19-20], short sword); AL NG/LG; SV Fort +1, Ref +0, Will +0.

Str 10, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills: Profession (sailor) +2, Balance +2. *Feats:* Weapon Focus (short sword).

PCs defeated:

If the PCs are defeated and are not dead (if unconscious, Tachir will heal them to 1 hit point), they will be stripped of their weapons, armor and spell components and loaded onto the *Dancing Dolphin*.

The captain shouts at you as his ship sails away from your floating hulk. “Do not worry, I have sent word of your position. You should be rescued soon. No one can say that Captain Kohrlac is barbaric.”

The *Dancing Dolphin* has a huge hole near its waterline, and is taking in water. The hole is about 6 ft. x 6 ft. A *mending* or *superior mending* spell can temporarily fill the hole, as can a *Craft (Shipmaking)* at DC 10 or *Craft (Carpentry)* at DC of 20. If there are no PCs with these skills, then they can be told by the crew’s ship carpenter about the damage and the possibility of repairs. These repairs can make the ship worthy of sailing about seven hours before it is too waterlogged to sail. This is enough time to make it back to Procampur. However, the ship will have no chance of catching up with the pirate ship if it escaped.

About four hours later, the fog will come in. About six hours later, an outline of a ship will be seen coming towards the *Dancing Dolphin*. If the PCs want to attack, remind them that their ship is in no shape to sustain any type of combat. If the PCs still want to fight, roll a few dice and tell them their ship has sunk. If no combat takes place, then continue

A majestic ship with tall sails appears out of the fog flying the flag of Procampur and the Diamond Legion. Underneath those flags is a bright green flag, indicating that it is a ship of the Emerald Fleet. The ship slowly pulls up alongside the Dancing Dolphin and crewpeople throw out the grappling hooks. Soon the ships are close enough for you to cross over. The Captain greets you with a grin. "Heard you had a bit of trouble."

If the PCs tell the captain about the Pirate, he will nod.

"Aye, I know of him. Tales are told of his grandfather. He was a beloved captain in the Diamond Legion Navy, in love with a fair lady, a member of a trading house. One day, while his fleet was on patrol, there was an attack on the city and his beloved was hanged at Way's End. When Captain Kohrlac returned from his patrol about a month later, a note waited for him on the dock. The note informed him about the death of his fiancée. The note said that his fiancée was a traitor who arranged for the raiding of Procampur by some hostile sea elves and was hanged. Upset with the news and angry that the Diamond Legion would make such wicked accusations against his loved one as he served his city, he turned around and boarded his ship. About an hour later a few members of the ship crew left the ship with their possessions, and the ship took sail. The ship has been pirating for about a hundred years now. Despite our best efforts, we have not yet been able to defeat him, as the captain always seems to know the Procampian tactics they used to confront pirates."

The Captain will take the PCs back to Procampur. Go to **Encounter 5**.

PCs victorious:

If the PCs defeat the pirates, then the following occurs.

The pirate ship, seeing its chances of plunder dropping rapidly, the remaining pirates retreat to their ship and cut the grappling lines. With amazing speed, the pirate ship pulls away from you and is soon out of range. One of the sailors on the Dancing Dolphin looks over the port railing "We have a breach in the hull. If we do not repair it soon, the ship will sink."

The *Dancing Dolphin* has a huge hole near its waterline, and is taking in water. The hole is about 6 ft. x 6 ft. A *mending* or *superior mending* spell can temporarily fill the hole, as can a *Craft (Shipmaking)* at DC 10 or *Craft (Carpentry)* at DC of 20. If there are no PCs with these skills, then they can be told by the crew's ship carpenter about the damage and the possibility of repairs. These repairs can make the ship worthy of sailing about seven hours before it is too waterlogged to sail. This is enough time to make it back to Procampur. However, the ship will have no chance of catching up with the pirate ship if it escaped.

If the captain is not a PC, the captain will listen as the 1st mate tells about the damage. The captain will then determine that the ship needs to return to Procampur. If a PC is the captain, he can make up his own mind.

If the navigator is a PC, have him make a roll against his Knowledge (Navigation) skill, DC 10. If successful, the PC knows that it would take about 9 days, and with consultation with other PCs or the crew, will figure that the ship will not last that long. If the Navigator is an NPC, he will tell the Captain, 1st Mate, and the PCs the same thing. On the way back, there will be no more encounters.

Encounter 5: The Voice in the Dark

DMs Note: Read the first paragraph only if the PCs are returning from sea.

The fog rolls in four hours ahead of the ship and by the time you return to Procampur. The harbor lights are barely seen. Still, the competent crew slides the ship along pier five and you are able to dock. The crew states that they will wait on the ship until they get permission to sail it into dry dock.

If the PCs are on the *Dancing Dolphin*, the highest ranking officer, or the boatswain if there are no NPC officers, will ask them to report what has occurred to Torstann Ulzimmer. He has been contacted and will be waiting for them at his office.

DMs Note: If the PCs did not go out to sea, start here. If they did, continue with this paragraph.

As you are walking along the start of the Great Way, you find yourself at one of Procampur's most infamous sites, Way's End. This is where all public punishments occur. As you come closer to the gallows, you think you see the outline of a woman hanging from one of the ropes. As you get near, you hear the

words “He must return, he must return,” in a feminine voice.

DMs Note: Any attempt to rebuke the ghost will only send the ghost away for one night. No evil will be detected on the ghost, and any attack that does any damage to the ghost will dispell it for one night.

If any of the PCs ask to roll, let them roll against their *Knowledge (Procampur history)* at DC 15. If the PC succeeds, they will remember a story about a woman named Miyla Freespeak. She was the fiancée of a captain in the navy of the Diamond Legion. On a foggy night, while her captain was on patrol on the Sea of Fallen Stars, a group of sea elven pirates raided Procampur, and hung her from the gallows of Way’s End. The story finishes that her spirit is still seen on foggy nights, waiting for her love to come home.

If the PCs ask the ghost who she is talking about, she will reply that she is awaiting the word of Captain Kohrlac. She will tell them that the great anger that was created by her death must be abated before she can rest and that Captain Kohrlac must be brought back home to the Procampen Navy. She will have no idea where he is at now. If told that her lover is probably dead, she will say that getting any surviving member of the Kohrlac family will help break the curse. If she is asked who hanged her, she will say some sea elven pirates. She has no idea why the captain left the city nor does she know if the captain had any children, though she knows he had a younger brother who was stationed on the same ship as the captain.

If the PCs are not hired by Torstann Ulzimmer and do not want to put the ghost to rest, for them the adventure is over. If the PCs want to go to the Diamond Legion, they will have to wait until the morning, then go **Encounter 7**. If the PCs are going to see Torstann Ulzimmer or the owner of the tour boat, who also happens to be Torstann Ulzimmer, continue on with **Encounter 6**.

Encounter 6: A shipping report

Arriving at Torstann’s office, you are (once again) greeted by a Secretary. The secretary looks at you and asks “Please sign the visitor’s book or announce your name so I can enter it.” Once your names are entered into the book, you are lead to Torstann’s office. Waiting in his seat until you take your seat, Torstann turns to you. “So, what have you to report?”

Torstann will sit quietly listen to what the PCs have to say. If the PCs were on the tour ship and tell him

without mentioning the pirate attack, he will thank them and refund their money, and pay for any healing they need. With that, the adventure will be over. If the PCs were hired by Torstann and did not speak of the pirate attack, Torstann will ask the PCs directly about them. If the PCs make any mention about the ghost, Torstann Ulzimmer will ask them to describe the encounter with it.

Torstann will ask if the PCs knew the pirate’s name or if they saw a flag. If they say the saw a flag, Torstann will ask them to describe the flag. Once the PCs either give Kohrlac’s name or describe the flag, Torstann will relate the following.

“Yes, I have heard tales of Captain Kohrlac. A brilliant strategist and an expert at hunting pirates, he lived about a hundred years ago. He was considered one of the greatest captains in the Procampen navy. His family had a long line of captains, but he was considered to be the best chance of becoming the Kohrlac’s first to reach Grand Admiral. He was beloved by his men, but had made a few enemies in the officer’s ranks, as they were jealous of his progress.

“That all changed, though, the night he returned from his last patrol. A month earlier, a group of sea elves had made a raid against Procampur. They were contained in the Port District, however there was some loss of civilian life. One person who was lost was Miyla Freespeak. She was Captain Kohrlac’s fiancée, and they were to be wedded as soon as he returned from the patrol. However, during the raid, she was hanged at the gallows of Way’s End. The Diamond Legion gave her body a proper burial with all the other victims of the raid.

“When Captain Kohrlac returned, a messenger met him on the dock, note in hand. Captain Kohrlac took the note and after reading it, boarded his ship. An hour later, a couple of crew members left from the ship with their belongings, and when the last member was stepped on to the dock, the gangplank was removed and Captain Kohrlac took his ship to sea. No one ever found out what that note said but it clearly embittered the captain towards Procampur. The sailors who stayed behind said that the captain claimed the Diamond Legion had murdered his fiancée, but that he said nothing else about the subject.

“A month after he left, the pirate attacks began. The first attack was on the maiden voyage of a newly commissioned flagship. The Grand Admiral Genofin was aboard for that trip; however, he did not return. He was killed during a duel with Captain Kohrlac while the ship was being captured. The attacks have been fairly sparse, no more than nine per year. However, there has been no routine to it. The only

similarities between the attacks are that they are always against ships engaged with trade with Sembia. I do not know how he stayed alive so long. However, that is not important. What is important is that Captain Kohrlac be retired from pirating. As you are obviously experienced and capable adventurers, is there any way of hiring you for this expedition?"

If the PCs accept, Torstann Ulzimmer will supply the PCs with a fresh ship and a fresh crew. Also, if the PCs accepted and had their own ship damaged in the previous encounter, Torstann will have it repaired in his drydocks. If the PCs ask about payment, Torstann Ulzimmer will offer to double the pay. If asked why he is concerned about this, Torstann will tell the PCs he hates losing the gold in trade to the pirates and would like to find ways of ending this expense.

If asked what he means by getting Captain Kohrlac to retire, he says that he will accept any way that will stop the pirate attacks.

If asked about the locations of the attacks, Torstann will pull out a map that has the locations of the attacks on his ships and other attacks on ships that he knows of. The map shows a number of ship attacks, approaching approximately three hundred different locations. These attacks were located from as far south as the Pirate Isles to as far north as the Dragon Reach, and from as far east as almost to Turlagol to almost as far west as Yhuann. He has dates listed near each attack.

The only thing in common in all these attacks is that they were all ships involved in trade with Sembia. There is no pattern found in the attacks, except that it seems random. The area with the most attacks seems to be around Lone Rock. If asked about the cargo, Torstann will tell the PCs that the cargoes varied widely.

If the PCs do not think of it, Torstann will suggest that the PCs make a visit to the offices of the Diamond Legion Navy in the Sea District.

Encounter 7: The Navy

The offices of the Diamond Legion Navy in the Sea District is not hard to find, being one of the few white roofed buildings in the district. The building, while not being the biggest in the district, is an imposing sight. Its white walls are impeccably clean, apparently from being whitewashed every day. The two guards at the door watch you as you enter the building. The lobby shares the room with the front office, the office behind a large counter. Several men and women in light cloth uniforms stand hard at work behind the counter as many others sit at desks behind them.

If any of the PCs ask any of the sailors working behind the desk for anything, they will be answered in a polite but firm voice. If they ask to see Grand Admiral Mantay, they will be asked for the purpose of their appointment. Once the purpose is given, the secretary will go into an office in the back of the room, and return in a couple of minutes. The response to the PCs' request to speak with the Grand Admiral and the amount of time they will have to wait to speak to the Grand Admiral will depend on who the PCs are.

Who the PCs are?	What the secretary says	How long of wait
No Procampur PCs (unless one owns the <i>Pin of Recognition</i> from <i>Where Have All the Leaders Gone</i>)	The Grand Admiral will see you as soon as he is done with the daily reports.	30 minutes
Procampur citizens without <i>Pin of Recognition</i>	The Grand Admiral will see you shortly	15 minutes
A Procampur Noble is in the party without the <i>Pin of Recognition</i>	The Grand Admiral will see you soon.	5 minutes
Any PC has the <i>Pin of Recognition</i> from <i>Where Have All the Leaders Gon</i>	The Grand Admiral will see you now.	Immediately

Simulate the passage of time. When you think the PCs have waited long enough, have the secretary go to the office, then return and escort the PCs into the office.

Behind a sturdy oak desk sits a man in a formal naval uniform. The slightly pointed ears, pale blue tint to his skin and green hair shows his elven half of his heritage is from the Sea Elves. He looks at you and greets you with a warm but formal voice. (He will shake hands with anyone with the Pin of Recognition, calling them by name.) "Greetings, I am Grand Admiral Mantay. I hear you have some matters you wish to discuss with me. My I inquire into what those issues are?"

If the PCs ask about the service history of Captain Kohrlac, Grand Admiral Mantay will tell them the he cannot give them the details of the records, but will tell the PCs what he can.

- Captain Kohrlac served in the Procampur Navy about one hundred years ago.
- He was an outstanding captain, and earned many honors especially in hunting pirates.

- His last patrol was of the normal three months length.
- A raid was made a month before Captain Kohrlac was due to return.
- The raid was reportedly made by sea elves, but I have my doubts about it.
- During that raid, thirteen people were killed, and another fifty injured.
- One of the persons who were killed was Captain Kohrlac's fiancée, Miyla Freespeak.
- Miyla Freespeak was hanged at Way's End, the traditional place where criminals were punished.
- Miyla Freespeak was not hanged by the Diamond Legion, and when she was cut down, she was given an honorable burial.
- A letter was placed in Captain Kohrlac's file for his return, but he was to be told about the death in person.
- The letter remains in Captain Kohrlac's file.

If the PCs ask to see the letter, Grand Admiral Mantay will let them see it, but not take it. They cannot copy it either.

If the PCs ask Grand Admiral Mantay about allowing Captain Kohrlac into the Diamond Legion Navy, he will reply that Captain Kohrlac would not be accepted, as he is wanted for piracy. He would need to be pardoned before he could be accepted.

If the PCs ask if they could get a ship to go after Captain Kohrlac, Grand Admiral Mantay will not give them one, however, he can have them assigned to a ship that is about to head out to Lone Rock on patrol. Grand Admiral Mantay will make it clear to the PCs that they have no position of authority on the ship he assigns them on. If the PCs do tell Grand Admiral Mantay they are going out after Captain Kohrlac, he will give them a letter that will tell all Diamond Legion members to give what help they can give, although that will not go as far as material items.

Encounter 8: Back Out to Sea

The waters are calm and the weather is clear as you once against set sail. The first day of sailing goes quite smoothly as the wind blows at a forty-five degree angle from the stern, filling the sails. Two bells past noon, on the second day, you hear a cry from the Crow's Nest. "Sail ho, dead ahead, hull down on the horizon."

If asked about how far away the ship is, it will be estimated to be approximately three hours away. There is no flag flying from it. About an hour later, word will be passed down that the ship is a sohar, and that is

appears to be badly damaged. If the ship is observed, it will be seen sailing in a zig-zagging course. If anyone with the Profession (Sailor) skill asks about the course, they will know that it is a common search course. About an hour later, if the PCs look at the ship through a looking glass or through a spell like *clairvoyance* they will notice that the crew looks like the same crew as the ship that attacked them (if they were involved in Encounter 4). The PCs will also notice that the damage on the pirate ship is much greater than it was when it was last seen by the PCs. They will not be able to see the captain.

If the PCs are on a Diamond Legion ship and tell the captain of their ship that the ship they are watching is a pirate ship, the captain will order an intercept course and order the ship's catapults to be loaded. If the PCs are sailing the ship from Torstann Ulzimmer, they can make their choice of action on their own.

If the pirate ship is attacked with a catapult, a white flag will be raised after the first shot. If the pirate ship is boarded (it will be easily boarded by any ship, as the damage it has already taken will prevent it from sailing away, even with Tachir's *control wind* spell) the crew will put up a half-hearted attempt to prevent the ship from being grappled, but as soon as the PCs are on deck, Tachir will order the rest of the pirates to surrender. The pirates will look beat up, with many of them in bandages. If the PCs are on a Diamond Legion ship, the pirates will be arrested as soon as they are on board.

If the PCs ask the pirates what happened to their ship, Tachir will respond.

"About six hours ago, we were attacked by some sea elves. We had no idea of why they attacked us, but a tough fight it was, but we were eventually able to repel boarders, and drive them back into the sea."

If the PCs ask about Captain Kahrloc, Tachir will tell them.

"Captain Kahrloc was knocked overboard during a fight with sea elves. We have been spending the last several hours looking for him. We have had no luck finding him, and we cannot spend much more time searching for him. This ship will barely make it to port."

If the PCs inspect the pirate's ship, they will see that indeed it is on its last legs. If the PCs are on a Diamond Legion ship, the captain will insist that the pirate crew and ship be taken to the Diamond Legion port at Lone Rock. If the PCs are on a ship from Torstann Ulzimmer, the highest-ranking crew member will try to convince the PCs on taking the pirate crew to Lone Rock to deposit them there. If the PCs are sailing their own ship,

Tachir will ask that he and his crew be taken to the nearest port, which is, of course, Lone Rock.

If the PCs decide to head back to Procampur, the pirate ship will sink two hours after they start heading back. The crew sailing the pirate ship (if any) will need to be rescued, but allow any reasonable way to rescue them to succeed. If the PCs wish to go to Lone Rock, go to **Encounter 9A**. If the PCs decide to sail back to Procampur (or Ravens Bluff), go to **Encounter 9B**.

Encounter 9A: A New Beginning

After a couple of more hours on the open sea, you sail into the harbor of Lone Rock as the sun starts to set. As you glide into the dock, you can see a beehive of activity on the island. Foundation for buildings and more docks are clearly seen. One group of men and women stand out as they seem to be directing lumber and stone to the various projects. Several wear uniforms, both of the Ravens Bluff Militia and the Diamond Legion. A group of three, a woman in civilian clothes and one man in each of the uniforms come up to you as you disembark. “Welcome good people. I am Lady Ninune Boldtalon and I am in charge of the venture to create a base on Lone Rock. We do not have much here, but we do have an inn here that you can spend the night at.”

The island of Lone Rock is being built up as a joint venture by the governments of Procampur and Ravens Bluff. Right now there are two docks, an inn, and a few barracks to house the construction staff. If asked about the pirate ship, Lady Ninune will order her two assistants to look at it. The two men in the military uniforms will look at the ship and say it would take several days to repair the ship if the manpower and material was available.

If asked about room at the tavern, they will be told there are a couple of rooms available. He will mention that it is a good thing that the rooms are available as they have a prisoner in one of them. If asked about the prisoner, the man will say he was taken into custody by the Procamp naval officer, Lieutenant Olver Whilton. The supervisor can give a description of the prisoner. The prisoner will be described as having brown hair and eyes, fairly slender, who came ashore wearing plate armor. Tachir will confirm that the prisoner is Captain Kohrlac.

If the PCs want to talk to Captain Kohrlac, they will need to get permission from Lt. Whilton. If the PCs have a letter from the grand admiral, they can speak to Kohrlac. Otherwise, they must make a successful Diplomacy check against DC 15.

If the PCs ask to see the first person who found Captain Kohrlac, they will be pointed to Trooper Luxon. If asked, Trooper Luxon can tell them that he found the captive on the beach, in plate mail armor exhausted, and he surrendered when Trooper Luxon confronted him.

When the PCs are taken to Captain Kohrlac, they will be taken to a barracks room. Captain Kohrlac will be on a bed, chained by one leg to the floor, wearing a pair of gray breeches and a gray shirt. He will seem to be at peace. Upon seeing the PCs, he will greet them.

“Welcome to my temporary home. I think I remember seeing you before. It must do you heart good to see my current condition.”

Captain Kohrlac will be glad to talk to the PCs, as he is getting quite bored in his captivity. If the PCs talk to him, they can find out the following information.

- He is the great grandson of the original Captain Kohrlac.
- He has been pirating for the last 5 years, after his father retired.
- He knows the story of why his grandfather left the Diamond Legion, and believes it.
- His ship was attacked by some sea elves and he was knocked overboard. He is lucky that his armor is magical and allowed him to walk to this island.

If the PCs ask if Captain Kohrlac has a copy of the letter to his ancestor, he will nod and pull it out of a scroll tube. It has been forged, but the letter in Captain Kohrlac’s file is back in Procampur, so they cannot compare it until later. But a PC who makes successful Int check DC 15 and a successful Forgery check DC 20 can guess that the letter this Captain Kohrlac has was faked.

When there is about enough time in the slot for the final combat, go to **Encounter 10A**.

Encounter 9B

Setting a course for Procampur, you start back to the Jewel of the Vast. Several hours after you set off a voice is heard on your ship. “Man ahoy at 30 points.” Looking towards the direction, you see a man in plate armor about 200 yards away, floating in the water. Tachir yells out, “That’s Captain Kohrlac, we need to pick him up.”

If the PCs are on a Diamond Legion ship, the captain will insist that the man be saved, and will pick him up. Nothing the PCs say will change the captain’s mind, as

he will insist it is the “code of the sea.” If the PCs are on a Diamond Legion ship, Captain Kohrlac will be arrested as soon as he is brought on board and placed in a hold, wrapped in chains (and blankets). If the PCs are commanding a ship, the highest-ranking NPC will request they pick him up, reminding them that it is part of the “code of the sea.” If the PCs do not pick him up, then go to **Encounter 10B**, but omit all references to Captain Kohrlac.

If the PCs want to speak to Captain Kohrlac once he is aboard, they will be allowed to. When they go down into the hold, he will greet them.

“Welcome to my temporary home. I think I remember seeing you before. It must do you heart good to see my current condition.”

Captain Kohrlac will be glad to talk to the PCs, as he is getting quite bored in his captivity. If the PCs talk to him, they can find out the following information.

- He is the great grandson of the original Captain Kohrlac.
- He has been pirating for the last 5 years, after his father retired.
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When there is about enough time in the slot for the final combat, go to **Encounter 10B**.

Encounter 10A: Fighting Together

You are slightly startled as you hear a cry of warning from the docks. “Man your posts, we are under attack by sea.” A drum starts beating as the men rush to their posts. Looking outside, you see a group of Diamond Legion members and members of the Ravens Bluff militia fighting against some opponents, but seem to be on the losing end of the battle. It is clear they need help.

If the PCs look to see who the opponents are, they will see sahuagin being led by at least one sea elf. It actually is not a sea elf, but a malenti, but no PCs will be able to tell the difference from this distance. The PCs may be able to help fend off the attackers, but they would be terribly hurt.

One strategy would be to enlist the pirate crew into the fight. The crew will join in the fight only if they are ordered by Captain Kohrlac. Captain Kohrlac will order the crew into combat if he can get a pardon from Procampur. If the PCs ask Lt. Whilton, he says he cannot give out pardons, but he will make a full report of the combat to his superiors. (Lt. Whilton will be rather brisk at this moment. After all, he is also trying to lead his troops.) This will be enough to convince Captain Kohrlac to order his troops into combat.

If the PCs check on how the pirates are doing, they will see the pirates fighting bravely, and see a few of them fall. (None of the named pirates.)

There are several groups of Sahuagin attacking; the PCs only face one group. The PCs’ success will be a gauge of the success of the defense of the island.

Tier One:

Sahuagin (5): CR 2; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2; hp 9; Init +1 (Dex); Spd 30 ft, swim 60 ft.; AC 16 (+1 Dex, +5 Natural); Atks +3 melee (1d8+2, trident) and +1 melee (1d4+1 [x2], rake) or +3 melee (1d4+2 [x2], rake), +1 melee (1d2+1[x2] claw), +1 melee (1d4+1, bite), or +2 ranged (1d10, heavy crossbow); SA Blood Frenzy; SQ Speak with sharks, undersea sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +4, Ref +1, Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1.
Feats: Multi-attack

SA: Blood Frenzy— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: Speak with Sharks—Sahuagin can communicate telepathically with sharks up to 150 feet away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1

hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a -4 morale penalty to all attack rolls, saves and checks.

Equipment: Heavy crossbow, trident.

Kantantha, Male Malenti Rgr3: CR 5; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2 + 3d10+3; hp 31; Init +2 (Dex); Spd 30 ft., swim 60 ft.; AC 17 (+2 Dex, +5 natural); Atks +6 melee (1d8+2, Trident) and +4 melee (1d4 [x2], rake), or + 6 melee (1d4+2 [x2], rake) and +4 melee (1d2+1 [x2], claws), +4 melee (1d4+1, bite), +6 ranged (1d10, heavy crossbow); SA blood frenzy, favored enemy (humanoid: elves), ambidexterity; SQ Speak with sharks, underwater sense, water blindness, amphibious, freshwater sensitivity, favored enemy; AL LE; SV Fort +7, Ref +3, Will +2.

Str 14, Dex14, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +6, Hide +10, Listen +10, Profession (hunt) +7, Spot +10, Wilderness Lore +4; *Feats:* Multi-attack, Track, Blind-fighting, Skill Focus (hunt)

SA: *Blood Frenzy*— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a -2 AC penalty. The sahuagin cannot end its frenzy voluntarily. *Favored Enemy*—+1 to Bluff, Listen, Sense Motive, Spot, Wilderness Lore and damage rolls against elves. *Ambidexterity*—as per PHB.

SQ: *Speak with Sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1 hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a -4 morale penalty to all attack rolls, saves and checks.

Equipment: Heavy Crossbow, Trident

If the PCs do not enlist the help of the pirate crew, add in 2 more Sahuagin with the same stats.

Tier Two:

Sahuagin (8): CR 2; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2; hp 11; Init +1 (Dex); Spd 30 ft, swim 60 ft.; AC 16 (+1 Dex, +5 Natural); Atks +3 melee (1d8+2, trident) and +1 melee (1d4+1 [x2], rake) or +3 melee (1d4+2 [x2], rake) +1 melee (1d2+1 [x2], claw), +1 melee (1d4+1, bite), or +2 (1d10, heavy crossbow); SA Blood Frenzy; SQ Speak with sharks, undersea sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +4, Ref +1, Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1.

Feats: Multi-attack

SA: *Blood Frenzy*— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a -2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with Sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1 hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a -4 morale penalty to all attack rolls, saves and checks.

Equipment: Heavy crossbow, trident.

Kantantha and Mulathanta, Male Malenti Rgr3: CR 5; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2 + 3d10+3; hp 35; Init +2 (Dex); Spd 30 ft., swim 60 ft.; AC 17 (+2 Dex, +5 natural); Atks +6 melee (1d8+2, Trident) and +4 melee (1d4, x2, rake), or + 6 melee (1d4+2 [x2], rake) and +4 melee (1d2+1 [x2], claws), +4 melee (1d4+1, bite), +6 ranged (1d10, heavy crossbow); SA blood frenzy, favored enemy (humanoid: elves), ambidexterity; SQ Speak with sharks, underwater sense, water blindness, amphibious, freshwater sensitivity, favored enemy; AL LE; SV Fort +7, Ref +3, Will +2.

Str 14, Dex14, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +6, Hide +10, Listen +10, Profession (hunt) +7, Spot +10, Wilderness Lore +4;

Feats: Multi-attack, Track, Blind-fighting, Skill Focus (hunt)

SA: *Blood Frenzy*— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily. *Favored Enemy*—+1 to Bluff, Listen, Sense Motive, Spot, Wilderness Lore and damage rolls against elves. *Ambidexterity*—as per PHB.

SQ: *Speak with Sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1 hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves and checks.

Equipment: Heavy Crossbow, Trident

If the PCs do not enlist the help of the pirate crew, add in 4 more Sahuagin and 1 more Malenti leader with the same stats.

Tier Three:

Sahuagin (12): CR 2; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2; hp 13; Init +1 (Dex); Spd 30 ft, swim 60 ft.; AC 16 (+1 Dex, +5 Natural); Atks +3 melee (1d8+2, trident) and +1 melee (1d4+1 [x2], rake) or +3 melee (1d4+2 [x2], rake) +1 melee (1d2+1 [x2], claw), +1 melee (1d4+1, bite), or +2 (1d10, heavy crossbow); SA Blood Frenzy; SQ Speak with sharks, undersea sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +4, Ref +1, Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1.
Feats: Multi-attack

SA: *Blood Frenzy*— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with Sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet

away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1 hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves and checks.

Equipment: Heavy crossbow, trident.

Sharlinkin, Female Sahuagin Clr1: CR 3; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2 + 1d8+1; hp 20; Init +1 (Dex); Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 Natural); Atks +4 melee (1d8+2, trident) and +1 melee (1d4+1 [x2], rake) or +3 melee (1d4+2 [x2], rake) +1 melee (1d2+1 [x2], claw), +1 melee (1d4+1, bite), or +2 (1d10, heavy crossbow); SA blood frenzy; SQ Speak with sharks, underwater sense, water blindness, amphibious, freshwater sensitivity, War and Strength domains; AL LE; SV Fort +6, Ref +1, Will +6.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1;
Feats Multi-attack, Blind-fighting

SA: *Blood Frenzy*— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily. *War domain power*—Free Weapon Focus for Favored Weapon (Trident). *Strength domain power*—once per day feat of strength, adds +1 to strength.

SQ: *Speak with Sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1 hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot

escape, it suffers a –4 morale penalty to all attack rolls, saves and checks.

Equipment: Trident x2, Heavy Crossbow, Holy Symbol of Sekolah

Spells (3/2+1): 0 level – *cure light wounds*, *detect magic*, *guidance*; 1st level – *cause fear*, *bles*, **magic weapon**

Kantantha, Mulathanta, and Toltine, Male Malenti

Rgr3: CR 5; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2 + 3d10+3; hp 39; Init +2 (Dex); Spd 30 ft., swim 60 ft.; AC 17 (+2 Dex, +5 natural); Atks +6 melee (1d8+2, Trident) and +4 melee (1d4 [x2], rake), or + 6 melee (1d4+2 [x2], rake) and +4 melee (1d2+1 [x2], claws), +4 melee (1d4+1, bite), +6 ranged (1d10, heavy crossbow); SA blood frenzy, favored enemy (humanoid: elves), ambidexterity; SQ Speak with sharks, underwater sense, water blindness, amphibious, freshwater sensitivity, favored enemy; AL LE; SV Fort +7, Ref +3, Will +2.

Str 14, Dex 14, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +6, Hide +10, Listen +10, Profession (hunt) +7, Spot +10, Wilderness Lore +4; *Feats:* Multi-attack, Track, Blind-fighting, Skill Focus (hunt)

SA: *Blood Frenzy*— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily. *Favored Enemy*—+1 to Bluff, Listen, Sense Motive, Spot, Wilderness Lore and damage rolls against elves. *Ambidexterity*—as per PHB.

SQ: *Speak with Sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1 hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves and checks.

Equipment: Heavy Crossbow, Trident

If the PCs do not enlist the help of the pirate crew, add in 6 more Sahuagin and 1 more Malenti leader with the same stats.

Tier 4:

Sahuagin (16): CR 2; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2; hp 15; Init +1 (Dex); Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 Natural); Atks +3 melee (1d8+2, trident) and +1 melee (1d4+1 [x2], rake) or +3 melee (1d4+2 [x2], rake) +1 melee (1d2+1 [x2], claw), +1 melee (1d4+1, bite), or +2 (1d10, heavy crossbow); SA Blood Frenzy; SQ Speak with sharks, undersea sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +4, Ref +1, Will +1.

Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1.

Feats: Multi-attack

SA: *Blood Frenzy*— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with Sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1 hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves and checks.

Equipment: Heavy crossbow, trident.

Sharlinkin and Orcanus, Female Sahuagin Clr3:

CR 5; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2 + 3d8+3; hp 32; Init +1 (Dex); Spd 30 ft. swim 60 ft.; AC 16 (+1 Dex, +5 Natural); Atks +6 melee (1d8+2, trident) and +3 melee (1d4+1 [x2], rake) or +5 melee (1d4+2 [x2], rake) +3 melee (1d2+1[x2], claw), +3 melee (1d4+1, bite), or +4 (1d10, heavy crossbow); SA blood frenzy; SQ Speak with sharks, underwater sense, water blindness, amphibious, freshwater sensitivity, War and Strength domains; AL LE; SV Fort +7, Ref +2, Will +7.

Str 14, Dex 13, Con 12, Int 14, Wis 14, Cha 9.

Skills: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; *Feats:* Multi-attack, Blind-fighting, Silent Spell

SA: *Blood Frenzy*— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SQ: *Speak with Sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1 hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves and checks. *War domain power*—Free Weapon Focus for Favored Weapon (Trident). *Strength domain power*—once per day feat of strength, adds +1 to strength.

Equipment: Tridents x2, Heavy Crossbow, Holy Symbol of Sekolah

Spells (4, 3+1, 3+1): 0 level – *cure light wounds, detect magic, guidance*; 1st level – *bless, cause fear, command, magic weapon*; 2nd level – *death knell, bull's strength, spiritual weapon*.

Kantantha, Mulathanta Dealtenden, and Toltine, Male Sahuagin Rgr3: CR 5; Medium Humanoid (Aquatic) (6 ft. tall); HD 2d8+2 + 3d10+3; hp 43; Init +2 (Dex); Spd 30 ft., swim 60 ft.; AC 17 (+2 Dex, +5 natural); Atks +6 melee (1d8+2, Trident) and +4 melee (1d4 [x2], rake), or + 6 melee (1d4+2 [x2], rake) and +4 melee (1d2+1 [x2], claws), +4 melee (1d4+1, bite), +6 ranged (1d10, heavy crossbow); SA blood frenzy, favored enemy (humanoid: elves), ambidexterity; SQ Speak with sharks, underwater sense, water blindness, amphibious, freshwater sensitivity, favored enemy; AL LE; SV Fort +7, Ref +3, Will +2.

Str 14, Dex14, Con 12, Int 14, Wis 13, Cha 9.

Skills: Animal Empathy +6, Hide +10, Listen +10, Profession (hunt) +7, Spot +10, Wilderness Lore +4; *Feats:* Multi-attack, Track, Blind-fighting, Skill Focus (hunt)

SA: *Blood Frenzy*— Once per day a sahuagin that takes damage in combat can fly into a frenzy for the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Con and +2 Str and suffers a –2 AC penalty. The sahuagin cannot end its frenzy voluntarily. *Favored Enemy*—+1 to Bluff,

Listen, Sense Motive, Spot, Wilderness Lore and damage rolls against elves. *Ambidexterity*—as per PHB.

SQ: *Speak with Sharks*—Sahuagin can communicate telepathically with sharks up to 150 feet away.. *Underwater sense*—A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. *Light Blindness*--- Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the sahuagin for 1 round. In addition to temporary blindness, they suffer a –1 morale penalty to all attack rolls, saves, and checks while operating in bright light. *Amphibious*--- Sahuagin can survive out of water for 1 hour per 2 points of Constitution. *Freshwater Sensitivity*--- A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a –4 morale penalty to all attack rolls, saves and checks.

Equipment: Heavy Crossbow, Trident

If the PCs do not enlist the help of the pirate crew, add in 8 more Sahuagin and 2 more Malenti with the same stats.

If the PCs are able to drive away the sahuagin without any casualties, then the casualties will be light amongst the military force. About 5 members of the fighting forces will be hurt.

If the PCs suffer casualties, the members of the militia will suffer as well. Estimate this as best as possible, but start with 5 and add two for every PC who goes beneath half hit points, and three for every PC that goes unconscious. If the militia suffers more than 10 casualties, then they will need help from the PCs.

No matter the outcome, half of the pirate crew will be dead. Lt. Whilton will be checking on the rest and commenting on their bravery. If asked, he will write a full report including many comments on how the pirates bravely fought for the two cities.

If the PCs check the bodies after the combat, they will find a working sahuagin crossbow, a sword with the Ulzimmer crest on the hilt and a divine spell scroll of *continual flame* on one of the malenti.

Encounter 10B: Homeward Bound

Sailing home, the sea is still and quiet. A few hours after turning around the sun set and the moon shines down on the water. It is a few hours after that the cry comes from deck. "Arm yourselves, we are being attacked by Sea." Getting to the deck, you see the

sailors fighting off a horde of sahuagin while more try to climb aboard.

If the PCs look to see who the opponents are, they will see sahuagin being led by at least one sea elf. It actually is not a sea elf, but a malenti, but no PCs will be able to tell the difference from this distance. The PCs may be able to help fend off the attackers, but they would be terribly hurt.

One strategy would be to enlist the pirate crew into the fight. The crew will join in the fight only if they are ordered by Captain Kohrlac. Captain Kohrlac will order the crew into combat if he can get a pardon from Procampur. If the PCs ask the captain or other senior officer, he says he cannot give out pardons, but he will make a full report of the combat to his superiors (either in the Diamond Legion or Torstann Ulzinner). This will be enough to convince Captain Kohrlac to order his troops into combat.

If the PCs check on how the pirates are doing, they will see the pirates fighting bravely, and see a few of them fall. (None of the named pirates.)

There are several groups of Sahuagin attacking, the PCs only facing one group. The PCs success will be a gauge of the success of the defense of the ship.

Use the stats for **Encounter 10A**, but the named Malenti are not present (other unnamed ones with the same stats take their place).

If the PCs are able to drive away the sahuagin without any casualties, then the casualties will be light amongst the military force. About 5 members of the fighting forces will be hurt.

If the PCs suffer casualties, the members of the militia will suffer as well. Estimate this as best as possible, but start with 5 and add two for every PC who goes beneath half hit points, and three for every PC that goes unconscious. If the militia suffers more than 10 casualties, then they will need help from the PCs.

No matter the outcome, half of the pirate crew will be dead. The ship's captain or highest-ranking NPC will be checking on the rest and commenting on their bravery. If asked, he will write a full report including many comments on how the pirates bravely fought for the two cities.

If the PCs check the bodies after the combat, they will find a working sahuagin crossbow, a sword with the Ulzinner crest on the hilt and a divine spell scroll of *continual flame* on one of the malenti.

Encounter 11: The end or the Beginning?

Returning to Procampur, you find Grand Admiral Mantay along with a squadron of Diamond Legion waiting on the pier for the pirates. Coming up to the deck, Captain Kohrlac looks at you. "Well, it does not look like I will be needing my armor any time soon, so I offer it to one of you. It was my grandfather's, and I need to start over. It is on the cargo deck" With that, Captain Kohrlac and his crew disembark to be taken into custody.

As the pirate crew walks down the docks, the ghostly figure of a female appears and approaches Captain Kohrlac. "You are his relative, and you have returned to the city. But that is not enough to free me." Captain Kohrlac will look at the ghostly figure. "Yes, the tales of you have come down through the family, although there is no mention of a ghost. How can I free you?" The ghost replies, "You must rejoin the navy." Kohrlac shakes his head. "I doubt they will allow me to join, but I shall try."

With that, Grand Admiral Mantay orders his troops to see the pirates to the prison. Torstann Ulzinner and Grand Admiral Mantay come up to you after the troops leave. Torstann smiles at you. "I see you have captured the dreaded pirate. Tell me, how did you do that?" Grand Admiral Mantay looks at you, awaiting your answer as well.

Allow the PCs a chance to answer. If the PCs ask Grand Admiral Mantay or Torstann Ulzinner about a pardon for the pirates without mentioning their part in the fight, Grand Admiral Mantay will ask why the pirates should be pardoned. If the PCs tell them about the fight against the sahuagin and the pirate's part in it, Grand Admiral Mantay will tell them he will take a pardon under advisement. When the PCs are done, Torstann Ulzinner will once again speak.

"You have done a good job and have eliminated a threat to shipping on the inner sea. Please come to my office so you can receive your pay. Grand Admiral Mantay has also sent the reward for the pirate crew to the office as well. Please, let us adjourn their so we can settle our accounts." As you leave the dock and go past Way's End, you feel a slight wind blow past you, which you can swear you can hear a woman's voice. "Thank you, for now I am free."

End of Pirate of Yore

Experience Point Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Divide the total by 6, and award that to each PC for objectives.

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier, which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

	Tier 1	Tier 2	Tier 3	Tier 4
Encounter 4:				
Driving off the pirates	1,500	2,100	2,700	2,200
Encounter 7:				
Seeing the real letter	50	50	50	50
Encounter 10:				
Defeating the sahuagin	3,000	4,200	5,400	4,950
Encounter 11:				
Trying to get Captain Kohrlac a pardon	50	50	50	50
Total possible experience	4,600	6,400	8,200	7,250
Divide the total by the number of PCs and round down				
Total possible experience per PC	766	1,066	1,366	1,208
Then add:				
Discretionary roleplaying award	0-100	0-100	0-100	0-100

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring

material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter 3:

- 300 gp per PC

Encounter 6:

- 300 gp more per PC

Encounter 9:

- *Longsword +1* (Value 2,315 gp, Unusual) with Ulzimmer crest on it
- Divine spell scroll (Value 675 gp) with *continual flame* on it, written at 9th level.
- Sahaugin heavy crossbow

Encounter 11:

- 1,000 gp (reward for the pirates)
- *plate armor of the deep* (Medium, Value 16,650)

Handout #1

Captain Kahrloe

I write to you with extreme regret to inform you that your fiancée, Miyla Freespeak Freespeak, has been killed. She was killed in a raid of Procampur by some renegade Sea Elves. I wish to convey to you my depest regrets and condolences on your loss. Please report to me at your earliest convience.

*High Lord Markov Kuritov
Procampur Diamond Legion.*

Handout #2

Captain Kahrloe

I write to you with extreme regret to inform you that your fiancée, Miyla Freespeak Freespeak, has been arrested and executed for the crime of treason. She was a scout for a raid of Procampur by some renegade Sea Elves. Please report to me immediately for an interview about your knowledge of your fiancée's crime.

*Grand Admiral Genofin Shipman
Procampur Diamond Legion.*

DM's Information

Captain Kohrlac's Ship.

The sohar is a middle-eastern merchant ship. The 90-foot ship possesses three masts, a small forecastle, and crew quarters for 20 people. In addition, the sohar can hold up to 100 tons of cargo and supplies -- more than enough to cover an extended sea voyage. The sohar's stability, maneuverability, and movement rate makes it an ideal vessel for trade or war.

Draft: 4 feet
Length: 90 feet
Beam: 25 feet
Cost: 17,000 gp
Building Time: 4 months

Move: 15
Seaworthy: 15
Pursuit: 1d6+1
Maneuverability: 1d6+2
Size: L
Crew: 20 / 8 / 4
Passengers: None
Cargo: 100 tons