

SHL5-07

# Where the Pirates Arrrre

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Shield Lands Regional Adventure

Version 1.0

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Reviewed by Chris Tulach

A notorious pirate has been raiding the newly reclaimed lands around Scragholme Island. The fledgling Shield Lands navy has been unable to catch the murderous brigand and the people cry out for someone to find and rid them of the pirate. An adventure for parties of APL 6-12.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [jeff@shieldlands.net](mailto:jeff@shieldlands.net); for LIVING GREYHAWK campaign questions, email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

levels you add to the sum of step one. Add each

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## Adventure Background

Scragholme has been reclaimed! Through a coalition of pathfinders, army units, and forest magic, the island was recently cleaned, for the most part, of swamp denizens, Iuzian minions, and other even more fowl evils. However, the newly settled lands are ripe for pirate activity and on the Nyr Dyv, pirates abound.

## Adventure Summary

This adventure takes place in and around the Nyr Dyv. The party is sent to hunt down a foul ship of brigands and cut throats that have been raiding the newly settled lands for supplies and treasure. But before the day is through, the party will be in for a few surprises.

The introduction for the adventure takes place in Bright Sentry where the party is assembled to hunt down the rogues who have been plundering the coast. They are to find a ship called The Calabana, a pirate sloop and bring the captain and crew to justice. They are told to contact one Slayton One-leg, who runs the tavern, The Empty Ship down by the docks.

In encounter one the party has a rousing conversation with Slayton about his pirating days. He

tells the party about a secret pirate haven in the heart of the Nyr Dyv, if they can decipher its words. He'll even throw in a free map if the party is polite enough.

The party charts a ship out to the location given on the map and finds their way into the pirate haven in encounter three. Here they find information on The Calabana. It is run by Captain Roberts, though it left port just three days ago heading for Scragholme. A good tip or a good right hook allows the party to find out where Captain Roberts generally sets anchor near Scragholme, though the bar room brawl that follows leaves the party in a ruckus mood.

Encounter four has the party leaving the pirate haven and finds Captain Robert's ship anchored off shore. The ship looks deserted from a distance, but is really teeming with pirates and cut throats of all sorts. Encounter four has the party meet the charismatic Captain Roberts. The captain informs the party that they have not been the one's raiding the coastline, but it is instead another ship, who stole their name! Roberts came to Scragholme to find and punish the crew of the other Calabana for using their name and sully their reputation.

Encounter five has the party, aboard the Calabana chasing down the rogue ship. The party finds the other ship and an epic sea battle ensues. The party must help Captain Roberts and his crew fight the crew of the rogue Calabana who turns out to be Iuzian minions!

In encounter six the party must decide which punishment is correct, the Shield Lands law or the pirate code as the survivors of the rogue Calabana crew are sent to a watery fate.

The adventure concludes with Lord Bladehome meeting the party and declaring it a job well done. A reward is given and the party has gained the thanks of all the people of Scragholme Isle.

## Preparation for Play

This is a pirate adventure! Pirates should be larger than life. They are rough, dirty, and aggressive, though most are loyal to their captains and love good drink and a good joke. Whenever possible the DM is encouraged to remember this and use their best pirate accents and flavor.

The Black Breath of Iuz: Various characters in the Shield Lands may have the Black Breath of Iuz. It is a nasty virus that seems to be magical in nature. Players should have campaign documentation that explains the details more completely. Non-player characters may have

their reaction to infected characters spelled out in the adventure. If not, their reaction will vary from fear and loathing to pity and everything in between. At the end of the adventure, if there are any party members who have this disease, the other party members might catch it! Characters immune to disease are also immune to this disease. Characters must make a DC 12 Fortitude save to avoid catching the disease.

## Introduction –

*Since the reclaiming of Scragholme Isle, life has flourished on the island. The cost is being settled and even the inner parts of the island have begun to see small farms and other signs of civilization. You sit in The Green Wave, a small tavern near the docks and enjoy cold refreshments with some fellow adventurers when a tall, well dressed, dwarf busts into the tavern. He looks around until his eyes settle upon you're table. In a loud, boisterous voice he yells, "Ale, and keep 'em comin'" then approaches your table. With a loud screech he pulls up a chair and plops his bulk down next to you all.*

Give the PC's a DC 10 Knowledge (Iuz Meta-region) check to realize this is Lord Bladehome, lawful lord of Law's Forge himself.

*The dwarf waits until a round of ale is brought to the table, than slams one mug before reaching for another. "Greetings adventurers," he drawls his voice heavy with a dwarven accent. "Bladehome I am and I've offered ta bring ye a mission for the council. Will ye 'ear me out?"*

*There's a pirate, a dreaded pirate that been sturin' up trouble along the coast. Been attackin' farmers and the like since we went and took back the isle from Iuz. We need you to go find dis' pirate and bring 'em to justice fore too many good folk leave for safer lands."*

Bladehome will answer any questions the PC's may have. The council was going to send a messenger to fetch the PC's, but Lord Bladehome was on the isle already on other business and offered to speak to the party.

*Who is this pirate?*

*"We know little bout it's crew, but da' ship is called, "The Calabana", and has been spotted on all sides of the island.*

*What type of ship is it?*

*Da' ship is a smaller, faster sloop. Our contacts in Dyvers say a few of der' ships have chased 'em, but never caught 'em.*

*What should we do with him once we've caught him?*

*'Da Captain and all 'is crew must be brought back to face justice. Our law demands 'dey stand trial fer 'der actions.'*

*Where should we start?*

*"We've a contact over in Da Empty Ship. It's a watering hole down on da docks. Speak with Slayton One-leg, he used to sail on 'dis Calabana."*

Bladehome will answer any other questions they have to the best of their ability. Once the PC's decide they will accept the mission, read or paraphrase the following.

*"Ahh, good, good." Bladehome's eyes light up either with approval of your response or approval of the next round of drinks that has just arrived. "Once ye've found these buggers and their capin', report back here when yer done and we'll talk it over. And a good luck to ye."*

If the PC's decide against the mission, read or paraphrase the following.

*"Huh... Don't get that response much. Oh well." The dwarf then slams his ale, throws a few gold pieces on the table and exits the tavern.*

The PC's are free to investigate on their own, however they have now forfeited any reward the council would have provided for them, even if they catch the pirate and turn him in.

## Encounter One – Ship Searching

The Empty Ship is easy enough to find. A run down tavern right on the docks.

*The Empty Ships is easy enough to find. A squat, one level building with crumbling walls and a doorless entrance it looks as if a battle ensued here and the owner never got around to fixing it. Inside a few half-dozen men sit and alternate between sipping ale and staring longingly out to the sea. Behind the counter is a man in his later thirties with a jagged scar across his left eye. He sips from a bottle of wine and looks up as you enter. "Don' reckon evr' seein' da likes of you 'round dis part, all. Which ye be 'bout?"*

This is Slayton One-leg. He has an extremely thick accent and is barely comprehensible, something he takes great offense to. He is gruff and distrusting, but will offer the party whatever information they need if they mention the council sent them. The DM is encouraged to "over-pirate" Slayton and have fun with this encounter.

*Who captain's the ship?*

*"Da ship be capin'd by Capin' Roberts. E's good man, strong, loyal.*

*Where can we find him / the ship?*

*Slayton chews on his inner lip, squints at you and looks around for loose ears. Seeing none he leans in toward your group and whispers to you. The smell off his body is of rotting fish and stagnant water and begins to make your eyes water. "Der's da cove, da cove 'yer any pirate can 'eek shelter and repair. It be da best place to find me former capin'. Ye should start yer lookin' der."*

If the party hasn't mentioned Slayton's breath or perilous grasp on common, he'll warm up to the party and offer the following. If they have ran afoul of Slayton, give anyone who wishes a DC 20 Diplomacy check to change his attitude back to friendly.

*"Luckily fer yer I be a smart fella'. I kept a map to the cove. Ye can 'ave it if ye promise me ta 'ear da capin' out. He's er good man, best I 'ever sailed with."*

The party receives a basic map of the Nyr Dyv that shows directions to the pirate cove.

## Encounter Two – A Two Day Tour

Chartering a ship is easy enough these days. A ship costs five gold pieces a day and the PC's pretty much have free run of the ship. The captain will listen to all realistic demands of the PC's, as long as their gold is good.

In addition, the players may ask Lord Bladehome for a ship. He is much too busy to be bothered today, but his aid knows of the party's mission and will charter a ship for the party for six days. After the party has found a ship, read or paraphrase the following.

*Finding a ship was the easy part. The past few days of traveling in a storm tossed sea has been... trying. More than one of your dinners has found its way to the bottom of the ocean and one crew member was nearly lost during the storm.*

Ask the PC's for Spot checks. A DC 16 Spot check indicates the following.

***You notice about two-hundred feet away on your aft side, a large disturbance in the water. It appears as if the water is being churned quickly from underneath.***

PC's may make a DC 18 Knowledge (nature) check to recall that a churning of the sea like such usually indicates the presence of something unusually large under the waves.

Allow the PC's to prepare as they wish. The captain, if asked, will mumble something about "hating the blasted, damned, sea," before heading off to his cabin. If pestered about it, he believes it is simply a natural disturbance and will pass.

Whatever actions the PC's take, the disturbance will subside in a few minutes. If the PC's have some way of telling what is under the waves, feel free to reveal to them the creature in this encounter.

Allow some time to pass and then have the PC's make an additional Spot check. Those who succeed at a DC 15 Spot check are not surprised.

***Three hours later you are surprised to see the same churning directly in front of the ship! Before you can act, the ship passes over the disturbance. Suddenly massive, dangling, tentacles erupt around the side of the ship.***

APL 6 (CR 6)

Advanced Squid (1); hp ##; See Appendix One

APL 8 (CR 9)

Giant Squid (1); hp 72; See Monster's Manual page 281

APL 10 (CR 9)

Giant Squid (1); hp 72; See Monster's Manual page 281

APL 12 (CR 12)

Advanced Giant Squid (1); hp ##; See Appendix One

Once the party has dealt with the aquatic life, read or paraphrase the following.

***Finally, after three days of sailing into the wind, the clouds part and your ship pulls into a small, but lively port in the center of the Nyr Dyv. Over a dozen ships weigh anchor in the harbor and another half dozen are beached on the giant reef that makes up***

***much of this "island." About ten small buildings, but despite its small size, commerce seems hopping.***

With the map the party can easily find the pirate cove. Cunning PC's with DC 20 Knowledge (Nature) or DC 15 Profession (Sailor) check will realize that the currents around the island all push outwards, making this island naturally resistant to exploration.

## Encounter Three – Da' Pirate Cove

***The Captain weighs anchor and drop you're party in a small boat. As you push off for shore much of the crew shakes their head or look around with tentative glances at the dozens of pirate ships surrounding them.***

***You push into the docks between two much larger vessels and tie up to the dock. Scruffy looking men and women litter the streets, most stumbling or swaying from too much drink. You make you're way down the way as one man punches another into the bay as several more stand about laughing at the unfortunate man's demise. One thing is for sure about this place, the law is made by a quick wit or a strong arm.***

The party is free to wander about the cove. The place is small and easily explored. The DM should use one or two of the optional encounters in the cove. If the PC's look especially "heroic" I.E. shining plate mail, feel free to add more at your whim. These encounters should mostly be role playing encounters though. Allow the PC's to talk or bluff their way out of the situations. Any female PC's will be sure to gather attention. A DC 15 Gather Information check, will reveal that the best place to find information about anyone who sails the Nyr Dyv is The Rotten Barnacle, the largest tavern in the cove.

Encounters:

-A group of pirates takes notice of the party. They throw verbal assaults and taunt the party as they make their way through the cove.

-A drunken pirate remembers one of the PC's as an old friend. He latches on to the PC and begins telling stories of the old days.

-A merchant offers to sell one of the PC's a stone of water breathing. With it the PC can breathe underwater for a full hour. Only 100 gold!

-A duo of extremely unattractive and smelly woman offers a charismatic member of the party "a reduced price tumble."

### **The Rotten Barnacle**

The Rotten Barnacle is a one story structure made entirely of driftwood. The owner, Tiren Firefist, likes it that way as it makes the all-too-frequent repairs that much easier.

*You don't so much see The Rotten Barnacle, as you do hear and smell it. From around the corner comes the sound of music and singing mingled with the smell of rotten fish. As you approach the corner a man flies through the wall and out into the street. He shakes his head, brushes himself off, and goes back in through the same hole in the wall he exited.*

The tavern is alive with music and celebration. Men and women of questionable character dance, frolic, sing, and most importantly, drink to their fullest. The party can buy a drink, or two, and find information out about their quarry. Gather Information checks will result in the following.

DC 10: *"Arrr... Captain Roberts is a fine soul. Sailed with 'em once upon a wave. Sails on 'The Calabana' a good ship with a good crew."*

DC 15: *"Arrr... 'The Calabana was here not three moons ago. Made some minor repairs than headed off again."*

DC 20: *"Arrr... A crewman from 'The Calabana' told me they were heading up to Scragholme. Something about looking for a thief..."*

DC 25: *"Arrr... I use to sail with da capin'. Hell of a good man that capin' Roberts. Whenever we be at Scragholme, we set anchor in Jinglin' Bay, as we call it. Tis a cove on the eastern end of the isle near a cluster of rocks that looks like a shark."*

If anyone attempts a Gather Information check and the result is less than a DC 8, read or paraphrase the following after all other checks have been resolved.

*You go from table to table inquiring about this Captain Roberts or his ship, The Calabana, but as of yet have had no luck. One especially surely looking gentleman with an eye patch and a wicked looking falcion at his belt looks up from his drink with a grim demeanor. "Arrr, what ye be about ye sods? If me nose be telling me right, ye lookin' like a bunch of landlubin' souls who nay'd seen a fresh wave since ya tottled. I'm thinkin' me and mine should show ye what we do to ye land folk who go stickin' their nose in honest traders business!"*

The offending PC has two choices here, fight or talk fast. The pirate and his crew will stand and crack their knuckles in anticipation of a fight. The PC can attempt either a DC 17 Diplomacy or Intimidate Check to quell the pirate's hostile attitude. A round of drink bought in this manner will cost three gold pieces and add a +2 bonus to the check. Any other party member may attempt to cover their friend's error, but the DC of the Diplomacy Check for them is 22 and the Intimidate Check is 27!

### **ALL APL's**

#### **Pirates (5) War 1; hp 5; See Appendix One**

If the party fights the mob and wins handily, they have a bigger problem on their hands. The rest of the bar will stand up to defend their own against the interlopers. It is important to note that this is all non-lethal damage and the pirates rarely kill one another. They are more than content to simply rob and beat up any offending party.

### **ALL APL's**

#### **Pirates (15) War 1; hp 5; See Appendix One**

If the party manages to get themselves ejected from the tavern or cannot seem to find any information on the captain, have a local point them in the direction of Smiling Jacks Trades.

### **Smiling Jacks Trades**

Smiling Jacks is the main trading station in the cove. It is a rounded building made entirely of coral and sea weed. Smiling Jack, who never smiles and rarely stops scowling, can allegedly find anything anyone needs. Although very gruff and tightlipped, Jack will gladly offer information to anyone that can pay.

Jack knows a lot about the cove. He knows Captain Roberts and many of his crew. For 100 gp he'll tell the PC's what he knows. A DC 21 Diplomacy check will reduce this fare to 50 gp. If the PC's agree to pay, read or paraphrase the following.

*Ol' Roberts' was here few moons back. Said he was headin' to Jinglin' Bay, as we call it. It's a small cove off the eastern end of Scragholme. I hear he was huntin' someone, er something."*

### **Warehouses**

These are all squad, one level structures used for storage, mostly for raw materials like wood, rope, and sailing. Each warehouse has a house master that sits on a stool outside the entrance. He collects dues for storage and issues receipts.

### **Dry Docks**

A series of inland docks used for doing extensive repair of vessels. Currently there are two ships being worked on; *The Blight-Bringer*, and *The Handsome Scourge*.

### Port Masters

This building is where all pirates bring any loot they wish to trade in for coin immediately. The Port Master will buy any item for 25% value. The current Port Master is an annoying little weasel with quick eyes and an even quicker mouth named Snelvel Seabight. He cares nothing for any questions the PC's may have unless they are selling something. Most of this building is a tightly secured warehouse that holds all the ill-gotten booty.

### Leverts

Leverts is a dirty, dank, and smelly inn run by a man named Bilfred. He bought the place when the previous owner, Levert Hairins died under mysterious circumstances. Rooms are one silver piece each and consist of a straw mat, usually damp and inhabited by rodents.

Leverts has no food, drink, or social room. It has a single purpose; to provide a place to spend the night in relative safety. Each room has a bolt locked from the inside and no windows. It is a haven for the dingy call women of the cove.

## Encounter Four – The Real Calabana

With any luck the party has discovered that Captain Roberts and *The Calabana* were headed back to Scragholme. Finding the cove is easily enough for a skilled navigator. One simply has to travel around the island and explore all the little nooks and crannies. Once the party has decided upon this course, read or paraphrase the following.

*You're journey back to Scragholme goes slowly as you spend much of the days in anticipation of finding The Calabana. Finally, after three days of hard sailing, searching for the cove, you find a small, relatively unused bay. Inside the bay is a small, slick sloop with the words Calabana written on its side in large, bold black lettering. However, the ship looks disserted and is it has been there for years. A dense fog shrouds the ship and webs choke the deck and rigging. Absolutely nothing moves and it appears as if almost a ghost ship.*

This is indeed *The Calabana*. Captain Roberts arrived only last evening and is even now preparing to go ashore in search of the culprits who are using their ship name. His ship wizard has placed a *guards and wards* spell on the ship as he usually does when the crew goes ashore. Similarly, divination magic has informed him that the ship will be attacked before they go to shore, so most of the crew is hiding below deck. A few of the crew wait with Captain Roberts invisibly in the crow's nest.

A *true seeing* spell will reveal all of this for what it is. If a PC asks, a DC 21 Knowledge (arcane) or Spellcraft check will reveal what type of spell is on the ship. Because most of the crew is below deck, there is no chance to spot them.

If the PC's decide to board the ship, read or paraphrase the following. If the PC's see through the glamour the following text will have to be edited slightly. Captain Roberts is a shrewd negotiator and is supremely confident in his crew. Unlike other pirates, he does not want a fight, but will not shy away from one either.

*The ship appears completely disserted and the cob webs seem to choke passage to every part of the ship. Suddenly, in a split second, the cob webs vanish and the fog rolls off the deck. There's a loud cry and surly looking men wielding Billy clubs and cutlasses poor up onto the deck. From the crows nest, a black clothed man with a red sash around his waist swings down a rope to drop ceremonially at your feet. He crosses his arms and smiles in a cocky manner as a bright red parrot descends and lands on his shoulder with a loud "Ca!" "Gentlemen, you we're looking for me?"*

This is indeed Captain Roberts. He feels completely safe aboard his own ship as his crew is loyal and his wizard waits in the crow's nest ready to counter any hostile spell. As stated earlier, he will be more interested in learning who the PC's are rather than fighting, but will not hesitate to fight in a pinch.

### ALL APL's

Captain Roberts (1) Ftr 8; hp 60; See Appendix One

Captain Robert's Crewmen (25) War 3; hp 20; See Appendix One

Captain Robert's Wizard (1) Wiz 11; hp 34; See Appendix One

Development:

If combat erupts, the captain will do a lot of talking during the battle to try to calm the PC's nerves and will fight in a defensive manner. His ship wizard will use her

improved counterspell ability to counter the more hostile spells thrown against the crew.

The captain will hear out the party. He is not responsible for the raiding on the coast. In fact, he has been busy raiding all the new merchant ships that have been coming in and out of Dyvers lately. He and his crew came here because they heard someone was sullyng their name. They are looking for this fake *Calabana* and plan on punishing the culprits.

The captain cordially extends his hand in helping him find the ***"bastard name-stealers"*** if the party wishes to join him. They were just about to go on shore to look for signs of the ship.

Feel free to play Captain Roberts has a handsome, suave, swashbuckler. He will wink and flatter any attractive female PC's at the table and attempt to woo them with tales of his daring and adventure.

However, the chartered ship the PC's took will not sail with a known pirate. They will refuse to travel with them and demand to leave at once. The party can either go with Captain Roberts, or seek out *The Calabana* on their own, though Captain Roberts is quick to point out that, ***"Any pirate worth his salt will be able to outrun that hunk of junk."*** This will hopefully lead the party to one conclusion, to hunt down the rogue *Calabana* with Captain Roberts and his crew.

Once the party has decided to stay with Captain Roberts, read or paraphrase the following.

***"Excellent! It will be good to have fresh faces onboard again."*** Adding to any female PC's, ***"And rarely do we enjoy sailing with such visions of beauty."*** ***"Shall we head of to shore than?"***

However, before the crew is able to board the smaller vessels to go to shore, read or paraphrase the following.

***Captain Roberts gets a far off look in his eyes and seems to gaze off into nothing. A few seconds later he snaps out of it and flashes a toothy smile. "Change of plans mates" He looks up at the man carrying a staff in the crow's nest. "Our friend aboard the Windrider just sent me a message. They've spotted the rogues not far from here. Make sail me maties! Break the bow line and set the jib, we'll catch these bastards before the day is through!" The crowd roars in approval and sets off to work.***

## Encounter Five –

### Calabana on Calabana

***For most of the day you sail in a north-easterly direction. The small sloop moves faster than you thought a ship would go. Every inch of the sails is full of wind and the ship wizard sits in the crow's nest casting various spells to add even more speed. As the sun dips to the horizon the look out cries down, "Ship ahoy!" Captain Roberts goes to the bow and pulls out a collapsible spyglass. He peers in it and his face quickly changes to a smile. "That's them boys, make ready, we'll show these scallywags to use our name!" He then turns to your group. "Not sure what kind of fighters you be, but these are the men you're looking for, do what you can. But no damaging that ship! Even us pirates have our rules."***

The party has ten minutes to prepare before the ships are close enough to board one another. The Captain will not allow destructive magic to be unleashed upon the other ship; it's against the pirate code to damage ships in such a way.

***Minutes slip by in silence as the crew, ready with grappling hooks and weapons, wait at the railings. The ship ahead of you long ago turned and is making a bee line for you as well and it seems the two vessels will smash together in a violent collision. The ship gets closer and you can begin to make out faces on the other ship. Most are men, not unlike this ship's crew, but many more are orc, gnoll, and ogre! It seems this is not your typical pirate ship at all.***

***The ships pass within a few dozen feet of each other and shouts, curses, and arrows are unleashed from both crews. Looking to the rigging you see Captain Roberts, rapier in hand, yelling to his crew. "Come on boys; let's send these bastards to a watery grave!" With that he grabs a line and swings over to the other ship, followed closely by a half dozen of his crew.***

The fight will now be joined in force. It will take four rounds to drag the ships close enough for planks to be set. Swinging across requires a DC 5 Climb check to go up the rigging and a DC 10 check to swing across. Failure means not making it to the other side. An additional DC 5 Climb check is needed to not land in the drink. Rope Use may be substituted for any of these checks.

Once boards are placed, a DC 10 Balance check is needed to cross. Failure by 5 or more sends the PC into

the water as well. The party is free to fight pirates, gnolls, or orcs for two rounds. Each round anyone on the other ship is engaged by a random combatant. If any of the PC's use spells or abilities that damage the ship, captain Roberts will yell for them to "Stop destroying my new ship!"

After two rounds of combat, read or paraphrase the following.

*You look around and see the two crews clashed in deadly combat. Up on the foredeck, Captain Roberts and an especially tall orc clash their blades together. Roberts dodges, jumps, and stabs, all the while a smile on his face. He looks at you're group and shouts above the turmoil, "See to the cabins! If they've magic users, they'd be in there!"*

The cabins are easy to get to. Anyone who wishes to enter should do so and is thus effectively out of "deck combat."

#### ALL APL's

Pirates (20) War 1; hp 5; See Appendix One

Orcs (15); hp 5; See Monster Manual page 203

Gnolls (10); hp 11; See Monster Manual page 130

Ogre (2); hp 29; See Monster Manual page 199

#### The Cabin:

*You enter the cabin and are surprised at what you see. Three Ogres stand guard around a man wearing an Iuzian tabard and reading a book. He looks up in annoyance and in a cold, cruel voice says, "I told him not to let them disturb me. Kill them." He goes back to his reading as the Ogres approach.*

This is the real captain of the vessel. He sees the other ship as simple pirates and is confident his crew will utterly destroy the riff-raff. However, once the party shows any sign of ability, he will join in the fight.

#### APL 6 (CR 8)

Ogre (3); hp 29; See Monster Manual page 199

Captain Blackleg (1); Ftr 4 / Rog 2; hp 29; See Appendix One

#### APL 8 (CR 10)

Ogre (3); hp 29; See Monster Manual page 199

Ogre Mage (1); hp 37; See Monster Manual page 200

Captain Blackleg (1); Ftr 4 / Rog 3; hp 34; See Appendix One

#### APL 10 (CR 12)

Ogre (1); hp 29; See Monster Manual page 199

Ogre Mage (2); hp 37; See Monster Manual page 200

Captain Blackleg (1); Ftr 4 / Rog 4; hp 38; See Appendix One

#### APL 12 (CR 14)

Ogre Mage (2); hp 37; See Monster Manual page 200

Captain Blackleg (1); Ftr 4 / Rog 9; hp 64; See Appendix One

#### Combat:

The ogre magi will begin combat with their cone of cold spells before moving to melee. The captain will use his acrobatics and move into flanking position. Barring this, he will use his feigning ability to sneak attack foes.

Once the last villain falls, read or paraphrase the following.

*You head back out to the deck where the fighting has died down. The deck is littered with dead and some of Captain Robert's crewmen work at pitching the corpses overboard. The captain looks up at you and flashes another smile. "Well, that was fun. How went the cabin?"*

The captain will listen anxiously to the party's news. Then add.

*"You're not half bad, for a bunch of land lovers! Any and all of you are welcome to join my crew if ye wish. Ye'd be outlaws for sure, but it sure is a fun life!"*

Make sure any PC who offers to join Robert's realizes what she is getting into. The PC will be wanted for piracy. If any still agrees, they receive the "So You're a Pirate Now." Portion of the AR.

*"Ha ha ha! Think it over! Whatever you decide, is fine by me. Either way I've a few items you might find useful! But that's for another time. Tonight we tug this fine ship into port and celebrate."*

The party is free to celebrate with the crew that night. Oddly enough, the crew celebrates in Bright Sentry. It seems the good captain and his crew knows a

little something about staying out of the law's way whenever they're in Bright Sentry.

A search of the ship finds a good deal of stolen cargo, though the original owner is unknown. There are crates of silk cloth, some food stuffs, and a few caches of weapons. Captain Roberts will be quick to claim the booty as his.

## Conclusion – One Pirate Down...

*The next morning Lord Bladehome again finds you as you eat your morning meal. He pulls up a chair and sits down, ordering, strangely enough, water. He holds his head and mumbles to himself. "Ya ever had one of dem nights lads? Oh, but it was worth it I tells ya. We 'eard about yer success. 'Ears a little somethin' for the effort. Keep up da good work my friends." With that, he stands, a bit shakily, tosses a large bag of coin on the table, and stumbles out into the day*

The End

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter Two

Defeating the squids

APL 6: 180xp

APL 8: 270xp

APL 10: 270xp

APL 12: 360xp

### Encounter Three

Successfully getting information from the pirates.

APL6: 35xp

APL8: 45xp

APL10: 50xp

APL12: 55xp

### Encounter Four

Successful negotiation with Captain Roberts and his crew.

APL6: 35xp

APL8: 40xp

APL10: 50xp

APL12: 55xp

### Encounter Five

Negotiating through the boarding and on-deck fighting.

All APLs: 120xp

Defeating Captain Blackleg and his crew.

APL6: 240xp

APL8: 300xp

APL10: 360xp

APL12: 420xp

### Discretionary role-playing award

APL6: 50xp

APL8: 50xp

APL10: 50xp

APL12: 50xp

### Total possible experience:

APL6: 660xp

APL8: 825xp

APL10: 895xp

APL12: 1,060xp

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by

dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

#### Encounter Five:

APL 6: L: 100gp; C: 0gp; M: 666gp

APL 8: L: 100gp; C: 0gp; M: 1000gp

APL 10: L: 100gp; C: 0gp; M: 1333gp

APL 12: L: 100gp; C: 0gp; M: 1333gp

#### Conclusion

APL 6: L: 0gp; C: 34gp; M: 0gp

APL 8: L: 0gp; C: 150gp; M: 0gp

APL 10: L: 0gp; C: 650gp; M: 0gp

APL 12: L: 0gp; C: 1500gp; M: 0gp

#### Total Possible Treasure

APL 6: 800gp

APL 8: 1,250gp

APL 10: 2,085gp

APL 12: 2,935gp

#### Special

**So You're a Pirate Now:** You've decided to throw in your lot with Captain Roberts and the crew of the Calabana. You are hereby "Wanted By the Council." See the "Wanted by the Council" meta-organization for specific ramifications of your actions. However, you receive a +2 competence bonus to all Charisma checks with unsavory sorts, such as pirates on the Nyr Dyv.

**A Worthy Ship:** The rogue *Calabana* is still sea worthy and is a fine ship. If you agree to change her name, you may purchase the ship. It is a basic sailing ship and costs 10,000gp to purchase. In addition, on any adventure you bring the ship, docking the ship costs an additional 2 gp per TU that it remains docked.

## Items for the Adventure Record

#### Item Access

APL 6:

- Horseshoes of the Zephyr
- Wand of Golem Strike (CA)

APL 8 (all of APL 6 plus the following):

- Ring of Protection +2
- Pearl of power, 2<sup>nd</sup> level

APL 10 (all of APLs 6-8 plus the following):

- Cloak of Charisma +4
- Rod of Metamagic extend

APL 12(all of APLs 6-10 plus the following):

- Boat, folding

# Appendix One

## Encounter Two

### APL 6

**Advanced Squid:** CR 6; Large Animal (Aquatic); HD 7d8+14; hp 46; Init +3; Spd 60 ft. (swim); AC 16 (+2 Dex, +5 natural, -1 Size) touch 11, flat-footed 14; Atk/Grp +5/+15; Atk. +11 melee (0, arms) Full Atk. +11 melee (0, arms) and +9 melee (2d6+6, bite); Space/Reach 5 ft.x5 ft.; SA Improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +7, Ref +9, Will +4; Str 22, Dex 15, Con 15, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Listen +9, Spot +9, Swim +12;  
*Feats:* Alertness, Endurance, Improved Natural Attack, Multiattack

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

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

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

### APL 8

See Monster's Manual page 281.

### APL 10

See Monster's Manual page 281

### APL 12

**Advanced giant squid:** CR 12; Huge Animal (Aquatic); HD 18d8+24; hp 99; Init +3; Spd 80 ft. (swim); AC 17 (+3 Dex, +3 natural, -2 Size) touch 11, flat-footed 14; Atk/Grp +14/+34; Atk. +19 melee (1d8+8, tentacle) Full Atk. +19 melee (1d6+8, 10 tentacles) and +17 melee (2d8+4, bite); Space/Reach 15 ft.x15 ft. (30 ft. with tentacle); SA Constrict 1d6+8, improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +14, Ref +16, Will +7; Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Listen +12, Spot +13, Swim +18;  
*Feats:* Alertness, Diehard, Endurance, Toughness (2), Improved natural attack, Multiattack

**Constrict (Ex):** A giant squid deals 1d6+8 points of damage with a successful grapple check.

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

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

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

## Encounter Three

**Pirates / War 1:** CR 1; Medium Humanoid (human); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14 (Armor +3, +1 Dex) touch 11, flat-footed 13; Atk/Grp +1/+3; Atk. +4 melee (2d4+2 /18-20, falchion); Full Atk. +4 melee (2d4+2 /18-20, falchion); Face/Reach 5 ft.x5 ft.; AL CN; SV Fort +3, Ref +1, Will +0; Str 15, Dex 12, Con 12, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Swim +3, Climb +3; *Feats:* Weapon Focus falchion

*Possessions:* studded leather, falchion

## Encounter Four

**Captain Robert's Crewman / War 3:** CR 3; Medium Humanoid (human); HD 3d8+6; hp 20; Init +1; Spd 30 ft.; AC 15 (Armor +3, +1 Dex, +1 Shield) touch 11, flat-footed 14; Atk/Grp +3/+5; Atk. +5 melee (1d6+2 /18-20, scimitar) Full Atk. +5 melee (1d6+2 /18-20, scimitar); Face/Reach 5 ft. x 5 ft.; AL NG; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Jump +4, Swim +4, Climb +4;  
*Feats:* Weapon Focus scimitar

*Possessions:* studded leather, scimitar, buckler

**Captain Roberts** / Fig 8: CR 8; Medium Humanoid (human); HD 8d10+16; hp 60; Init +9; Spd 30 ft.; AC 22 (Armor +4, Deflection +1, +5 Dex, +1 buckler) touch 16, flat-footed 17; Atk/Grp +8/+11; Atk. +15 melee (1d6+6 /15-20, +1 Rapier) Full Atk. +15/+10 melee (1d6+6 /18-20, +1 Rapier); Face/Reach 5 ft. x 5 ft.; AL CG; SV Fort +8, Ref +7, Will +5; Str 16, Dex 21, Con 14, Int 12, Wis 13, Cha 15.

*Skills and Feats:* Climb +5, Tumble +10, Balance +10, Jump +10, Swim +8, Bluff +5, Sense Motive +5, Profession (sailor) +5, Rope Use +5 *Feats:* Weapon Focus rapier, Weapon Specialization rapier, Weapon Finesse, Iron Will, Leadership, Improved Buckler Defense, Improved Critical, Improved Initiative

*Possessions:* Chain shirt, *ring of protection* +1, +1 rapier, +1 buckler

**Captain Robert's Wizard** / Wiz 11: CR 11; Medium Humanoid (human); HD 11d10; hp 34; Init +6; Spd 30 ft.; AC 20 (Armor +4, +2 Dex, Shield +4); Atk/ Grp +5/+5; Atk. +5 melee (1d6, quarterstaff) or +9 ranged (1d8/19-20, light crossbow) Full Atk. +5 melee (1d6, quarterstaff) or +9 ranged (1d6/19-20, light crossbow); Face/Reach 5 ft. x 5 ft.; SA Spells; SA Spells; AL NG; SV Fort +3, Ref +5, Will +9; Str 10, Dex 14, Con 10, Int 18, Wis 15, Cha 12.

*Skills and Feats:* Concentration +15, Spellcraft +15, Knowledge (Arcane) +15, Knowledge (Nature) +15, Profession (Sailor) +13, Swim +5, Tumble +7, Knowledge (Planes) +12, Profession (Navigator) +7; Improved Counterspell, Improved Initiative, Combat Casting, Spell Penetration, Scribe Scroll, Greater Spell Penetration.

Spells Prepared (4/5/5/5/4/3/2) Save DC = 14 + Spell level; 0<sup>th</sup> – *acid splash, detect magic, ray of frost, touch of fatigue*; 1<sup>st</sup> – *alarm, mage armor, shield, magic missile x2, ray of enfeeblement*; 2<sup>nd</sup> – *gust of wind x2, scorching ray, invisibility, false life*; 3<sup>rd</sup> – *dispel magic x2, fireball, suggestion, vampiric touch, flame arrow*; 4<sup>th</sup> – *solid fog, evard's black tentacles, dimension door, invisibility, greater*; 5<sup>th</sup> – *cloudkill, bigby's Interposing hand, waves of fatigue*; 6<sup>th</sup> – *guards and wards, chain lightning*

## Encounter Five

### APL 6

**Captain Blackleg** / Rog 2 / Ftr 4: CR 6; Medium Humanoid (human); HD 2d6+4d10+6; hp 29; Init +3; Spd 30 ft.; AC 20 (Armor +5, Deflection +1, +3 Dex, Natural +1) touch 14, flat-footed 17; Atk/Grp +5/+6; Atk. +10 melee (1d6+3 /19-20, Masterwork shortsword); Full Atk. +8 melee (1d6+3 /19-20, masterwork shortsword) and +8 melee (1d6+3 /19-20, masterwork shortsword); Face/Reach 5 ft. x 5 ft.; SA Sneak attack +1d6; AL NE; SV Fort +6, Ref +7, Will +4; Str 12, Dex 16, Con 14, Int 13, Wis 12, Cha 8.

*Skills and Feats:* Tumble +14, Balance +11, Jump +8, Swim +6, Spot +6, Listen +6, Hide +10, Bluff +10, Sense Motive +10; *Feats:* Weapon Focus shortsword, Weapon Specialization shortsword, Two-weapon Fighting, Weapon Finesse, Iron Will, Combat Expertise, Improved Feign.

*Possessions:* chain shirt +1, *ring of protection* +1, *amulet of natural armor* +1, masterwork shortsword x2

### APL 8

**Captain Blackleg** / Rog 3 / Ftr 4: CR 7; Medium Humanoid (human); HD 3d6+4d10+7; hp 34; Init +3; Spd 30 ft.; AC 19 (Armor +4, Deflection +1, +3 Dex, Natural +1) touch 14, flat-footed 16; Atk/Grp +6/+7; Atk. +11 melee (1d6+3 /19-20, masterwork shortsword) Full Atk. +9/+4 melee (1d6+3 /19-20, masterwork shortsword) and +9 melee (1d6+3 /19-20, masterwork shortsword); Face/Reach 5 ft. x 5 ft.; SA Sneak attack +2d6; SQ Evasion, trap sense +1 AL NE; SV Fort +7, Ref +7, Will +5; Str 12, Dex 16, Con 14, Int 13, Wis 12, Cha 8.

*Skills and Feats:* Tumble +15, Balance +12, Jump +9, Swim +7, Spot +7, Listen +7, Hide +11, Bluff +11, Sense Motive +11; *Feats:* Weapon Focus shortsword, Weapon Specialization shortsword, Two-weapon Fighting, Weapon Finesse, Iron Will, Combat Expertise, Improved Feign.

*Possessions:* chain shirt, *ring of protection* +1, *amulet of natural armor* +1, masterwork shortsword x2

### APL 10

**Captain Blackleg** / Rog 4 / Ftr 4: CR 8; Medium Humanoid (human); HD 4d6+4d10+8; hp 38; Init +3; Spd 30 ft.; AC 21 (Armor +6, Deflection +1, +3 Dex, Natural +1) touch 14, flat-footed 18; Atk/Grp +7/+8; Atk. +12 melee (1d6+3 /19-20, masterwork shortsword) Full Atk. +10/+5 melee (1d6+3 /19-20, masterwork shortsword) and +10 melee (1d6+3 /19-20, masterwork

shortsword); Face/Reach 5 ft. x 5 ft.; SA Sneak attack +2d6; SQ Evasion, uncanny dodge, trap sense +1; AL NE; SV Fort +7, Ref +8, Will +5; Str 12, Dex 16, Con 14, Int 13, Wis 12, Cha 8.

*Skills and Feats:* Tumble +15, Balance +12, Jump +9, Swim +7, Spot +7, Listen +7, Hide +11, Bluff +11, Sense Motive +11; *Feats* Weapon Focus shortsword, Weapon Specialization shortsword, Two-weapon Fighting, Weapon Finesse, Iron Will, Combat Expertise, Improved Feign

*Possessions:* chain shirt +2, ring of protection +1, amulet of natural armor +1, masterwork shortsword x2

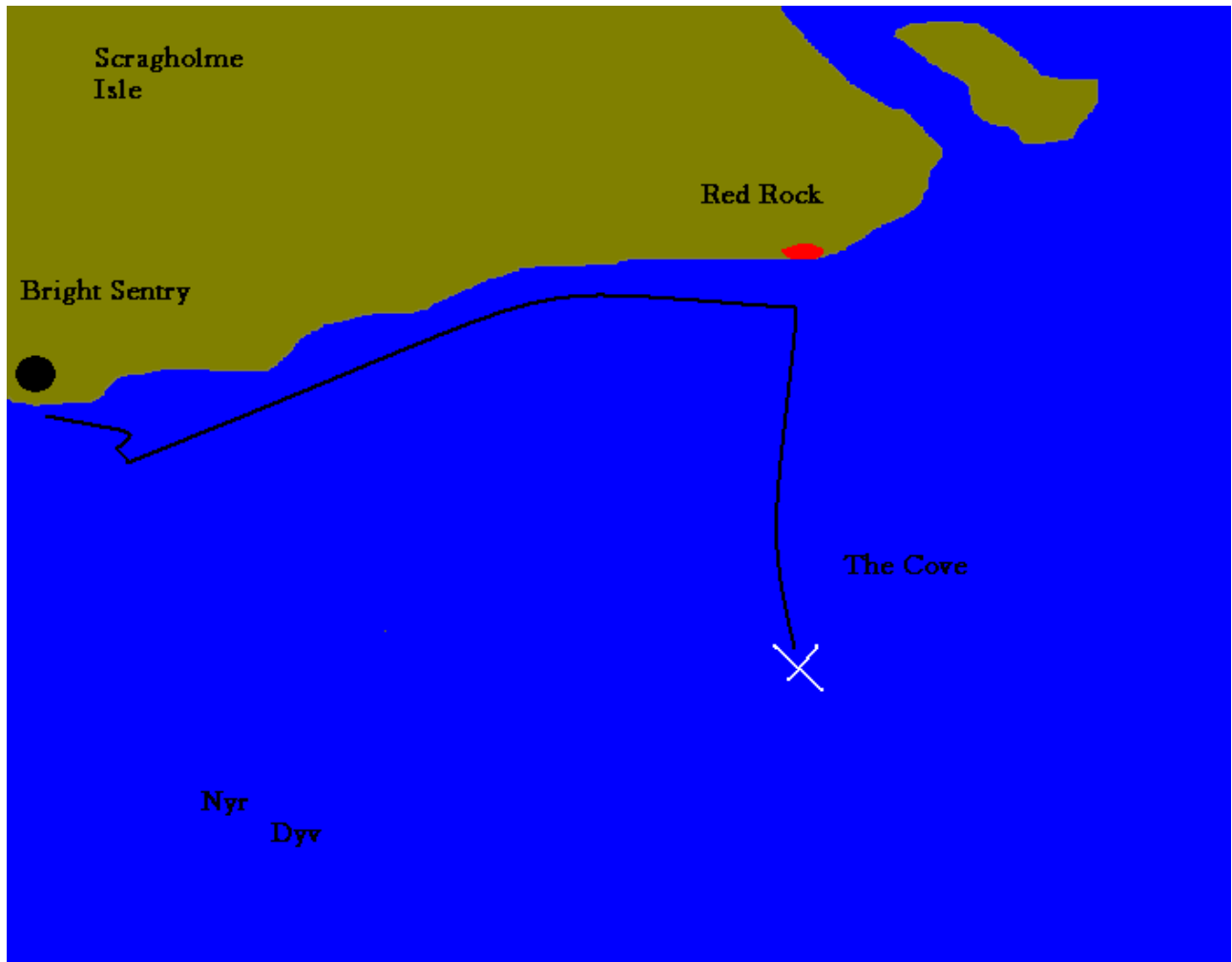
## **APL 12**

**Captain Blackleg** / Rog 9 / Ftr 4; CR 13; Medium Humanoid (human); HD 9d6+4d10+13; hp 64; Init +3; Spd 30 ft.; AC 23 (Armor +6, Deflection +1, +5 Dex, Natural +1) touch 15, flat-footed 18; Atk/Grp +10/+11; Atk. +15 melee (1d6+3/17-20, masterwork shortsword) Full Atk. +13/+8 melee (1d6+3 /17-20, masterwork shortsword) and +13/+8 melee (1d6+3 /17-20, masterwork shortsword); Face/Reach 5 ft. x 5 ft.; SA Sneak attack +5d6; SQ Evasion, uncanny dodge, improved uncanny dodge, trap sense +3; AL NE; SV Fort +9, Ref +10, Will +7; Str 12, Dex 17, Con 14, Int 13, Wis 12, Cha 8.

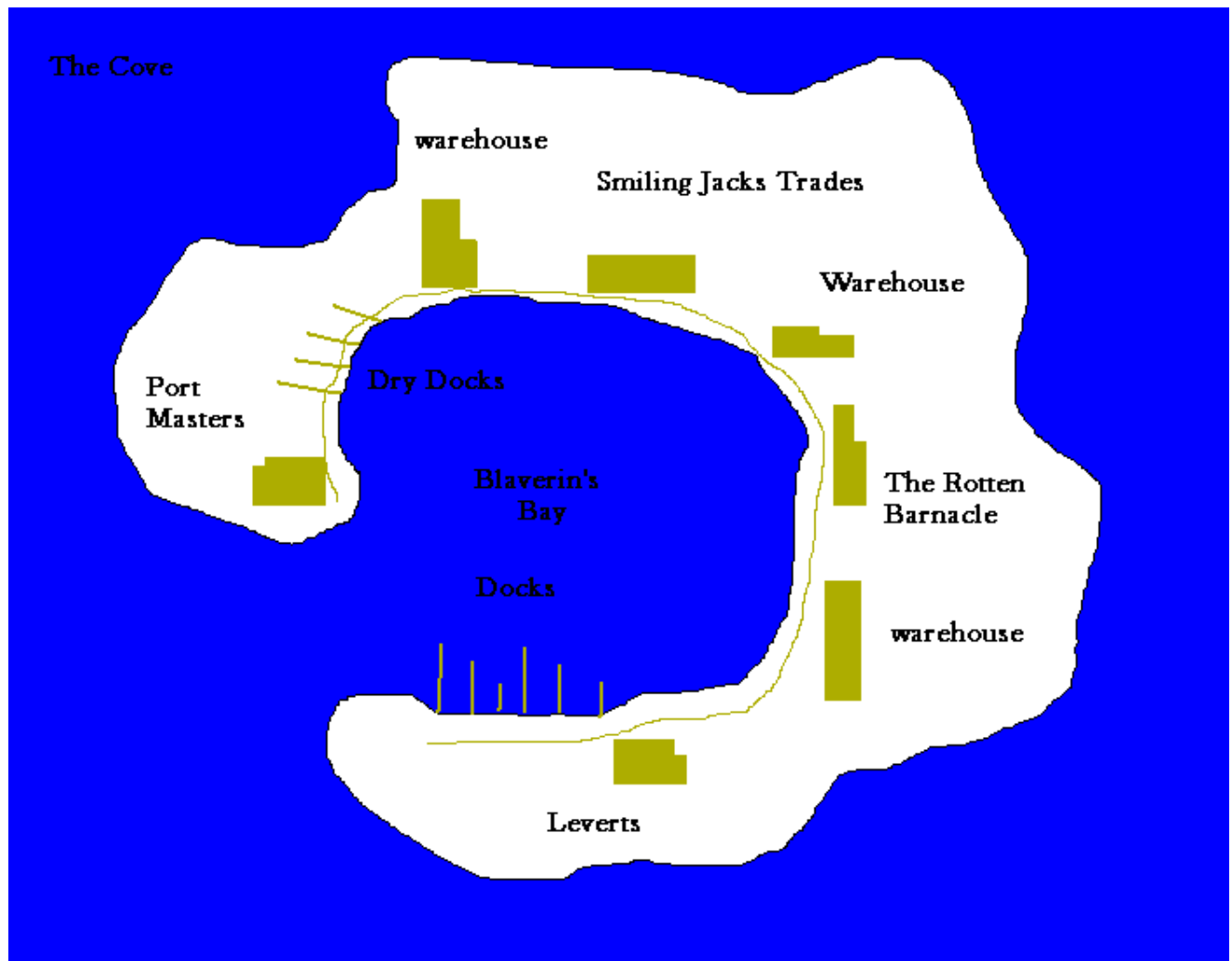
*Skills:* Tumble +22, Balance +19, Jump +15, Swim +13, Spot +13, Listen +12, Hide +18, Bluff +16, Sense Motive +16; *Feats:* Weapon Focus shortsword, Weapon Specialization shortsword, Two-weapon Fighting, Weapon Finesse, Iron Will, Combat Expertise, Improved Feign, Improved Two-weapon Fighting, Improved Critical

*Possessions:* chain shirt +2, ring of protection +1, amulet of natural armor +1, masterwork shortsword x2

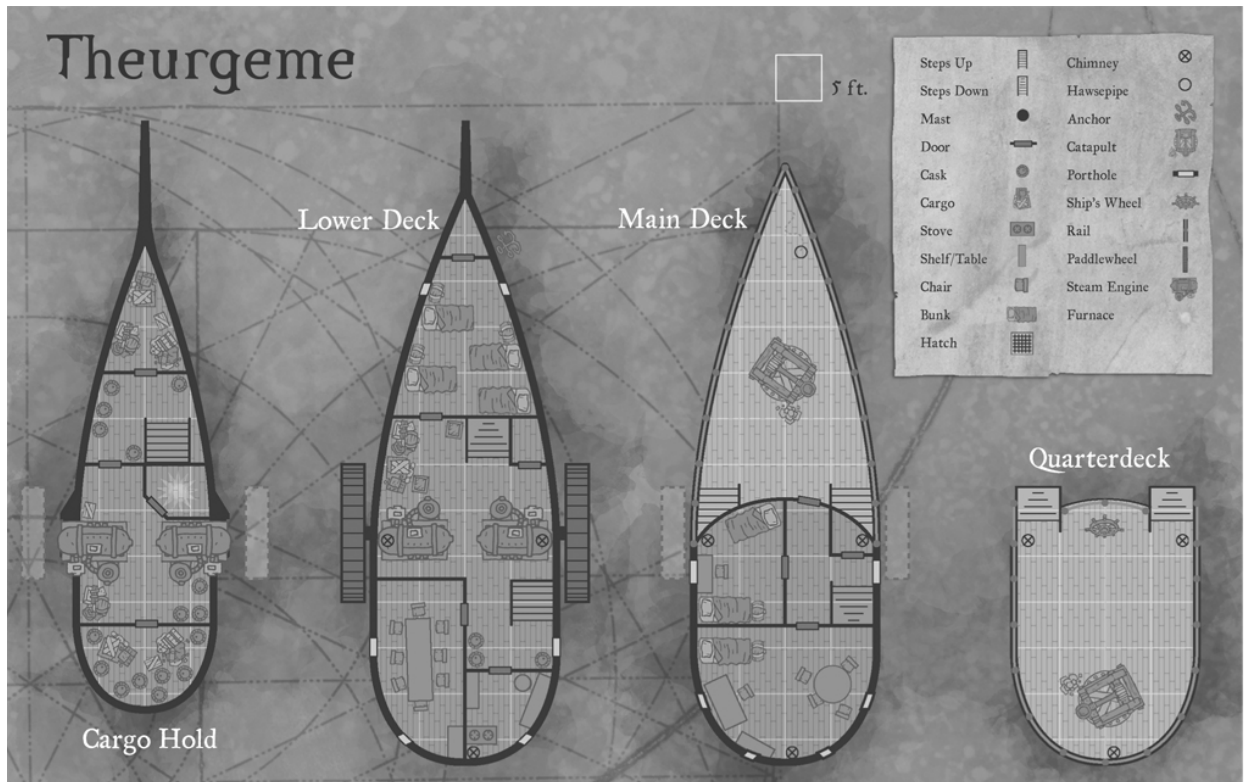
## Map 1



## Map 2



# Map 3



# Map 4

