



A RAINY NIGHT

The Sea Queen's festival is the biggest festivity in the city of Thamarya, a time of celebration and folly. However, something fishy is happening in the ports that could spell doom for the city.

5E COMPATIBLE ADVENTURE

INTRODUCTION	2
Running the adventure	2
Story Overview	2
About The Sea Queen Festival and Thamarya	2
Adventure Hooks	2
PROLOGUE	3
Quimmi's request	3
Roleplaying Quimmi	4
The Old Buccaneer	4
Roleplaying Godoy	4
JOURNEY TO THE RIGHT BANK HARBOR OFFICE	4
Contests	5
Conversations About The Festival	6
RIGHT BANK HARBOR OFFICE	6
Reception	6
Office	6
Roleplaying Marine Cass	7
Archives	7
Inspection	7
Confiscation	7
THE GREAT AUK (THE SHIP)	8
The Dwarves	8
Main Deck and Stern	8
Captain's Quarters	10
Gun Deck	10
Cargo Hold	10
Roleplaying Hium	11
Roleplaying Le Gras	11
Roleplaying Gawan	11
Roleplaying Nyer Von Alben	11
AFTERMATH	11
Through The Portal	12
NPCs AND MONSTERS	13

Many centuries ago, Queen Tuchmann, the seventh ruler of Thamarya, built the Great Fleet and saved thousands from a great flood. The time of her feast is upon the land, and all manner of celebrations will take place.

INTRODUCTION

Welcome to A Rainy Night, a 5e compatible RPG adventure in the city of Thamarya by Cast n Play.

RUNNING THE ADVENTURE

A Rainy Night is a 5e compatible adventure meant for four to six 2nd level player characters.

The adventure is set in Thamarya, a rich kingdom city in the east of the continent of Eluan.

- As a Dungeon Master, you know your players better than anyone. Make your decisions accordingly.

- You have the last word. This adventure is a guide, but you can improvise as you see fit.

- Fun is the ultimate goal. Never forget that.

- Thamarya is but a part of the continent of Eluan, and the city itself is complicated and vast; not all information will be available nor necessary for this adventure.

STORY OVERVIEW

A Rainy Night takes place in a great city.

The plot is as follows:

- Godoy, an old and depressed buccaneer, is gambling his sorrows away at Vik's, Thamarya's most famous tavern. As the ale and rum go up to his head, he starts to babble about two kidnapped merfolks and a web of corruption in Thamarya's harbors.

Qimmi Stedfast, a gnome potion seller, bent on exposing the rampant crime groups, overhears the old seaman, and hires the players to investigate and obtain evidence of corruption.

- The Verdant Company, a powerful criminal syndicate, has spread its operations in the city and is tightening its grip. It mainly focuses on contraband, extortion, and people trafficking.

One of the city's guilds, the Singwa, hired the company to kidnap a pair of merfolk clerics who serve an old Kraken god called Akhamatova. The Kraken has significant powers over the seas and weather, which would give the Singwa Guild a significant advantage over their competitors.

- The Singwa Guild. One of Thamarya's largest guilds has suffered bad luck for the last couple of years, losing many ships to pirates and facing more competition from the commoners, other guilds, and the nobility.

One member, Nyer Von Alben, heard of a merfolk cult that controls the waters, and convinced the guild that this was the solution to their problems because it would give them an advantage over the rest of the competition.

Nyer contacted the Verdant Company to assist him in kidnapping members of the merfolk cult.

- The Harbor Bureaucracy. Thamarya is a thalassocracy, and the Harbormaster is one of the most powerful positions in the kingdom and is elected by the King himself. Although the Grand Port is the most important port of Thamarya, many more exist, and the city needs a solid bureaucracy to administer them. Qimmi suspects corruption that goes all the way to the Harbormaster and wants evidence. The potion seller is not mistaken. A large portion of the bureaucracy is turning an eye to illegal activities in exchange for payment. The transfer of the Merfolk is occurring at the East Bank's port under the permission of Marine Cass.
- The Great Auk. Captain Sir Gawan's ship, known for its speed and sturdiness, is anchored at the East Bank's Port. The two merfolk clerics, F'yll and Sotomay, are being kept prisoners aboard.

ABOUT THE SEA QUEEN FESTIVAL AND THAMARYA

Many centuries ago, Queen Tuchman, the seventh ruler of Thamarya, built the Blue Fleet, with which she saved thousands of her people from a gargantuan flood caused by Kepesk, an ancient sea dragon. Every year, during the last week of the rainy season, the city celebrates the Sea Queen Festival in honour of the former Queen.

During this moment, the city is filled with celebrations and fireworks that attract people from all over regardless of the rain and bad weather.

Taking advantage of the festival, the Singwa Guild will receive a pair of prisoners whose magical powers will lift the guild's collapsing fortune.

The guild is confident that their scheme will work because they have the aid of the Verdant Company and have bribed some harbor officials. However, some other guilds or individuals would not take too kindly at the Singwa Guild's activities, including Qimmi Stedfast.

Many powers fight for the city's control: nobles, guilds and commoners. The guilds are by far the richest, and will do anything to extend their power and influence, no matter the cost.

ADVENTURE HOOKS

The DM can use the following hooks to attract the players.

Pay. Qimmi Stedfast is a successful merchant and has plenty of gold and potions. He will reward the adventurers handsomely and give them a constant supply of quests and goals if they obtain evidence of corruption.

Glory. A crime wave crippling a city is a great motivator for a party that believes in law and order. Thamarya has always been seen as a tolerant city, a place of opportunities and law.

The mere mention of crimes perpetrated against the city folk can prove reason enough for action, which will give glory to the ones carrying it out.

Payback. Maybe the PCs know somebody who fell under one of the Verdant Company's schemes, or perhaps they love Thamarya and what it represents.

Booty. Illegal merchandise, corruption, who will notice some gold or valuable items missing in illicit activities? The harbor ministry certainly won't report it, neither will the guild. It's an excellent opportunity for obtaining riches.

PROLOGUE

The magical fireworks echo past the rain as it pounds on the city. The Sea Queen's festival occurs at the start of the rainy season, something which doesn't bother the attendees; in fact, water is an essential part of the event.

The festival is held to commemorate how the 7th Queen built the city's fleet to save her people from a great flood caused by Kepesk, an ancient sea dragon.

The streets and alleys are packed with bards, illusionists, poets, all kinds of entertainment and leisure for the population of Thamarya. The already filled Main Plaza brims with visiting vendors selling spices and items from long and far.

The colors and smells are overwhelming and lift the spirit.

Close to the plaza lies Vik's, the legendary tavern that never closes its doors and serves food non-stop. You received a message to meet Qimmi at Vik's as soon as possible and that he will make it worth your while. The word urgent was underlined at the bottom.

QUIMMI'S REQUEST

The Sea Queen Festival is Thamarya's most important festivity, with numerous events and games happening all over the city, which is why Vik's, the great tavern, is mostly empty and quiet. Even Vik, the owner that always greets the clients as they enter, is nowhere to be seen.

Qimmi, the gnome potion seller, sits at a table by himself. He watches the table in front of him where Godoy, an old human buccaneer, sits and plays drinking games. A large stash of other clients try to beat him out of his "hard-earned money."

Qimmi will call the players over to his table by raising his hand. The gnome will ask a waitress over and tell the PCs to order as he's taking care of their tab. The potion seller shares with the players that Godoy, the buccaneer, has had a bit too much to drink and mentioned: "the green hand." A euphemism for the Verdant Company, the group responsible for many kidnappings, and a suspected connection to the harbormaster.

Qimmi will finish by asking the players to obtain more information from Godoy that could help him expose the Verdant Company and the harbormaster's web of corruption. At all moments, the gnome highlights the importance of discretion since they have no idea how far up the corruption goes.

The Players can explore Vik's and chatter with the other clients and try to obtain information, but most are passing by or just there for the festival, so most information will be about the festival's origin and some of the activities, but little about the Verdant Company or the Harbormaster. They can just skip directly to sitting with Godoy.

Patrons Information

Caravan Traders They enter the city by land and not by the sea like the merchants. They come from other towns and parts of the empire to sell their products because Thamaryan's pay well. They can also buy merchandise here to sell back home. They mention how long the cues are for entering the city because of the inspections by the authorities. Although there are plenty of caravans, they are shocked that the ports make much more money.

Sailors Already drunk and talkative. They are just happy to be inside and out of the rain or seas for a while. The sailors mention that conditions have worsened in the last couple of years, the harbor authorities are doing more checks than ever and that there's favoritism to certain captains and guilds, but they won't get specific about names. Some will mention the festival's origin and speak of the Sea Queen or how Thamarya is the greatest naval power in the continent. One will say how the Harbormaster is a northerner and a very powerful man.

Adventurers Saddened by the affairs in the city. They will share rumors they've heard about the "green hand": assassinations, kidnappings, eerie businesses. Some will say that they saw giant rats at night, big enough to devour an entire horse. Others will talk about the Velön family curse, which is why the King is feeble or mad. Most are rumors but with a bit of truth.

ROLEPLAYING QUIMMI

Straight to the point and precise with his words, Quimmi, a gnome potion seller, is an independent merchant who has created a niche for his products.

He's passionate about selling, seducing the customers, and making them feel that their lives will be changed with his creations.

However, Quimmi has been worried ever since discovering that the Verdant Company might have dealings with the Harbormaster. He trusts the players because they have no connections in Thamarya; he also gives them an advancement.

Quimmi's advancement. *1d4 potion of healing, one philter of love, 100 gp and one oil of slipperiness.*

THE OLD BUCANEER

The old buccaneer gives a boisterous laughter as another patron walks away after losing a large bag of coins. Godoy signals a waitress to bring him another bottle of fine wine.

His body denotes a rough and long life. His uniform is worn and full of stains, but his equipment is another matter: his musket is perfectly polished and tightened to his belt next to an impressive sword inside an expensive-looking scabbard.

Godoy gazes at you, and invites you to play against him.

An old and disappointed buccaneer who has sailed the waters for longer than most other sailors. His body is covered with wounds and scars that are a testament to his durability and capacity for survival.

For the last two decades, he has been a loyal crewmember of the Great Auk but has become wary of his captain's dealings with the Verdant Company, especially regarding their latest cargo, a pair of merfolk clerics that serve a great sea creature.

For a buccaneer, this is too much since it's terrible luck to upset the older creatures of the sea. Godoy is now retired.

Godoy is an excellent gambler and player. He will offer to play dice, and gamble. Although he prefers to gamble for money, information is also on the table.

Godoy always cheats, so he rolls the dice with advantage. However, a successful DC 18 Wisdom check (Perception) reveals that he is cheating so he rolls without advantage.

Godoy will always deny he is cheating.

WHAT GODOY KNOWS

- The Green Hand aka the Verdant Company works with a couple of ships, and some in the harbor Ministry. Godoy will never reveal his captain's name or betray him.
- He will mention the kidnapped merfolk clerics and how they are trapped under a powerful spell. The clerics will be delivered to a powerful guild, but he doesn't know which one or where they are kept now since he abandoned the ship some days ago, and they always move around.
- Godoy mentions that to find the ship's new name and on which dock it is, they should look for Marine Cass, a treasurer at the East Bank harbor office. That information is handled by the authorities and there are possibly more than hundred ships in the city now. He warns them that the authorities don't share that info with anyone.

Note for GM: The PCs can try to force the information out of Godoy, but he is an extremely powerful fighter and Quimmi won't be pleased at this method for he has demanded extreme discretion.

ROLEPLAYING GODOY

Charismatic and with a deep love for the good things in life: adventure, danger, gambling, and fine drink. Although not as drunk as he seems (helps him cheat), he is tipsy enough to overspeak about the Merfolk and the Verdant Company.

He will cheat, but is a fair loser and will tell the PCs everything they want, except those that challenge his code of honor: revealing the Captain's name or directly betraying him.

JOURNEY TO THE RIGHT BANK HARBOR OFFICE

The streets and alleys are packed with people. There are numerous kinds of events from Vik's to the East Bank Harbor Office where Marine Cass works. There are four main events on the way there with NPCs already known to the players. The PCs can skip them, but they can win prizes or obtain rewards if they participate or help out.

Laughter to the left, cheers to the right, there are celebrations everywhere. Local business owners and foreigners take advantage of the Sea Queen Festival's laxation of the law to stage a fabulous street party all over the city of Thamarya. People from all over are gathered here, and they don't care about the drizzle. Although some places are protected by magical barriers, the locals know what rain represents for this celebration and don't mind getting wet.

The variety of events is endless, and you notice that the Blue Capes, the city's defense, is thinly spread out as it patrols the city. The times might be those of celebration and hilarity, but the authorities do not forget about the crimewave and situation that engulfs the city. Some of the Blue Capes are on leave, but the rest work constant shifts without rest.

CONTESTS

Drinking Contest. A drinking contest with at least a hundred participants. The rain doesn't bother them.

Zarat, the Turtle is participating as the contest is finishing. She is one of the favorites to win. If PCs encourage her or help her win by sabotaging the others contestants, distracting the judges, she will give them a great hint of advice: "Money opens many doors, never forget that."

Fish Buffet. A trade of insults is heard from a long distance, and the voices are familiar. Vik Vargrimst, the dwarf tavern owner, and Undur, the orc chef, are amongst many in a fish buffet competition, each with his own stall and serving food to passersby, who then vote on the food's taste by lifting a wooden number.

The rivalry between these two is well known. They both know the PCs, who can stop and take a bite and vote, and win a meal.

Undur will thank the players that voted for him with a meal that gives a +2 in Strength, and players that voted for Vik will receive a +2 in Constitution for the remainder of the adventure.

However, the PCs can earn the dislike of Undur or Vik depending on whom they vote for, and risk higher prices or cold stares the next time they meet them.

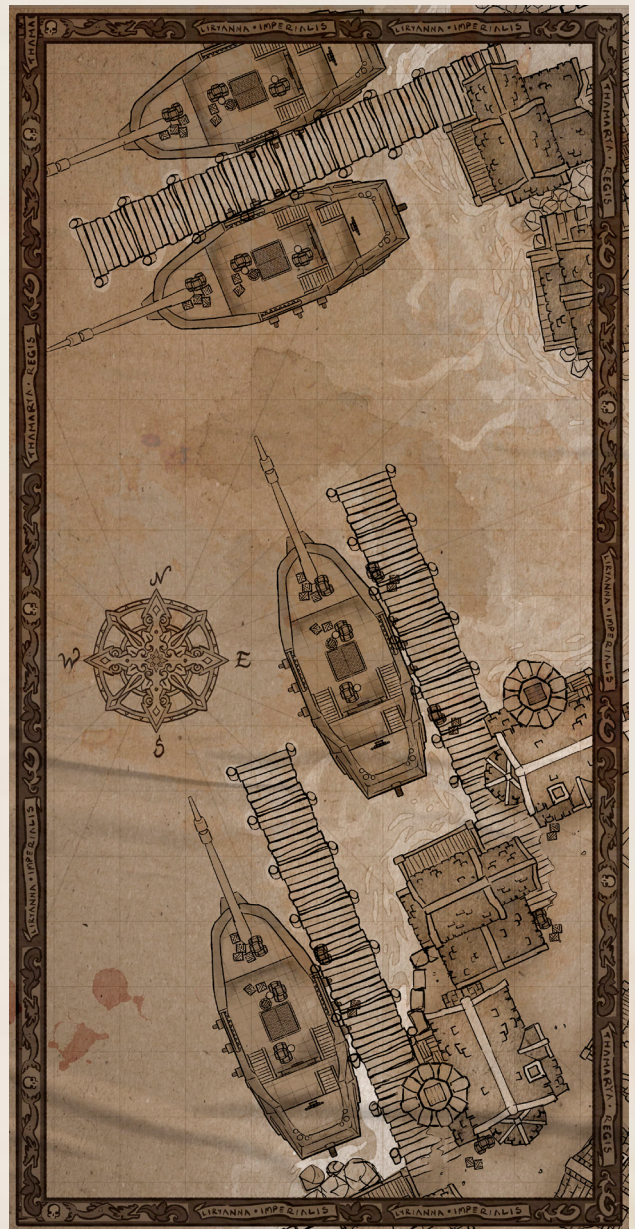
Cannon Event. Close to the East Bank Harbor Office, houses facing Thlen's Strait are floating in the heavens thanks to magic, and in their place stand dozens of cannons shooting into the waters. It is a cannon firing contest.

Amongst the competitors is a woman that catches the eye of everyone who stops to take a peek, Miss V. Gomez, a human pirate who works for Thamarya's Fleet on occasions, and has been invited to participate in the cannon contest.

However, she faces stiff opposition this year as many of Thamarya's best gunners have shown up. If the PCs help Gomez, either by sabotaging the other competitors or cheering very loudly, she will invite them for a drink on another occasion and she will reward them with two shield spell scrolls.

Talent Show. A general talent show, and an excellent opportunity for the PCs to show off their skills depending on their abilities. A fighter can show off with a sword and a bard can do a musical number.

Note for GM: These are some propositions but feel free to create your own.



CONVERSATIONS ABOUT THE FESTIVAL

The following table contains information about the festival should the players decide to interact with passersby.

Queen Tuchmann built the Great Fleet centuries ago and defeated an ancient sea dragon that was causing a great flood. Thanks to her, thousands were saved, and Thamarya endured.

Situated in the Main Plaza is a poker table set up by the guilds where their members compete for the prize, which is 50,000 gp. Only guild members can participate.

On the Left Bank of Thamarya, close to the Great Port, mock naval battles take place. The participants are divided into two teams: pirates and the Grand Fleet.

Wizards from "the tower" are in charge of the illusions for the shows, including the "Reenactment," which will include the ancient sea dragon Kepesk and other creatures.

King Archibald usually inaugurates the Reenactment, but he won't do it this year. Instead, it will be Wittock Kure, the Master of Ceremonies, a woman from one of the oldest noble houses of Thamarya.

Each quarter has its own mini celebrations and events.

Prisoners for minor crimes are pardoned and released.

Fishermen from all over the city converge in the River Vyr and participate in the "Phantom Fish Contest," where a phantom fish, a small and very agile fish, is released into the water. Whoever catches it gets a prime spot at the Main Plaza for a whole year.

Even in times of war or great despair, the Sea Queen festival has always taken place.

Guilds sponsor free food halls around the city in order to gain more popularity with the commoners.

The Blue Auction. Guilds and nobles donate items to an auction which the Assembly is in charge of.

RIGHT BANK HARBOR OFFICE

The cannon shots reverberate close as a group of harbor enforcers exits the office of East Bank Harbor. The door is wide open but there's nobody else around.

Except for the cannon competition, there's nothing close to the office and little traffic. Harbor offices never close in Thamarya, "Trade Must Flow" is their motto. The East Bank harbor is one of the smallest and the closest to the Main Plaza, which is why it is used by the Verdant Company.

There are five rooms in the office which are: reception, office, archives, inspection, and confiscation.

The office has seven workers, including Cass, and some alarm measures. Regardless of the alarms, there's an Enforcer shift change every hour. Whatever the PCs decide, they have no more than an hour.

RECEPTION

A large open door welcomes visitors to the office. The first room is the reception, where a human receptionist greets arrivals. He is friendly and tired and wishes he could be at the festivities. If asked about Marine Cass, he will ask PCs to wait for a moment and leaves the reception unguarded.

The reception has one door that leads to the office, which is always open, and another that leads to the archives, which has a magical door lock.

A successful DC 15 Dexterity check (Sleight of hand) is needed to open the lock without activating the alarm. The alarm will alert the enforcers inside the office who will storm to the archives. Check Appendix B for their stats.

The receptionist will return in less than two minutes since Marine is bored as hell and will tell the PCs to pass to the office.

OFFICE

The office is a large room filled with a couple of worn-out desks and chairs. The desks are filled with papers, scrolls, and books.

The walls and floor are made from a light wood that creaks when anyone steps on it. Sitting behind a desk is Marine Cass, a **human harbor treasurer**, going over a few things. Just behind her is a large door that leads to another room with a sign that says: Confiscation Room.

Four **human harbor enforcers** slouch around the other desks and chairs. One is carving a wooden animal toy, another is playing with his beard, while the other two are just lying back. Boredom is what best describes the situation.

As soon as the PCs enter, Marine Cass will greet them.

Good Evening! I am Marine Cass, 2nd Treasurer of the East Bank harbor. How can I be of service?

Marine has been in her post for longer than she desires and is quite aware that shady dealings occur, but she hasn't gotten any piece of the action. She knows that it's by invitation only, and she is waiting to be considered.

But the day hasn't come, forcing her to consider other venues of more revenue. All she does is remain quiet because of her superiors.

PCs can try to negotiate, trick, or force the information out of her. If the party decides to negotiate, a successful DC 17 Wisdom check (Perception) reveals that she is not committed to her job and is open to offers. If negotiations ensue, she tells the enforcers to take their break, which they happily do. Marine has an alarm next to her and can press it at any moment, knowing that it will not only call the four enforcers back but a squadron of them not too far away. Should the offer made by the PCs be inadequate or of no interest, she will ask them to leave. She will need an offer of 100 gp minimum.

Note for GM: Feel free to find something of interest for Marine.

If they agree on a deal, she says she cannot help them directly, but she will leave the office and leave the keys behind.

If players decide to use force, check Appendix B for Marine's and the enforcers' stats. Any PCs can try to stop Marine from ringing the alarm by using a spell, item, or a successful attack roll.

Marine has the following bits of information and items: She has the keys to all the rooms in the harbor office. She knows that the name's ship and location will be in the logbook, which is in the Archive room.

ROLL PLAYING MARINE CASS

Marine Cass is a treasurer for the harbor office, bored but very sharp. She knows that stuff is happening but knows better than to ask questions. She will act very professionally at first, but should the players hint at a deal, she will send the enforcers away and deal. If she's not impressed, she will end the negotiations and ask the PCs to leave.

ARCHIVES

A large room filled with stacked bookshelves. There's an elf assistant who is clearing a shelf. She will act surprised at seeing the PCs in the room, and will at first ask them to leave, and if they refuse, she will scream for help.

The Log Book is a hefty red tome with the harbor-master's sigil. A successful DC 17 group Intelligence check (Investigation) are needed to discover the book before the next guard change.

The Log Book is a hefty red tome with the harbor-master's sigil. A successful DC 17 group Intelligence check (Investigation) are needed to discover the book before the next guard change.

The Log Book has the name of numerous ships, but there are two that docked in the last couple of days.

"The Great Auk" and "The Last Rum." A successful DC 18 Wisdom check (Perception) reveals a tiny green mark next to the Great Auk.

The Log Book shows that the Great Auk is on the pier closest to the office.

INSPECTION

The Inspection room is filled with crates, chests, and barrels, all marked with ships' names and the supposed merchandise they contain.

Roll 1d4 if the PCs decide to investigate the contents of some of the chests and barrels.

Note for GM: The Empty barrels are a hint to arouse suspicion about the Great Auk.

Roll	Ship Name	Item
1	The Sarkoz	Oil
2	The Last Rum	Rum
3	First Marauder	Magical Wax
4	The Great Auk	Empty, but they smell of spices.

Treasure. The magical wax is an ingredient used for sealing scrolls and making magical candles, and has a value of 35 sp for 2 lbs. The oil and rum are common.

Should the players roll a 4 and investigate one of the empty barrels, a successful DC Intelligence check (Investigation) will tell a PC that it is strange that barrels from other ships do have merchandise.

CONFISCATION

This room has a door with a fine lock. A successful DC 20 Dexterity check (Sleight of hand) is needed to open it.

The room is a large rectangle with wooden walls reinforced with bricks and blocks. It is packed with goods that were deemed illegal, contraband, or maybe items whose owners failed to pay a bribe. There are no windows, no openings, no cracks. It is a very secure room.

Roll	Item
1	Ten days rations.
2	Ammunitions (arrows or bolts)
3	1d6 healing potions
4	One crossbow, hand.
5	One breastplate +1
6	One sword +1
7	Spyglass
8	Three spell scrolls (hold person, misty step and magic darkness)

THE GREAT AUK

A great ship with white sails floats on the waters beside the pier while another ship with white sails lies in front of it. The sky is roaring with more fireworks as the "reenactment" will commence in the bay at any moment. A small group of Blue Capes passes by as they make their patrol. As you approach the pier, the shapes of two dwarves peeling potatoes under the rain becomes evident, as does their squawking.

THE DWARVES

Dormak and Faern, two dwarves and crewmembers of the Great Auk, peel away as they bitterly complain about not being appreciated by the rest of the crew.

They are unaware of the ship's dealings with the Verdant Company, including the kidnapped Merfolk, but they know about the smuggling and banditry, which they wish they could be a part of.

The dwarves' accent denotes them from the same region as Vik.

They have almost no valuable information other than that the ship with the red sails is the Great Auk but will argue first, calling it by other names and that it is only recently that the name changed.

The only other relevant piece of valuable information they can provide is that they've noticed that no authority has inspected this pier in at least two days.

They don't know if there are any crewmembers aboard and if asked they only repeat: "Nobody tell us nothing, only Godoy."

The Great Auk lies at the end of the lonely pier.

The Great Auk is magnificent. At first glance, one can see that it is the product of the master shipwrights of Thamarya; exquisite design, and powerfully built. Still, something seems strange.

For a brief moment, the fireworks stop, and the sound of the rain recedes. The dwarves' incessant bickering fades away. On closer inspection, you notice numerous marks on the hull and other parts. This ship has seen its fair amount of combat, of that there is little doubt.

A strong breeze pushes from the waters caressing the ship's crimson sails and flags. As it had been a cue sent by divine powers, the illusion of a great sphere of purple magic appears in the heavens, followed by the sound of thousands of applauds and cheers.

The reenactment of how The Sea Queen saved her people has begun:

A whirlwind of magical energy forms in the damp skies and soon takes the shape of Kepesk, the ancient sea dragon that caused a gargantuan flood centuries ago. This illusion descends into the waters and releases an earsplitting roar as it waves its paws and creates some waves on the bay's waters.

The thousands of spectators around the harbors, and both banks cheer in unison as they watch the illusion of the sea dragon recreate that legendary flood. The cheering is supplanted by the sound of a hundred trumpets as ten ships, symbolizing the grand fleet, navigate down the river and into the bay. Standing on the main deck of the front ship is an actress dressed as Queen Tuchman.

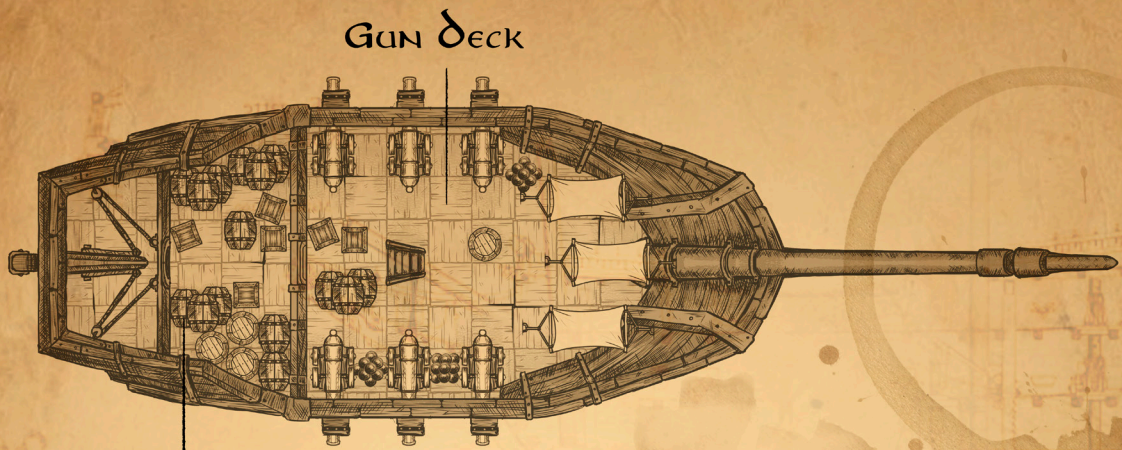
The Queen raises her silver trident and shoots a bolt of magic that lands on the dragon, causing it to swirl in pain.

By now, most of Thamarya is focused on the reenactment. Most but not all, not around the Great Auk at least...

MAIN DECK AND STERN

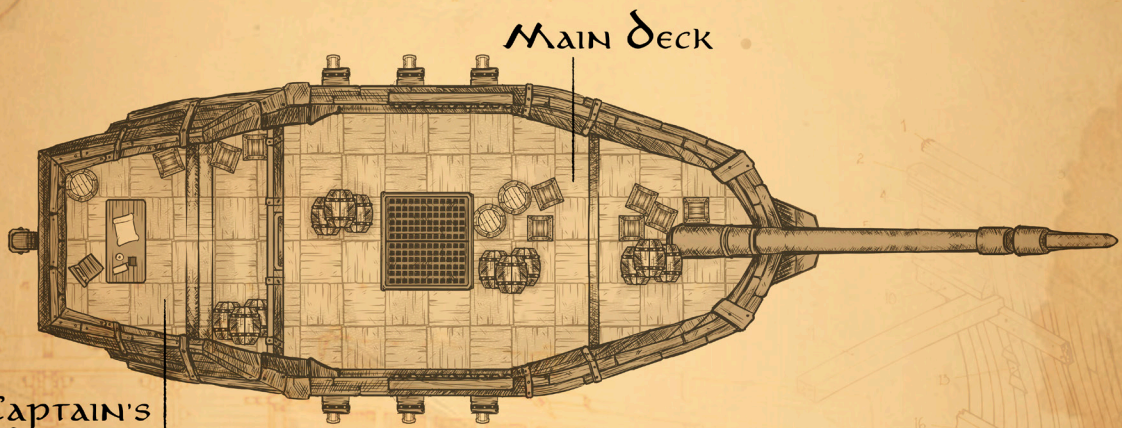
A sturdy ramp leads onto the ship's main deck. It looks sturdy, like a castle's great wooden gate, thick and resistant. No doubt a lot of people and merchandise have crossed it during its lifetime. The ship seems abandoned; there are no lights and no sounds.

Doubt and fear start to manifest themselves. There is little doubt, there's something peculiar with this ship.



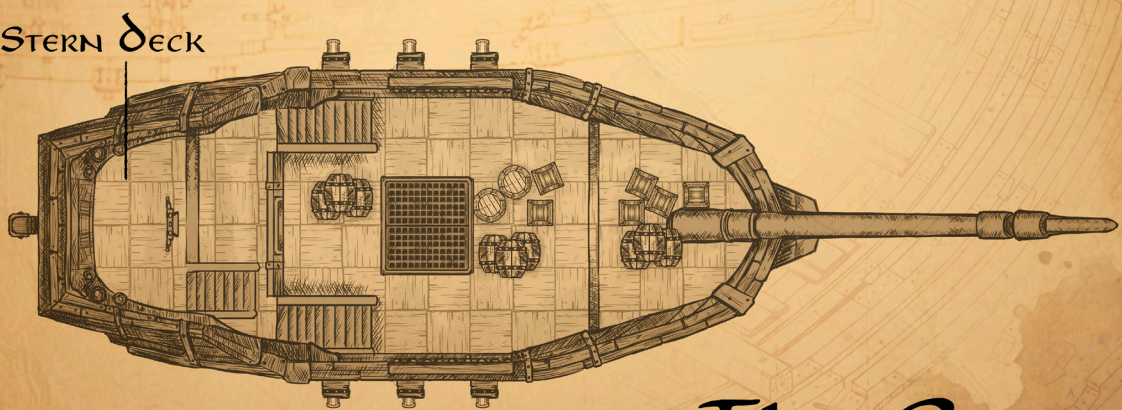
GUN DECK

CARGO HOLD



MAIN DECK

CAPTAIN'S
QUARTERS



STERN DECK

The Great Auk

Four **corrupted sea minions** await and attack any intruder that approaches the ship, since they have been tasked with guarding it. They know that nobody is supposed to come close without prior notice.

One of the humans and one of the corrupted minions are hiding. However, they are not expecting any attack, but their discipline is tight.

The PCs can surprise them if they succeed a DC 15 Dexterity (Stealth) check since they are not expecting anyone.

The players can also try to fool them to gain an advantage if they succeed a DC 19 Charisma (Deception) check, and mention Godoy or Marine, but they will definitely not be allowed to explore more of the ship because nobody is allowed until the Captain says so.

CAPTAIN'S QUARTERS

A thick door guards the captain's quarters. Sir Gawan is a loved and feared captain that has never met his match in combat or the seas. To open the door, one must solve three puzzles in the shape of a dartboard but with runes.

Each one of the puzzles is based on a different language: elvish, orc, and primordial.

One successful DC 17 Intelligence (Arcana) check is needed to solve each puzzle. However, if the player solving the puzzle speaks the language, reduce the DC by two points.

The difficulty rises by one each time for every fail, and a poison gas cloud (same as the spell, covers the area).

When the three puzzles are solved, a mechanism is heard that opens the door, and a sprinkle of magical seawater sprays the PCs. Each player heals 1d6 hp.

If the PCs try to ram the door down, a successful combined DC 40 Strength (Athletics) is needed. However, this will cause the quarters to explode, and everything inside will be lost.

Note for GM: Feel free to warn the players of this eventuality or find your own solution to it.

Inside, the quarters' floor and walls are made from a very refined wood. The ornaments decorating the corners are exquisite and have numerous sea motifs.

The right side has a shelf filled with books, expensive history books, and geographical treatises.

On the left side is a hammock made from expensive foreign string.

In the background lies a titanic desk made from birch-like wood. On it lie some papers, a map, and a book.

No matter his reputation, Gawan is no fool. His floor is boobytrapped. The wooden floor is made of different slats and each with one of the four following symbols engraved:

Symbol	Effect
Kraken	Tentacles grab, paralysis.
Siren	Sleep.
Urchin	Needles jump out and deal 2d8 poison damage.
Shell	It is safe

To reach the desk, the PCs can move through the floor or find another ingenious way to make it to the desk.

There are valuable items in the quarters, but the most important item is Sir Gawan's Journal, where he has information about the Verdant Company and the harbor Ministry.

Gawan's diary is mostly made up of entries about his days on the seas, day-to-day challenges, islands, and places he's visited.

Treasure. 100 gp, three spell scrolls (sanctuary, silent image, and thunderous smite), one ring of fire bolts, and small box with jewels worth 200gp.

GUN DECK

Powder, the smell of gunpowder is overwhelming. It engulfs everything as you descend.

To reach the gun deck, the players have to descend through the stairs on the main deck.

The gun deck is filled with cannons facing port and starboard, and the crew's hammocks on the bow while the cargo hold is on the stern side, closed off by a solid wall and a sturdy door that leads to the cargo hold.

Hium Pam, a **Verdant Company Leader**, Le Gras, a **human gunslinger**, and **captain** Sir Gawan lie hidden and waiting for the players. The three heard the PCs on the main deck, so they hastened their plan. They will attack with an advantage depending on how the PCs descend into the gundeck.

Their objective is to stall the players while Nyer Von Alben, a Singwa **guild member**, their client, is activating a magic mirror in the cargo hold that will open a gate so he can escape with F'yll and Sotomay, the two kidnapped **merfolk** clerics who are trapped inside one magical barrel each.

Le Gras is fast and agile, and will attack from the hammock area, jumping from hammock to hammock while releasing a deadly volley of bullets at the PCs. Hium Pam will try to slow the players or stun them so that they make easy targets for the gunslinger.

Meanwhile, Captain Gawan moves all around the gun deck with ease, attacking with his multiple weapons.

Note to GM: If during combat, should any of the PCs try to open the door, they require a successful DC 18 Dexterity (Sleight of Hand) roll using Thieves Tools, or they can smash the door down with a successful DC 25 Strength (Athletics). Obviously, there is gunpowder that can be used to gain a bonus but it proves a great danger to everyone, including the ship.

CARGO HOLD

“Thyr, Wun, Tekkleth”. The words create an echo which makes the messy hold vibrate. The floor, the crates, and barrels, everything vibrates.

The hold is a cramped mess of boxes, crates, and barrels. It is difficult to move through, and standing at the end of the hold is Nyer Von Alben, the Singwa guild member. He wears an elegant white cloak. He is facing a mirror made from a green stone. The mirror is an open portal that he has opened so that he can make his escape. The mirror is pulsating with power.

A successful DC 17 Intelligence (History) check reveals to the players that the cloak belongs to members of the Singwa guild, which focuses on spices.

By the time the players manage to enter, Nyer Von Alben has already opened the portal and will jump through the magic mirror with one of the barrels holding one of the merfolk and has lit a gunpowder barrel to cover his escape. The other merfolk lies dying on the ground, his throat slit open as he whispers his last words.

The dying Sotomay whispers the following:

Akhamatova ... and after those words, a barrel blows up, creating a cloud of dust and smoke that engulfs the cargo deck for a moment before it settles down. You are not harmed because of the distance, but there’s a slight ringing in your ears.

Numerous crates and boxes are shattered and destroyed, and there are some holes on the hull on either side, allowing one to see the waters or the pier. For a few moments it seems peaceful.

As some degree of tranquility starts to make itself present again, the whole world begins to shake.

The ship starts to sway as the waters begin to move with force; from a hole in the hull, one can see the waters beginning to boil. Something is wrong; it is no coincidence.

The swaying gets worse with every passing second.

ROLEPLAYING HIUM

After her defeat by the PCs, Hium was given a last chance to prove herself or meet certain death, so she is taking no chances. She will fight with every fiber of her will because she fears what the Verdant Company might do to her, she’s heard stories and she is frightened.

ROLEPLAYING LE GRAS

A total showoff who is absolutely loyal to Sir Gawan.

He will be in constant movement, and yell put downs as he fires away. Le Gras is very talented, and he knows it.

ROLEPLAYING GAWAN

He fights with the elegance of a dancer, his wooden leg moves like one made out of flesh. He is cultivated and considers others inferior to him, and that the world owes him. But he is smart, he senses that his ship is lost, but he will live to fight another day.

ROLEPLAYING NYER VON ALBEN

Precise, cold, and focused on his escape. He has planned well and even with the unexpected intervention of the PCs, he doesn’t flinch.

AFTERMATH

The shape in the white cloak crosses through the portal carrying one of the barrels, leaving behind his fallen comrades and one of the dead merfolk. Commotion has descended upon the city as the waters boil, and a large pair of tentacles followed by many arms protrude from beneath the bay.

Through one of the holes created by gunpowder’s explosion, the PCs see a platoon of Blue Capes marching towards the Great Auk.

Pandemonium, all is chaos. The Enforcers' footsteps herald blood, or worse. By the sound of it, they number at least thirty. But that is not the main cause of your worries, through one of the holes caused by the explosion, one sees the dark and sizzling waters from where colossal tentacles rise and a deep and inflamed grunt says: Akhamatova.

A colossal grey shape rises from the waters, a creature from the depths of the seas renowned for its ferocity, enormous power, and insatiable hunger.

Akhamatova, a Kraken, one of the oldest of its species, and worshiped as a god, has come to Thamarya to avenge her murdered cleric.

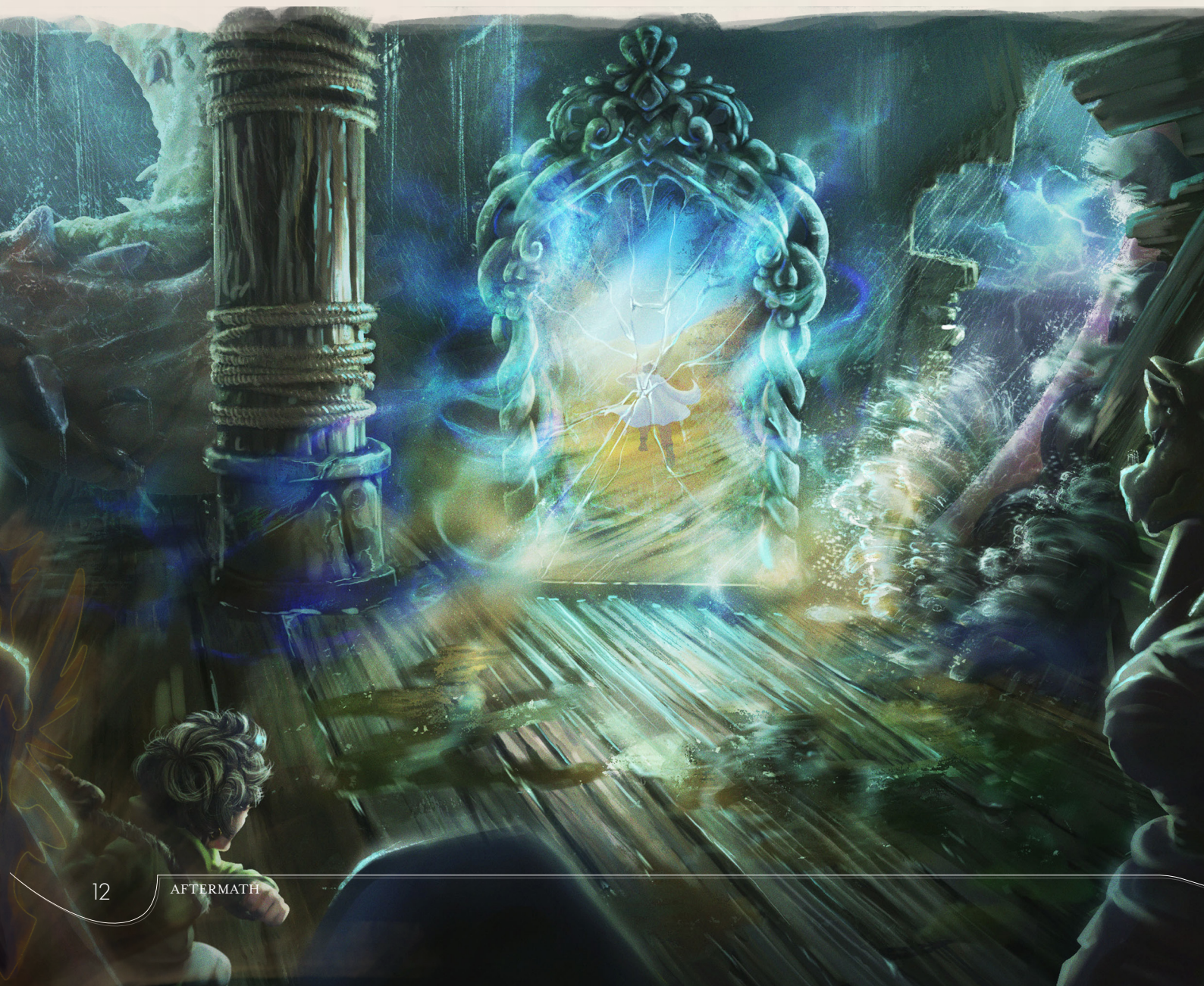
Some of the crowd cheer on, believing her to be another part of the show, while some Blue Capes have begun to move towards the beast, who lashes out with her tentacles at a ship, breaking its masts as if they were twigs. Her eyes are red with wrath, and spell disaster.

The players have a dilemma. They can try their luck against the enforcers, either by fighting against them or jumping into the water, which will surely get them killed. Or follow Nyer Von Alben through the portal with the other merfolk prisoner.

THROUGH THE PORTAL

The PCs will land in the desert north of Thamarya in the middle of the night. The white-cloaked figure is nowhere to be seen, and the PCs are all alone as the portal closes behind them. There are numerous sets of strange footprints on the ground that lead forward, deeper into the desert.

Rewards. Before crossing the portal, the PCs passed a destroyed crate with the following items: one *potion of Hill giant strength*, 1d6 *greater healing potions*, one *shield +1*, one *melee weapon +2* and one *cloak of protection*.
Milestone. All surviving players reach 4th level after crossing the portal, and gain the benefit of a long rest.



NPCs AND MONSTERS

F'YLL AND SOTOMAY

Two **merfolk** clerics. The waters close to Thamarya are filled with merfolk who worship an old **Kraken**, Akhamatova, a first-generation Kraken. The clerics are brothers and are extremely pious, which is why they didn't defend themselves when they were kidnapped, although they have great magical powers. They were captured by Gawan.

CAPTAIN SIR GAWAN

Medium humanoid (human), neutral evil

An ambitious and frustrated sailor. He came from a navy family and got expelled because of gambling.

Gawan was embittered after the event and was exiled by his family. Gawan joined a group of buccaneers and quickly rose through their ranks thanks to his skills.

Being a Thamaryan, nobles, guilds, and commoners have sought his services. His ship's name is The Great Auk, named after a species of penguins that are large as a sea elephant and inhabit one island close to Thamarya.

These penguins are associated with good luck. Gawan was hired by the Verdant Company in a job that seemed easy. Nothing of honor remains in this man.

Armor Class 18
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	10 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages Common, Primordial, and Elvish
Challenge 3 (700 XP)

Brave. Sir Gawan has advantage on saving throws against being frightened.

ACTIONS

Multiattack. Con +4, Wis +2

Greatsword. passive Perception 10

Musket. Common, Primordial, and Elvish

Leadership. (Recharges after a Short or Long Rest) . For 1 minute, Sir Gawan can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Sir Gawan. A creature can benefit from only one Leadership die at a time. This effect ends if Sir Gawan is incapacitated.

REACTIONS

Parry. Sir Gawan adds 2 to its AC against one melee attack that would hit her. To do so, the captain must see the attacker and be wielding a melee weapon.



MARINE CASS

Medium humanoid (human), neutral

A low ranking Harbor Ministry bureaucrat who currently works as the treasurer for the Right Bank's Port, the closest to Thamarya's main plaza.

She joined the ministry expecting to rise quickly because of her professionalism and skill, but little did she know of the inner workings of the harbor authorities. Since a lot of Thamarya's wealth depends on the ports, numerous interests scheme for influence within the ministry, and many guilds, nobles, and commoners bribe left and right to buy favors or influence.

Marine now turns a blind eye expecting to be rewarded by her superiors, but there is little chance of that, and her patience is wearing thin.

Armor Class 16
Hit Points 40 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages Common and Deep Speech
Challenge 2 (450 XP)

ACTIONS

Multiattack. Marine makes three melee attacks: two with her sword and one with her dagger.

Musket. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 3) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.



LE GRAS

Medium humanoid (human), chaotic neutral

Bodyguard to Gawan, and an ex-slave from far-away lands. He is a man of honor and skill, totally loyal to his captain. He will fight to the death.

Armor Class 16
Hit Points 28 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (0)	10 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages Common and Deep Speech
Challenge 2 (450 XP)

ACTIONS

Multiattack. Le Gras makes two ranged attacks: one per musket and has a bonus action to reload them.

Musket. Ranged Weapon Attack. +2 to hit, range 100/600 ft., one target. Hit: 5 (1d12) piercing damage.

DORMAK AND FAERN

Dwarven members of the Great Auk. They are natives of Bolgrin that left to pursue a better life. They refused to work in the family business, which they never mention because they find it very embarrassing. They have worked in the shop for more than five years, hating every second of it.

Still, they spend more time complaining about it than actually changing their destiny. They bicker amongst themselves constantly, saying they are cousins, but some believe they are actually a couple. They are terrible at their jobs, and they love to complain. The rest of the crew call them the “Two days” behind their backs, since before them, nobody had lasted more than two days at their jobs.

AKHAMATOVA

Kraken. Some believe that this entity is amongst the first in creation, although that doesn’t make it a god, it certainly has godlike powers. Akhamatova is old, it doesn’t care about mortal affairs although it protects her worshippers since their prayers and offerings please it.

QIMMI STEDFAST

Gnome Potion Seller. Coming from a long line of apothecaries, his family has a chain of stores around the continent. All of their potions are family secrets. Qimmi knows his trade, and is very passionate about it.

He can talk for hours and will say anything to convince potential clients, except lying. He will never lie about his products. Qimmi’s always on the lookout for new ingredients or books, and pays well. Qimmi has two sides: the very passionate and friendly potion seller and the sharp businessman who can read people’s intentions.

Qimmi’s niece was kidnapped by the Verdant Company when he began complaining about the city’s rampant crime. Fortunately for him, she was rescued, and for that, he has sworn to expose the corruption that plagues the city.

VERDANT COMPANY

A foreign criminal syndicate that has managed to infiltrate Thamarya and many other cities and towns. Their headquarters in the great port is an old manor’s basement where the lieutenants meet with the company’s leader in the city once a month.

During those meetings, they discuss business and politics, and the leader gives the orders from their main base, which only she knows where it lies. They are involved in contraband, people trafficking, and illegal mining, especially Éthyx, a precious dark green metal used for aesthetic purposes in armors, and weapons.

NYER VON ALBEN

A representative of the Singwa Guild, one of the oldest in Thamarya that focuses on spices and ingredients from faraway lands. He doesn't have a powerful position in the guild, but he's the one that came up with the idea to kidnap the merfolk and use their powers to their advantage.

He deals with Gawan and Pam, and if anything goes wrong, he'll take the fall, or the guild will have him killed.

He is crafty, patient but might have bitten more than he can chew. He was the individual that got the Verdant company the magical seashells they used for capturing the merfolk.

CORRUPTED SEA MINIONS

Medium aberration, chaotic evil

Many things can go wrong at sea, and the two corrupted sea minions are but one example. They were initially ordinary crew members, but their greed got the best of them, and they opened a cursed chest instead of waiting for Captain Gawan or Godoy. They are now doomed to exist in their current shapes, which they have grown accustomed to.

Armor Class 16
Hit Points 22 (2d12 + 4)
Speed 30 ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5
Senses passive Perception 13
Languages None
Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The corrupted sea minions makes two melee attacks, each one with a different weapon to choose from.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.
creature can benefit from only one Leadership die at a time. This effect ends if Sir Gawan is incapacitated.

ENFORCERS

Medium humanoid (human), lawful neutral

The Harbor Ministry's own guard. They enforce the law at the docks, away from the vigilant eyes of the Blue Capes. Although the Blue Capes can interfere in extreme situations or have jurisdiction in the harbors, the ministry is very jealous of its autonomy. The enforcers are soldiers, but nowhere as dangerous and skilled as a Blue Cape.

Armor Class 15
Hit Points 28 (2d10 + 4)
Speed 30 ft. Armor Class 11, Hit Points Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (0)

Skills Intimidation +2
Senses passive Perception 12
Languages Common
Challenge 1/2 (100 XP)

Pack Tactics. The harbor enforcer has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated. ened .

ACTIONS

Multiattack. The enforcer makes two melee attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

(Note: Harbor Enforcers have the same stats as a 5e's thug)

HIUM PAM

Medium humanoid (human), neutral evil

Verdant Cell leader. The Verdant Company has one major leader in Thamarya who has a dozen lieutenants in different parts of the city. Hium Pam is one of these lieutenants, a crafty bandit in charge of "acquiring halflings or others" for outside clients. Her life was spared after the fiasco where her own base was raided and prisoners rescued. She was now put in charge of the Merfolk and must secure their delivery to the guild or face a gruesome fate.

Armor Class 16
Hit Points 36 (5D8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2 Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages Common and Deep Speech
Challenge 3 (700 XP)

ACTIONS

Multiattack. Hium Pam makes three melee attacks: two with its scimitar and one with her dagger.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. Hium Pam adds 2 to its AC against one melee attack that would hit her. To do so, the captain must see the attacker and be wielding a melee weapon.



Docks of Thamaryia

Adventure Designers

M. Jerome, Adrián Rodríguez, Rojo Villegas, Isabella Del Castillo, José González, Alex Zaragoza, Daniel Tonalli, Carlos Calleja

Adventure Playtesters

Estéban Lelo de Larrea Andrade, Paloma González, Ricardo Lameiras García, Colin Zaragoza, Ludwig Neumann



LEGAL INFORMATION

This product is compliant with the Open Game License and is suitable for use with the 5th Edition Rules System.

Cast n Play and their associated logos are trademarks of AZN CAST N PLAY, S.A. DE C.V.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content is not included in this declaration.)

Open Game Content: The Open content in this product includes all the rules, spells, and abilities.

OGL License

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a. This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that License before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself. The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the Conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of Spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, EverChanging Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tartarian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, Beholder, gauth, Carrion Crawler, tanar'ri, baatezu, Displacer Beast, Githyanki, Githzerai, Mind Flayer, illithid, UMBER HULK, Yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License. The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

A Rainy Night, 2021, AZN Cast n Play, S.A. DE C.V. All right reserved.