

8-19 Treacherous Waves Timekeeping

Hour Actions and Notes

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. *Yuka is attacked after 12 hours. (p11)*

13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____
21. _____
22. _____
23. *Steam begins escaping from the Glass Pit. Loud whistle sounds; locals flee. (p16)*

24. *The Glass Pit explodes. (p16)*
Lileone warns the PCs of Tsomo's escape; Tsomo kills Lileone and flees. Begin chase scene.

Actions

- Investigating the City: Diplomacy to Gather Information
1d4 hours
- Find Lileone (the ranger)
10 minutes
- Find Tsomo's Home with Diplomacy to Gather Information
1d4 hours
- Investigate the poisoned reef by submersible
2 hours round trip
1 hour each way
- Find a sickened animal at the reef
30 minutes
- Ask Lileone and/or Razethka to find Tsomo's warehouse
2 hours
- Find Tsomo's Warehouse Using Diplomacy to Gather Information
1d4 hours

Other Notes

- **Bathysphere jellyfish** provide air for **8 hours**.
- If the PCs saved the Glass Pit with more than 6 hours remaining (18 or lower) **reduce Tsomo's lead by one card in the chase.**