



A UCC SPONSORED CAMPAIGN

Pirates Ahoy

"Free Enterprises" Part One

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and the Universe Construction Company**

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

The city is beginning to come back from its greatest disaster, and ships once again bring new and fresh products from other ports. New possibilities open in the city, and maybe even for a few people to take advantage of that prosperity.... For heroes of levels 1-6.

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJDM Empowerment Clause

The coordinators of the campaign empower DMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The DM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the DM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards

should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the DM can throw at them, and some level 3 parties are relatively weak for their levels. If the DM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the DM should let common sense rule the day (and the module).

World Background

Trade Dominion of Vanyr (rival/enemy of Amthydor)

Ruler: The current leader of the Anzhar is Sammon Tyrius

Government: Plutocracy (Anzhar--Ruling Merchant Council)

Capital: Ascor

Resources: Shipping, Grain, Timber, whatever trade goods can be obtained from others

Population: 2,653,100 (humans 99%)

Alignment: LE, LN, NE, N

Language: Common, Corsian, Tasmarr

Deities: Belatrix, Cyrene, Destine, Dymora, Lucor, Mordana

Description: Vanyr began as a colony of Thyrgol, in hopes of gaining increased access to new trade markets and additional natural resources. With their parent country 'out of sight, out of mind', the people of Vanyr conveniently 'forgot' their duty to their parent nation and became a power in their own right. Thyrgol, distracted by continuing conflicts with the Havens, who resisted all attempts at takeover, and driving the dwarves and elves from their lands, had little attention to spare for their wayward offspring.

Strong-willed mercenaries, clever merchants and freethinkers with marketable skills forged a new nation, free of allegiances.

Vanyr maintains a strong army, used in the early days of the country to expand its southern and eastern borders by threat and force of arms against the resident elves of the Heartwood, which once stretched all the way to the Tasman Sea, and a large navy for guarding its merchant ships and blockading competing ports. They have also occasionally tested the borders of neighboring Jathas, but that country, long accustomed to dealing with humanoid incursions from its bordering mountains, refuses to be bullied.

Vanyrians live and die by commerce, and think little of other nations who they view as less hard working than themselves, including neighboring Corothia.

Vanyr has made repeated, and repeatedly failed, invasion attempts against Amthydor in the last 230 years, and is known to still plot against the city in an ongoing effort to seize the dominant trade position on the Tasman Sea.

Vanyr's 'nobility' exists in the form of its hereditary merchant council, the Anzhar. Eighteen 'Merchant Barons' hold their seats by virtue of their business acumen, passing their titles on to their descendants. Only in the face of complete financial ruin can a member of the Anzhar lose his place.

Ascor (Metropolis, 42,870)

Adventure Background

With the worst of the undead attacks behind the city of Amthydor, there now exists the possibility for new businesses and merchant houses to be established in the city. Three factions attempt to get permission from the Lord Monarch to establish such a house. They are: The Consortium, The Waterfell Contingent and the Alliance.

The Consortium is a group of local businessmen who are trying to increase their business in Amthydor. They have a secret sponsor.

The Waterfell Contingent is composed of a few Vanyrian merchants who wish to establish trade with Amthydor, where other Vanyrians have failed.

The Alliance is composed of several otherwise bored young nobles who are trying to start a business (and maybe get their parents' attention). They also have a secret sponsor.

All three groups are vying to get permission from the Lord Monarch to be able to start such a merchant house. It is also known that only one such house will be allowed to incorporate at this time. The PCs' actions will determine which, if any, of the three gets the nod.

DM Introduction

A merchant ship belonging to House Gaines was supposed to arrive at Amthydor's port two days ago. Yesterday a survivor was found afloat in a dingy, claiming that the ship had been taken by pirates and that he was lucky to escape alive. This is not well known yet, but it is only a matter of time.

Lord Janthal Gaines sank a considerable part of his personal fortune into this venture, as well as a series of loans, which come due in a few days. Once this becomes known, Janthal will be ruined and his family will have to incur the debt, thereby hurting their standing in the city. All three factions have heard of the problem, and seek to solve it in order to gain support to become a merchant house of Amthydor. The PCs can help one of them achieve this goal.

Module Summary

The Consortium

The Consortium knows that if they tell Lord Janthal Gaines the location of the pirates or the shipment, it would gain them an ally. They will approach the PCs with a proposal to acquire this information (and possibly the stolen cargo) for them to return.

The Waterfells

The Waterfells, too, would like to provide said information and cargo. They have enough in the minus column (being Vanyrian) that anything would be a plus.

The Alliance

Since the members are minor nobles of Amthydor, they would not want this fate to befall one of their own. At least helping get them some support for their business later.

Choosing Sides

In order to play this module, the party must choose which of the three organizations to work with, or to help Lord Gaines directly. Each organization has its own flavor and its own style that may or may not interact well with the players. Some details follow:

The Consortium: They are strict businessmen. Players who have rogues and mercenaries would be well disposed towards this group. Nobles would probably be bored with working for the Consortium, as would clerics and paladins.

The Waterfells: Most nobles and city patriots would not like to work with the Waterfells, especially with all the bad blood between their nation (Vanyr) and the city. While most anyone could work with the group, noble types should be very reluctant to work for the Waterfells.

The Alliance: Some nobles would be drawn to this group, as would be Diamond Legionnaires and Noble Guard, as well as those looking for favors from noble houses. Known rogues would stick out like a sore thumb to them and would probably be wary of the Alliance.

Encounter One

The PCs will come in contact with the three organizations trying to form a merchant company. They will be offered pay in exchange for running a little job for them. The PCs may try to play all of them, but regardless must make a decision to aid only one of them in the end (or none; House Gaines is a potential fourth employer).

Encounter Two

The PCs can do some information gathering from either local places or the Harbormaster's office.

Encounter Three

The PCs can opt to go see Lord Janthal Gaines and gain some information from him.

Encounter Four

After gathering enough clues, the PCs should go after Lucky Andy and encounter the crew of the Feathered Brow. Combat or Diplomacy will determine if they go see the ship's captain or capture Lucky Andy.

Encounter Five

If they were diplomatic in some way, they meet Captain Brandagan, who ends up assisting the PCs in capturing Lucky Andy.

Encounter Six

The PCs end up cornering Lucky Andy and question him. The PCs also have the opportunity to recover a stolen item he was smuggling.

Encounter Seven

On the trail of the pirates, the PCs encounter Merrow who are hunting for food. They may take a PC away as food if the combat goes poorly.

Encounter Eight

The PCs encounter the pirates. Depending on how the PCs approach, the pirates may either be surprised or waiting in ambush.

Encounter Nine

The PCs must decide if they will return the cargo to the organization they were working for or directly to Lord Janthal Gaines.

Conclusion A

If the PCs delivered the cargo to the organization they were working for, use this conclusion.

Conclusion B

If the PCs deliver the cargo to Lord Gaines, use this conclusion.

Conclusion C

If the PCs turn down all three commissions and never learn about Lucky Andy, use this conclusion.

Conclusion D

If the pirates defeat them, use this conclusion.

Conclusion E

If any are eaten by the merrow, use this conclusion for them.

Player Introduction

The PCs will meet each of the three factions in this section. They may choose to accept offers of employment from one, all, or none of them, or go directly to Lord Janthal Gaines instead. If they do this, they can still only collect rewards from one of the factions. If the PCs don't take one offer, the GM can use another hook to get them into the adventure. If they choose not to accept any, or if they never learn to look for Lucky Andy, the module is over.

Encounter One The Pay's the Thing!

It's been one of those days where there has been nothing to do. No jobs present themselves nor do any diversions.

That is, until noontime, when you smell that wonderful aroma coming from the Jade Palace restaurant. The sign that says

'Adventurer's Lunch Special' does sound intriguing.

You are seated with other adventurers and are brought out hot towels for hand-washing, followed by a spicy broth.

This would be a good time to allow the players to introduce their PCs and roleplay for about 5 minutes.

Not long after, a well-dressed gentleman comes from behind a curtain. His well-tailored suit indicates that he is not a poor man nor does he walk with the gait of a noble.

"Ahhh! I knew that sign would attract adventurers. You are adventurers, aren't you?"

Assuming the PCs say no:

"Oh. I was hoping for adventurers. Perhaps you will do."

Regardless of what they say, he will sit down with them.

"I have a proposition for you." He wipes his brow with a monogrammed handkerchief depicting the letter 'M' before he continues."

"I represent some concerned businessmen who are interested in bettering the city. We have received some information, that, if confirmed, would be a feather in our cap, and lucrative to you. Interested?"

The monogram is generic calligraphy and cannot be identified as belonging to any particular noble house, nation, or other interest. If asked, he will mention that the shop where he bought it was having a sale on "M" monogrammed handkerchiefs that day. Yes, the author has a strange sense of humor. Move along, nothing else to see here....

If they express interest (in the job, not the handkerchief), read the following:

"Before I give you details on the job, I must ask you to swear not to reveal any of the information I will impart to you. Are you willing to do this?"

If the PCs say no, he will excuse himself and wait for other adventurers. If they ask questions the ones he is willing to answer are below. Answers he is unwilling to answer without the PCs making the oath are marked with an *.

- Who are you? *"My name is Thaddeus A Glethorn. I'm a spice merchant by trade."*
- Why should we help you? *"We will be more financially generous than those who lost the cargo."*
- *What was lost? *"A shipment of silks and other finery for sale in Amthydor's markets. I must say it has been awhile since such a shipment has come to the city."*
- *What do you want us to do? *"It seems simple enough. Discover information of where the shipment went, or the pirates. And there will be a bonus if you can tell us where to recover it."*

If the PCs accept the job:

"Very good. Let me tell you what I know. There is a shipment of garments and fine silks that is currently two days late. Lord Janthal Gaines, the buyer of the cargo, is in trouble since, without his house's permission, he took out several loans. If he does not receive the shipment in another three days, he will default on his loans. This will bankrupt him and the balance will have to be paid by his family. Certainly a bad mark for that house."

He sips his tea and waits for the first entree to be served.

"So as you can see, if we were to present him with information we would have an ally in the establishment of our new enterprise. In exchange for this job, we are willing to pay each of you 50 gp for finding out the needed information and a 100 gp bonus if you return the cargo."

The Consortium is willing to pay up to a total of 200 gp as long as it leads them to recovering the cargo. In the end, they are willing to pay 50 gp and a share in their future merchant house in lieu of the difference in payment.

- *Do you have any leads or information?
"Only one. A supposed survivor from the ship was fished out of the sea yesterday. He didn't say much but he is a little hard to find. He goes by the name of Lucky Andy."
- *What happened to the ship?
"From what we have been able to find out, it was taken by pirates and possibly sunk."
- *Where can we find Lucky Andy?
"We aren't sure. He seemed to be lucky enough not to be held by authorities. We do think he is preparing to ship out on some vessel."
- What if we can recover the cargo?
"It would be beneficial to both of us if we return the cargo."
- *How do we contact you?
"You can leave a message here and we will come to you."
- *How do we know you will return the cargo?
"If you are concerned, you may come with us as the bearers of the cargo."

Once the questions are done with, Thaddeus will wipe his mouth, get up, drop a few gp (which the server quickly snatches up) excuse himself and depart.

If the PCs refuse, you can use one of the other adventure hooks. If the PCs don't accept any mission, the module is over. Go to conclusion C.

Thaddeus A Glethorn: Human Merchant 5; Medium Humanoid; HD 3d4+3; hp 18; Init +1; Spd 30 feet; AC 11, touch 11, flat-footed 10; Base Atk +1; Grap +1; Atk +1 melee (1d4, dagger); SA -; SQ -; AL CN; SV Fort +2, Ref +2, Will -1; Str 10, Dex 12, Con 12, Int 12, Wis 6, Cha 8.

Skills and Feats: Profession (merchant) +8, Diplomacy +4, Bluff +3, Gather information +4, Sense motive +2, Spot +2; Negotiator, Simple Weapons Proficiency.

Next Stop: The Waterfell Contingent!

After the PCs leave the Jade Palace, read the following.

After you have walked a few blocks, a rather ruddy looking man in a brown, well-tailored surcoat approaches you. His wild red hair and odd accent mark him to be from other shores than Amthydor.

“You are heroes, eh? Adventurers?” He pauses expectantly.

If the PCs say no:

“Well, maybe you interested in business proposition, no?”

If the PCs say yes:

“Ahh then, you all might be what looking for, no? Please follow me to ship. We talk private there.” He indicates a moored ship nearby.

PCs who roll Knowledge (local) DC 15 or Knowledge (geography) DC 10 will recognize the flag the ship flies as Vanyr. A Knowledge (local) DC 20 or Knowledge (nobility) DC 15 will also remember that they are not well received in Amthydor. Any noble or Diamond Legionnaire will be very wary of dealing with or boarding a Vanyrian ship.

Members of House Mour or Noble guardsman of House Mour would be of particular interest of Vanyrian ships to see if they can gauge cargo and/or ship size. House Mour has a personal reason to compete with the Waterfells and report of any info gathered to House Mour would be a feather in their cap. The GM should relate this information to the player of such a PC in private.

He leads you up a gangplank past a brutish looking guard who notices you but does not acknowledge your presence. He leads you to the forecastle to a door. He knocks on the door, two raps and then one before proceeding in.

Spot check (DC 10) will notice there are no seamen on deck besides the guard at the gangplank. If the PCs balk at following Orjan onto the ship or inside of it, he will not push for anyone, taking only those who follow him. If all

the PCs refuse, he may well just dismiss them and look for others.

You may use any of the other two hooks in the module. If the PCs balk at all 3, the module is over for them.

As your eyes get adjusted to the semi darkness, the man who led you lights a lantern. You find yourselves in a comfortably appointed if small room with two other men dressed similar to the one you followed. They smile at you and bid you to take seats around the table in the center of the room.

The taller of the men addresses you first. He would be considered handsome in a rugged way. His red hair is well combed and he wears brown leathers with an insignia upon it. Part of it matches the flag on the mast; the rest of it is a hawk flying over that flag. He wears a rapier at his side, and from his movement, it is easy to tell he is well versed in using it.

“These are the adventurers, Orlian? Very good. I am Vance Waterfell, of House Waterfell of Vanyr. To my right is Jansen Terian who is my aide, and you met my manservant Orlain already,” he says, indicating the man you followed.

“I know you have many questions, but first hear me out. As you may or may not know, Vanyrians are not exactly welcome in the ports of your city. Some unscrupulous countrymen have had very damaging mis-deeds while here, causing many great diplomatic problems. But while we are of the same country, we are not all of alike mind. We have come here to peddle some wares in your marketplace, where we are allowed. But at the same time, we are trying to establish a merchant house of Waterfell here in your city.

Unfortunately, bad blood between your city-state and my people makes it a very tenacious thing. Recently though, some news has come to us that would be of help to our cause if it can be shown in the proper light. But to be able to use this information, we need the help of local adventurers to help sift out and prove that information before we present it to the city.

“What I am offering is a business proposition. It is one of secrecy, but I assure you, you will be paid handsomely for it. For

right now, before I explain it to you, I would have you swear not to reveal any of the information I will impart to you, by whatever you believe in. Are you willing to do this?"

The PCs might have a few questions before they so do swear. The following is answers to questions he is willing to answer before swearing:

- How much are you paying? ***That we can discuss later, but right now my family would be willing to pay you 100 gp each or perhaps other arrangements can be mad. I'm not sure what, but once this is done, I am sure I can offer you something of value.***
- Is any of what you will have us do of danger to the city? (Sense Motive 20) ***"This will help members of your city. All we want is the credit of getting this problem handled for the parties involved and thus make things more favorable to my family."***
- So is any of this illegal? ***"I would not condone any illegal activities in the name of my family."***

Any other information he will not state until the PCs so do swear. He will Sense motive on each one (DC 25) to determine that they hold what they swear to and that no one is trying to hide anything from them.

If the PCs do not swear, he will thank them for their time and send them on their way. You may use the other two hooks in the module. If they balk at those as well, the module is over for them. Go to Conclusion C

Once the PCs have sworn, continue.

As you finish your oaths, the third man stands to look you over. He is an older man than Vance Waterfell, about 20 years his senior. He sports a large and thick mustache and his head is shaved almost to a shine. He wears leathers similar to Vance's and wears a bastard sword

at his side. His keen eyes betray him to be a man of martial prowess with his weapon.

"Well sworn," he says in his halting voice. "Now as to the task we ask of you. First I will tell you a tale of recent events.

"There is a shipment of garments and fine silks that is currently two days late. Lord Janthal Gaines is in trouble since, without his house's permission, he took out several loans, which, if he does not receive the shipment in another three days, he will default. These loans will bankrupt him and the balance paid by his family. Certainly a bad mark for that house."

"If we were to present him with information about his missing shipment, we would have an ally in establishment of our new enterprise. Even more so if we could bring him his missing shipment and proof of foul doing."

Vance continues, "My family is willing to pay 100 gp each for information leading to the find of this shipment. And twice as much for the recovery of the shipment. Of course, the Lord is keeping it quiet since it would be of great embarrassment to his family if it were lost to him. So, do you accept?"

Whether the PCs accept or not, they will have questions. The following are potential questions and answers.

- Why should we help you? ***We are a better financial position to be generous than the Lord who lost it.***
- 2.A Lost shipment? Do you have any details on it? ****What do you want us to do? It seems simple enough. Discover information of where the shipment went. Or the pirates. And bonus if you can tell us where to recover it.***
- Survivor? ***Yes, a sailor by the name of Lucky Andy. He was fished out of the water the day before yesterday. He didn't say much when he was rescued, and he is also a little hard to find.***

- Any idea where we can find him? *We aren't sure. He seems lucky enough to be able to avoid authorities. We think he might be getting ready to set sail on some vessel or other.*
- How do we contact you? *You can come here and leave a message, or at the marketplace where there is a booth is set up.*
- How do we know you will return the cargo? *If you want to make sure, you are free to accompany us in the delivery.*

Vance Waterfell: Human Fighter 10; Medium Humanoid; HD 10d10+3; hp 75; Init +3; Spd 30 feet; AC 21 (+7 Mithril Chain Shirt +1 Buckler, touch 13, flat-footed 17); Base Atk +10, +5; Grap +10; Atk +12/7 melee (1d10+4, bastard sword); SA na; SQ na; AL CG; SV Fort +8, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 8, Cha 13.

Skills and Feats: Profession (merchant) +8, Diplomacy +4, bluff +3, Gather information +4, Sense motive +2, spot +2, Power Attack, Cleave, Great Cleave, Exotic WP: Bastard sword, Weapon Specialization, Weapon Focus, Leadership, Dodge, Mobility, Sunder, Expertise.

Possessions: +2 Bastard Sword, +3 Mithril Chain Shirt, Buckler, 50 gp

Jansen Terian: Human Expert 5, Sorcerer 1; Medium Humanoid; HD 6; hp 26; Init +1; Spd 30 feet; AC 16 (Ring of Prot +2, Bracers of Armor +3, touch 13, flat-footed 15); Base Atk +3; Grap +3; Atk +1 melee (1d4+1, dagger); SA -; SQ spells; AL CG; SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 14, Wis 6, Cha 16.

Skills and Feats: concentration +4, Knowledge Geography +8, Knowledge Nobility +8, Knowledge Arcana +8, Knowledge History +8, Profession (Merchant) +8, Diplomacy +4, bluff +3, Gather information +4, Sense motive +2, spell craft +4, spot +2, Scry +4.

Spells Cast/ Known: 0-5, 1st-3/ Read Magic, Detect Magic, Ray of Frost, Disrupt Undead, Armor, Expeditious retreat

Possessions +1 dagger, Axiomatic, +2 ring of Protection, Ray of Frost, Robe of Blending, 25 gp

Orilan: Human Rogue 5; Medium Humanoid; HD 4+1; hp 19; Init +2; Spd 30 feet; (AC 16, +2 leather armor, +1 Ring of Protection, +1 Amulet Natural armor; touch 14, flat-footed 14); Base Atk +3; Grap +3; Atk +3 melee (1d4+1, dagger) +5 range (1d4+1 hand cross bow); SA sneak attack 2d6; SQ na; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Diplomacy +4, bluff +3, Gather information +4, hide +4, Intimidate +4, Sense motive +2, spot +2, Use Magic Device +4, Dodge, Mobility.

Possessions: +1 Ring of Protection, +1 Amulet of Natural Armor, +1 Dagger, 6 bolts of sleep 20 gp

Third Stop: The Alliance

Your path has led you past a small city park. As you ply your way down the avenue, a group of well-dressed nobles seem intent on heading in your direction. As they approach, the one in the lead speaks. "Excuse me; you wouldn't happen to be adventurers, would you?"

If the PCs say no:

"Oh, I was hoping that you were. We could use some assistance in a project. Maybe you would be interested?"

Once the PCs say yes, continue.

"We...should not talk here. I have a small townhouse not far, if you would accompany us. My name is Tigron Bailey. These are my associates, Jaxson Eisner and Rao Pelligari."

Knowledge local (DC10) or knowledge Nobility (DC simple) would recognize those names as being Noble House names. Any Noble or Noble guardsmen of these houses would recognize the member of their House, and will be treated by the Noble in a familiar manner.

The three nobles chat in a friendly manner as they enter a townhouse with you in tow. The townhouse is simply decorated in a slightly out-of-date style, as far as noble's go. They lead you into a foyer and a maid enters as the Lords ask you to be seated. "Please, is there anything you would like? Mead, perhaps some Ale? I hear adventurers like Ale." He awaits any of your requests while he looks over each of you.

Tigron Bailey is a very young noble. He is wearing a very fine vest and pants in the colonial style, yet wears no weapon. He has a shock of red hair similar to his family line. His eyes are wide, as if in some jest of some kind.

Jaxson Eisner is a quiet man. His dark, keen eyes hide a mystery of who he is. He wears somber colors as if he was in mourning. It does not hide his short sword or his long sword at his sides.

Rao Pelligari is a larger and more boisterous than his two compatriots. He is wearing fine yet durable clothing and wears a holy symbol of Sorena. His golden hair matches his sunny disposition.

After the maid takes your requests, if any, Tigron will continue. "Well, this was a stroke of luck to find you all so quickly. After all we just found out about it recently."

Jaxson sternly interrupt. "You are being too loose with your tongue again, Tigron. We were told to speak in the strictness of confidence."

"You are quite right Jaxson," Tigron agrees. "Our highly placed benefactor would hate to have us just sprout things out of our mouths!" Jaxson smacks his face and growls at Tigron's remark.

"What my companions are failing to say," says Rao Pelligari, beamingly, "is that what we are about to tell you is very secret and perhaps very important to a family in the city. So we would have you swear, on your word and by whatever deity you follow, to keep secret what we are about to reveal to you." At that, they all look at you impatiently.

The PCs might ask questions before they do swear. Some possible questions and answers follow.

- Is there anything illegal about this? *"No not at all. We would never ask anyone to do anything illegal or immoral for that matter."*
- Who is your benefactor? *"We are sworn not to say on penalty of death. More than that is very hush, hush."*
- You are doing this for your families? *"No actually. We are using this to help us in our endeavor."*
- Endeavor? *"Yes, we are trying to start our own merchant house! The Lord Monarch allows only so many permits to have a merchant house. And to do this, we would look so much better in our family's eyes. They think us so valueless, but if we do this, we would look so much prosperous."*
- So this is not altruistic? *"For neither of us. Though we don't have the backings of our families, we can pay you for what we are asking to be done. Say, about 100 gp? Each? Though some other remuneration is available to us to pay you."*

Most other questions they won't answer until the PCs have sworn to secrecy. They will take them on their word when they do so. If the PCs refuse to swear, the nobles will thank them for their time and ask them to leave. You may use any of the other two hooks in the module. If the PCs don't take any of them the module is over for them. Go to Conclusion C.

Once the PCs have sworn, continue.

"It really is a bother, but one that could help us," says Rao. "You see, there is a shipment of garments and fine silks that is currently two days late. Lord Janthal Gaines, poor sod, is in trouble since, without his house's permission, he took out several loans. He probably should have gone with us, but he was always so

reckless with money. If he does not receive the shipment in another three days, he will default. These loans will bankrupt him and the balance paid by his family. Certainly a bad mark for that house."

"Now, as you can see, if we were to present him with information, this will assist him in his venture and help his family into more of a fortune, showing us as true, entrepreneurs. We would have new allies in establishment of our new enterprise."

"Or so our benefactor says," smiles Tigron. "Now, we are willing to pay for information leading to what happened to the shipment, 50 gp each. Twice more if the cargo is recovered. Though we would be willing in giving you a share in our enterprise instead, if you were able to recover the cargo. So are you interested?"

The PCs will have questions whether they accept or not. Some possible questions and answers are:

- Do you have any details on the lost shipment? *"From what we have been able to find out, the ship was taken and sunk by pirates. But there WAS one survivor of the attack."*
- Survivor? *"Yes, a sailor by the name of Lucky Andy. He was fished out of the water the day before yesterday. He didn't say much when he was rescued, and he is also a little hard to find."*
- Any idea where we can find him? *"We aren't sure. He seems lucky enough to be able to avoid authorities. We think he might be getting ready to set sail on some vessel or other."*
- How do we contact you? *"You can come here and leave a message. Someone is always home."*

"Now just remember," Tigron says conspiratorially, "this is to be kept secret mostly. So no telling...our parents." He smiles while Jaxson growls.

If the PCs do not agree to the offer, the nobles will ask them to leave. You may use the other two hooks in the module. If the PCs turn those down, and don't pay Lord Gaines a visit, the module is over

Note: The PCs cannot complete more than one mission. Once they turn down an offer they cannot return to it. They cannot play all three against each other. Once they report in to one of the players, word quickly spreads to the rest, nullifying any chance of collecting multiple rewards. Of course, THEY don't need to know that! 😊

If the PCs did not accept any mission, go to Conclusion, C

If the PCs want to just gather information go to encounter 2a.

If the PCs want to go to the Harbormaster or the harbor go to Encounter 2b.

If the PCs want to search out Lord Janthal Gaines, go to Encounter 3.

Tigron Bailey: Aristocrat 6; Medium Humanoid; HD 6; hp34; Init +2; Spd 30 feet; AC 11 (touch 11, flat-footed 10); Base Atk +4; Grap +4; Atk +6 melee (1d6, dagger); SA na; SQ na; AL CG; SV Fort +4, Ref +4, Will +4; Str 10, Dex 14, Con 14, Int 14, Wis 8, Cha 16.

Skills and Feats: Bluff +8, Diplomacy +10, Knowledge (nobility) +6, Knowledge Local +4, Sense Motive +4, Spot +4; Leadership, Negotiator, Weapon Finesse: Rapier,

Amulet of Health +2, 20 gp

Jaxson Eisner: Aristocrat 2, Roie 2; Medium Humanoid; HD 4; hp18; Init +1; Spd 30 feet; AC 16 (Ring of Prot +2, Bracers of Armor +3, touch 13, flat-footed 15); Base Atk +3; Grap +3; Atk +1 melee (1d4+1, dagger); SA -; SQ spells; AL LN; SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 14, Wis 6, Cha 16.

Skills and Feats: Bluff +2, Diplomacy +3, Disguise +2, Forgery +2, Intimidate +2, Knowledge, Sense Motive, Spot, Deceitful, Persuasive, Dodge

Amulet Proof Against Detection and Location, rapier, 25 gp

Rao Pelligari: Aristocrat 5; Medium Humanoid; HD 5; hp24; Init +4; Spd 30 feet; AC 15 (Chain Shirt; touch 11, flat-footed 14); Base Atk +3; Grap +3; Atk +6 melee (1d8+2, long sword); SA na; SQ na; AL CG; SV Fort +2, Ref +2, Will +4; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +4, Diplomacy +4, Knowledge Nobility +6, Knowledge (history) +4, Sense Motive +2, Spot +4; Improved Initiative, Weapon Focus Long sword, Power Attack

+1 Long sword, Chain Shirt 25 gp

Encounter 2 Information at a Price

2A –General Information Gathering

The PCs may try to gather information from different sources. The following are methods that they can find some useful information

Gather Information-

They may go information hunting in bars, street people, local dives and the like as well as record halls and just word of mouth. They may spend up to 10 gp on information. This will add +5 to their DC roll. This is an unassisted roll and PCs cannot take 20.

DC 10: Some Lord is about to lose his shirt on a business deal. Means nothing to us, but who knows who can put that to use?

DC 20: A shipment was lost at sea. It ain't been made public. Hear there was one survivor, but I think he wants to get out of the city quick.

DC 25: Yeah, I heard Lucky Andy did it again. I think he is leaving port on the Feathered Brow today.

DC 35: I wonder what Lucky Andy is smuggling this time?

2B Harbormaster

The PCs may wish to talk to the Harbormaster

Striding down to the Harbormaster's Office, you can see two dutiful guards standing at the entrance to his offices. They seem not interested in those who do not have business with the Harbormaster.

These guards are not bribable. If the PCs can come up with a good reason to have a meeting with the Harbormaster, the guards will take a note inside. In most cases, they will be allowed to meet with the harbormaster's subordinate. If any nobles or noble guards of House Seabury are in the group, they will have no trouble meeting with the subordinate.

If the PCs cannot get an audience with the Harbormaster's subordinate, they may be able to talk to the Sailors on the docks.

The Subordinate-

After some time, you are ushered into the Office of Undersecretary Jaffe Lang. He is an elderly stout man how probably had his time in the service of the sea. "So what in Cyrene's name has you in such of need of the Harbormaster's time?"

Jaffe will be brisk with the PCs, feeling he has more important duties. He will show more respect to nobles but not forthcoming with info. If he is asked about Lucky Andy, he has never heard of him. If the PCs ask about any ships due to leave, he will mention that the Feathered Brow is due out to Jadenpur this afternoon.

He knows about the missing ship of Lord Janthal Gaines, but will deny any knowledge of it or of any knowledge of pirates.

Only magical means (i.e. *detect thoughts*) can reveal this information.

The Docks – wandering the docks and talking to the sailors, the PCs should be able to find out that there is only one ship leaving today, the Feathered Brow bound for Jaden spur and that is tied up to the far end of the docks.

A Diplomacy (DC 25), Gather Information (DC 25) or Profession/Sailor (DC 20) check will also reveal the Lucky Andy is indeed leaving on the Feathered Brow.

Georn Keghorn: Half-Elf Commoner 1; Medium Humanoid; HD 1/2; hp 3; Init +0; Spd 30 feet; AC 10, touch 10, flat-footed 10; Base Atk +0; Grap +0; Atk +0 melee (1d4, dagger); SA na; SQ na; AL N; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 0, Cha 0.

Skills and Feats: Profession (bureaucrat) +4.

Encounter 3 Your Lordship!

If the PCs seek out Lord Janthal Gaines, a simple Gather Information check (DC 15) will point out his whereabouts in the port district.

The warehouse you stand in front of is not a new one, and it looks like it hasn't shown much recent use, except for the sign over the door 'Janthal Importers.' The door is closed.

If the PCs knock on the door, in short time it will open.

A rather tall, burly man wearing House Gaines colors answers the door. "Good day. Do you have business with the Importer?"

The PCs may come up with anything they would like to say to gain entrance. Since Lord Janthal Gaines is worried and not too busy, the guard will find out if he is interested in meeting with these people. Once done, the guard will guide them into the empty warehouse to where Lord Gaines is waiting.

You are guided through the empty warehouse to the back, where the office is. You are led into a sparse room, which holds a desk, a cabinet, two benches and a distraught man who could only be Lord Janthal Gaines. He is a rather gaunt individual, with a full head of black hair, though worry lines have creased his brow and some signs of gray are starting to show. "What can I do for you ...adventurers?"

If they say they are working to find out about the missing shipment: *"How do you know about that? Well, I guess it won't be a secret for long." He sighs. "I don't know why you'd be interested in searching for it."*

If the PCs mention whom they are working for: *"Well, that is interesting. I don't know why they have an interest in it, but if they can find it, I'll be more than happy to show them a favor or two."*

If the PCs do not mention who they are working for: *"Well, it is good to see there are still people willing to do a good turn in this city. And one good turn deserves another. If you are able to bring me information about my shipment, I am sure my family will see you in a very favorable light."*

If the PCs try to get him to pay up some money: *"Well, that is rather insulting. If you know anything, I am not a very rich man, and if this shipment isn't recovered I'll be broke. I think you should leave."* The PCs' audience with Lord Gaines is at a close and he will not listen to anything else they have to say and will have his guard escort the PCs out

Questions the PCs might have:

- Is there anyone who would like to see you ruined? *"Anyone might. Business is a dog-eat-dog world. Though I can't think of anyone particular."*
- Who would benefit from this stolen shipment? *"Why, I guess the loan owners that hold title on my ship. They are several nobles and businessmen who put up the money for the venture."*

- Would you suspect any of them? *“Heavens no. Why if anything like that happened, they would lose all their standing in the city.”*
- Can you tell us where any of these people are? *“Well, again they are nobles and associates. I wouldn’t want to bring them into this; their trust is impeccable (Lord Gaines will not reveal who his benefactors are).”*
- Can you tell us anything about the shipment? *“I sent the only ship at my disposal, the Sailor’s Pride, to pick up and deliver the cargo. The Captain, Franz Jack, was one of the best. He will be sorely missed.”*

Lord Gaines has no other pertinent information. As he said, he is sure his family will see the PCs in their favor if the shipment is recovered. If the PCs manage to recover it and bring it, they will gain the favor of House Gaines. If they do not come to see Lord Gaines, or if they return the shipment via the organization they work for, they will not receive the favor.

Janthal Gaines: Human Aristocrat 6; Medium Humanoid; HD 6; hp 28; Init +1; Spd 30 feet; AC 16 (Ring of Protection +1, Masterwork Chain Shirt, touch 12, flat-footed 15); Base Atk +4; Grap +4; Atks+5 melee (1d4, short sword); SA -; SQ -; AL CN; SV Fort +3, Ref +3, Will +4; Str 10, Dex 13, Con 12, Int 12, Wis 8, Cha 14.

Skills and Feats: Appraise +4, Bluff +6, Diplomacy +12, Gather Information +4, Knowledge Nobility +8, Knowledge Local +4, Knowledge History +6, Perform +4 (flute), Profession: Merchant +4, Sense Motive+6, Spot +4; Dodge, Mobility, Negotiator

Possessions: Ring of Protection +1, Masterwork Chain Shirt, Masterwork Short Sword

Encounter 4 Out to Sea

Ahead of you, you can see the ship moored at the last pier on the docks It sports the name ‘Feathered Brow’, but flies no flag of its own.

You can tell the ship is getting ready to leave port as the last supplies are being loaded, and sailors are starting to work the riggings.

The first mate and some of the sailors are on the watch for any strangers. They know Lucky Andy has procured an expensive piece of Jade from a Daiguo merchant, and are trying to leave port as soon as possible. In most cases any strangers will be looked upon warily. If there are PC nobles, Noble Guards or Diamond Legion, they will be dealt with harshly (-4 circumstance penalty on all Charisma-based rolls in this encounter).

As you approach the ship, several of the men stop the work they are doing and eye you. One of them, obviously the work foreman, approaches you. “Anything I can help you with, land lubbers?” he asks. “We aint got time to play nicely and we are on a tight schedule.”

If the PCs start to ask about Lucky Andy, he will deny knowing him, but the other sailors on the docks begin to get anxious (Spot check DC 15).

If the PCs insist on seeing for themselves or try to board the ship, the sailors will insist they leave or there will be trouble. If the PCs persist, the sailors will attack.

If the PCs win the battle and kill anyone, someone on the docks will summon the Legion to arrest the murderers. Go to **Conclusion D**.

If the PCs win the battle without killing anyone, they will spot Lucky Andy trying to escape (DC 10). His luck has run out (Encounter 6). Captain Bragdon will not leave his ship or send more sailors to battle the PCs if they don’t push it. He is not too interested in sailors who can’t hold their own with a bunch of landlubbers.

If the PCs lose the battle, they are left unconscious on the dock. The module ends for them, go to **Conclusion C**.

If the PCs use a convincing cover story or Diplomacy to smooth things over (DC 20 + ATL), they will get to meet Captain Brangadon (Encounter 5).

Note: the sailors will try to take down the PCs and then knock them out with their saps

ATL 1

Captain's Deck Hand: Human fighter 2; Medium Humanoid; HD 2d10+2; hp 17; Init +1; Spd 30 feet; AC 13 (leather Armor, +1 Dex, touch 11, flat-footed 12); Base Atk +2; Grap +4; Atk +4 melee (1d6+2, shortsword), ranged +3 (1d6, shortbow); SA na; SQ na; AL CN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +2, Intimidate +4, Jump +2, Profession (sailor) +4, Swim +4; Combat Reflexes, Improved Disarm, Combat Expertise

Possessions: Shortsword, short bow, eye patch, leather armor, 5 gp

Sailors (6): Human Rogue 1; Medium Humanoid; HD 1d6+1; hp 7; Init +2; Spd 30 feet; AC 14 (+2 Dex, Leather Armor, touch 12, flat-footed 12); Base Atk +0; Grap +0; Atk +0 melee (1d6, short sword) or (sap 1d6, x2), ranged +2 (light crossbow 1d8); SA Sneak attack +1d6, Evasion, Trapfinding; SQ na; AL LN; SV Fort +1, Ref +4, Will +0; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10

Skills and Feats: Balance +4, Bluff +1, Climb +2, Hide +4, Intimidate +1, Jump +2, Knowledge (local) +3, Listen +3, Move Silently +4, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +4, Tumble +6, Combat Reflexes

Possessions: Short Sword, crossbow, Leather Armor, 2 gp

ATL 3

Captain's Deck Hand: Human fighter 3; Medium Humanoid; HD 3d10+3; hp 30; Init +1; Spd 30 feet; AC 13 (leather armor, +1 Dex, touch 11, flat-footed 12); Base Atk +3; Grap +5; Atk +5 melee (1d6+2, short sword), ranged +4 (1d6, Short bow); SA na; SQ na; AL CN; SV Fort +5, Ref +1, Will +0; Str 14, Dex 13, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +3, Intimidate +5, Jump +5, Profession (sailor) +5, Swim +4; Combat Reflexes, Improved Disarm, Combat Expertise, Dodge.

Possessions: Shortsword, short bow, eye patch, leather armor, 5 gp

Sailors (6): Human Rogue 2; Medium Humanoid; HD 2d6+2; hp 14; Init +2; Spd 30 feet; AC 14 (+2 Dex, Leather Armor, touch 12, flat-footed 12); Base Atk +1; Grap +1; Atk +1 melee (1d6+1, short sword) or (sap 1d6, x2), ranged +3 (light crossbow 1d8); SA Sneak attack +1d6, Evasion, Trapfinding; SQ none; AL LN; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10

Skills and Feats: Balance +5, Bluff +1, Climb +4, Hide +5, Intimidate +1, Jump +4, Knowledge (local) +3, Listen +3, Move Silently +5, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +5, Tumble +6, Sneak Attack 1d6, Trapfinding, Combat Reflexes, Evasion

Possessions: Short Sword, crossbow, leather armor, 2 gp

ATL 5

Captain's Deck Hand: Human fighter 4; Medium Humanoid; HD 4d10+4; hp 34; Init +2; Spd 30 feet; AC 15 (studded leather armor, +2 Dex, touch 12, flat-footed 13); Base Atk +4; Grap +6; Atk +7 melee (1d6+2, shortsword), ranged +6 (1d6, Short bow); SA na; SQ na; AL CN; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +4, Intimidate +6, Jump +5, Profession (sailor) +6, Swim +5; Combat Reflexes, Improved Disarm, Combat Expertise, Dodge, Mobility, Improved Trip, Spring Attack.

Possessions: Shortsword, short bow, eye patch, studded leather armor, 5 gp

Sailors (6): Human Rogue 3; Medium Humanoid; HD 3d6+3; hp 18; Init +2; Spd 30 feet; AC 14 (+2 Dex, leather armor, touch 12, flat-footed 12); Base Atk +2; Grap +3; Atk +3 melee (1d6+2, shortsword) or (sap 1d6, x2), ranged +4 (light crossbow 1d8); SA Sneak

attack +2d6, Evasion, Trapfinding; SQ na; AL LN; SV Fort +1, Ref +4, Will +1; Str 12, Dex 14, Con 12, Int 14, Wis 10, Cha 10

Skills and Feats: Balance, Bluff +1, climb +4, Hide +5, Intimidate +1, Jump +4, Knowledge Local +3, Listen +3, Move Silently +5, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +5, Tumble +6, Combat Reflexes, Dodge.

Possessions: Short Sword, crossbow, leather armor, 2 gp

ATL 7

Captain's Deck Hand: Human fighter 6; Medium Humanoid; HD 6d10+6; hp 52; Init +2; Spd 30 feet; AC 15 (studded leather armor, +2 Dex, touch 12, flat-footed 13); Base Atk +7; Grap +9; Atk +9/+4 melee (1d6+3, shortsword), ranged +8/+3 (1d6, Short bow); SA na; SQ na; AL CN; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 12, Int 13, Wis 10, Cha 12.

Skills and Feats: Climb +6, Intimidate +8, Jump +7, Profession (sailor) +8, Swim +7; Combat Reflexes, Improved Disarm, Combat Expertise, Dodge, Mobility, Improved Trip, Spring Attack, Power Attack, Cleave.

Possessions: Shortsword, short bow, eye patch, studded leather armor, 5 gp

Sailors (6): Human Rogue 3/Fighter 2; Medium Humanoid; HD 3d6+2d10+5; hp 40; Init +3; Spd 30 feet; AC 15 (+3 Dex, leather armor, touch 12, flat-footed 12); Base Atk +5; Grap +7; Atk +7 melee (1d6+2, shortsword) or (sap 1d6, x2), ranged +8 (light crossbow 1d8); SA sneak attack 2d6; SQ Evasion, Trap sense; AL LN; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 10

Skills and Feats: Balance +5, Bluff +1, Climb +6, Hide +7, Intimidate +3, Jump +6, Knowledge (local) +3, Listen +3, Move Silently +5, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +5, Tumble +8; Sneak attack +2d6, Trap finding, Combat Reflexes, Dodge, Mobility, Combat Expertise, Improved Trip.

Possessions: Short Sword, crossbow, leather armor, 2 gp

The PCs cannot keep any of the sailors' loot since they will be arrested and the loot

confiscated. If they complain, tell them they have more important things to worry about.

Encounter 5: The Captain's Mess

After some shrewd fast talk, you are escorted to the Captain's mess. Captain Bragadon is sitting, finishing a quick meal. "I don't have much time, landlubbers. We set sail in the hour. What do ye want?"

The Captain is a shrewd businessman. He knows that there is smuggling going on his ship. He keeps his eye turned from this activity, but he isn't willing to put up with it if it's found out.

If the PCs take the tack that Lucky Andy is smuggling, Captain Bragadon will send to have Lucky Andy brought to him immediately.

If the PCs tell the captain they just want to question Lucky Andy about the lost ship, he will send to have Lucky Andy to come up. A few minutes later, he will wonder what happened to Lucky Andy, and will go in search of him himself.

Radamus Bragadon: Human Fighter; Medium Humanoid; HD 6d10+3; hp 50; Init +1; Spd 30 feet; AC 16 (+1 Dex, +2 Ring of Protection, leather armor of Spider Climbing +1, touch 11, flat-footed 10); Base Atk +6; Grap +6; Atk +6, melee +8, +3 (+8) (1d8+5 cutlass of speed); SA na; SQ na; AL CN; SV Fort +7, Ref +4, Will +2; Str 14, Dex 12, Con 12, Int 13, Wis 12, Cha 12.

Skills and Feats: Profession (sailor) +8, Climb +9, Bluff +3, Gather Information +4, Jump +4, Sense Motive +2, Spot +4, Balance +7; Weapon Focus: cutlass. Weapon Specialization, Power Attack, Expertise, Combat Reflexes, Dodge, Mobility.

Possessions: +2 Cutlass of Speed, Armor of Spider Climbing +2, Boots of Balancing, dagger, 50 gp.

Encounter 6: Lucky Andy

Either of the ways that the PCs come to this encounter will determine how they will find Lucky Andy.

Having been 'found out' he is trying to make an escape down one of the riggings of the ship to shore.

If the PCs had met with Captain Bragadon, he and four crewmen will accompany them.

After looking around, you spot a rope leading from the ship down to the shore, jerking every few seconds. Looking over the side, you see a thin, lanky man dressed in sailor togs and a fez climbing down the rope to shore.

If the Captain is with the PCs:

"Blast him to Mordana that's Lucky Andy hisself!"

Again, Lucky Andy's luck holds out, but only so long. He is $\frac{3}{4}$ of the way to the shore at this point. The PCs may try to follow him down the rope. The DC for this climb is 15. Four Climb checks need to be made to follow after Lucky Andy. If the PC has ranks in Balance or Profession Sailor, the DC is 10.

The PCs might also opt to run after him down the gangplank. In either case, Lucky Andy won't get far. If the PCs don't capture him, the sailors will. If the Captain isn't with the PCs, the Diamond Legion will show up.

"I didn't do anything wrong! Let me go," shouts Lucky Andy as you have him caught.

There are several questions and answers Lucky Andy can give.

- Do you know what happened to the Valiant? ***"The ship was attacked by Pirates! Everyone was put to the sword, the cargo taken and the ship was sunk!"***

- How did you survive? ***"I was being punished at the time by wiping barnacles off the port side of the ship. They attacked by the stern side. I managed to hide in the dingy I was in and amongst the debris when they sunk the ship."***

- Why were you running? ***"I thought you might be pirates coming to silence my tongue (lie)."***

With an Intimidate check (DC12) he will tell the truth.

"I thought you were coming to arrest me for smuggling."

- What were you smuggling? ***"I managed to acquire a fine piece of jade that I'm sure would pay a fine price for. But you could return it to its rightful owner, right?" (big smile)*** The owner of the jade item (a large, perfectly shaped, smoky jade egg) is also the owner of the Jade Palace, who is quite happy to have it returned to him. He will reward the PCs with a jade pendant each (cheap souvenirs he sells to the locals).

- Do you know who attacked the ship? ***"It was pirates! But, I think I remember hearing something ... but i'm not sure...."***

Promises of being let go or not being arrested will loosen his memory, as will an Intimidate check DC 15.

"Well, I remember being in an inn after I got back and overheard some guys talking about being 'in the Shoals' for a few days. The Shoals is a reef-enclosed series of caves that is used as a smuggler's hideout. It is about a mile south from the city." (Andy can provide directions for the PCs.)

- Do you know where the cargo is? ***"They haven't had the cargo long unless they***

had a set buyer. So they probably still have it.”

- Did you have anything to do with the ship being lost? *“Of course not. I told you, I was wiping barnacles off the side of the ship when they attacked.”* (This is quite true.)
- Do you know Lord Janthal Gaines? *“He is the guy who financed the voyage. I bet he is going to lose a lot on this trip, eh?”*

The PCs can recover the jade piece from Lucky Andy and let him go or take him to prison. There is a Diamond Legion outpost right outside the docks. After that, they can ride out to the Shoals.

The PCs can also report to their sponsor and give them the information to deal with the problem themselves. Go to **Conclusion C**.

Lucky Andy: Human Rogue 6; Medium Human; HD 6; hp 21; Init +3; Spd 30 feet; AC 16, (+3 Dex, Leather Armor, +1 The Mark of Luck, touch 14, flat-footed 14); Base Atk +1; Grap +1; Atk +1 melee (1d4, dagger); SA -; SQ -; AL CN; SV Fort +2, Ref +2, Will -1; Str 10, Dex 16, Con 10, Int 12, Wis 6, Cha 8.

Skills and Feats: Profession (smuggler), Diplomacy +4, bluff +7, Gather information +4, Sense motive +4, spot +6, Pick Pocket+4, Disable Device +4, Escape Artist +6, Appraise +6; Negotiator, sneak Attack +3d6, Trap finding, Trap Sense +2, Uncanny Dodge, Dodge, Mobility, Run, Deceitful.

Possessions: leather armor, dagger, jade artifact.

* **The Mark of Luck:** When he was young he was cursed with ‘An Interesting Life’. So he has incredible luck. This gives him a +1 on all number effecting game mechanics. As well, he will always fall on the lucky side, but just barely; he is always one step away from disaster.

Encounter 7: Food Around the Corner

Armed with directions, you head out along the beach towards the shoals. The tide is out and occasional rocky outcroppings come into view here and there.

When the tide went out, a few merrow (sea ogres) stayed behind in hopes of catching some ‘food’ that might come by. The Heroes need to make a DC 20 spot to see either the merrows spying them or the tips of the merrows’ longspears.

ATL 1: One Young Merrow

ATL 3: Two Young Merrow

Young Merrow, Large Giant (Aquatic): HD 3d8 (21 hp); Init -1; Spd 30 ft (40 ft underwater); AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor) (flat-footed 15, touch 10); Base Atk/Grp +3/+6; Atk +4 melee (long spears 1d8+4) or +1 ranged (javelin 1d8+2); Space/reach 10 ft./5 ft.; SA *na*; SQ Darkvision 60 ft., low light vision, breathe underwater; AL CE; SV Fort +6, Ref +0, Will +1; Str 16, Dex 8, Con 10, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2, Swim +14; Toughness

Possessions: long spear, javelin, bag of seashells

ATL 5

4 Merrow, Large Giant (Aquatic): HD 4d8+11 (36 hp); Init -1; Spd 30 ft (40 ft underwater); AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor) (flat-footed 15, touch 10); Base Atk/Grp +3/+13; Atk +9 melee (long spears 1d8+9) or +1 ranged (javelin 1d8+6); Space, /reach 10ft/5ft; SA *na*; SQ Darkvision 60 ft, low light vision, breathe underwater; AL CE; SV Fort +6, Ref +0, Will +1; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: *Climb +5, Listen +2, Spot +2, Swim +14;* Toughness, Weapon Focus (long spear)

Possessions: long spear, javelin, bag of seashells

ATL 7

6 Merrow, Large Giant (Aquatic): HD 4d8+19 (44 hp); Init -1; Spd 30 ft (40 ft underwater); AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor)

(flat-footed 15, touch 10); Base Atk/Grp +3/+14; Atk +10 melee (long spears 1d8+10) or +1 ranged (javelin 1d8+7); Space, /reach 10ft/5ft; SA *na*; SQ Darkvision 60 ft, low light vision, breathe underwater; AL CE; SV Fort +7, Ref +0, Will +1; Str 23, Dex 8, Con 17, Int 6, Wis 10, Cha 7.

Skills and Feats: *Climb* +7, *Listen* +2, *spot* +2, *Swim* +14; Toughness, Weapon Focus (long spear)

Possessions: long spear, javelin, bag of seashells

Tactics: The merrow will throw their javelins in the 1st or surprise rounds. In their second round, one will throw a net while the others ready their tridents for a charge. In the third round, if the PCs have not closed in, they will throw another net and charge the party. The merrow are interested in food and not much else. They'll be happy to run with one PC or a horse if they can get to the water. Aside from their weapons and a few seashells; they carry nothing of any value.

Encounter 8 Pirates! Pirates!

After dealing with the merrow, the PCs will continue up the beach.

The beach becomes rockier as it approaches the hills ahead. You can see the formed reefs offshore. Ahead you can see a rather large cave, possibly large enough for a ship to enter through.

The PCs should be able to find the path that enters the cave. There will always be one pirate on the lookout. He can raise the alarm if he spots the PCs. Most of the pirates are in town or already left. The few pirates are guarding the cargo and waiting for instructions. If the PCs are spotted, the pirates will come out with light crossbows to shoot the PCs before closing in with their weapons. At higher ATLs the harpoonist will fire his harpoon cannon, then close with his other weapons. They will fight to the death since piracy is a hanging offense. (Use DM Map 1).

ATL 1

Sailors (4): Human Rogue 2; Medium Humanoid; HD 2d6+1; hp 13; Init +6; Spd 30 feet; AC 14 (+2 Dex, Leather Armor, touch 12, flat-footed 12); Base Atk +1; Grp +1; Atk +1 melee (1d6+1, shortsword) or Sap, range +3 (light crossbow 1d8); SA sneak attack 1d6; SQ *na*; AL LN; SV Fort +1, Ref +4, Will +0; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10

Skills and Feats: Balance +3, Bluff +1, climb +4, Hide +5, Intimidate +1, Jump +4, Knowledge Local +3, Listen +3, Move Silently +5, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +5, Tumble +6, Sneak attack 1d6, Trap finding, Evasion, Combat Reflexes, Combat Expertise.

Possessions: Short Sword, crossbow, Leather Armor, 2 gp

ATL 3

Pirates (5): Human Rogue 3; Medium Humanoid; HD 3d6+2; hp 18; Init +3; Spd 30 feet; AC 16 (+3 Dex, Leather Armor, buckler, touch 13, flat-footed 13); Base Atk +2; Grp +2; Atk +2 melee (1d6+1, shortsword), range +4 (light crossbow 1d8); SA sneak attack 2d6; SQ *na*; AL LN; SV Fort +3, Ref +5, Will +1; Str 12, Dex 14, Con 14, Int 14, Wis 10, Cha 10

Skills and Feats: Balance +3, Bluff +1, climb +4, Hide +6, Intimidate +1, Jump +6, Knowledge Local +3, Listen +3, Move Silently +7, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +5, Tumble +8, Sneak attack 1d6, Trap finding, Evasion, trap sense +1, Combat Reflexes, Combat Expertise, Improved Feint.

Possessions: Short Sword, crossbow, Leather Armor, 2 gp

ATL 5

Pirates (5): Human Rogue 4; Medium Humanoid; HD 4d6+2; hp 23; Init +3; Spd 30 feet; AC 16 (+3 Dex, Leather Armor, buckler, touch 13, flat-footed 13); Base Atk +3; Grp +3; Atk +3 melee (1d6+1, shortsword), range +5

(light crossbow 1d8); SA sneak attack +2d6; SQ na; AL LN; SV Fort +3, Ref +5, Will +1; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 10

Skills and Feats: Balance +3, Bluff +1, climb +4, Hide +6, Intimidate +1, Jump +6, Knowledge Local +3, Listen +3, Move Silently +7, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +5, Tumble +8, sneak attack +1d6, Trap finding, Evasion, trap sense +1, Uncanny Dodge, Combat Reflexes, Combat Expertise, Improved Feint.

Possessions: Short Sword, crossbow, Leather Armor, 2 gp

1 Pirate (with loaded harpoon cannon): Human Rogue 4; Medium Humanoid; HD 4d6+2; hp 23; Init +3; Spd 30 feet; AC 16 (+3 Dex, Leather Armor, buckler, touch 13, flat-footed 13); Base Atk +3; Grap +3; Atk +3 melee (1d6+1, shortsword), range +5 (light crossbow 1d8); SA sneak attack +2d6; SQ na; AL LN; SV Fort +3, Ref +5, Will +1; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 10

Skills and Feats: Balance +3, Bluff +1, climb +4, Hide +6, Intimidate +1, Jump +6, Knowledge Local +3, Listen +3, Move Silently +7, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +5, Tumble +8, Sneak attack 1d6, Trap finding, Combat Reflexes, Evasion, trap sense +1, Dodge, Uncanny Dodge, Exotic Weapon Proficiency: Siege Weapons

Possessions: Short Sword, crossbow, Leather Armor, 2 gp

The harpoon cannon has a 120 foot range increment range, damage 2d8/x4. It requires either Exotic Weapon Proficiency: Siege Weapons or Exotic Weapon Proficiency: Harpoon to use. Harpoon cannons take three rounds to reload. Thus, the harpoonist will only fire it once and then join the battle without it.

ATL 7

Pirates (5): Human Rogue 4; Medium Humanoid; HD 4d6+2; hp 23; Init +3; Spd 30 feet; AC 16 (+3 Dex, Leather Armor, buckler, touch 13, flat-footed 13); Base Atk +3; Grap +3; Atk +3 melee (1d6+1, shortsword), range +5

(light crossbow 1d8); SA sneak attack +2d6; SQ na; AL LN; SV Fort +3, Ref +5, Will +1; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 10

Skills and Feats: Balance +3, Bluff +1, climb +4, Hide +6, Intimidate +1, Jump +6, Knowledge Local +3, Listen +3, Move Silently +7, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +5, Tumble +8, sneak attack +1d6, Trap finding, Evasion, trap sense +1, dodge, Uncanny Dodge, Combat Reflexes, Combat Expertise, Improved Feint.

Possessions: Short Sword, crossbow, Leather Armor, 2 gp

1 Pirate (with loaded harpoon cannon): Human Rogue 4; Medium Humanoid; HD 4d6+2; hp 23; Init +3; Spd 30 feet; AC 16 (+3 Dex, Leather Armor, buckler, touch 13, flat-footed 13); Base Atk +3; Grap +3; Atk +3 melee (1d6+1, shortsword), range +5 (light crossbow 1d8); SA sneak attack +2d6; SQ na; AL LN; SV Fort +3, Ref +5, Will +1; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 10

Skills and Feats: Balance +3, Bluff +1, climb +4, Hide +6, Intimidate +1, Jump +6, Knowledge Local +3, Listen +3, Move Silently +7, Open Locks +4, Search +2, Sense Motive +2, Spot +2, Swim +5, Tumble +8, Sneak attack 1d6, Trap finding, Combat Reflexes, Evasion, trap sense +1, Dodge, Uncanny Dodge, Exotic Weapon Proficiency: Siege Weapons

Possessions: Short Sword, crossbow, Leather Armor, 2 gp

The harpoon cannon has a 120 foot range increment range, damage 2d8/x4. It requires either Exotic Weapon Proficiency: Siege Weapons or Exotic Weapon Proficiency: Harpoon to use. Harpoon cannons take three rounds to reload. Thus, the harpoonist will only fire it once and then join the battle without it.

If the PCs win the battle, they will be able to find on one of the pirates a letter (Handout 1). This is from the mastermind of the operation, but he will not be found in this module. The PCs may take the pirates' equipment, but otherwise there is nothing of value here.

The PCs may alert their benefactor to where the ship is, or bring the ship in themselves. Once they decide what to do, go to Encounter 9.

Encounter 9 Returning the Goods

If the PCs decide to bring the cargo to the attention of **Lord Janthal Gaines** directly:

You managed to return to the city and find your way to Lord Janthal Gaines. HE meets with you as soon as you arrive. “Well, fortune does smile on the foolhardy,” he says grinning. “You found my missing cargo...I won’t have to go bankrupt. I thank you greatly for this.”

If the PCs told them who they worked for. *“I shall let your employers know what a wonderful task you accomplished. But now there is much work to do!”* Go to Conclusion B.

If the PCs did not tell him who they worked for: *“I thank you for the service you have done my family and me. I cannot grant you money, but you will be remembered and a favor will be due you for one turn deserves another.”* Go to Conclusion B.

If the PCs decide to report or bring the cargo to their benefactor.

Your benefactor smiles at your arrival. “I am glad you accomplished this deed. As promised, here is your pay.” They reach for a sack and stop, “Unless you wish to accept an alternate reward.”

If the PCs accept the alternate reward, go to conclusion A.

If the PCs managed not to find any clues or were beaten by the Pirates, go to conclusion D

If they or any of the party were taken by the merrow, go to Collusion E.

Conclusion A

The Consortium:

“I am glad you have done this favor for us. I can grant you, as a reward, a portion of the merchant house once we establish it. I am sure that is more lucrative than a mere sack of gold.”

The Vanyrians

“It’s a paltry sum of gold we give you. But we would offer you a portion of the merchant house instead of the gold. I’m sure that a small part of this business is worth more to you in the long run?”

The Alliance

“It’s wonderful what you’ve done. But are you gamblers? Instead of this gold, we can give you a portion of the business we want to start. It won’t look like much, but once we open for business, it will be much, much more than we offered you.”

The PCs may accept the portion shares of the business instead of the gold. Each PC may choose a portion or the gold. These shares will matter, as there will be opportunity to gain more in the future modules before this is over.

Each group will state that they hope there will be opportunity to work together again in the future.

Note: If the PCs try to collect from different factions, use or paraphrase the text below for any but the first faction they go to:

They greet you with open arms. “So this is good news! Very well. We shall immediately depart for Lord Janthal Gaines’ warehouse with this news. I am sure he will be very thankful to us. And as such we will be thankful to you.

Of course, Janthal already has the goods and therefore won’t meet with the faction, nor will he accept the PCs giving that faction credit (“**No false modesty, credit where credit is due!**”)

Conclusion B

Lord Janthal Gaines thanks you for what you’ve done, and presents you with a token of

his family's gratitude. He then goes about his business securing the cargo. The ship is impounded by the city for smuggling charges.

Conclusion C

The day passes uneventfully for you. Towards the end of the day there is much news about a recovered ship and a cargo recovered to a grateful Lord Janthal Gaines. The ship was thought lost for two days until adventurers found it. What a great adventure that must have been! Too bad it wasn't yours.

Conclusion D Beaten by Pirates

You wake up in chains in the bottom of a ship. All your items gone and you've only a simple sack to wear that you can call your own. You begin to realize that you are on a slave ship. You have been sold into slavery!

The PC(s) have been sold into slavery. PCs who are noble or aristocrats can be returned into play within 3 months from their family paying a ransom. Other PCs can buy their way out of slavery in 6 months before returning to play. All items and item certs will be removed from play.

Conclusion E Taken by the Merrow

You have been taken to be eaten by the Merrow. What remains of your consciousness is lost in your death, but as all fades to black, you see what appear to be sea elves coming close to where you were....

Epilogue I

The quiet of the study was abruptly disturbed by a fist slammed against the table. "If those damned incompetent merchants hadn't gotten in the way...." He muses for a second, then takes out an ink quill and a parchment and jots down a note:

He made his payment on time. So our plans will be a bit delayed. Maybe its time to press our influence in the other arena.

G

Pleased, he folds the letter, grabs his cloak and goes out the door for his appointed meeting.

Epilogue II

(Use this only if the Merrow took a PC)

You struggle against the merrow and the pressure of the water, but it's a losing battle. As they hold you down in the depths and your lungs fill with water, you feel your life slipping away. As everything about you begins to go dark, you believe you see movement coming in your direction...but too late....

.... You and your compatriots make quick work of the merrow, but too late for the (race of lost PC). As you and your fellow sea elves clear the sight, something catches your eye. You lift the item up and examine it. "These surface dwellers are an interesting breed. I think I shall spend time among them."

For losing a PC to the Merrow, the player can play a sea elf (as per the **LSJ Rules Primer**) and begin play with one item of their previous character. The item must be one that the PC had at the time AND one that would survive being submerged in saltwater (aka no spell books and scrolls, but armor and weapons, etc). No favors, hero points or otherwise untradable effects are permitted.

The End ... For Now

Experience Points

Encounter 1	
Accepting any deal	50 xp
Refusing all deals (End of Adventure)	0 xp
Encounter 2a	
Gathering Information	50 xp
Encounter 2b	
Dealing with the Adjunct	50 xp
Being rude to the guards	-25 xp
Encounter 3	
Meeting with Lord Gaines	50 xp
Being Rude to Lord Gaines	-25 xp
Encounter 4	
Talking with the Sailors	50 xp
Fighting the Sailors	-25 xp
Defeating the sailors	25 xp
Encounter 6	
Questioning Lucky Andy	50 xp
Returning the Jade Artifact	25 xp
Encounter 7	
Defeating the Merrow	200 xp
Encounter 8	
Defeating the Pirates	200xp
Encounter 9	
Dealing with the Alliance	50 xp
Or	
Dealing with the Consortium	50 xp
Or	
Sealing with the Vanyrians	50 xp
Or	
Dealing with Lord Gaines only	50 xp
Roleplaying Bonus (optional)	100 xp
Maximum possible XP:	875 xp

Treasure Summary

Encounter 6

If the PCs return the Priceless Jade Artifact:

Jade Pendant from the Jade Palace (certed). Presented to each of the PCs in thanks for returning the Priceless Jade to the Daiguo, who consider it an artifact of their people. Value 50 gp

Encounter 7

4 coral masterwork Javelins (1 per Merrow caught killed up to 4) (certed)

These masterwork Javelins are made of a soft pink coral, yet are more durable than your standard javelin. The hardness is 5 more than a normal masterwok javelin. Otherwise they are the same as any masterwork javelin. (4 certs)

Longspears (1 per Merrow) 2.5 each

Sea Shells (5 per Merrow) No value

The Sea Shells hold no value to you... for now. (Add to log sheet)

Cyrene's Pouch of Endless Shells (certed)

This pouch holds ten seashells. No matter how many times you empty the pouch, it is full the next day. Only shells can be put into the pouch (nothing else seems to fit). These shells are pretty, though totally worthless...at least, they seem to be for now.

Value 25gp/special

Encounter 8

Rapiers (1 per Pirate) 10 gp each

Leather Armor (1 per Pirate) 10 gp each

Buckler (1 per pirate) 5 gp each

1 Eye Patch (certed)

10 gp per pirate

1 sack of 100 gp

1 Potion of Water breathing (Cast at 5th level)

(Certed) Value 750 gp

1 Letter of G (certed)

I'm glad you competed your task. The rest of your payment will come in a few days. You need to hold the cargo until then. After that I care not what you do with the goods.

G

You do not know who the mysterious G is, but perhaps this will be useful in the future.

50 gp reward for each pirate caught or killed (max 300 gp)

Conclusion A

* The Consortium

Portion of a Share (certed) or 50 to 200 gp

Cannot receive both and cannot receive other rewards from the Vanyrians, the Alliance or Lord Gaines

* The Waterfell Contingent

Portion of a Share (certed) or 100 gp

Cannot receive both and cannot receive other rewards from the Consortium, the Alliance or Lord Gaines

* The Alliance

Portion of a Share (certed) or 100 gp

Cannot receive both and cannot receive other rewards from the Waterfell Contingent, the Consortium or Lord Gaines

Conclusion B

Favor of Lord Janthal Gaines (certed)

Cannot receive other rewards from the Consortium, the Waterfell Contingent, or the Alliance.

Eye Patch (certed)

You too can be the life of a party with this authentic Pirate's Eye Patch. Fool friends and other pirates, be one of the freebooting

buccaneers with your original, authentic eye patch!

Conclusion C

Given if someone was eaten by the merrow:

Raian Sea Elf (certed)

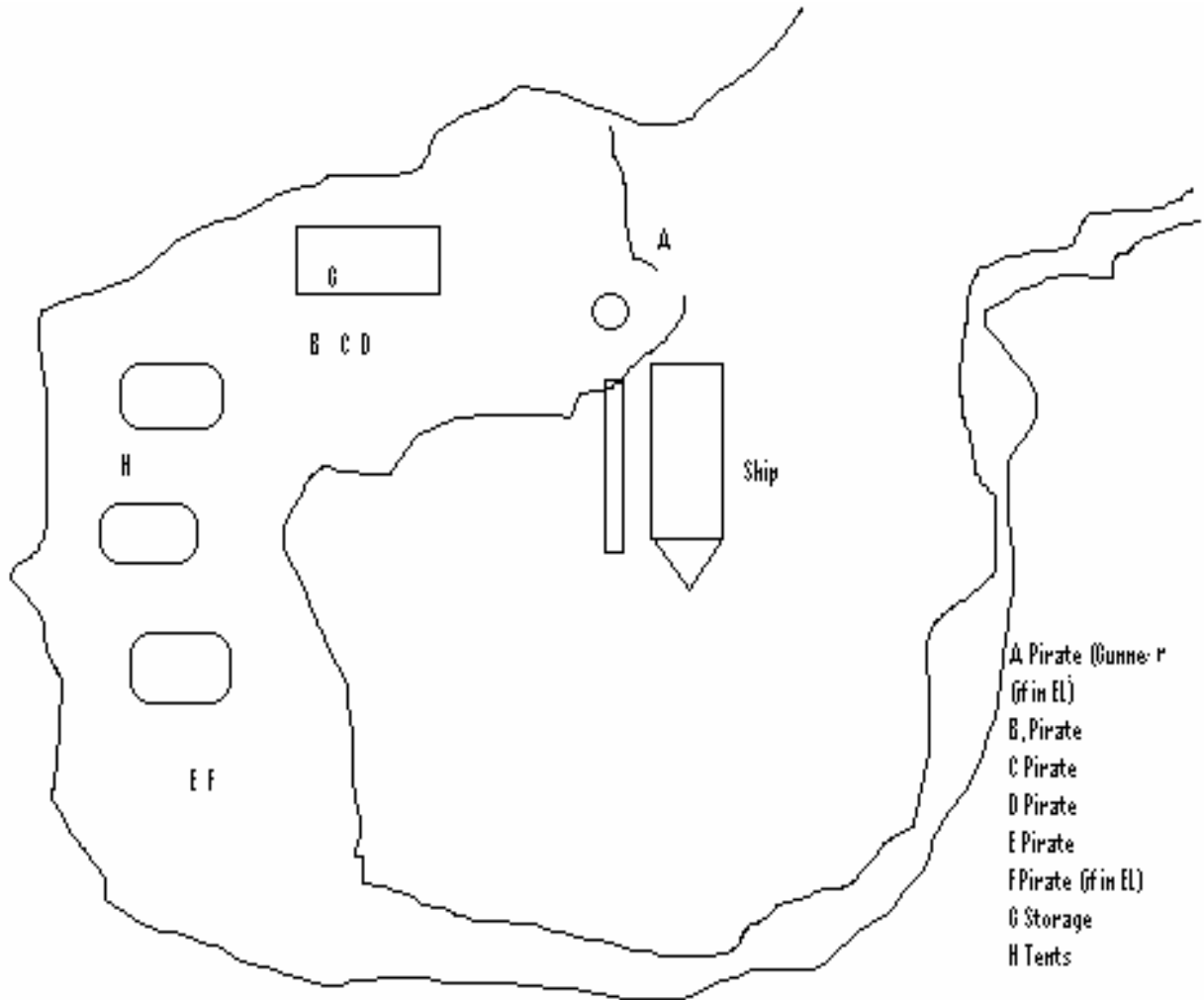
As you and your fellow sea elves clear the battle sight, something catches your eye. You lift the item up and examine it. "These surface dwellers are an interesting breed. I think I shall spend time among them."

For losing a PC to the Merrow, the player can play a sea elf (as per the LSJ Rules Primer) and begin play with one item from their previous character. The item must be one that the PC had at the time AND one that would survive being submerged in saltwater (aka no spell books and scrolls, but armor and weapons, etc). No favors, hero points or otherwise un-tradable effects are permitted.

ITEM CHOSEN _____

(Attach to this cert)

DM Map #1



- A. Pirate Gunner (ATL 5+ only)**
- B. Pirate**
- C. Pirate**
- D. Pirate**
- E. Pirate**
- F. Pirate (If in ATL 3+)**
- G. Storage Room**
- H. Tents**

Notes:
Gorge is about 40 x 40 yards
The ledge to the right is about 5 to 10 ft wide
The main area where the tents are is 80 ft wide

Critical Event Summary: Pirates Ahoy!

Circle the appropriate answer.

1. Which Organization did the PCs work for?

Consortium Waterfell Contingent Alliance House Gaines None

2. Did the PCs talk to Lord Janthal Gaines?

Yes No

3. If they talked to Lord Janthal Gaines, did they tell him whom they worked for?

Yes No

4. What did they do with Lucky Andy?

Put him in jail Let him go He got away They never found him

5. Did they recover the Jade Artifact?

Yes No

6. Which reward did they collect?

Consortium Waterfell Contingent Alliance Lord Janthal Gaines

7. If they did receive parts of a business share, list Player and Character names

8. If anyone got eaten by the Merrow, list Player and Character names

Return this form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to lsj-plots@ucc-online.com.

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Roster of Heroes: Pirates Ahoy!

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

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