



Jaded Life

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

Living in Amthydor can be dull or interesting especially for its adventurers. Though when people turn up missing, the Diamond Legion turns to adventurers for help. Can the Adventurers of the Shining Jewel find the missing people before its too late? An adventure for heroes of levels 1-6.

(Updated February 2005)

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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).

DM Introduction

About five decades ago, Kee’ Won served then-current Emperor of Daiguo (a Chinese-style empire) as the guardian of the Protector of the Throne. The Protector is a large jade egg in which the spirits of evil sins of the people were bound and banished by powerful shamans. The lead shaman at the time, Ven’ Wan, was given the position of Guardian over the Protector. One of each generation of his descendants were trained as shaman and assigned the position of Guardian. This passed down to Kee’ Won while

he was learning to be a shaman. During this time the Emperor was accidentally slain, fallen by a loosed arrow. An insurrection occurred, forcing Kee' Won to flee with the Protector. He now guards it in the city of Amthydor, in hopes that once again a true Emperor will sit on the throne of Daiguo.

Recently the egg was stolen by Lucky Andy, a local smuggler, as detailed in the LSJ event "Pirates Ahoy!" The PCs in that event had an opportunity to recover the egg from Andy; if the players at your table played Pirates but did not recover the egg, it is assumed that the Diamond Legion did so, though Andy managed to escape legal prosecution (there's a reason he is called "Lucky"). In any event, the Jade Palace was very thankful for its recovery, since they revere it as an artifact. Unfortunately, it is a magical artifact, and when the thief stole it he activated its curse.

Each night for seven nights the statue comes to life and reforms itself into a jade golem. Then it stalks the night in search to punish someone for one of the seven "classic" deadly sins. The sins are Lust, Gluttony, Envy, Pride, Greed, Sloth, and Wrath.

The golem would use its powers to move unseen through walls and doors to find its victim, silence her, wrack her body with great pain, and turn her into a tiny miniature jade statue of herself. Then it would return to its last resting place and reform to its original size.

While the golem's movements have so far remained undetected, the evidence of the missing people has caused great concern. So far it has been kept a secret from the public at large, but unless something is done soon, more people will end up missing, until the curse is complete.

The Diamond Legion has a great interest in solving this case. With all the other troubles they have encountered, they can't spare the manpower, so Captain Vestra decided to bring in adventurers to try to solve the case.

Prologue - Players can buy a copy of *The Daily Crowne*, one of Amthydor's newspapers. Most of the information is not crucial to the mod, but seeds for other modules.

Encounter 1 - Meeting with the Diamond Legion - The PCs are asked to meet with the Captain Ardent Vestra in order to investigate the jade figurines and the missing persons.

Encounter 1A (Optional) - Jade Palace Prequel - The PCs investigate the Jade Palace during the day, but find very little.

Encounter 2 - Target 1: Lust - The PCs can question Valencia Ames' husband and maid. They can gather information on her sin of lust.

Encounter 3 - Target 2: Gluttony - The PCs visit Toms' Gruman Bakery. They can gather information on Caine's gluttony

Encounter 4 - Target 3: Envy - The PCs can speak to Adolph Riesien about his brother's disappearance. They can gather information about Reginald's Envy. As well they can find the connection to Lucky Andy.

Encounter 5 - Encounter with a Golem - At some point the PCs will encounter the Jade Golem. (run this after the PCs learn about Lucky Andy's involvement, but before they can seek him out). One PC will be removed from play briefly until Encounter 10. That player receives Player Handout 3.

Encounter 6 - Interview with a Sage - The PCs meet Wee' Kon, the Shaman from the Jade Palace.

Encounter 7 - Lucky Andy - In this Encounter, PCs must catch Lucky Andy.

Encounter 8 - Jade Palace - The PCs go to the Jade Palace and are told by the shaman what is going on. The PCs may choose not to assist

Encounter 9 - Jaded Life - The PCs are prepared to go into the pocket dimension of the Jade Egg. They must not attack the golem or they will be hurt or taken out by it.

Encounter 10 - *Miniature Battles* - The party is brought into a pocket dimension where they must battle jade copies of those who have already been taken (including the missing PC). In order to escape, the jade constructs have to be destroyed so the victims can be restored to normal on the prime material plane.

Conclusion A - *Possible Futures* - PCs who succeed in freeing the prisoners receive this conclusion

Conclusion B - *Jaded in Life* - PCs who refused to assist the shaman receive this conclusion

Conclusion C - *Statue of Limitations* - PCs who failed to free the prisoners receive this conclusion.

Conclusion D - *The End was Where?* - PCs who refuse to aid the Diamond Legion receive this conclusion.

Prologue

It has not been all quiet in the city these past few days. The sky is somewhat dreary, promising rain, yet nothing from day to day. The humidity is up and there is almost a low moan traveling around the inhabitants.

A young boy is selling newspapers on the corner. It has been awhile since an edition of *The Daily Crowne* has been out and they are selling quite well.

If the PCs want to buy a newspaper, it will cost a silver and you hand them a copy of Player's Handout #1 (and make additional copies for the players if they want it).

Encounter 1:

Meeting with the Diamond Legion

It's a pleasant surprise when, with nothing going on, you are summoned to Diamond Legion headquarters at 8 bells this morning. As you wait to be seen, you can see that others have also asked to be here this morning.

The players can introduce each other here...or not. They won't be kept waiting long.

In a surprisingly short time, you are ushered into the office of Captain Vestra. She seems troubled, but looks at you as you enter.

Some of the PCs have met Captain Vestra over their previous adventures and they are known to her.

"Good, you were able to come," she says as she pushes her hair back over her forehead. "Please, sit down. I have much to tell you."

After you sit and she has adjusted her chair, she begins her tale. "What I am about to tell you has been kept secret, though I doubt it will be secret much longer. It seems there is some sort of...monster for lack of a better word, walking the streets of the city at night. Not your typical monster though. One that strikes silently and only leaves his mark behind."

She brings forth a box from under the desk. Opening it, you can see on a velvet cloth are three jade miniatures, each strikingly made to resemble a human. "Whatever the creature is, it struck without being heard or seen, and left only these jade figurines behind."

Handling one of them in her hand she says, "We first thought the figures were the people themselves. As you can see, this figure was carved with horror in her face, and still in her bedclothes. But no magic is upon the figure, there is no dweomer and no divination indicates any information."

Putting it gently into the box, she continues, "This has us stumped. We have not been able to find anything to help us track this...thing down. Well, that is of course where you come in. Adventurers seem to be able to find what we cannot and occasionally trip open something hidden. We are hoping you will be able to assist us in this matter."

PCs will have questions:

➤ **How much are you willing to pay?**

"Well, for some helping is enough, but we are able to pay 100 gp each for solving the case. This is to find out what is doing this and stopping it. You will receive 50 gp each if you

can at least find out what is creating the problem.”

➤ **Can we examine the figurines?**

“By all means do so. They may be the only clue so far that anything has actually happened.” (Note: The figurines are non-magical. The only help they offer is letting the PCs see what each of the victims looks like in real life.)

➤ **How about information on the missing people?**

“I have a list of their homes and the people they live with. You can talk to them, though most are stricken with grief over the loss of their loved ones. Also, I shall give you a writ so that you may investigate with some authority.” (Give out Player Handout 2).

If the PCs refuse to accept the mission, go to Conclusion D.

Encounter 1A: Jade Palace Prequel (Optional)

Assuming the PCs make the logic jump that they should visit the **Jade Palace Restaurant and Emporium**, you can use this encounter. The **Jade Palace DM Handout** is included for your use in this event.

The Jade Palace is open this afternoon as it usually is. It’s after late lunch, so it isn’t very crowded. It is not hard to get a table.

PCs that played **Free Enterprises: Pirates Ahoy** might have brought back the Jade artifact taken from Lucky Andy in that module. It is also possible that when they were in the Jade Palace initially in that module, they might have seen the Jade Egg on its pedestal in one corner of the eating room.

Allow a Knowledge check for those who haven’t played **Pirates Ahoy!** (DC 20) Have each player roll a spot check if they played **Pirates Ahoy** (DC 20). If the player received the Jade Pendant from that module, the DC is 10. A success means they remember that a jade egg went missing recently. Any sort of questioning of the owner or the workers will reveal very little, only

that the egg had been damaged and it was taken away to be repaired.

If the PCs insist on staying around the Jade Palace and not follow any of the clues they have, the Shaman will have to complete the ritual without them and the PCs go to Conclusion D.

Once the PCs are done with the Jade Palace, they can continue their investigation.

Encounter 2: Lust

The home of Valencia de Ames stands in the merchant quarter near the temple district. The neighborhood is quiet and well kept. It is obvious that the undead incursions of a few years ago did not do much, if any, damage to the neighborhood.

The house itself stands alone on one street. It is a two-story red brick building with several windows facing the street and several balconies. A wide porch sits in front of the house, hugging the side as it leads around back, probably to a patio. The lawn is well kept with a fountain of marble on either side of the gate entrance. Gently manicured bushes lead up alongside the cobblestone path to the door.

The PCs may want to search the area. They may do so, but there is nothing for them to find. If they take time to do the search, they will be spotted by two hired guards on patrol and will be stopped and questioned. If they are stopped by the guards, they will be escorted in. Otherwise, continue with the boxed text.

After a short wait, a rather elderly man will come and answer the door. His black and brown attire mark him as one of the house servants. “May I help you?” he asks.

The PCs may gain entrance simply by showing the writ or explaining why they are here. The Butler, Otto Brusend, will guide them to a study.

“I will see if the master is available to speak to you.” He turns and leaves you in a well appointed study with several upholstered chairs.

While you are waiting, a pretty young maid comes in with a bottle of brandy on a tray with several goblets. She sets down the

tray on a nearby table. “Will there be anything you will be needing?” she asks haltingly.

A sense motive check (DC 20) will indicate there is something she is hiding or is afraid of. If the PCs wish to press further, go to encounter 2A. If not, go to 2B.

Encounter 2A: The Maid

The PCs may try to question the maid, Gertie. She is young and nervous, and knows the mistress’s secrets. She is afraid that it might be the reason this horrible thing has happened to her. Assuming the PCs approach her properly, they can make an Intimidate check (DC 20) or Diplomacy check (DC 15). A *charm person* spell will lower either DC by 5. Non-natives of the city will have a +5 circumstance bonus to their checks. If they succeed continue with the following.

Nervously, she looks left and right to see if anyone else is around. “You seem to want to help the mistress, but it is a terrible secret, one you must swear you won’t tell the master.”

If the PCs agree, continue.

“My mistress is a good woman. She had married the master, though he is 20 years her elder as her hand was promised in marriage. But he is always busy traveling from here to there. While the mistress keeps busy with social appointments . . . some . . . well some social appointments are more private than others,” she gulps noticeably, closing her eyes briefly before continuing.

“She has been keeping time with men....closer to her own age...she...she has spent time in the Gilded Cage meeting young men. A few were brought here into her own bedchambers. I fear that her indiscretion has brought her low.”

The PCs might have a few questions. They can ask two before the master arrives to meet them. They can ask her more questions later if they make any arrangements:

- **Did she see someone the night she vanished?** “No. She was supposed to be visited by one, but the master came home unexpectedly. So she had to stay at home.”
- **When did this happen?** “Three nights ago.”
- **Did anyone see her that night?** “I saw her before she retired. The master was in his study so she once again slept alone. She did that many a night when he is home. But I set her a goblet of brandy before she retired. No one saw her again...except...except for that figurine. I found it the next morning.”
- **Where was the figure found?** “I found it in the mistress’s bed.”
- **When did the master sleep?** “I...he slept in other quarters that night.” **(If they press further or intimidate her)** “I...keep him company on some nights when he is home....” (She blushes beet-red and refuses to discuss that matter further.)
- **Was there anyone out of the ordinary around the place recently?** “No. No one who was not expected has been here.”

Encounter 2B: The Master

After about ten minutes, Master Alphonse Ames appears. Despite his slightly balding brownish hair and his figure a bit thick in the middle, there are signs he was an active and athletic man in his time. His grey eyes appear solemn and tired. “You’ve come with word of my beloved Valencia,” he asks?

The PCs may have many questions to ask him. Some answers are as follows:

- **Did anyone see her that night?** “The maid saw her before she retired. I was in my study working late so she slept alone. No one saw her again...except for that figurine. The maid found it the next morning.”
- **Do you know of anyone who might want to do harm to her?** “No, she seems to be particularly loved by everyone. She is gentle and caring.”
- **Can we speak to the maid?** “By all means yes. I’ll make sure she is available to you when we are done speaking.”

- **Is there anyone else in the house?** “Just the butler, Eaves. I’m sure if you want to you can talk to him.”
- **Can we see your wife’s room?** “Yes. I’ll have the maid take you up there.” (If they ask to see the room, go to Encounter 2C)

If the PCs confront him about his or his wife’s infidelities, he will deny everything, even if the maid has come clean. He wishes to maintain his reputation and won’t let some adventurers ruin it. Despite this, he will try to be helpful in their investigation, provided they don’t lambaste him too much. Regardless of all other considerations, he really doesn’t know what happened to his wife and would very much like to get her back unharmed (Sense Motive DC 10).

Encounter 2C: The Bed Chambers

The bedroom is well furnished with rich, red carpeting. The large four-post bed is adorned with pink satin bedding that matches the drapes. A dressing table is set next to a full-length mirror. On top of the table there are various vials, bottles and jars of different cosmetics. A large dresser holds a very expensive array of clothing.

The PCs won’t find much here, though it might occur to them that there was nothing stolen from the room. A *detect magic* spell will reveal a residual aura of transmutation magic.

The butler can answer other questions, but he knows little more than is obvious. On any matters involving the extramarital affairs in the house, Eaves gives noncommittal answers. He makes a point of not seeing or hearing anything and is the soul of discretion...even he doesn’t know what is going on since he blocks out so much. The maid was Valencia’s connection to her liaisons.

Encounter 3: Gluttony

Traveling into the Services district, you come to Gruman’s Bakery. A sign says ‘Closed,’ but you can see a staircase outside that goes

up to the second floor, where the baker should live.

If the players try to break into the bakery, the door is locked with a simple lock and they should have no problem with the door. If they do so, read the boxed text:

The door opens easily into the darkened bakery. Within you see several display areas which may have held pastries and bread during the day. Now what remains are a few stale donuts in one bin. Several shelves line a wall, holding some chocolates and mints from far off places. A counter is on the far wall next to a staircase going up.

Before you can size up the area, you hear a voice up the stairs. “Who is there? What do you want?”

If the PCs instead take the legal route and go up the stairs and knock, read the following:

The door at the top of the stairs is weatherworn and has not been painted in years. The rusty knocker of an ogre still seems in working order. After you knock a voice comes out past the door. “Who is it? What do you want?”

In either case, the PCs will need to identify themselves and explain their purpose (and show their writ from the Diamond Legion). Otherwise Opalla will not help them, and start calling for the watch. If this occurs, you may have the PCs arrested until they can prove the reason why they were there. If this occurs, Opalla will still talk to the PCs, but reluctantly. Either way, continue.

The woman leads you into a sitting room. There are several comfortable chairs as well as a dining table beyond. A doorway obviously leads into a bedroom. Opalla is a woman well into her late forties. Her brown hair has only partially grayed in her time. “I guess....I guess you are here about Caine?”

Again, the PCs may question her.

- **So do you know what happened to Caine?** “I had sent him to bed that night. He is such a disobedient boy. Basically good, but disobedient. He is always going downstairs to steal late night snacks after we go to bed.

He has such a weakness for chocolates. Anyhow, in the morning I found him missing. I went downstairs and all I found was...I found an open jar of chocolates and a small statue of Caine! I didn't know what to do... I called the Diamond Legion. They said they would send someone around to do a further investigation."

- **When did this happen?** Two nights ago.
- **Were the doors open when you got up?** "I only found the open jar. Everything was left as it was the night before."
- **Do you think he might have just run away?** "He had no reason to that I can think of. He was never punished severely, and was always treated well."
- **Does he have any friends who might know where he is?** "I don't really know his friends. But he doesn't play with them at all hours; he is always home come supertime. He doesn't engage in shenanigans with gangs and such."

Encounter 4: Envy

A Knowledge (local) check of DC 12 will reveal that Adolph T. Risen is a well-known owner and manager of a successful overland trading company, and is quite wealthy.

Adolph T. Risen is rather attractive, standing 5 ft. 9 in. with jet black hair, chiseled features and a well-developed physique. His butler brought you to his office when you arrived. Soon after Mr. Risen came in to meet with you.

"I guess you are here about my brother, "he says flatly.

Reginald Risen is Adolph's brother. Where Adolph is rich and well built, Reggie has a problem holding a job. And being unkempt doesn't help him in the looks department. He is very envious of his brother's position, and wished he could have it himself.

Reggie is mixed up with smuggling. He usually deals with Lucky Andy getting things in and out of the city.

The PCs might question Adolph

- **When did this happen?** Last night.

- **Does Adolph have any friends?** "Friends? Not many. He has one who comes around. Andrew...I believe they call him 'Lucky.' As a matter of fact, he was here not an hour ago"
- **You mean Lucky Andy?** "Yes, that's what they call him. He is a sailor of some sort."
- **Do you know where we can find Lucky Andy?** "I don't know his address. He probably can be found near the docks."
- **Has he been here since your brother vanished?** "Yes. It was strange, when I told him my brother was gone, he got real nervous and had to go. You think he might be involved?"
- **What does your brother do?** "Not much. I occasionally give him some dock work or guard work on my caravans. He isn't very motivated though. So oft-times he just stays here or just hangs around the city. But what am I to do? He is my brother."
- **Would you say he was jealous of you?** "I've never given it much thought. Whatever I have he has. Though I guess he could be jealous. Foolish, since he could have what I have if he'd just apply himself."
- **What happened to your brother?** "Oh last night he came in after some heavy drinking. He usually plops down on the couch in the parlor. I have my maid provide him with a blanket and let him sleep it off. When the maid went through this morning, she found the blanket and a small jade figurine. Nothing else was left. Normally he would not have been missed, except always see him at breakfast."

The PCs should make a connection to Lucky Andy here. If they do not, have Adolph mention it. He will urge the PCs to go out and find him. Go to Encounter 5 as soon as the PCs start to track him down. If the PCs want to check out one of the other victims first, let them do so, but they will eventually come back to Andy. Then go to Encounter 5.

Encounter 5:

Encounter with a Golem

With a possible connection to Lucky Andy, the PCs should head in that direction (Gather

Information DC 15 to find out that he can usually be found at the taverns by the docks). Along the way the PCs will encounter the golem, as it has chosen one of the PCs for their “sin” of Avarice, Sloth or Pride. Choose a PC that fits this personality type based on your observations of their role-play. If none seem to fit, choose randomly and assign Pride (everyone has some pride in their skill as an adventurer!). A PC who is doing most of the talking throughout the module would be a good choice for Pride as well.

You hit the streets in your search for Lucky Andy. But something is not right. Some mist is ahead of you. A green mist.....a green mist coalescing into jade statues!

The golem will not try to kill anyone. It will move with purpose and take its target in three rounds. The servants it summons will keep the others busy while it does that.

- 1st round, it will select its target and the target will be silenced (Will save DC 30).
- 2nd round the PC will be wracked with pain (Fort save DC 30) taking subdual damage equal to the PCs hit points.
- 3rd round the PC will seemingly disappear into mist, leaving a jade figure behind.
- 4th round the Jade Golem will disappear into mist as if it had never been there, taking the mephits with it.

It will ignore the attacks the PCs are doing to it. It will be mostly unharmed if the PCs can even affect it.

As quickly as it appeared, the Golem vanishes to mist, leaving your party short by one.

Construct Traits

Note: A construct possesses the following traits unless otherwise noted in a creature’s entry.

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

—Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature’s description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.

—Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

—Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.

—Since it was never alive, a construct cannot be raised or resurrected.

ATL 1

Jade Mephit Construct (2), Tiny Humanoid Construct (Neutral); HD 1; hp 8; Init +2; Speed 30 ft.; AC 14 (+2 Dex, +2 natural), touch 14, FF 10; Base Attack/Grapple: +1/+2; Attack: bite +2 (1d4+1); Full attack: bite +2 (1d4+1); Space/Reach: 5 ft. x 5 ft.; SA: jade spray; SQ: construct qualities, darkvision; Saves: Fort +2, Ref +4, Will +1; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16; Skills/Feats: None.

Jade Spray (Su): 15-foot cone of jade dust, PCs take 1d4 damage and must make a Reflex save DC 14 or be stunned for 1 round. The save DC is Constitution-based and includes a +1 racial bonus.

ATL 3

Jade Mephit Construct (3), Tiny Humanoid Construct (Neutral); HD 1; hp 8; Init +2; Speed 30 ft.; AC 14 (+2 Dex, +2 natural), touch 14, FF 10; Base Attack/Grapple: +1/+2; Attack: bite +2 (1d4+1); Full attack: bite +2 (1d4+1); Space/Reach: 5 ft. x 5 ft.; SA: jade spray; SQ: construct qualities, darkvision; Saves: Fort +2, Ref +4, Will +1; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16; Skills/Feats: None.

Jade Spray (Su): 15-foot cone of jade dust, PCs take 1d4 damage and must make a Reflex save

DC 14 or be stunned for 1 round. The save DC is Constitution-based and includes a +1 racial bonus.

ATL 5

Jade Mephit Construct (4), Tiny Humanoid Construct (Neutral); HD 1; hp 8; Init +2; Speed 30 ft.; AC 14 (+2 Dex, +2 natural), touch 14, FF 10; Base Attack/Grapple: +1/+2; Attack: bite +2 (1d4+1); Full attack: bite +2 (1d4+1); Space/Reach: 5 ft. x 5 ft.; SA: jade spray; SQ: construct qualities, darkvision; Saves: Fort +2, Ref +4, Will +1; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16; Skills/Feats: None.

Jade Spray (Su): 15-foot cone of jade dust, PCs take 1d4 damage and must make a Reflex save DC 14 or be stunned for 1 round. The save DC is Constitution-based and includes a +1 racial bonus.

Proceed to Encounter 6.

Encounter 6: Interview With the Sage

As you look around, you feel as if you are being watched. Approaching you is an elderly man leaning against his staff. He seems to almost glow in the pale light.

Approaching closer he looks over each of you. You can make out that he is wearing simple robes and sandals. A long, well-maintained moustache hangs low in thin braids on either side of his face. His full eyebrows show a lifetime of wisdom. His face shows him to be a foreigner, probably from Daiguo.

Anyone who has spent time in the Jade Palace will recognize Kee' Won (Intelligence check DC 10), one of the people who seems to live in the Jade Palace's back rooms.

“Good evening. You call me Kee' Won. Those you seek, they have Mark of Jade. You need come with me or he is gone.”

It is doubtful that the PCs will want to attack Kee' Won. If they do, his stats are included (**DM Appendix I**). He won't kill the PCs, but he can

incapacitate them long enough to get them to listen to him. Otherwise, continue below.

If the PCs do not interfere or ask questions he will lead them towards the Jade Palace. They might ask him questions:

- **Who Are You?** “I am Kee' Won. I protector of the Jade Spirit. Once 4th to the Emperor's spirit.
- **The Emperor's Spirit? The Jade Spirit?** “Yes. I was guardian of the Emperor's Spirit when the emperor ruled Daiguo. Now a usurper has taken his place. I travel here, to protect Jade Spirit. That which punishes.
- **Why were you looking for Andy?** “He is the one who began and can end what is in your city.”
- **You know what's doing this?** “I know your city is being attack by the Protector of the Emperor

If the PCs ask what it is or how to stop it continue:

“You want to stop it. The come with me. Without the Beginner, we do not have time.” He will turn on his heels and head out the door, seemingly confident that you will follow.

The shaman is willing to go with the PCs to retrieve Lucky Andy, but will not accept any other reason for delay. He will follow them to Encounter 7.

If the PCs refuse to help the Shaman, go to Encounter 7 so they can deal with Lucky Andy. The shaman will appear one more time to try to change the PCs' minds. Without him, the PCs cannot save the missing people, and go to **Conclusion D**.

Encounter 7: Lucky Andy

Those who have played **Free Enterprises: Pirates Ahoy** may remember Lucky Andy for having tried to smuggle a piece of Jade out of the city (not everyone discovered this fact so don't reveal this to the players unless they mention it). He has returned to the city, only to have seen the Jade monstrosity take down his friend. He is sure he is next on its list and he is

packing to make a hasty exit. A Gather Information check (DC 10 + ATL) made in the Port District will let them track him to a seedy hostel called “Bottoming Out.” The place looks like what it sounds like.

You have no trouble finding Lucky Andy’s place of residence in the Port Quarter.

If the PCs Knock:

You knock on his door but there is no answer.

Smart PCs will realize he is probably escaping out the back window. If the PCs rush the door or go around the back of the building they will catch him trying to escape from the building. He will be relieved to see the adventurers, but still nervous over what he saw. If they don’t catch on to his escape, they will eventually be seen by the shaman. If the PCs fail to get Andy, let them catch up to him after the shaman finds him, modifying the text below.

If the PCs rush in:

Assuming the PCs catch on to Lucky Andy’s attempt to escape, they can break in the door (DC: 5) and catch Andy in the middle of packing.

As you rush in you manage to surprise Lucky Andy. He is in the middle of packing a duffle bag. “I didn’t do it!” he exclaims. “You can’t prove anything! You gotta let me get out of here!”

Andy will be in a slight panic, and not because of the PCs. He did see his friend taken by the Jade Golem and fears he is next. The PCs can question him. He will get more anxious as they do ask him. After a few minutes of questioning, the shaman will speak up (or the PCs find them somewhere in the street).

Lucky’s hair seems to stand on end and practically shriek stares past you. Turning, you can see the silhouette of what appears to be an elderly man leaning on a staff. He seems to almost glow in the pale light. Approaching closer, he looks over each of you. You can make out that he is wearing simple robes and sandals. A long, well maintained moustache hangs low in thin braids on either side of his face. His full eye

reflect a lifetime of wisdom. His face shows him to be from Daiguo.

Anyone who has spent time in the Jade Palace will recognize Kee’ Won, one of the people who seems to live in the Jade Palace’s back rooms.

“Good evening. You call me Kee’ Won. Man there, he has mark of Jade. He need come with me or he is gone.”

It is doubtful that the PCs will want to attack Kee’ Won. If they do, his stats are included (**DM Appendix One**). He won’t kill the PCs, but he can incapacitate them long enough to listen. Otherwise, continue.

If the PCs do not interfere or ask questions he will take Lucky Andy and leave. They might ask him questions:

- **Who Are You?** “I am Kee’ Won. I protector of the Jade Spirit. Once fourth to the guard the Emperor’s Spirit.”
- **The Emperor’s Spirit? The Jade Spirit?** “Yes. I was guardian of the Emperor’s Spirit when the emperor ruled Daiguo. Now a usurper takes his place. I travel here to protect Jade Spirit, that which punishes.”
- **What are you going to do with Andy?** “He is the one who began this and he can end what is in your city.”
- **You know what's doing this?** “I know your city is being attack by the *Kew’onn Yalla*, the punisher.

If the PCs offer to help:

“You want to stop it? The come with me. Bring the Beginner quick. We have no time.” He will turn on his heels and head out the door, seemingly confident that you will follow.

If the PCs refuse to help the Shaman, go to Conclusion D.

Encounter 8: The Jade Palace

He leads you through the streets of the city to the back of the Jade Palace. With confidence he leads you up inside to the second floor to a

private room. The room already swims in pungent incense, but this does not deter him. Ushering you all in, he closes the door. In the wisps of smoke, you can see several shelves holding ancient tomes and jars with unknown ingredients. A circle has been drawn in the center of the room in chalk. Within it, a large jade egg sits on a pedestal.

“During second dynasty, the great shamans of my country came together to protect the people from their sins. Together they cast great magics. The great Ye Wu bound first spirit in form of a beautiful woman, that of Lust. Garrk Ye bound the second in form of fat old man, the Glutton. Mors Kajak bound spirit of Pride in form of a large lion, Ka Jinik bound spirit of Greed in form of money pouch. Bry Yean bound spirit of Sloth as slow-moving ox. Carren Ya bound spirit of Pride in form of strong oak. Ven Won performed last binding of Envy in form of gnat. Then he struck sacred gem, forging the great bond!

“Each form then came together and took the form of a Jade Egg. The Great Shamans presented it to the Emperor explaining that it was a great protector and a shaman would always be there to guard it and pass the knowledge of it to the future emperors.

“So it came to pass that it was my turn to guard it. When usurpers stormed and destroyed the palace, I fled with the Great Protector, to hold it until such time it will once again be able to rise, as my Emperor commanded.

“Here, in your city, my family has made a home. We bring the delicacies of my people to you. None knew of the Great Protector until it was stolen. I was very afraid the Guardian was active, had risen from within and struck the thief down. This was not so. Adventurers returned it to me. I did not know the Guardian had been waiting until a fortnight after. While we slept, the Guardian would rise and take form of the Jade Golem. It would walk the streets unseen, until it found someone guilty of one of the deadly sins of which it was made. I became aware of this only recently.”

He walks you over to the egg and holds it up. “Look closely.”

As you look at the coolness of the large jade egg, you slowly see parts of the

color move. They begin to take shape. Tortured faces shift and swim within your view, each in agony as if being torn apart from within.

“That is the curse of the Jade Guardian. Each will remain within until the Guardian has all seven of its victims, when it will consume them forever.” He stands silently, looking at each of you.

He is waiting for the PCs to ask what they can do or how they can help. Once they do so, he continues.

“The ways of the Jade Guardian are simple. Each time he strides invisible until he meets his target. He will silence them, then let pain wrack their bodies, and then absorb their essence, leaving nothing but a jade figure behind. In truth, the guardian rises from the Egg. You see, the Egg is its prison, but until it is either freed of those he has taken, or he completes his task, he will continue to rise each night.

“Now, the beginner here will draw it to where we are. Once I cast the needed spell, I will need you to rush at it. You will enter the Egg and defeat those he has taken. Only then they, and you, will be freed. Do you agree to do this?”

The PCs could choose not to help, in which case the Shaman tells them the Guardian will continue his rampage unless someone does this. If the PCs opt to leave, then the Shaman has to find others to help him. Go to **Conclusion B**.

Questions they might ask:

- **Where would we be going?** “The plane that the guardian walks is the view of the world within the Egg. You need not explore its boundaries.”
- **Will we have our items and equipment?** “Since it is like a dream state, only what you carry will be available to you. No pockets or openings to other places will function. So the same, no expenditures will occur.”
- **What happens if we die there?** “You will become one of the tortured, though it will not happen at first. If the rest of you manage to free the tortured, you will all be restored here.”

- **Why should it be so hard to defeat these people?** “The have some of abilities that the Jade Golem does. Do NOT underestimate them.”
- **(If PC was taken by the golem) What about our friend?** “He/she is one of the taken. He/she will have to be defeated, too, to escape.”
- **What happens to the one we defeat?** “They will appear here once you have defeated them all. Safe, save for the memory of the prison itself, and of their own sins.”

When the PCs are ready, got to Encounter 9

Encounter 9: Jaded Life

The Shaman has made all the necessary preparations, completing the six point summoning circle. “Now,” he says calmly, “stand on one of the six points. I will summon the creature. Once it appears, you will charge and attack it. And in so doing, you will be in the dream place. There you will have to fight those who have wronged. Once defeated, they will be freed. Be defeated, and your fate shall be as theirs.” He waits while you take your places.

If the PCs do not wish to complete the ritual, then the disappearances continue. If they are willing to do so, continue with the text.

Once you have all taken your places, the shaman begins to burn some green incense. He takes his place at a space outside the circle, folding his legs under him. At first all is silent. Then, at first softly, then growing in intensity, he begins to chant. The green smoke from the incense seem to swirl with his chanting, rising up and around you. You begin to feel a presence as the smoke flows about you all and into the center of the circle. The smoke gathers and begins to solidify. The figure of a very tall and muscular man takes shape. His skin is made of smooth green sinew, his eyes sparkle as facets of green stone. He suddenly begins to move his arms, flexing his muscles and balling his hands into fists.

Then the shaman yells, “Now is the time!”

The PCs have only a few seconds to charge him. He will not attack the PCs, though he may menace them as they charge. The PCs may decide to attack him or break the circle. If the PCs break the circle, he will fade away. If the PCs attack, the Jade Golem will take a swing on them before they fade into the Dream Place. Once the PCs have all charged go to Encounter 10.

Encounter 10 Miniature Battles

As you charge the golem, the very air around you seems to turn green. As your eyes adjust, you realize you are standing on a stark green plain. Jade grass stretches out in all directions to the jade trees not too far off. Each of your companions stands next to you, all the same hue of green as everything else. You examine your hands and see that you, yourself, are as green as the jade golem you rushed! Standing nearby are a few people. One child, two men, and (include the PC if one of the PCs were taken). They see you as well, as they draw weapons and approach you.

A few notes to tell the PCs now: The PCs have gone through a few changes. First, their Dexterity becomes a flat 14 (up or down doesn't matter). Their armor, whatever it is, becomes natural armor +4 (regardless of what it was before). These changes are obvious ones so let the PCs make adjustments to their characters.

A few notes you don't tell the PCs but they can find out:

-The PCs now have DR 5/magic. In addition their weapons lose any magical enhancement bonus. Masterwork or greater masterwork enhancements remain in effect.

- Enchantments and mind-affecting effects do not function on the plane, since they would have no effect on jade creatures.

- They have become solid jade. In addition, their melee weapons do a flat 1d8+ Str bonus damage, plus any feats that are applicable. Missile weapons do standard damage, though once fired, the ammunition shatters.

- Spells with a visible effects will appear as solid jade. For example, a lightning bolt is a

solid beam of jade that crashes into shards after it fires. This last change is for appearances only and has no effect on the spell effect.

- Summoning spells do not function in the pocket dimension.

A Note for the Taken PC If a PC was taken, he is now part of the enemy combat. He/she takes the place of the Sloth NPC and will fight to take the PCs down. He/she can use only the stats listed on the PC handout.

The spirits of those taken reside in these jade vessels, pretty much the same as the PCs do. Here in the dream place, items will not use up charges, though items will continue to function as if on the prime material (except as noted above). Any items that have limited day uses will still be used up for the day (as items that function 1/day cannot be reused over and over). Any items of extradimensional *holding* will not function in the dream space. The victims are not jade golems, but they do act as constructs, so they are **immune to critical hits and sneak attacks**. Though the PCs don't realize it at first, they are also similarly immune!

Construct Traits

All the jade constructs possess these.

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

—Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.

—Since it was never alive, a construct cannot be raised or resurrected.

ATL 1

Lust (Woman)

Medium Humanoid Construct (Neutral); HD 2; hp 12; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +2/+6; Attack: slam +6 (1d6+4); Full attack: slam +6 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +4, Ref +3, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Envy (Man)

Medium Humanoid Construct (Neutral); HD 2; hp 12; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +2/+6; Attack: slam +6 (1d6+4); Full attack: slam +6 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +4, Ref +3, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Gluttony (Child)

Small Humanoid Construct (Neutral); HD 2; hp 12; Init +2; Speed 30 ft.; AC 17 (+1 size, +2 Dex, +4 Natural) touch 17, FF 11; Base Attack/Grapple: +2/+6; Attack: slam +6 (1d6+4); Full attack: slam +6 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +4, Ref +3, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Sloth (Man)

Medium Humanoid Construct (Neutral); HD 2; hp 12; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +2/+6; Attack: slam +6 (1d6+4); Full attack: slam +6 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +4, Ref +3, Will +4;

Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

ATL 3

Lust (Woman)

Medium Humanoid Construct (Neutral); HD 4; hp 18; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +3/+7; Attack: slam +7 (1d8+4); Full attack: slam +7 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +5, Ref +4, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Envy (Man)

Medium Humanoid Construct (Neutral); HD 4; hp 18; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +3/+7; Attack: slam +7 (1d8+4); Full attack: slam +7 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +5, Ref +4, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Gluttony (Child)

Small Humanoid Construct (Neutral); HD 4; hp 18; Init +2; Speed 30 ft.; AC 17 (+1 size, +2 Dex, +4 Natural) touch 17, FF 11; Base Attack/Grapple: +3/+7; Attack: slam +7 (1d8+4); Full attack: slam +7 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +5, Ref +4, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Sloth (Man)

Small Humanoid Construct (Neutral); HD 4; hp 18; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +3/+7; Attack: slam +7 (1d8+4); Full attack: slam +7 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +5, Ref +4, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Jade Mephit Construct (2), Tiny Humanoid Construct (Neutral); HD 1; hp 8; Init +2; Speed 30 ft.; AC 14 (+2 Dex, +2 natural), touch 14, FF 10; Base Attack/Grapple: +1/+2; Attack: bite +2

(1d4+1); Full attack: bite +2 (1d4+1); Space/Reach: 5 ft. x 5 ft.; SA: jade spray; SQ: construct qualities, darkvision; Saves: Fort +2, Ref +4, Will +1; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16; Skills/Feats: None.

Jade Spray (Su): 15-foot cone of jade dust, PCs take 1d4 damage and must make a Reflex save DC 14 or be stunned for 1 round. The save DC is Constitution-based and includes a +1 racial bonus.

ATL 5

Lust (Woman)

Medium Humanoid Construct (Neutral); HD 6; hp 26; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +4/+8; Attack: slam +8 (1d10+4); Full attack: slam +8 (1d10+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +6, Ref +5, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Envy (Man)

Medium Humanoid Construct (Neutral); HD 6; hp 26; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +4/+8; Attack: slam +8 (1d10+4); Full attack: slam +8 (1d10+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +6, Ref +5, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Gluttony (Child)

Small Humanoid Construct (Neutral); HD 6; hp 26; Init +2; Speed 30 ft.; AC 17 (+1 size, +2 Dex, +4 Natural) touch 17, FF 11; Base Attack/Grapple: +4/+8; Attack: slam +8 (1d10+4); Full attack: slam +8 (1d10+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +6, Ref +5, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Sloth (Man)

Medium Humanoid Construct (Neutral); HD 6; hp 26; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +4/+8; Attack: slam +8 (1d10+4); Full attack: slam +8 (1d10+4); Space/Reach: 5 ft. x 5 ft.;

SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +6, Ref +5, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None in this form.

Jade Mephit Construct (4), Tiny Humanoid Construct (Neutral); HD 1; hp 8; Init +2; Speed 30 ft.; AC 14 (+2 Dex, +2 natural), touch 14, FF 10; Base Attack/Grapple: +1/+2; Attack: bite +2 (1d4+1); Full attack: bite +2 (1d4+1); Space/Reach: 5 ft. x 5 ft.; SA: jade spray; SQ: construct qualities, darkvision; Saves: Fort +2, Ref +4, Will +1; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16; Skills/Feats: None.

Jade Spray (Su): 15-foot cone of jade dust, PCs take 1d4 damage and must make a Reflex save DC 14 or be stunned for 1 round. The save DC is Constitution-based and includes a +1 racial bonus.

If the PCs fail to defeat the Constructs, go to **Conclusion C**. The PCs do not need to defeat the Jade Mephits to complete their mission.

If the PCs succeeded go to Conclusion A.

Conclusion A Possible Futures

PCs who braved the danger of the dream realm and won (or were taken there in Encounter 5) receive this conclusion.

Awakening from a gentle sleep you open your eyes to an elderly Daiguon man with a thick moustache. “You have succeeded in freeing those within the Protector of the Emperor. The sins are again sealed within.”

Around you, you can see your fellow adventurers and the confused people who you freed from the emerald prison. Soon they will be returned to their homes again.

The next morning the shaman hosts you for breakfast at the Jade Palace. “By defeating the Protector, you also become its guardians. As such, if the Jade ever needs safeguarding, it may fall to you to do so,” he says slowly. “As well, I have a gift to give you, though I only have one to give.” He pulls out a flat disc of jade. He flips it onto his palm

and gently blows across its surface. Green flames rise up from the surface and form a green-flamed bird rising from the disc. It slowly turns, flapping its wings, before returning to the flames from which it rose. “The Jade of the Phoenix is one of my best works of art, and this I present to you.”

A few days later, you receive a package from the Diamond Legion. It includes your pay of 100 gp each.

You also each get a draft from Master Alphonse Ames granting you 100 gp worth of spices from his warehouses for your needs, in thanks for rescuing his wife.

In addition, you receive a certificate to provide you with 100 gp value of outfitting from Risen’s Clothier’s Emporium, who make fine clothing, specializing in silks.

Conclusion B Jaded in Life

PCs receive this conclusion if they refuse to enter the Jade Egg.

The Shaman looks at you scornfully for not being the heroes you should be. He quickly escorts you from the building and goes off into the night seeking other adventurers.

Over the next few days, you notice that certain people seem to sneer as you walk by, and servers in the best inns are not serving you all that well.

For not assisting, the PCs receive negative reputation in the city (the cert *Disfavor of Amthydor*), though they do get 50 gp from the Diamond Legion if they reported their findings.

Conclusion C Statue of Limitations

The PCs who failed in the Jade Egg or were knocked unconscious there receive this conclusion.

You feel loss as you fail in your attempts, succumbing to the green mists. Upon awakening, you open your eyes to an

elderly Daiguon man with a low, thick moustache.

“You failed the Protector of the Emperor,” he says. “If others had not followed you would be lost within forever.” You note several other adventurers are also in the room. Fortunately, you recover from your ordeal, though you cannot remove a mark behind your left ear...a mark in the shape of a green egg.

The PCs are marked by the Sins of the People. This mark will never fade, either through normal nor magical means. The mark has no magical effect and simply marks the PC as one who had failed to the Protector of the Emperor.

They do receive 50 gp from the Diamond Legion if they reported their findings, or 100 if their fellow PCs managed to succeed in the mission..

Conclusion D

The End was Where?

PCs who refused the mission from the Diamond Legion or refused the shaman’s request for help receive this conclusion.

You spend the next few boring days whiling away your time at simple pursuits. News arrives that several missing people have been found by adventurers who have been rewarded by their benefactors. Oh if only YOU can find good fortune like that for yourselves.

Each PC who refused the adventure at the beginning receives a Lousy T-Shirt.

So Ends “Jaded Life”

Experience Point Summary

Encounter 2

Talking to the Maid	25 XP
Talking to the Master	25 XP

Encounter 3

Talking to Opalla	25 XP
Not breaking into Tom Gruman's	25 XP

Encounter 4

Talking to Adolph	25 XP
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Encounter 5

Defeating the Jade Constructs	50 XP
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Encounter 6

Catching Lucky Andy	50 XP
Talking to the Shaman	25 XP

Encounter 8

Agreeing to help in the Jade Egg	50 XP
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Encounter 9

Not attacking the Golem before entering the Egg	50 XP
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Encounter 10

Defeating the Jade Constructs	150 XP
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Role-playing XP

0 to 200 XP

Possible Maximum XP	700 XP
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Treasure Summary

Conclusion A

- 50 gp or 100 gp each, payment from the Diamond Legion.

- **Jade of the Phoenix (1 only, certified)**

This is a flat disc of jade that radiates minor illusion magic. When you flip it onto your palm and gently blow air across its surface, green flames will rise up and form a green-flamed bird rising from the fire. It slowly turns in a circle, flapping its wings, before returning to the flames from which it arose. (Value: 500 gp; Tradable: Yes; Size: Tiny; Rarity: Rare; Legality: Legal)

From Alphonse Ames for saving his wife:

- **Spice Draft (certed 1 each)**

A draft from Master Alphonse Ames granting you 100 gp worth of spices from his warehouses for your needs, in thanks for rescuing his wife.

From Valencia de Ames, for saving her life:

- **Charm Locket (certed)**

This simple gold luck charm depicts a pretty heart with a gold rose on the cover. Within is a space for a small picture. The locket confers upon the wearer a +1 luck bonus to Will saving throws. Once per day, the wearer can use the locket to add a +5 luck bonus to a Diplomacy, Bluff or Gather Information roll. These are considered luck bonuses and does not stack with any other luck bonuses. (Value: 1,000 gp; Tradable: Yes; Size: Tiny; Rarity: Rare; Legality: Legal)

She also gives you:

- 1 potion of *enlarge* (cast at 5th level) (**certed**) (Value: 250 gp; Tradable: Yes; Size: Tiny; Rarity: Common; Legality: Legal)
- 1 Compact of Dust of Attractiveness (Acts as the spell *eagles' splendor* cast at 10th level), 2 uses. (**certed**) (Value: 300 gp/dose; Tradable: Yes; Size: Tiny; Rarity: Rare; Legality: Legal)

From Opalla, for saving her son:

- **1 pair (certed) Gloves of Endure Elements (Fire)**

When worn, the PC can summon the effect of an endure Elements Fire for one hour per day. The target must be the wearer of the gloves. Opalla used these gloves for baking, but has another pair. (Value: 500 gp; Tradable: Yes; Size: Small; Rarity: Rare; Legality: Legal)

- **FREE BAKED GOODS**

Whenever you visit Tom Gruman's Bakery you are welcomed with open arms. To her, your money is no good there and she will provide you with the best (if modest) in baking goods. (Value: Priceless; Tradable: No; Size: N/A; Rarity: Uncommon; Legality: Legal)

- **Clothing Voucher (certed, 1 each)**

The bearer of this certificate is provided with 100 gp value of clothing to the bearer's design. The outfit, once designed, is made within a week's time. Values of additional materials are to be paid by the bearer. (Value: Varies; Tradable: No; Size: N/A; Rarity: Uncommon; Legality: Legal)

Design: _____
Additional Material Value _____
Total Value in GP _____

In addition, for saving his brother, he gives you:

- **Bonded Cestus (certed)**

This +1 gauntlet confers +1 to all unarmed weapon strikes (1d3+1 base damage) with that hand. The cestus also grants the wearer a +1 shield bonus to AC as if it was a buckler. It may be removed, but cannot be used by anyone else. A PC cannot own more than one of this exact cert. (Value: 4,000 gp; Tradable: No; Size: Small; Rarity: Uncommon; Legality: Legal)

Conclusion B Jaded Past

- **Disfavor of Amthydor (certed 1 each)**

For refusing to help those trapped in the Jade Egg, the city's merchants and Diamond Legion do not look upon you favorably. This is a -1 to all reaction, reputation, and Charisma-based rolls when dealing with Diamond Legion

or the City Merchants. (Value: Nil; Tradable: No; Size: N/A; Rarity: N/A; Legality: Legal)

Conclusion C

➤ **Sins of the People (certed 1 each)**

The PCs are marked by the Sins of the People. This mark will never fade, either through normal nor magical means. The mark has no magical effect and simply marks the PC as one who had failed to the Protector of the Emperor. (Value: Nil; Tradable: No; Size: N/A; Rarity: N/A; Legality: Legal)

Conclusion D

➤ **Lousy T-Shirt (certed 1 each)**

For choosing not to participate in this adventure, you have the privilege to wear a t-shirt that says:

**I REFUSED TO
ADVENTURE IN JADED
LIFE AND ALL I GOT
WAS THIS LOUSY T-
SHIRT!**

(Value: 2 cp; Tradable: No; Size: S, M or L; Rarity: Uncommon; Legality: Legal)

JADE GOLEM

	Jade Golem	CONSTRUCTION
	Large Construct	A jade golem's body is chiseled from a several blocks of jade weighing at least 3,000 pounds. The jade must be of exceptional quality, and costs 10,000 gp. Assembling the body requires a DC 24 Craft (sculpting) check or a DC 24 Craft (stonemasonry) check.
Hit Dice:	14d10+30 (107 hp)	
Initiative:	-1	
Speed:	20 ft. (4 squares)	
Armor Class:	34 (-1 size, -1 Dex, +26 natural), touch 16, footed 32	
Base Attack/Grapple:	+15/+28	CL 14th; Craft Construct, gem magic feat, <i>antimagic field</i> , <i>geas/quest</i> , <i>symbol of stunning</i> , caster must be at least 18th level; Price 140,000 gp; Cost 90,000 gp + 6,400 XP.
Attack:	Slam +23 melee (3d10+9)	
Full Attack:	2 slams +21 melee (3d10+9)	
Space/Reach:	10 ft./10 ft.	
Special Attacks:	Slow, Dream Curse (See Below)	
Special Qualities:	Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision	
Saves:	Fort +4, Ref +3, Will +4	
Abilities:	Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1	
Skills:	—	
Feats:	—	
Environment:	Any	
Organization:	Solitary	
Challenge Rating:	14	
Treasure:	None	
Alignment:	Always neutral	
Advancement:	15–21 HD (Large); 22–42 (Huge)	
Level Adjustment:	—	

This golem has a humanoid body made from jade. A jade golem is 12 feet tall and weighs around 3,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the jade of its limbs.

COMBAT

Jade golems are formidable opponents, being physically powerful and difficult to harm.

Slow (Su): A jade golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Immunity to Magic (Ex): A jade golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a jade golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Player Handout One

The Daisy Crowne

RETURN of THE PRINCES

Today, the merchant princes that plied their trade in the Shining Jewel have returned, after weathering the undead attacks of the year gone by. With the great purge and the new growth of building, the merchants were guaranteed protection in the city in exchange for their berths and new merchant charter.

“This signifies a new page in the city of Amthydor,” said the Harbormaster. “After over a year of uncertainty, the city is finally back on track.” On the west side of the harbor, new docks are being built for the sudden influx of new merchants from as far off as Sianmar. As well, the ship builders guild is functioning again as they are building a new flagship for the city’s navy first. “Don’t know what we will call her,” said one shipbuilder,” But it will be the brightest jewel on the sea,” he quipped.

(Continued on page 4)

Cave Bears On the Prowl

Cave Bears have been seen recently in the outskirts of the city and by farms near to the city. Livestock and other foodstuffs have gone missing.

The farmer’s guild has requested assistance from the city for rangers and hunters. Signified as a menace, the farmers may take the matters into their own hands and form a militia.

“City won’t ‘elp us, we’ll do it,” said farmer Brown. The Druids are mystified to what they call unusual behavior and are looking into the occurrences.

New Moon Tonight

Sun Rises 4:32 am

Sun Sets 7:59 pm

Moon 1st Quarter

Weather:

Today: Clear and Cool

Tomorrow: Windy and partly cloudy.

Player Handout Two

Valencia de Ames - Missing 3 days

Wife of Spice Merchant Alphonse Ames.

Lives in the Merchant Quarter.

Known as a social butterfly in merchant circles.

5' 8" tall, full red hair, light skin, shapely. Weight 120 lbs.

Caine Gruman – Missing 2 days

Son of Opalla Gruman

Apprentice baker to his mother

4'-11" tall, black hair, brown eyes, Ruddy complexion, about 160 lbs

Reginald Risen - Missing 1 day

Brother to Adolph Risen of Risen Enterprises.

Reginald is unemployed and lives with his brother.

5' 10" tall, 200 lbs light complexion, brown hair, brown eyes.

Player Handout Three

You feel the Green Mist surround you, envelop you. You become one with the Jade. The Jade is all, the Jade is you. You must always protect the green, it is your prison . . . it is your life.

You have been taken as a prisoner of the Protector of the Emperor. If the other players enter the Green, you must prevent them from leaving....ever. You can use any of your own Feats and Skills in addition to the statistics given below.

PC Jade Construct

ATL 1

Medium Humanoid Construct (Neutral); HD 2; hp 12; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +2/+6; Attack: slam +6 (1d6+4); Full attack: slam +6 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +4, Ref +3, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None (see above).

ATL 3

Small Humanoid Construct (Neutral); HD 4; hp 18; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +3/+7; Attack: slam +7 (1d8+4); Full attack: slam +7 (1d6+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +5, Ref +4, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None (see above).

ATL 5

Medium Humanoid Construct (Neutral); HD 6; hp 26; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 Natural) touch 16, FF 10; Base Attack/Grapple: +4/+8; Attack: slam +8 (1d10+4); Full attack: slam +8 (1d10+4); Space/Reach: 5 ft. x 5 ft.; SA: --; SQ: construct qualities, darkvision, DR 5/magic; Saves: Fort +6, Ref +5, Will +4; Abilities: Str 18, Dex 14, Con 10, Int -, Wis -, Cha 16. Skills/Feats: None (see above).

Note: Construct Traits. (all the Jade constructs possess these)

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry), No Constitution score, Low-light vision, Darkvision out to 60 feet, Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects, Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality, Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain, Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less, since it was never alive, a construct cannot be raised or resurrected.

GM Appendix One

Kee' Won, Human (Daiguo) 10th level Shaman, 6th level Spirit Master

NOTE: You need not worry about his spell list. IF the PCs decide to fight him, he will have access to ALL spells listed to do so. "SH" indicates the OGL source. If you don't have this book, just ignore it. He is plenty powerful without it.

Medium Humanoid; HD 16+2; hp 94; Init +6; Speed 50 ft.; AC 22 (+2 Dex, +4 deflection, +6 natural, touch 16, FF 20; Base Attack/Grapple +10/+10; Attack +10 staff (1d6+1); Full Attack +10 staff (1d6+1); Space/Reach: 5 ft. x 5 ft.; SA: spells; SQ: See Below; Saves Fort +7, Ref +7, Wil +17; Abilities: Str 10, Dex 14, Con 14, Int 14, Wis 12, Cha 20.

Feats: Rebuke Spirits, Totems (Domains) (Ancestor Spirit (Spirit), Knowledge (Owl), Healing (Snake), Travel (Wolf)), Detect Spirit, Spirit Familiar, Planar Binding (8 HD), Protection from Spirits, Create Undead, Planar Binding (16 HD), Magic Circle, Craft Charm, Craft Wondrous Item, Smite Spirit, Endurance, Improved Initiative

Skills: Alchemy +8, Bluff +12, Concentration +16, Craft: Gems +12, Diplomacy +7, Dreaming +5, Handle Animal +10, Heal +7, Intimidate +11, Knowledge: Nature +10, Knowledge: Planes +14, Perform +11, Profession : Diplomat +9 , Spellcraft +11, Swim +4, Survival (Wis) +16

Spells per Day: 6/7/6/6/5/5/3/3/2

Spells Known:

0 Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Know Direction, Mending, Purify Food and Drink, Resistance.

1st Protection From Spirits (SH), Detects Curses or Taboos, Detect Secret Doors, Cure Light Wounds, Entangle, Longstrider, Obscuring Mists, Summon Monster I.

2nd Identify Spirits (SH), Detect Thoughts, Cure Moderate Wounds, Locate Object, Bull's Strength, Cat's Grace, Locate Object, Silence.

3rd Magic Circle Against Spirits (SH), Clairaudience, Clairvoyance, Cure Serious Wounds, Fly, Call Lightning, Speak With Dead, Materialize (SH).

4th Ethereal Projection (SH), Divination, Cure Critical Wounds, Dimension Door, Dismissal, Freedom of Movement, Tongues.

5th Lesser Astral Projection (See CSH), True Seeing, Cure Light Wounds- Mass, Teleport, Atonement, Journey of Soul Retrieval (See CSH), Magic Jar, Summon Monster V.

6th Slay Spirit (SH), Find the Path, Heal, Etherealness, Transformation.

7th Vision, Legend Lore, Regenerate, Teleport Greater, Control Weather, Shadow Walk.

8th Trap the Soul, Discern Location, Cure Critical Wounds- Mass, Phase Door, Summon Monster VIII, Word of Recall

Possessions: Staff of Spirits, Bark Cloak of the Wolf, Ring of Protection +4, Boots of Striding and Springing, Ring of Freedom of Movement, Mystic Tattoo of Protection from Arrows

Abilities:

Spells: Casts divine spells similar to sorcerers. These spells are CHA based. DC=15+ spell level.

Totems: Shamans derive their spells through totems who impart their knowledge. Each totem grants a domain to the shaman that adds the domain spells to their known spell list. They are not granted domain powers.

Detect Spirits: At 2nd level, the shaman can detect spirits at will, as per the detect spirit spell (SH).

Rebuke Spirits: Shamans can rebuke command or turn spirits similar to evil cleric Rebuke ability.

Spirit Familiar: At 4th level shamans may gain a spirit familiar.

Spirit Empathy: See SH

Trancing: See SH.

GM's Appendix Two

The Jade Palace Restaurant and Emporium

The Jade Palace Restaurant and Emporium brings the best of South Western Continental Cuisine to the city of Amthydor. Anything from fine dining to simple 'carry-out' eating can be found at the Jade Palace. Founded almost 25 years ago by Sun Ye Wu, an immigrant from Daiguo, the restaurant has weathered riots, wars and even the undead attacks of recent years. "Much worse suffered my people," was heard to be quoted by Fan Ye Wu, the eldest son of Sun, who now manages the Jade Palace.

Located in the Services District, the Jade Palace has been known to serve commoners and kings over its long history. Their crowning achievement was catering the wedding of Alyssa Windsong to the Lord Monarch several years ago. Today, in the rebuilding city, it still has its many ovens and its staff is busy providing cooked meals to those who do not have time to provide their own.

Name: Jade Palace Restaurant and Emporium
Location: Services District
Owner: Fan Ye Wu (Daiguo)
Business: South Western Continental Cuisine, Daiguonese
Meals: Known for Sushi, Bento Box (carry out) and other non traditional food.

Staff:

Owner:	Fan Ye Wu	(M) age 35
Head Cook:	Lai Dong Gee	(M) age 45
Second Cook:	Van Dol Hon	(M) age 30
Bartender:	Dal Goon Kijik	(M) age 25
Serving Girl 1:	Lai Won Du	(F) age 24
Serving Girl 2:	Su Du Wae	(F) age 16

Others:

Owner's Wife:	Lao Wu Won	(F) age 30
Owner's Children:	Ban Won Wu	(M) age 16
	La Won Wu	(F) age 12,
	Kafan Wu	(M) age 10
Owner's Uncle:	Kee' Won	(M) age 70
Head Cook's Wife:	Jai Gee Wai	(F) age 42
Serving Girl 1's sister:	Val Jai Du	(F) age 15
Serving Girl 2's children:	Han Jai Du	(M) age 8
	Kim Jai Du	(F) age 5

Details: All of the staff and their families live under the roof of the Jade Palace. The second floor and basement areas have been converted and built upon to house the families as well as storage and private areas. While Fan Ye Wu is the owner and operator of the Jade Palace, everyone looks upon Kee' Won as the patriarch of the household. All of the members of the families are refugees of Daiguo except for the children and Val Jai Du.

Important Info: Kee' Won is a 16th level shaman who practices the lost art of Jade magic. He managed to escape the collapse of the empire decades ago, carrying his precious charge, the Protector of the Throne.

Sun Ye Wu and his wife died during the attack of the undead horde, defending the Jade Palace and his family. Other missing family members either died during the attack or left after the crisis passed.

Critical Event Summary: Jaded Life

1. Did the PCs capture Lucky Eddie without the help of the shaman? Yes No

2. Did the PCs disrespect the shaman in any way? Yes No

Record the name(s) of PCs that did:

PC Name

Player Name

3. Did the PCs enter the Golem? Yes No

4. Did the PCs succeed in freeing the prisoners? Yes No

Record their name if they failed:

PC Name

Player Name

Special Notes

GM Notes

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

Please send completed form to: Joanne Clarke-Stein, 15 Manor Crescent, Bldg. 20, New Brunswick, NJ 08901-1680, or email to lsi-roster@ucc-online.com.



Roster of Heroes: Jaded Life

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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