



For Love of Beer

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

The perfect ingredients. The perfect temperature. The perfect process. The perfect barrel. The perfect pitcher. The perfect mug. The perfect taste. The perfect beer. It's so, so close! It's near! It's here! Oh no! It's gone! A one-round LSJ adventure 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.

LSJ GMEmpowerment Clause

The coordinators of the campaign empower GMs 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 GM 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 GM 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 GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM 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 GM should let common sense rule the day (and the module).

- Adventure Background -

Amthydor has experienced significant disturbances caused by the relatively recent invasion from Vanyr and the upsurge of undead in the Poor District. This has caused a reallocation of forces from Amthydor’s Navy to domestic security.

While many nations across the Tasman Sea held off of taking advantage in Amthydor’s recent troubles, as it became clear it would survive them, policies shifted. As an immediate result, pirate activity against Amthydor’s shipping is on the rise. One of the first victims of that piracy is independent shipping – less protected by

Amthydor's Navy and not under the protection of Amthydor's Noble or Merchant Houses.

The Dauntless Dolphin uses that kind of shipper for its goods. It has recently lost a shipment of Bialtor's Black Beer which it can ill afford to lose. Using their connections, they've located where it may be and have hired a ship willing to carry passengers there and back. Now, all they need are some willing adventurers to go and retrieve as many of the barrels as they can.

Introduction – The PCs gain an assignment from Rieggei Doogan, an owner of the Dauntless Dolphin. She wants to hire the party to rescue a shipment of beer – five barrels – from an ad hoc pirate open market.

Encounter 1 – The PCs meet the captain of the Merry Matron and begin their travels to pirate market at Fang Rock. They fight off a weak attempt at mutiny by new members of the crew. They get a sense of how fighting on the ship will work.

Encounter 2 – The PCs meet the lively and combative pirates currently inhabiting Fang Rock. They can do some shopping for some legal and some illegal goods. If they quickly rescue an old blind pirate, he rewards them with useful information at a later time. They meet the pirates who have control over the barrels. They either assault them immediately or come up with other plans.

Encounter 3 – The PCs have heard of or discovered a back way. Or, they've successfully fought their way in through the front. Either way, some more fighting, then some decisions have to be made about how to move the barrels.

Encounter 4 – This is a detailed description of the challenge in moving the barrels. If they're going through the back way, it's not so bad – and possibly even easier if they use a not obvious underground water passage. If they're going through the front of the island, they'll have additional difficulties due to the length of the movement and the rowdiness of the remaining pirates.

Encounter 5 – Heading away from Fang Rock, the Merry Matron is boarded by the pirates who stole the barrels. The PCs fight off their attempt to destroy the barrels.

Encounter 6 – The PCs, back at Amthydor, get an offer of a significant amount of gold if they sell one the beer barrels to the irresponsible Thwillin, manager of a wine shop in the Merchant District called Waern Vineyards.

Epilogues – Various endings depending on how many barrels the PCs manage to return to the Dauntless Dolphin.

- Introduction -

Whether from the view of revelers who have drunk the night away, early risers up at the crack of dawn (or folks wondering why you're awake at this hour) you are wandering the streets of the Port District at first light. Clear azure skies, a spectacular sunrise, and a brisk breeze suggest the start of a temperate and cheery day. Passersby nod and smile; members of the Diamond Legion, hauling the disruptively overindulgent to jail, bid you good morn.

You can't help but notice one of the most popular establishments in the Port District, the Dauntless Dolphin Bar and Tavern. Its shingle, hanging above the door, shows a smiling dolphin drinking deeply from a stein.

In simple white lettering, a freshly lettered board at right of the entry reads: "Help wanted. Adventurers inquire within."

Verify with the PCs that they're interested in investigating further, and continue.

The front room, just inside the door, is about thirty feet by forty feet, damp from vigorous cleaning. Ahead, a long bar extends from opposite you to the left corner. Against the left wall, a set of stairs climbs up to the second floor. To your right, a few empty tables. The chairs and barstools sit upended on the tables and bar, respectively. And a closed door on the opposite

wall, to the right of the bar, completes your quick survey.

A teenaged kid with moppish brown hair looks up as you open the door. "Uh sorry," the kid says, "We're closed right now. If you want buy somethin', you should come back later. When we open ag'in."

The PCs can explain what they're here for.

"Oh!" he says, "Wow, that was fast. I just painted it on."

He sets the mop in the bucket, leaning it against the wall.

"I guess I should get someone." He runs his fingers through his hair, pressing it away from his face, as he hurries upstairs.

This is a good time for introductions and descriptions of PCs.

A heavy step announces an arrival from upstairs.

You see an attractive, broad-shouldered woman looking at you with hazel eyes. Brow raised, she peers interestedly at you before continuing down the steps. Her brown hair, neatly braided, falls almost to her waist. She wears a clean, white tunic, belted, black breeches, and strides to the table in high, hard boots.

The kid follows her and says, "These are adventurers. About Bialtor's beer? I wrote the sign for you."

She smiles to him and gently says, "Thank you Tyed. Could you work in the back for a bit? Thank you."

He nods, departing through the door by the bar and shutting it behind him. She looks you over once again, lingering on your weapons and other accoutrements, then sits with you.

"I'm Rieggei Doogan," she says evenly, "Co-owner of the Dauntless Dolphin. You've probably met my husband, Bialtor? He usually works the front room." She gestures to the surroundings.

"I handle 'the logistics' of running the place while Bialtor handles 'the tactics.' Currently, he's sleeping off last night. Keeping the place shipshape is a full-time job for both of us." Rieggei smiles and looks to the first person to her right. "And how do you do?"

Rieggei exchanges small talk, making bland, inoffensive comments about business, the weather, Amthydor, etc. She is not related to nobility, but is very well-educated. Finally:

"In any case, let's get to business, shall we? You're adventurers. As it turns out, I need adventurers for a job. Let me explain.

"The Dauntless Dolphin engages in overseas trading for many supplies. As general rule, Bialtor and I prefer smaller, independent shippers when we need to buy or sell things in this way. No offense to Amthydor's larger houses; the smaller outfits are often cheaper.

"A string of our ships have run into bad luck – poor weather and the like. This put us in a tight spot, financially speaking, as cargoes we hoped to sell and cargoes we purchased were lost. In light of that, we decided to fill a long-requested order for a few barrels of Bialtor's extra-special 'Black Beer.'

"It's not something he'd sell to just anyone. It's his very secret, hit-and-miss recipe, expensive to make, and a general pain to do. It tastes incredible when the recipe works, tastes like burnt tar when it doesn't. Under the circumstances, and for this person, the brew was attempted. The batch came out perfectly – a little more than five whole barrels worth of the stuff.

"We shipped it three days ago. Last night... The ship had been taken by pirates. A passing merchant saved a handful of crew.

"With so many of our hopes tied to this shipment, it would be quite a blow for the Dauntless Dolphin to write it off. I decided to make extraordinary efforts to recover the beer, and proceeded to call in old favors.

"From a diviner, we learned where our plundered

shipment is headed – an ad hoc pirate market at a place called Fang Rock. I found a captain willing to take a group directly there and directly back. So what I'm looking for are brave souls willing to carry out a raid, and retrieve as many of our beer barrels as possible.

"How about it? Will you take the job?"

Rieggei will field the PCs questions as best she can. She envisions the job as a straight raid. Some canned answers follow:

"How much are you willing to pay?" "Sadly, not a great deal. 40 gold crowns each for the attempt and an additional 50 gold crowns for each barrel returned intact. The latter portion as a lump sum, not each."

"What are the barrels like?" "They are five large, custom-made barrels, enameled black with gold lettering on the flat surfaces. They hold a little more than fifty gallons each – call it five hundred pounds. Watertight and airtight, of course. A sample keg went with this shipment – five gallons similarly enameled and marked – but that's relatively unimportant."

"Got any samples left?" With a smile she says, "Sorry, no."

"Where was the shipment going to?" "A friend in Jaderspur. It's not important who, as I'm sure they had nothing to do with this theft. If the barrels come back quickly enough, we'll try to complete this delivery to them."

"Where are we going?" "To Fang Rock. When I was in the navy, we would sometimes check on it. It's a known pirate gathering place. They come, talk and bicker, trade, and in a few days, leave. Not a town or a settlement. It's no more than uninhabitable pile of rock in the water convenient for this purpose."

"What do you know about the pirates that took your beer?" "Sadly, nothing. Only that they haven't yet opened any of the barrels – the diviner could tell that much, at least."

"Why not get the Navy involved?" "As fine as it is, it is just beer! While important to the Dauntless Dolphin, it's not important enough for the Navy get involved with! They have higher priorities, as well they should."

"What can you tell us about the ship/captain?"

"The 'Merry Matron' is a small, shallow-drafted ship that has been newly renovated. It's docked in the Port District right now. Its captain, Monty Mabarjir, is an old, experienced sea dog from Falgoth. We have been friends for years. As of this month, he owns his ship free and clear. He won't be much use in a fight – fighting is your job. He has agreed to get you there and back and can likely do so with little trouble."

"Can we have beer instead of gold if we succeed?" "We need to make the shipment. Your payment will have to be in gold. Although... if you get most of the barrels back, maybe a taste or two could be spared. We'll have to see how well you do."

"What more can you tell us about the business/diviner/survivors?" "Nothing relevant to your adventure, adventurers. What I've said so far on that topic should be sufficient."

After questions are answered, Rieggei says her thanks and shows the party out. The party can purchase some supplies or head directly to their ride.

- Encounter One - Shore to Sea

Captain Mabarjir is an articulate, knowledgeable sailor with years of experience in these waters. He's worked hard as a crewman on all sorts of vessels. After saving for decades, he has purchased and renovated a ship of his own, the Merry Matron. He intends to continue as the discreet and honest captain of an independent yacht, suitable for the travels of the wealthy. He loves his ship and loves the sea.

The Doogans once helped him in an unspecified manner, perhaps related to his limp, for which he feels obligated to return with a favor of this magnitude. He knows everything Rieggei knows about this task and may answer questions similarly.

The Merry Matron sits at the northernmost of the Port District's piers, one of the smallest vessels anchored about – twenty-five feet across at its widest point, perhaps sixty feet from bow to stern. A single mast rises to about forty feet in height.

The words “Merry Matron,” lettered on the stern of the ship, seem newly painted. The rest of the ship appears as fresh and pristine.

The figurehead is a grinning, winking woman with raven tresses, sporting a massive pair of foaming steins, left hand holding one forward, the right one hugged close to her abdomen.

An elderly human male sees you and hobbles, with the help of a cane, through a dozen or so busy sailors, to the gangplank and to you.

“Are you the Doogens’ hire-ees?” he says, “Ready? Suppose we could stand a bit, if you haven’t gotten all your supplies. I’m Captain Mabarjir by the way, Captain Monty Mabarjir.”

If applicable, he’ll point to the offending creature(s) and add:

“Absolutely no animal’s allowed on my ship other than birds or small mage familiars.”

When the party is ready to go, continue.

The captain directs you down a narrow set of steps. He takes you to a door to the cargo hold and says, “You can stay in there.”

“We’ll be heading out soon. With my hands full keeping the new ones from their incompetence (I’m using this trip as a training cruise for new recruits), I hope you don’t mind staying down, out of the way, for a few days. I’ll let you know when we get close. Hope you’re pleasantly surprised by your quarters! Let all your noble and well-heeled buddies know the Merry Matron’s ready for hire!”

Entering what was once the sloop’s cargo hold, you see heavy modifications – a canopied, four-poster bed is the centerpiece for a bedroom lavishly decorated with tasteful silks, rare woods, and fine perfumes. Cabinets open to reveal sufficient sheets and pillows of similar quality. The unlocked liquor cabinet is empty, though.

Before long, you feel the ship begin to move, bobbing up and down with the waves.

Distribute *Players’ Handout: Merry Matron*.

Three uneventful days pass. In the interim, excellent meals are delivered by the same elderly crewman, named Rahke. If you feel there is time, he is happy to describe the ship and show individual party members around. Those who go will find about half the crew, young men, getting detailed instruction on sailing by the old hands.

Upon the third night while the captain and loyal members of the crew are sleeping, the remaining crew follow a pre-arranged plan to mutiny. The party, if awake, will begin to hear more noise on the ship. (Listen DC 9 + ATL to hear exertion, DC 14 + ATL for punches thrown, DC 19 + ATL for muttering about “killin’ the old codgers and takin’ the ship.”)

If they interrupt at this point, the encounter plays out the same way.

If the party is asleep, or waits longer, they will hear a loud cry of, “Mutiny! Mutineers! To arms!” cut off by a strangled gurgle.

If the party is careful, it’s possible to surprise the mutineers. The other members of the crew have been herded to the bow section. The Captain fights defensively up in the platform area. Rahke, who has collapsed to the ground with a cut throat after his shouted warning, is stable at –1 HP

After the battle, the Captain will wish to condemn any survivors to death (by walking the plank). He will reluctantly allow the party to take custody over any prisoners until the ship’s return to Amthydor, to face Amthydoran justice regarding mutiny (i.e. execution).

There will be some worries about whether the prisoners will escape. However they will not manage to do so if the party takes any reasonable precautions. If reasonable precautions are not taken, they will escape at Fang Rock and join another pirate vessel, never to be seen again in this module.

All ATLs: Mutineer Leader, 1 Mutineer Follower per PC.

ATL 1

♥ **Mutineer Leader, male human Rog 1:** HD 1d6; hp 12; Init +3; Spd 30 ft.; AC 13 (+3 Dex; touch AC 13, flatfooted 10); Atks +1 melee (1d4,

dagger +1) or +4 ranged (1d4, dagger +1); SA sneak attack +1d6; AL LE; SV Fort +0, Ref +6, Will -2; Str 10, Dex 16, Con 11, Int 12, Wis 7, Cha 10.

Skills and Feats: Spot +2, Hide +7, Listen +2, Tumble +7, Jump +4, Sense Motive +2; Toughness x2.

♥ **Mutineer Follower, male human Exp 1:** HD 1d6; hp 6; Init +1; Spd 30 ft; AC 11 (+1 Dex; touch AC 11, flatfooted 10); Atks +0 melee (1d4, dagger) or +1 ranged (1d4, dagger); AL NE; SV Fort +0, Ref +1, Will +1; Str 10, Dex 12, Con 10, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4, Endurance.

ATL 3

♥ **Mutineer Leader, male human Rog 2:** HD 2d6; hp 18; Init +3; Spd 30 ft.; AC 13 (+3 Dex; touch AC 13, flatfooted 10); Atks +2 melee (1d4, dagger +1) or +6 ranged (1d4, dagger +1); SA sneak attack +1d6; SD Evasion; AL LE; SV Fort +0, Ref +7, Will -2; Str 10, Dex 16, Con 11, Int 12, Wis 7, Cha 10.

Skills and Feats: Spot +3, Hide +8, Listen +3, Tumble +8, Jump +5, Sense Motive +3; Toughness x2.

♥ **Mutineer Follower, male human Rog 1:** HD 1d6; hp 10; Init +1; Spd 30 ft; AC 11 (+1 Dex; touch AC 11, flatfooted 10); Atks +0 melee (1d4, dagger) or +1 ranged (1d4, dagger); SA sneak attack +1d6; AL NE; SV Fort +0, Ref +3 Will -1; Str 10, Dex 12, Con 12, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4; Endurance, Toughness.

ATL 5

♥ **Mutineer Leader, male human Rog 4:** HD 4d6; hp 28; Init +7; Spd 30 ft.; AC 13 (+3 Dex; touch AC 13, flatfooted 10); Atks +4 melee (1d4, dagger +1) or +8 ranged (1d4, dagger +1); SA sneak attack +2d6; SD Evasion, Uncanny Dodge; AL LE; SV Fort +1, Ref +8, Will -1; Str 10, Dex 16, Con 12, Int 12, Wis 7, Cha 10.

Skills and Feats: Spot +5, Hide +10, Listen +5, Tumble +10, Jump +7, Sense Motive +5; Improved Initiative, Toughness x2.

♥ **Mutineer Follower, male human Rog 2:** HD 2d6; hp 13; Init +1; Spd 30 ft; AC 11 (+1 Dex; touch AC 11, flatfooted 10); Atks +1 melee (1d4,

dagger) or +2 ranged (1d4, dagger); SA sneak attack +1d6; SD Evasion; AL NE; SV Fort +0, Ref +4 Will +0; Str 10, Dex 12, Con 12, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Endurance, Toughness.

ATL 7

♥ **Mutineer Leader, male human Rog 6:** HD 6d6; hp 36; Init +7; Spd 30 ft.; AC 13 (+3 Dex; touch AC 13, flatfooted 10); Atks +5 melee (1d4, dagger +1) or +8 ranged (1d4, dagger +1); SA sneak attack +3d6; SD Evasion, Trap Sense +2, Uncanny Dodge; AL LE; SV Fort +3, Ref +8, Will +2; Str 10, Dex 16, Con 12, Int 12, Wis 7, Cha 10.

Skills and Feats: Spot +7, Hide +11, Listen +2, Tumble +12, Jump +8, Sense Motive +5; Improved Initiative, Iron Will, Toughness x2.

♥ **Mutineer Follower, male human Rog 4:** HD 4d6; hp 26; Init +5; Spd 30 ft; AC 11 (+1 Dex; touch AC 11, flatfooted 10); Atks +3 melee (1d4, dagger) or +4 ranged (1d4, dagger); SA sneak attack +2d6; SD Evasion, Trap Sense +1, Uncanny Dodge; AL NE; SV Fort +1, Ref +6 Will +0; Str 10, Dex 13, Con 12, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5, Tumble +4; Endurance, Improved Initiative, Toughness.

Tactics: The mutineers will fight to the death, knowing the penalty for what they're trying is death.

- Encounter Two - Fang Rock

The next morning, knocking at your cabin gets your attention. It's the captain. "We're nearly there," he says, "Perhaps you'd like to take a look at how things stand?"

On deck, at least six pirate ships anchor themselves a mile off this side of the island. Two rowboats slowly pull up towards shore. Shore is the low end of a series of jagged, glassy rocks jutting up out of the water – almost like an odd, obsidian frost that covers much of the visible island. Boards define paths between the docks and three pirate encampments.

“Water’s shallow, but that’s not a danger for the Matron, we won’t run aground as long as there’s four or five feet under her.”

The captain makes the order to head towards shore. Pulling closer, you get a clearer view of the island’s layout.

Distribute *Players’ Handout: Fang Rock*.

Walking off the path is like walking through caltrops, with the following modifications: ATL 1: caltrops as written. ATL 3: base attack bonus +5, damage 1d3. ATL 5: base attack bonus +10, damage 1d6. ATL 7: base attack bonus +20, damage 1d8. A creature may move through at half speed or slower for no penalty. Additionally, a 5’ area may be completely cleared in a full round.

Clearing or walking through the island’s sharp, glassy rock spikes will call attention to the people doing so.

When the party is ready to head off the ship:

Mindful of the nearby pirates, Captain Mabarjir quietly adds, “Good luck. Hope you have no trouble findin’ and getting’ the stuff.’ Remember, this isn’t Amthydor – it’s the law of the strongest here. I’ll be right here watching the ship. If you need to speak or plan privately, need to run, or you’ve run out of ideas, haul yourself back of this way... It’ll be safe enough. Pirates will be rowdy and all that, but they won’t take a ship without express permission from their captain. You’re not gonna do enough to call for that order, I hope.”

“If you want to take a suggestion... pretend to be traders. I hear a friend of a friend says things like that happen: ‘Law-abiding’ Amthydor folk comin’ out here to get things they can’t get so easy elsewhere. Just so you fit in in this crowd.”

Area A: Docks

On the docks, some pirates look at you suspiciously. Most just ignore you.

An old man, hearing your step, calls out to you. His eyes are a milky white as he gestures and speaks towards your area.

“Can you help an old man down on his luck?” he says dejectedly, “I’ve been stranded here for months... please, help a pathetic old pirate get to civilization?”

He’s near exhaustion, battered and bruised, having borne several days of the other pirates’ ridicule and blows. He is near death and will be randomly killed by other pirates in the near future if the party passes this opportunity to rescue him.

If they do, he is thankful, says his name is Iyet Pahan, but will not say more at this time. He pleads exhaustion, and will rest on the Merry Matron’s deck under the disapproving glare of Monty.

Area B: Legal Shopping

A green and white checkered banner asserts ownership of this thirty by fifty foot rock-cleared space. A number of pirates pretend to ignore your approach. One, standing behind a nearly empty table, says, “Aye, step on up! Jolly Tackie’s got a few things left to sell ya!”

Tackie is a cheerful, thin human male from the ship Bungle. He’s in his late twenties, and speaks with cheerful good humor.

Tackie sells three items. A clay box containing five gold-foil wrapped bars of Lumwani chocolate (500 gp, negotiable to as low as 350 gp) A two-foot high statue of a female gnome clapping her hands to her face in surprise. (5 gp negotiable to as low as 3 gp) A 5 pound sack of unroasted coffee beans (30 gp negotiable to as low as 20 gp). Tackie explains that the clay box, kept damp, keeps the chocolates cool and fresh. He’d rather not split them up and wants to sell them as a full set.

You can either roleplay the negotiations, or use an appropriate opposed skill check (DC 13 + ATL) to move the price about 10% in either direction (3 rolls maximum per item involved). He is really trying to sell the chocolate for as much as he can get it; he would be willing to throw in the other items just to get the best price possible for that one. He is crafty enough to try and get PCs to bid against each other for the items.

He doesn’t know much about the other pirates on the island, although he knows the ones in area F

are selling the beer. He's attempting to raise enough gold to purchase a barrel of the beer, although he wonders whether he'd actually part with their asking price: 500 gp per. His crewmates, who have tasted samples, say it's worth the price.

If the PCs decide to start a fight, use the statistic below.

ATL 1

☛ **Below-Average Pirate (8), male human Exp 1:** HD 1d6; hp 6; Init +0; Spd 30 ft; AC 13 (+3 studded leather; touch AC 10, flatfooted 13); Atks +0 melee (1d6, scimitar) or +0 ranged (1d4, sling); AL NE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4, Endurance.

☛ **Mackie (Above Average Pirate), male human Ftr 2:** HD 2d10; hp 22; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +2 melee (1d6+2, scimitar) or +2 ranged (1d4, sling); AL NE; SV Fort +4, Ref +1 Will +0; Str 14 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Endurance, Toughness.

ATL 3

☛ **Below-Average Pirate (8), male human Exp 1:** HD 1d6; hp 6; Init +0; Spd 30 ft; AC 13 (+3 studded leather; touch AC 10, flatfooted 13); Atks +0 melee (1d6, scimitar) or +0 ranged (1d4, sling); AL NE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4, Endurance.

☛ **Average Pirate (6), male human Ftr 1:** HD 1d10; hp 15; Init +0; Spd 30 ft; AC 13 (+3 studded leather; touch AC 10, flatfooted 13); Atks +2 melee (1d6+1, scimitar) or +1 ranged (1d4, sling); AL NE; SV Fort +3, Ref +0 Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4; Endurance, Toughness.

☛ **Mackie (Above Average Pirate), male human Ftr 2:** HD 2d10; hp 22; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +2 melee (1d6+2, scimitar) or +2 ranged (1d4, sling); AL NE; SV Fort +4, Ref +1 Will +0; Str 14 Dex 12, Con 12, Int 10, Wis 10,

Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Endurance, Toughness.

ATL 5

☛ **Average Pirate (12), male human Ftr1:** HD 1d10; hp 15; Init +0; Spd 30 ft; AC 13 (+3 studded leather; touch AC 10, flatfooted 13); Atks +2 melee (1d6+1, scimitar) or +1 ranged (1d4, sling); AL NE; SV Fort +3, Ref +0 Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4; Endurance, Toughness.

☛ **Above Average Pirate (4), male human Ftr 2:** HD 2d10; hp 22; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +2 melee (1d6+2, scimitar) or +2 ranged (1d4, sling); AL NE; SV Fort +4, Ref +1 Will +0; Str 14 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Endurance, Toughness.

☛ **Mackie (Elite Pirate), male human Ftr 4:** HD 4d10; hp 44; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +6 melee (1d6+2, scimitar) or +5 ranged (1d4, sling); AL NE; SV Fort +5, Ref +2 Will +1; Str 15 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Blind-Fight, Endurance, Improved Initiative, Toughness.

ATL 7

☛ **Above Average Pirate (12), male human Ftr 2:** HD 2d10; hp 22; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +2 melee (1d6+2, scimitar) or +2 ranged (1d4, sling); AL NE; SV Fort +4, Ref +1 Will +0; Str 14 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Endurance, Toughness.

☛ **Elite Pirate (6 + Mackie), male human Ftr 4:** HD 4d10; hp 44; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +6 melee (1d6+2, scimitar) or +5 ranged (1d4, sling); AL NE; SV Fort +5, Ref +2 Will +1; Str 15 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Blind-Fight, Endurance, Improved Initiative, Toughness.

Area C: Illegal Shopping

Vertically striped, a black and red banner identifies ownership of this roughly sixty foot, circular clearing. While about a dozen of the pirates are dozing, the remainder are decidedly twitchy: Watchful eyes traced your approach, while hands lay casually on currently sheathed weapons. Crossing his arms, at their center, one man addresses you.

“We’re out of slaves,” he says. “Unless you’re folks more cutthroat than ya looks ta be, I’ve got nothin’ to sell to the likes of you.”

With a little Diplomacy (DC 5 + ATL), he can be convinced to show his stash of highly illegal items for sale. He doesn’t ask names and doesn’t give his own. These are pirates from the Avarice. If the party expresses interest:

“I’ve got three things for sale. No questions about the whos, whats, or wheres, and no negotiation! Understood?”

A vial of adulterated lich dust poison, sold for 200 gp “Enjoy the look of agony in the eyes of your enemy, as this special formulation speeds them to their deaths with some extra pain.”

The next, a large crate with a unpleasant stench, revealing a dead female halfling. “Not everyone appreciates our hospitality. 100 gp You won’t find a better deal for the beer – those Wastes folk might trade a barrel for a nice halfling dinner.” He laughs at anyone made uncomfortable by this, adding, “Don’t know much about those Wastemen, do ya?”

The next, a large, sepia-toned painting of a map. “This is a treasure map that doesn’t lead to any treasure. But folks like lookin’ at it anyways – guy it came from... didn’t want to part with it. 150 gp (appropriate Knowledge or Appraisal at DC 15 + ATL) will show this to be the work of the crazy mage Antoclis, who created a massive series of this same painting. Not rare, except one such as this one, in its original frame. Its actual value is 500 gp.

If any item is sold, the pirates are more willing to converse. Otherwise, it’ll take reasonably inspired roleplaying or a Diplomacy check (DC 13 + ATL)

to get them to open up.

He and his crew consider themselves superior to other pirates on the island. They know the beer-selling pirates at area F are from the Northern Wastes, and that there is a woman and a heavily armored man amongst them. The pirates of the Avarice attempted to raid the camp for the beer, but withdrew as it was too heavily fortified by “crossbow fire from under cover.” Therefore, they are “disqualified” from purchasing the beer and are just passing time amusing themselves until they leave the next night.

ATL 1

“Salesman” (Below-Average Pirate): CR 1/2; male human expert; HD 1d6; hp 6; Init +0; Spd 30 ft; AC 13 (+3 studded leather; touch AC 10, flatfooted 13); Atks +0 melee (1d6, scimitar) or +0 ranged (1d4, sling); AL NE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4, Endurance.

Average Pirate (8): CR 1; male human fighter; HD 1d10; hp 15; Init +0; Spd 30 ft; AC 13 (+3 studded leather; touch AC 10, flatfooted 13); Atks +2 melee (1d6+1, scimitar) or +1 ranged (1d4, sling); AL NE; SV Fort +3, Ref +0 Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4; Endurance, Toughness.

ATL 3

Average Pirate (4 + “Salesman”): CR 1; male human fighter; HD 1d10; hp 15; Init +0; Spd 30 ft; AC 13 (+3 studded leather; touch AC 10, flatfooted 13); Atks +2 melee (1d6+1, scimitar) or +1 ranged (1d4, sling); AL NE; SV Fort +3, Ref +0 Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4; Endurance, Toughness.

Above Average Pirate (8): CR 2; male human fighter; HD 2d10; hp 22; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +2 melee (1d6+2, scimitar) or +2 ranged (1d4, sling); AL NE; SV Fort +4, Ref +1 Will +0; Str 14 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Endurance, Toughness.

ATL 5

♣ **Above Average Pirate (24 + “Salesman”), male human Ftr 2:** HD 2d10; hp 22; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +2 melee (1d6+2, scimitar) or +2 ranged (1d4, sling); AL NE; SV Fort +4, Ref +1 Will +0; Str 14 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Endurance, Toughness.

ATL 7

♣ **Elite Pirate (24 + “Salesman”), male human Ftr 4:** HD 4d10; hp 44; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +6 melee (1d6+2, scimitar) or +5 ranged (1d4, sling); AL NE; SV Fort +5, Ref +2 Will +1; Str 15 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Blind-Fight, Endurance, Improved Initiative, Toughness.

Area D: Large Clearing

A large area has been cleared here – perhaps seventy feet by a hundred twenty feet. The few pirates that walk make a point of staying well clear of one another.

Area E: Empty Clearing

This small, forty-foot clearing has signs of recent habitation. Other than scattered debris, it seems clear and empty.

Area F: The Front Way

Just above the glassy rock line, this area is blocked off by a low stone wall, no less defensible for its hasty construction. A line of barbaric warriors, gaunt and ferociously alert, keep careful watch of your approach. Behind them, you hear a woman and a man engaged in animated, flirtatious conversation. You can see a

cave entrance in the rock of the island further back, around which this group is arrayed.

As you come within fifty feet of the closest barbarian, he calls and waves for you to stop.

If the party fights, they will start the fight from those positions if the party attempts to approach or take any apparently hostile act. If they try a less violent approach, continue as follows:

The barbarian listlessly says, “500 gold for one. Have five. No sample left; sample keg empty.”

“What do these scum want?” a whiny male voice says, “Perhaps some of that luscious drink? Well, you can’t have any! It will not be sold until tomorrow! Wythig, master of the Ungarra, will not allow it!”

The pale, metal-armored, thin man who insults you, ducks back down behind the other warriors.

The entrance here leads to area 3B, given below.

A successful Spot check (DC 10) wins the party a description of the man: A wasted, gaunt figure wearing a shining, steel breastplate, tattered yet clean, red-and-black patterned underrobes, carrying a wooden shield and a sword. (See Appendix for detailed enumeration of items.)

A difficult (DC 18 + ATL) Spot check and simple (DC 5) religion check indicates a holy symbol of the god Krayve around his neck. Additionally, an ordinary religion check (DC 10) would identify his vestments as clerical and of the faith of Krayve.

The barbarians of the Northern Wastes are fanatical followers of the god Krayve. Therefore, Wythig the Hungry commands them with no dissent. “Shiver” has attached herself to him in the hopes of gaining access to additional spells and magics.

Wythig is a whiny, petulant man, given to fits of pique and irrational obsession. He refers to himself in the third person. With needlessly ironclad conviction he has decided to sell the barrels on the last possible day (tomorrow afternoon). He is also convinced that every one of the “irrational southerners” on the island is plotting to attack them

at any moment to get their recently pirated treasure.

“Shiver” will attempt to intercede once or twice to prevent bloodshed, if the party attempts to provoke Wythig. She is intelligent, snobbish, terribly vain and physically stunning. Note that she is half-elven (of sea elf descent). If she needs to intercede, she will show off and address members of the party in elven or dwarven first before continuing in common. If things do come to blows, she may pretend sympathy to the party (“...how needlessly do we fight...”) before striking at them (“...yet how welcome our victory!” *Cackle*).

The barbarians of the Northern Wastes practice cannibalism. They especially enjoy eating halflings. They will be eyeing any halflings and salivating.

If the party would stoop so low as to offers to trade the halfling body for the barrels, Wythig will refuse to do so until the next day. “As tempting as it may be... another day of ripening won’t hurt it.” If there are halflings in the party he’ll add, “Although for *fresh* ones...”

ATL 1 (Cover gives +4 bonus to AC and +2 to Reflex saves)

☛ **Wythig the Hungry, male human Clr 1 of Krayve:** HD 1d8; hp 10; Init +0; Spd 20 ft.; AC 17 (+7 armor; touch AC 10, flatfooted 17); Atks +1 melee (1d6+1, shortsword) or +1 ranged (1d10+1, hvy crossbow); AL LE; SV Fort +2, Ref +0, Will +6; Str 12, Dex 10, Con 10, Int 12, Wis 14, Cha 10.

Skills and Feats: Concentration + 4; Diplomacy +4, Knowledge (religion) +5, Spellcraft +5, Iron Will.

Special Attacks: Touch of Pain (1/day, touch attack dealing 2 x class level points of damage)

Special Qualities: Evil spells at +1 caster level, speaks elven, rebuke undead

Priest Spells Prepared: (Prepare 3/2+1 per day. Base save 12 + spell level) 0 level—*Guidance* x3; 1st level—*Bane, Bless + Protection from Good*.

Possessions: Bolts +1 (20), breastplate, heavy crossbow, holy symbol, shield (heavy wooden), shortsword, travel gear

☛ **“Shiver,” female half-elf Com 1:** HD 1d4; hp 3; Init +1; Spd 30 ft.; AC 11 (+1 Dex, touch AC

11, flatfooted 10); Atks +1 melee (1d4+1, dagger) or +2 ranged (1d4+1, dagger); AL NE; SV Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Diplomacy +7, Spellcraft +2.

Special Qualities: Half-elf racial qualities, speaks dwarven, speaks elven

Possessions: Courtier’s outfit, dagger +1

☛ **Wasteman Pirate (8), male human Com 1:** HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +0 melee (1d6, shortsword) or +0 ranged (1d8, lt crossbow); AL NE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +3, Profession (sailor) +4, Spot +3, Endurance.

Possessions: Bolts (20), leather armor, light crossbow, shield (light wooden), shortsword, travel gear

ATL 3 (Cover gives +4 bonus to AC and +2 to Reflex saves)

☛ **Wythig the Hungry, male human Clr 3 of Krayve:** HD 3d8; hp 22; Init +0; Spd 20 ft.; AC 17 (+7 armor; touch AC 10, flatfooted 17); Atks +3 melee (1d6+1, shortsword) or +3 ranged (1d10+1, hvy crossbow); AL LE; SV Fort +3, Ref +0, Will +7; Str 12, Dex 10, Con 10, Int 12, Wis 14, Cha 10.

Skills and Feats: Concentration +6; Diplomacy +6, Knowledge (religion) +6, Spellcraft +4, Endurance, Iron Will, Martial Weapon Proficiency. *Special Attacks:* Touch of Pain (1/day, touch attack dealing 2 x class level points of damage)

Special Qualities: Evil spells at +1 caster level, speaks elven, rebuke undead

Priest Spells Prepared: (Prepare 4/3+1/2+1 per day. Base save 12 + spell level) 0 level—*Guidance* x4; 1st level—*Bane, Bless, Doom + Protection from Good*; 2nd level—*Hold Person, Sound Burst + Zone of Truth*.

Possessions: Bolts +1 (20), breastplate, heavy crossbow, holy symbol, shield (heavy wooden), shortsword, travel gear

☛ **“Shiver,” female half-elf Sor 2:** HD 2d4; hp 6; Init +1; Spd 30 ft.; AC 11 (+1 Dex, touch AC 11, flatfooted 10); Atks +2 melee (1d4+1, dagger) or +3 ranged (1d4+1, dagger); AL NE; SV Fort +0, Ref +1, Will +3; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5; Diplomacy +8, Spellcraft +6, Combat Casting.

Special Qualities: Half-elf racial qualities, speaks dwarven, speaks elven

Sorcerer Spells Known: (Casts 6/5 per day. Base save 13 + spell level) 0 level—*Detect Poison, Mending, Prestidigitation, Ray of Frost, Touch of Fatigue*; 1st level—*Chill Touch, Mage Armor*.

Possessions: Courtier's outfit, dagger +1

☛ **Wasteman Pirate (8), male human Bbn 1:** HD 1d12; hp 10; Init +0; Spd 40 ft; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +2 melee (2d4+2, falchion) or +1 ranged (1d8, lt crossbow); AL NE; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +3, Profession (sailor) +1, Spot +3, Alertness, Endurance.

Special Qualities: Illiterate, rage 1/day.

Possessions: Bolts (20), falchion, light crossbow, studded leather armor, travel gear

ATL 5 (Cover gives +8 bonus to AC and +4 to Reflex saves)

☛ **Wythig the Hungry, male human Clr 5 of Krayve:** HD 5d8; hp 33; Init +0; Spd 20 ft.; AC 17 (+7 armor; touch AC 10, flatfooted 17); Atks +4 melee (1d6+1, shortsword) or +4 ranged (1d10+1, hvy crossbow); AL LE; SV Fort +4, Ref +1, Will +8; Str 12, Dex 10, Con 10, Int 12, Wis 15, Cha 10.

Skills and Feats: Concentration + 8; Diplomacy +8, Knowledge (religion) +8, Spellcraft +4, Endurance, Iron Will, Martial Weapon Proficiency.

Special Attacks: Touch of Pain (1/day, touch attack dealing 2 x class level points of damage)

Special Qualities: Evil spells at +1 caster level, speaks elven, rebuke undead

Priest Spells Prepared: (Prepare 5/4+1/3+1/1+1 per day. Base save 12 + spell level) 0 level—*Guidance x5*; 1st level—*Bane, Bless, Doom x2 + Protection from Good*; 2nd level—*Hold Person, Sound Burst x2 + Zone of Truth*; 3rd level—*Blindness + Bestow Curse*.

Possessions: Bolts +1 (20), breastplate, heavy crossbow, holy symbol, shield (heavy wooden), shortsword, travel gear

☛ **“Shiver,” female half-elf Sor 3:** HD 3d4; hp 10; Init +1; Spd 30 ft.; AC 11 (+1 Dex, touch AC 11, flatfooted 10); Atks +3 melee (1d4+1, dagger) or +4 ranged (1d4+1, dagger); AL NE; SV Fort +1,

Ref +2, Will +3; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +6; Diplomacy +8, Spellcraft +7, Combat Casting.

Special Qualities: Half-elf racial qualities, speaks dwarven, speaks elven

Sorcerer Spells Known: (Casts 6/6 per day. Base save 13 + spell level) 0 level—*Detect Poison, Mending, Prestidigitation, Ray of Frost, Touch of Fatigue*; 1st level—*Chill Touch, Mage Armor, Shield*.

Possessions: Courtier's outfit, dagger +1

☛ **Wasteman Pirate (8), male human Bbn 2:** HD 2d12; hp 19; Init +0; Spd 40 ft; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +4 melee (2d4+3, falchion) or +2 ranged (1d8, lt crossbow); AL NE; SV Fort +3, Ref +0, Will +0; Str 14, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +3, Profession (sailor) +1, Spot +3, Alertness, Endurance.

Special Qualities: Illiterate, rage 1/day, uncanny dodge.

Possessions: Bolts (20), falchion, light crossbow, studded leather armor, travel gear

ATL 7 (Cover gives +8 bonus to AC and +4 to Reflex saves)

☛ **Wythig the Hungry, male human Clr 5 of Krayve:** HD 5d8; hp 33; Init +0; Spd 20 ft.; AC 17 (+7 armor; touch AC 10, flatfooted 17); Atks +6 melee (1d6+1, shortsword) or +6 ranged (1d10+1, hvy crossbow); AL LE; SV Fort +5, Ref +2, Will +9; Str 12, Dex 10, Con 10, Int 12, Wis 15, Cha 10.

Skills and Feats: Concentration +10; Diplomacy +10, Knowledge (religion) +10, Spellcraft +5, Die-Hard, Endurance, Iron Will, Martial Weapon Proficiency.

Special Attacks: Touch of Pain (1/day, touch attack dealing 2 x class level points of damage)

Special Qualities: Evil spells at +1 caster level, speaks elven, rebuke undead

Priest Spells Prepared: (Prepare 6/5+1/4+1/2+1/1+1 per day. Base save 12 + spell level) 0 level—*Guidance x6*; 1st level—*Bane x2, Bless, Doom x2 + Protection from Good*; 2nd level—*Hold Person x2, Sound Burst x2 + Zone of Truth*; 3rd level—*Blindness x2 + Bestow Curse*; 4th level—*Divine Power + Unholy Blight*.

Possessions: Bolts +1 (20), breastplate, heavy crossbow, holy symbol, shield (heavy wooden), shortsword, travel gear

☛ **“Shiver,” female half-elf Sor 6:** HD 6d4; hp 20; Init +5; Spd 30 ft.; AC 11 (+1 Dex, touch AC 11, flatfooted 10); Atks +4 melee (1d4+1, dagger) or +5 ranged (1d4+1, dagger); AL NE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +9; Diplomacy +10, Spellcraft +10, Combat Casting, Improved Initiative.

Special Qualities: Half-elf racial qualities, speaks dwarven, speaks elven

Sorcerer Spells Known: (Casts 6/7/5/3 per day. Base save 13 + spell level) 0 level—*Daze, Detect Poison, Flare, Mending, Prestidigitation, Ray of Frost, Touch of Fatigue*; 1st level—*Chill Touch, Mage Armor, Shield, Unseen Servant*; 2nd level—*Gust of Wind, Melf’s Acid Arrow*; 3rd level—*Sleet Storm*.

Possessions: Courtier’s outfit, dagger +1

☛ **Wasteman Pirate (8), male human Bbn 4:** HD 4d12; hp 38; Init +0; Spd 40 ft.; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +6 melee (2d4+3, falchion) or +4 ranged (1d8, lt crossbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +9, Profession (sailor) +2, Spot +9, Alertness, Endurance.

Special Qualities: Illiterate, rage 2/day, trap sense +1, uncanny dodge.

Possessions: Bolts (20), falchion, light crossbow, studded leather armor, travel gear

Tactics: Under cover, the pirates are interspersed with a ten foot space between them. They will fire their crossbows at one target, and one-by-one, rage and attack any individual that gets in melee range. Shiver will cast defensive spells, claiming her lack of interest in fighting until she’s ready. Wythig will cast spells as appropriate. If Wythig falls, Shiver will stabilize him (and attempt to “surrender” to save both their lives for Encounter Five. Overly watchful or lethal party members will find that the other crew on the Ungarra had enough magic to whisk them away and save them).

- Encounter Three - The Back Way

If the party has already attacked the pirates at 2F before returning, Iyet says nothing about The Back Way. Careful or thorough party members may still discover it on their own. However, if the party returns to the ship before attacking 2F, they will find that Iyet Pahan and Monty Mabarjir have formed a fast friendship (“Turns out I know someone who knew someone, who knew someone... we’re practically related!”) Monty has discussed the mission with Iyet.

Thankful at being rescued, Iyet reveals that, before he went blind, he learned about a back way to the cave with the pirates in area 2F! Monty is willing to give it a look whenever the characters are ready.

When they are:

You get on the ship. It goes around to the other side of the island. Rocks jut up from out of the water. The sure, skillful navigation of the captain keeps you safe.

Behind one of the massive stones, out of view from ships, is a narrow channel. Just wide enough for the Merry Matron to squeeze through, it swings past to a well-hidden, yet wide gaping cave entry at the level of the water.

The cave’s mouth is twice the length of the ship, and nearly as high. The water, a mere three feet deep at the lip, drops further in and out to an uncertain depth. You barely see the back of this cave, varying one- to two-hundred feet in.

Iyet says, “There used to be a very narrow stone vent back there... that connects to the bottom of that cave from up top.”

It seems you will need to go in to get a better view – the captain offers you use of his rowboat, if you wish it.

It might help to point out where they are on the Player’s Handout. The rowboat is twenty feet long and five feet wide, capable of carrying six medium-sized humanoids, if they don’t mind

crowding in.

Area A: Just Inside

In the cave, the water quickly dips to an average 20 feet of depth, 30 feet near the area marked “underground passage.” Those in heavy armor may sink. For purposes of swimming checks, the water here is calm. A light source may be needed to see further in the cave.

However, before they’re able to completely survey the depths, after any character moves fifty feet into the cave:

Suddenly, from out of view under the Merry Matron, from the sea, a shape splashes over the narrow lip into the cave!

The wake rapidly approaches, as do the sharp teeth of its owner.

ATL 1

☛ **Medium Shark (2):** Medium animal; HD 3d8+3; hp 16; Init +2; Spd swim 60 ft.; AC 15 (+2 Dex, +3 natural; touch AC 12, flatfooted 13); Atks +4 melee (1d6+1, bite)l SQ Blindsense, Keen Scent; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +6, Spot +6, Swim +9; Alertness, Weapon Finesse.

ATL 3

☛ **Sea Cat:** Large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted 17); Atk +9 melee (1d6+4, claw), Full Atk +9 melee (1d6+4, claw), +4 melee (1d8+2, bite); SA rend 2d6+6; SD Darkvision 60’, Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

ATL 5

☛ **Sea Cat (2):** Large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted

17); Atk +9 melee (1d6+4, claw), Full Atk +9 melee (1d6+4, claw), +4 melee (1d8+2, bite); SA rend 2d6+6; SD Darkvision 60’, Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

ATL 7

☛ **Sea Cat (10):** Large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted 17); Atk +9 melee (1d6+4, claw), Full Atk +9 melee (1d6+4, claw), +4 melee (1d8+2, bite); SA rend 2d6+6; SD Darkvision 60’, Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

Tactics: These creatures are attracted to blood. They will prefer to attack anyone that is or was wounded, or becomes wounded in the course of this battle (although the sharks will only notice wounded individuals in the water). Fighting on the boat is a DC 10 Balance or Profession (sailor) check, or else the individual falls into the water, with its commiserate consequences. Fighting while swimming remains a DC 10 swim check. Note that movement, whether parked on the boat or using the Swim skill, is less. Fortunately, the water is crystal clear – as long as there’s enough light, the creatures do not gain concealment. Otherwise, for the purposes of this combat, no other penalties for fighting in or on the water need be assessed.

Area B: Inner Cave

If the party is coming in from Area A, the passage is clogged by the same sharp stones as found in area 2.

A difficult Listen or Spot check (DC 16 + ATL) will detect small signs of light or voices from down that way.

Trying to move through will incur damage like caltrops, with the following modifications: ATL 1:

caltrops as written. ATL 3: base attack bonus +5, damage 1d3. ATL 5: base attack bonus +10, damage 1d6. ATL 7: base attack bonus +20, damage 1d8.

They can be knocked out at a 5' rate as a full-round action. The area is approximately 10' wide and 25' long. The rest of Area B does not have these spikes.

The pirates are far enough away from the passage that only really loud and careless noise would be a problem. Light, however, will immediately draw attention and will ruin the chance to surprise them.

If the party is coming from area 2F, these pirates may also be similarly surprised – they are not expecting enemies to come from that direction.

If the pirates have some cause to be cautious, their weapons will be in their hands, and they will be standing. Otherwise:

The sharp odor of poor wine, and other things, and the light of a small campfire reveals the four pirates in this otherwise dark, cool cave. A few loaves of bread are piled on the floor of the cave. A large pool of water near them seems to have been used as a latrine.

And, next to them, you see five beer barrels and a closed treasure chest.

If they are coming from area A:

Additionally, about twenty feet behind them, you see the start of a narrow passage which you think eventually reaches the surface.

Keep in mind that certain spells or other affects may damage the beer barrels. The treasure chest is neither locked nor trapped. Inside is the Wastemens' meager hoard.

ATL 1

☛ **Wasteman Pirate (4), male human Com 1:** HD 1d4; hp 4; Init +0; Spd 30 ft; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +0 melee (1d6, shortsword) or +0 ranged (1d8, lt crossbow); AL NE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 8.
Skills and Feats: Listen +3, Profession (sailor) +4, Spot +3, Endurance.

Possessions: Bolts (20), leather armor, light crossbow, shield (light wooden), shortsword, travel gear

ATL 3

☛ **Wasteman Pirate (4), male human Bbn 1:** HD 1d12; hp 10; Init +0; Spd 40 ft; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +2 melee (2d4+2, falchion) or +1 ranged (1d8, lt crossbow); AL NE; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +3, Profession (sailor) +1, Spot +3, Alertness, Endurance.

Special Qualities: Illiterate, rage 1/day.

Possessions: Bolts (20), falchion, light crossbow, studded leather armor, travel gear

ATL 5

☛ **Wasteman Pirate (4), male human Bbn 2:** HD 2d12; hp 19; Init +0; Spd 40 ft; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +4 melee (2d4+3, falchion) or +2 ranged (1d8, lt crossbow); AL NE; SV Fort +3, Ref +0, Will +0; Str 14, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +3, Profession (sailor) +1, Spot +3, Alertness, Endurance.

Special Qualities: Illiterate, rage 1/day, uncanny dodge.

Possessions: Bolts (20), falchion, light crossbow, studded leather armor, travel gear

ATL 7

☛ **Wasteman Pirate (4), male human Bbn 4:** HD 4d12; hp 38; Init +0; Spd 40 ft; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +6 melee (2d4+3, falchion) or +4 ranged (1d8, lt crossbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +9, Profession (sailor) +2, Spot +9, Alertness, Endurance.

Special Qualities: Illiterate, rage 2/day, trap sense +1, uncanny dodge.

Possessions: Bolts (20), falchion, light crossbow, studded leather armor, travel gear

Tactics: Fight to the death; close to melee and rage against whoever's closest to them.

~ Encounter Four ~

Moving the Beer

The barrels are as described in the introduction: five large, barrels, enameled black with gold lettering on the flat surfaces. The letters say in florid script: Bialtor's Best Black Beer, The Dauntless Dolphin. It has a picture of two dolphins leaping through a drop of liquid. Each barrel weighs 500 pounds, has 15 hit points, and is Hardness 4.

Magic will make some of this easier. It's likely that some sort of physical effort will be required to move at least one of the barrels.

One character may assist another by adding their carrying capacity to the primary mover's capacity for the purposes of determining whether this is a light, medium, or heavy load (or for the purpose of figuring whether the barrel moves at all).

With effort, a barrel can be tilted on its side and rolled – after it has been successful tilted at its 500 pound weight, halve its weight to 250 pounds for purposes of determining maximum load.

If the passage between Area A and Area B has not been completely cleared, the barrel risks taking damage. Count it as a medium-sized creature moving through the area, and assess a minimum of 1 point of damage regardless of hardness.

If the barrels are moved through water, they will be much easier to handle – quarter its weight to 125 pounds for purposes of determining maximum load. An underground passage, thirty feet down, may be used to move the barrels to Area A. When the barrels are within 10' of the Merry Matron, the crew there can hoist them onto the boat with no trouble.

After the last barrel has been moved, Wythig – rotating patrols – may be heard screaming about the theft as the party prepares to leave with the beer.

Going down through 2F and down the front of the island is more difficult. The paths are steep; the barrels return to their 500 pounds maximum load weight when rolled down these paths.

If they purchased items from 2B, the party can pass them unmolested. Otherwise, a number of pirates

equal to the party's ATL (use stats from **Area B**) will sling at the barrel pusher each time they pass near the encampments at 2B and 2C as a "joke." They will not leave their clearings, but all will defend themselves if they're attacked by the party. Note the effects of encumbrance and lack of Dex bonus on armor class. If a PC is struck, he or she must make a Concentration check (DC 10 + damage) to avoid losing his or her grip.

Additionally, a prankster will drop oil at some point along the path during the movement of one of the barrels. If the party is not attentive, and moves onto the slick, the pusher must make a Concentration check (DC 10) and must have the equivalent strength to hold 1,000 pounds to avoid losing his or her grip.

If a barrel goes out of control, follow the line of the path – it rolls 5' feet in a straight line off it for each 50' increment of the roll on the path. Assess damage to the barrel accordingly (as one instance for the purpose of hardness). Barrels that roll off into the sea sustain no further damage. The Merry Matron will move to hoist up those barrels, and any other barrels that come within 10' of the vessel.

Barrels that take 15 hp of damage burst. The beer in them is not recoverable. A PC trained in an appropriate skill such as Craft (carpentry) can patch 1 hp (DC 10 + ATL) per successful round of work with appropriate tools, 5 hp repair maximum. Each Make Whole or Mending is equivalent to one successful carpentry repair under the same 5 hp maximum.

When on the Merry Matron, all barrels are lashed around the main mast in the order they were lifted onto the boat. Remember that the ship has no cargo hold, so cannot store them below deck. Tying to the main mast appears to be the most secure position, and will be so done by the crew.

~ Encounter Five ~

Sailing Away

The Merry Matron makes its escape from the Fang Rock, and its temporary inhabitants. As you pass on your way back to Amthydor, you see the

ships around the island preparing to sail as well. The paths of Fang Rock are emptying of people.

A sudden rain of swearing catches you by surprise. Something seems to be wrong, as the captain rapidly hobbles up and down the vessel, shouting, tying things, moving sail, and the like. The ship slows to a near rest.

A pirate ship, the Ungerria, draws closer. “Wythig says fire!” you hear Wythig shout, and a rain of bolts is fired at you over extreme range.

The Matron lurches forward in speed, but it’s too late – the Ungerria has the wind and appears ready to catch up. Dozens of those barbarian pirates can be seen.

Captain Mabarrjir says, “Damn it! Well, friends, we’re going to get boarded – I and the Matron apologize for that. But stay down and out of the way. I got a trick or two left...”

“Oh,” he adds in a lower tone and to his crew as well, “You will definitely want to hold onto to something.”

The Ungerria pulls closer, fires a few volleys. As long as the instructions of the captain are followed, the party is not struck. Eventually, the Ungerria catches up. Wythig and about two dozen pirates jump over the rails to board the Matron.

Then:

“Now!” the captain says.

Like a well-oiled machine, the anchor to the Matron drops into the shallow water, hooking the seabed. The Captain twirls the wheel, the ship lurches almost onto its side, tossing many of the unprepared pirates overboard. Just as you think the Matron will join them and capsize, with a crack, you see that the Captain has somehow broken the chain to the anchor.

The Matron, bobbing up and down, has rapidly filling sails, is turned about, with the Ungerria increasing distance in the opposite direction. The crew cheers for a moment.

“Wythig curses you! Curses! Curses!” He, and his small handful of compatriots, are all that remain of the boarding party.

All ATLS: Wythig and 3 Wasteman Pirates. Assume all of Wythig’s remaining defensive spells were pre-cast before boarding. Use stats from **Area F**.

Tactics: The Wasteman Pirates may have the opportunity to attack the nearest PCs. Wythig will order them to attack the barrels “For vengeance!” The Pirates will all act to follow that order as best they can, focusing on the nearest barrel within reach. Wythig will prefer to attack the most damaged barrel, attack the next barrel, or attack/cast against the PCs, in that order. They will all risk drawing Attacks of Opportunities to move to a better position to destroy the barrels, and they will fight to their deaths.

Afterwards, the Merry Matron easily makes its way, in three days, back to Amthydor.

- Encounter Six - The Port District

They reach port on a cloudy, brisk morning. The captain leaves to speak to the Harbormaster, while he leaves his crew to unload to barrels onto a convenient wagon. While they’re doing that:

If the party has obtained any illegal items, ask whether they wish to report them to the authorities at this time.

If they don’t (assuming they got the dose of poison), then a sharp-eyed Legionnaire will find it and confiscate it. The PC can try to claim to have forgotten about it (Bluff check DC 15) to satisfy the Legionnaires. If not, the PC is jailed for 1 TU and must pay a 200 gp fine for trying to transport the poison into the city without a permit.

If they declare the poison and hand it over, the Diamond Legion office will accept the poison for destruction. They will pay a 200 gp bounty for it, as they have been interested in obtaining a sample of that kind of poison for some time.

Either way, the Legionnaires will ask whether the party has any preference for the temple the halfling body will go to (if they took it with them). Ardra, Ayla, Brianna, Cerion, Cyrene, Destine, Dymora, Emerys, Galvandt, Glissande, Hyperion, Kalek, Lucor, Meneon, Peliron, and Sorena are the main temples of Amthydor. If no choice is made, the Legion will select Meneon and take the body there.

When the PCs return to pick up the barrels:

The barrels are on the wagon, ready for you to escort back to the Dauntless Dolphin.

“We’ll send someone to pick up the horses, Rahke says. “This is complements of the Captain.” He hands a 2-foot long box, wrapped in paper, to you. “Take care.”

The box contains a spyglass (uncerted, value 2,000 gp).

On the way to the Dolphin, in a street where no one else can see them:

“Hey!” the well-dressed man shouts, racing up to the wagon. “That’s Bialtor’s brew isn’t it! I’ll give you... 1,000 gold crowns for a barrel!”

This is Thwillin, a well-known and manager of a wine shop in the Merchant District called Waern Vineyards. He’ll offer as much as 1,000 gp for a barrel. He’ll wheedle and beg, and pay in cash, adding *“Please! I have to have some! No one will know the difference if you have one less!”*

- Epilogue A -

If the party returns 1-3 barrels:

Rieggei and Bialtor quickly come and hear your news.

“Excellent!” Bialtor says.

As Rieggei hands you the promised coin, Bialtor leads the patrons at the Dolphin on a cheer in your honor.

“Hip hip! Hurrah! Hip hip! Hurrah! Hip hip!”

Hurrah!”

THUS ENDS
“FOR LOVE OF BEER”

- Epilogue B -

If the party returns 4 barrels:

Rieggei and Bialtor quickly come and hear your news.

“Four of them?” Rieggei says, shocked and pleased. She rushes to the inn in the kitchen, and quickly returns with a heavy pitcher and a set of mugs.

“Excellent!” Bialtor says.

With a wink, Rieggei passes each of you, herself and Bialtor, a full mug of a dark, black brew. It’s heavenly.

You almost don’t notice as Rieggei also passes you the promised coin. Bialtor leads the patrons at the Dolphin on a cheer in your honor.

“Hip hip! Hurrah! Hip hip! Hurrah! Hip hip! Hurrah!”

It’s the best beer you’ve ever had!

THUS ENDS
“FOR LOVE OF BEER”

- Epilogue C -

If the party returns 5 barrels:

Rieggei and Bialtor quickly come and hear your news.

“All of them?” Rieggei says, shocked and pleased. She rushes to the inn in the kitchen, and quickly returns with a heavy pitcher and a set of mugs.

“Excellent!” Bialtor says.

With a wink, Rieggei passes each of you, herself and Bialtor, a full mug of a dark, black brew. It's heavenly.

You almost don't notice as Rieggei also passes you the promised coin. Bialtor leads the patrons at the Dolphin on a cheer in your honor.

"Hip hip! Hurrah! Hip hip! Hurrah! Hip hip! Hurrah!"

It's the best beer you've ever had!

When you're ready to leave, Rieggei beckons each of you to come through the kitchen. There, she hands you a small keg of Bialtor's Black Beer.

"Thank you," she says, "And enjoy this in good health."

THUS ENDS
"FOR LOVE OF BEER"

- Epilogue D -

If the party returns no barrels:

Rieggei and Bialtor quickly come and hear your news.

"None of them?" Rieggei says, shocked and disappointed.

Bialtor says, "Well, I know you tried your best."

The inn's normally loud crowd quiets at the Doogans' momentary sadness.

You're paid for your efforts, and quickly depart.

THUS ENDS
"FOR LOVE OF BEER"

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Encounter 1	
Defeat the mutineers	20 XP
Encounter 2C	
Defeat the pirates	40 XP
Encounter 2F	
Defeat the crew	90 XP
Scout the crew	20 XP
Encounter 3A	
Finding the Back Way	40 XP
Defeat the critters	125 XP
Encounter 3B	
Defeat the Wasteman Pirates	40 XP
Encounter 5	
Defeat the boarders	100 XP
Per barrel that reaches the Dauntless Dolphin	25 XP
Roleplaying Award	Up to 100 XP

Total Possible Experience:	700 XP
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Total TUs spent: 6 TUs

Treasure Summary

If it's not on this list, the PCs cannot keep it.

Encounter 1

- Dagger +1 (Value: 2,302 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).

Encounter 2B

- Lumwani Chocolates – (Value: 500 gp, Size: Tiny, Tradable: Yes, Rarity: Rare, Legality: Legal).
- Gnome Statue – (Value: 5 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal).
- Sack of Green Coffee – (Value: 30 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).

Encounter 2C

- Antoclis Painting – (Value: 500 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Encounter 2F

- Bolts +1 (20) (Value: 1,500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).
- Dagger +1 (Value: 2,302 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).

Encounter 3B

- 500 gp.

Encounter 6

- 200 gp
- Spyglass, uncerted (Value: 2,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal)
- 1,000 gp per barrel (only if they took the bribe from Twillin)

Epilogue A, B, D

- 40 gp (each) and 50 gp per barrel returned

Epilogue C

- 40 gp (each) and 50 gp per barrel returned
- Keg of Bialtor's Black Beer (each)

Appendix A: Encounter Stat Blocks (1 of 4)

Encounter 1

ATL 1

Mutineer Leader: male human Rog 1; HD 1d6; hp 12; Init +3; Spd 30 ft.; AC 13 (+3 Dex; touch AC 13, flatfooted 10); Atks +1 melee (1d4, dagger +1) or +4 ranged (1d4, dagger +1); SA sneak attack +1d6; AL LE; SV Fort +0, Ref +6, Will -2; Str 10, Dex 16, Con 11, Int 12, Wis 7, Cha 10.

Skills and Feats: Spot +2, Hide +7, Listen +2, Tumble +7, Jump +4, Sense Motive +2; Toughness x2.

Mutineer Follower: male human Exp 1; HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 11 (+1 Dex; touch AC 11, flatfooted 10); Atks +0 melee (1d4, dagger) or +1 ranged (1d4, dagger); AL NE; SV Fort +0, Ref +1, Will +1; Str 10, Dex 12, Con 10, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4, Endurance.

ATL 3

Mutineer Leader: male human Rog 2; HD 2d6; hp 18; Init +3; Spd 30 ft.; AC 13 (+3 Dex; touch AC 13, flatfooted 10); Atks +2 melee (1d4, dagger +1) or +5 ranged (1d4, dagger +1); SA sneak attack +1d6; SD Evasion; AL LE; SV Fort +0, Ref +7, Will -2; Str 10, Dex 16, Con 11, Int 12, Wis 7, Cha 10.

Skills and Feats: Spot +3, Hide +8, Listen +3, Tumble +8, Jump +5, Sense Motive +3; Toughness x2.

Mutineer Follower: male human Rog 1; HD 1d6; hp 10; Init +1; Spd 30 ft.; AC 11 (+1 Dex; touch AC 11, flatfooted 10); Atks +0 melee (1d4, dagger) or +1 ranged (1d4, dagger); SA sneak attack +1d6; AL NE; SV Fort +0, Ref +3 Will -1; Str 10, Dex 12, Con 12, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4; Endurance, Toughness.

ATL 5

Mutineer Leader: male human Rog 4; HD 4d6; hp 28; Init +7; Spd 30 ft.; AC 13 (+3 Dex; touch AC 13, flatfooted 10); Atks +4 melee (1d4, dagger +1) or +7 ranged (1d4, dagger +1); SA sneak attack +2d6; SD Evasion, Uncanny Dodge; AL LE; SV Fort +2, Ref +7, Will -1; Str 10, Dex 16, Con 12, Int 12, Wis 7, Cha 10.

Skills and Feats: Spot +5, Hide +10, Listen +5, Tumble +10, Jump +7, Sense Motive +5; Improved Initiative, Toughness x2.

Mutineer Follower: male human Rog 2; HD 2d6; hp 13; Init +1; Spd 30 ft.; AC 11 (+1 Dex; touch AC 11, flatfooted 10); Atks +1 melee (1d4, dagger) or +2 ranged (1d4, dagger); SA sneak attack +1d6; SD Evasion; AL NE; SV Fort +0, Ref +4 Will -1; Str 10, Dex 12, Con 12, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Endurance, Toughness.

ATL 7

Mutineer Leader: male human Rog 6; HD 6d6; hp 36; Init +7; Spd 30 ft.; AC 13 (+3 Dex; touch AC 13, flatfooted 10); Atks +5 melee (1d4, dagger +1) or +8 ranged (1d4, dagger +1); SA sneak attack +3d6; SD Evasion, Trap Sense +2, Uncanny Dodge; AL LE; SV Fort +3, Ref +8, Will +2; Str 10, Dex 16, Con 12, Int 12, Wis 7, Cha 10.

Skills and Feats: Spot +7, Hide +11, Listen +2, Tumble +12, Jump +8, Sense Motive +5; Improved Initiative, Iron Will, Toughness x2.

Mutineer Follower: male human Rog 4; HD 4d6; hp 26; Init +5; Spd 30 ft.; AC 11 (+1 Dex; touch AC 11, flatfooted 10); Atks +3 melee (1d4, dagger) or +4 ranged (1d4, dagger); SA sneak attack +2d6; SD Evasion, Trap Sense +1, Uncanny Dodge; AL NE; SV Fort +1, Ref +6 Will +0; Str 10, Dex 13, Con 12, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5, Tumble +4; Endurance, Improved Initiative, Toughness.

Encounter 2B & 2C

ALL ATLS

Below-Average Pirate: male human Exp 1; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 13 (+3 studded leather; touch AC 10, flatfooted 13); Atks +0 melee (1d6, scimitar) or +0 ranged (1d4, sling); AL NE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4, Endurance.

Appendix A: Encounter Stat Blocks (2 of 4)

Average Pirate: male human Ftr 1; HD 1d10; hp 15; Init +0; Spd 30 ft; AC 13 (+3 studded leather; touch AC 10, flatfooted 13); Atks +2 melee (1d6+1, scimitar) or +1 ranged (1d4, sling); AL NE; SV Fort +3, Ref +0 Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +5, Profession (sailor) +4; Endurance, Toughness.

Above Average Pirate: male human Ftr 2; HD 2d10; hp 22; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +4 melee (1d6+2, scimitar) or +3 ranged (1d4, sling); AL NE; SV Fort +4, Ref +1 Will +0; Str 14 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Endurance, Toughness.

Elite Pirate: male human Ftr 4; HD 4d10; hp 44; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex; touch AC 11, flatfooted 13); Atks +6 melee (1d6+2, scimitar) or +5 ranged (1d4, sling); AL NE; SV Fort +5, Ref +2 Will +1; Str 15 Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Profession (sailor) +5; Blind-Fight, Endurance, Improved Initiative, Toughness.

Encounter 2F

ATL 1

Wythig the Hungry: male human Clr 1 of Krayve; HD 1d8; hp 10; Init +0; Spd 20 ft.; AC 17 (+7 armor; touch AC 10, flatfooted 17); Atks +1 melee (1d6+1, shortsword) or +1 ranged (1d10+1, hvy crossbow); AL LE; SV Fort +2, Ref +0, Will +6; Str 12, Dex 10, Con 10, Int 12, Wis 14, Cha 10.

Skills and Feats: Concentration +4; Diplomacy +4, Knowledge (religion) +5, Spellcraft +5, Iron Will.

Special Attacks: Touch of Pain (1/day, touch attack dealing 2 x class level points of damage)

Special Qualities: Evil spells at +1 caster level, speaks elven, rebuke undead

Priest Spells Prepared: (Prepare 3/2+1 per day. Base save 12 + spell level) 0 level—*Guidance* x3; 1st level—*Bane, Bless + Protection from Good*.

Possessions: Bolts +1 (20), breastplate, heavy crossbow, holy symbol, shield (heavy wooden), shortsword, travel gear

“Shiver”: female half-elf Com 1; HD 1d4; hp 3; Init +1; Spd 30 ft.; AC 11 (+1 Dex, touch AC 11, flatfooted 10); Atks +1 melee (1d4+1, dagger) or +2 ranged (1d4+1, dagger); AL NE; SV Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Diplomacy +7, Spellcraft +2.

Special Qualities: Half-elf racial qualities, speaks dwarven, speaks elven

Possessions: Courtier’s outfit, dagger +1

Wasteman Pirate: male human Com 1; HD 1d4; hp 4; Init +0; Spd 30 ft; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +0 melee (1d6, shortsword) or +0 ranged (1d8, lt crossbow); AL NE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +3, Profession (sailor) +4, Spot +3, Endurance.

Possessions: Bolts (20), leather armor, light crossbow, shield (light wooden), shortsword, travel gear

ATL 3

Wythig the Hungry: male human Clr 3 of Krayve; HD 3d8; hp 22; Init +0; Spd 20 ft.; AC 17 (+7 armor; touch AC 10, flatfooted 17); Atks +3 melee (1d6+1, shortsword) or +3 ranged (1d10+1, hvy crossbow); AL LE; SV Fort +3, Ref +0, Will +7; Str 12, Dex 10, Con 10, Int 12, Wis 14, Cha 10.

Skills and Feats: Concentration +6; Diplomacy +6, Knowledge (religion) +6, Spellcraft +4, Endurance, Iron Will, Martial Weapon Proficiency.

Special Attacks: Touch of Pain (1/day, touch attack dealing 2 x class level points of damage)

Special Qualities: Evil spells at +1 caster level, speaks elven, rebuke undead

Priest Spells Prepared: (Prepare 4/3+1/2+1 per day. Base save 12 + spell level) 0 level—*Guidance* x4; 1st level—*Bane, Bless, Doom + Protection from Good*; 2nd level—*Hold Person, Sound Burst + Zone of Truth*.

Possessions: Bolts +1 (20), breastplate, heavy crossbow, holy symbol, shield (heavy wooden), shortsword, travel gear

Appendix A: Encounter Stat Blocks (3 of 4)

“Shiver”: female half-elf Sor 2; HD 2d4; hp 6; Init +1; Spd 30 ft.; AC 11 (+1 Dex, touch AC 11, flatfooted 10); Atks +2 melee (1d4+1, dagger) or +3 ranged (1d4+1, dagger); AL NE; SV Fort +0, Ref +1, Will +3; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +5; Diplomacy +8, Spellcraft +6, Combat Casting.

Special Qualities: Half-elf racial qualities, speaks dwarven, speaks elven

Sorcerer Spells Known: (Casts 6/5 per day. Base save 13 + spell level) 0 level—*Detect Poison, Mending, Prestidigitation, Ray of Frost, Touch of Fatigue*; 1st level—*Chill Touch, Mage Armor*.

Possessions: Courtier’s outfit, dagger +1

Wasteman Pirate: male human Bbn 1; HD 1d12; hp 10; Init +0; Spd 40 ft.; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +2 melee (2d4+2, falchion) or +1 ranged (1d8, lt crossbow); AL NE; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +3, Profession (sailor) +1, Spot +3, Alertness, Endurance.

Special Qualities: Illiterate, rage 1/day.

Possessions: Bolts (20), falchion, light crossbow, studded leather armor, travel gear

ATL 5

Wythig the Hungry: male human Clr 5 of Krayve; HD 5d8; hp 33; Init +0; Spd 20 ft.; AC 17 (+7 armor; touch AC 10, flatfooted 17); Atks +4 melee (1d6+1, shortsword) or +4 ranged (1d10+1, hvy crossbow); AL LE; SV Fort +4, Ref +1, Will +8; Str 12, Dex 10, Con 10, Int 12, Wis 15, Cha 10.

Skills and Feats: Concentration +8; Diplomacy +8, Knowledge (religion) +8, Spellcraft +4, Endurance, Iron Will, Martial Weapon Proficiency.

Special Attacks: Touch of Pain (1/day, touch attack dealing 2 x class level points of damage)

Special Qualities: Evil spells at +1 caster level, speaks elven, rebuke undead

Priest Spells Prepared: (Prepare 5/4+1/3+1/1+1 per day. Base save 12 + spell level) 0 level—*Guidance x5*; 1st level—*Bane, Bless, Doom x2 + Protection from Good*; 2nd level—*Hold Person, Sound Burst x2 + Zone of Truth*; 3rd level—*Blindness + Bestow Curse*.

Possessions: Bolts +1 (20), breastplate, heavy crossbow, holy symbol, shield (heavy wooden), shortsword, travel gear

“Shiver”: female half-elf Sor 3; HD 3d4; hp 10; Init +1; Spd 30 ft.; AC 11 (+1 Dex, touch AC 11, flatfooted 10); Atks +2 melee (1d4+1, dagger) or +4 ranged (1d4+1, dagger); AL NE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +6; Diplomacy +8, Spellcraft +7, Combat Casting.

Special Qualities: Half-elf racial qualities, speaks dwarven, speaks elven

Sorcerer Spells Known: (Casts 6/6 per day. Base save 13 + spell level) 0 level—*Detect Poison, Mending, Prestidigitation, Ray of Frost, Touch of Fatigue*; 1st level—*Chill Touch, Mage Armor, Shield*.

Possessions: Courtier’s outfit, dagger +1

Wasteman Pirate: male human Bbn 2; HD 2d12; hp 19; Init +0; Spd 40 ft.; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +4 melee (2d4+3, falchion) or +2 ranged (1d8, lt crossbow); AL NE; SV Fort +3, Ref +0, Will +0; Str 14, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +3, Profession (sailor) +1, Spot +3, Alertness, Endurance.

Special Qualities: Illiterate, rage 1/day, uncanny dodge.

Possessions: Bolts (20), falchion, light crossbow, studded leather armor, travel gear

ATL 7

Wythig the Hungry: male human Clr 5 of Krayve; HD 5d8; hp 33; Init +0; Spd 20 ft.; AC 17 (+7 armor; touch AC 10, flatfooted 17); Atks +6 melee (1d6+1, shortsword) or +6 ranged (1d10+1, hvy crossbow); AL LE; SV Fort +5, Ref +2, Will +9; Str 12, Dex 10, Con 10, Int 12, Wis 15, Cha 10.

Skills and Feats: Concentration +10; Diplomacy +10, Knowledge (religion) +10, Spellcraft +5, Die-Hard, Endurance, Iron Will, Martial Weapon Proficiency.

Special Attacks: Touch of Pain (1/day, touch attack dealing 2 x class level points of damage)

Special Qualities: Evil spells at +1 caster level, speaks elven, rebuke undead

Appendix A: Encounter Stat Blocks (4 of 4)

Priest Spells Prepared: (Prepare 6/5+1/4+1/2+1/1+1 per day. Base save 12 + spell level) 0 level—*Guidance* x6; 1st level—*Bane* x2, *Bless*, *Doom* x2 + *Protection from Good*; 2nd level—*Hold Person* x2, *Sound Burst* x2 + *Zone of Truth*; 3rd level—*Blindness* x2 + *Bestow Curse*; 4th level—*Divine Power* + *Unholy Blight*.

Possessions: Bolts +1 (20), breastplate, heavy crossbow, holy symbol, shield (heavy wooden), shortsword, travel gear

“Shiver”: female half-elf Sor 6; HD 6d4; hp 20; Init +5; Spd 30 ft.; AC 11 (+1 Dex, touch AC 11, flatfooted 10); Atks +4 melee (1d4+1, dagger) or +5 ranged (1d4+1, dagger); AL NE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 17.

Skills and Feats: Concentration +9; Diplomacy +10, Spellcraft +10, Combat Casting, Improved Initiative.

Special Qualities: Half-elf racial qualities, speaks dwarven, speaks elven

Sorcerer Spells Known: (Casts 6/7/5/3 per day. Base save 13 + spell level) 0 level—*Daze*, *Detect Poison*, *Flare*, *Mending*, *Prestidigitation*, *Ray of Frost*, *Touch of Fatigue*; 1st level—*Chill Touch*, *Mage Armor*, *Shield*, *Unseen Servant*; 2nd level—*Gust of Wind*, *Melf’s Acid Arrow*; 3rd level—*Sleet Storm*.

Possessions: Courtier’s outfit, dagger +1

Wasteman Pirate: male human Bbn 4; HD 4d12; hp 38; Init +0; Spd 40 ft.; AC 13 (+3 armor; touch AC 10, flatfooted 13); Atks +6 melee (2d4+3, falchion) or +4 ranged (1d8, lt crossbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +9, Profession (sailor) +2, Spot +9, Alertness, Endurance.

Special Qualities: Illiterate, rage 2/day, trap sense +1, uncanny dodge.

Possessions: Bolts (20), falchion, light crossbow, studded leather armor, travel gear

Encounter 3A

ATL 1

Medium Shark (2): medium animal; HD 3d8+3; hp 16; Init +2; Spd swim 60 ft.; AC 15 (+2 Dex, +3 natural; touch AC 12, flatfooted 13); Atks +4 melee (1d6+1, bite) SQ Blindsight, Keen Scent; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +6, Spot +6, Swim +9; Alertness, Weapon Finesse.

ATL 3

Sea Cat: large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted 17); Atk +9 melee (1d6+4, claw), Full Atk +9 melee (1d6+4, claw), +4 melee (1d8+2, bite); SA rend 2d6+6; SD Darkvision 60’, Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

ATL 5

Sea Cat (2): large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted 17); Atk +9 melee (1d6+4, claw), Full Atk +9 melee (1d6+4, claw), +4 melee (1d8+2, bite); SA rend 2d6+6; SD Darkvision 60’, Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

ATL 7

Sea Cat (10): large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (-1 size, +1 Dex, +8 natural; touch AC 10, flatfooted 17); Atk +9 melee (1d6+4, claw), Full Atk +9 melee (1d6+4, claw), +4 melee (1d8+2, bite); SA rend 2d6+6; SD Darkvision 60’, Hold Breath, Low-Light Vision, Scent, Special (swimming); AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

Encounter 3B, Encounter 5.

Use stats given in Encounter 2F, above.

Appendix B: Northern Wastes Background

(a.k.a. The Waste—usually intended as derogatory, but not often understood as derogatory by inhabitants)

A DC 15 Knowledge (local) check will reveal the following basic information.

Ruler: High Priest Potin Strayblade

Government: None; unlike Ancarus, there is no attempt to form rule by the strongest or any sort of rule at all.

Capital: None

Resources: Minerals or furs. Largely unexploited.

Population: 245,000 (humans 94%, half-orcs 5%)

Alignment: CE, CN, NE

Language: Ancaran, Common

Deities: Graala, Illudra, Karios, Kohr, Krayve, Oblivion, Zara

Description

Little distinguishes the Northern Wastes from Ancarus to the east, except for the devotion of its people to the god Krayve.

The stories and songs in the Northern Wastes speak of a long history of fighting, against whom is unknown. With a wasteland as their home and a relatively burgeoning population, the people in the Wastes are generally no match, one-for-one, with an average warrior from Ancarus to the east. Attempts at sea-faring piracy have been mediocre at best – not much trade travels past the Northern Wastes. Attacks against a revitalized Choal have been very poor – Choal's soldiers have grown more than capable enough to match the Wastemen's poor military tactics.

Therefore, the people of the Northern Wastes seem dispirited and empty – their history has taught them to war against something, but circumstances seem to prevent them from successfully warring against any of their neighbors. In spite of that, knowing no other course, they continue their unsuccessful raiding and warfare. The devotion to Krayve, however, remains unabated – adherents to any other deity are violently discouraged, to say the least. Mercenary companies and assassin guilds find the Northern Wastes excellent recruiting grounds, making the brutes of the Northern Wastes fairly common in certain circles across Raia.

Appendix C: Trade Dominion of Vanyr Background

A DC 12 Knowledge (local) check will reveal the following basic information.

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

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 free-thinkers with marketable skills forged a new nation, free of allegiances.

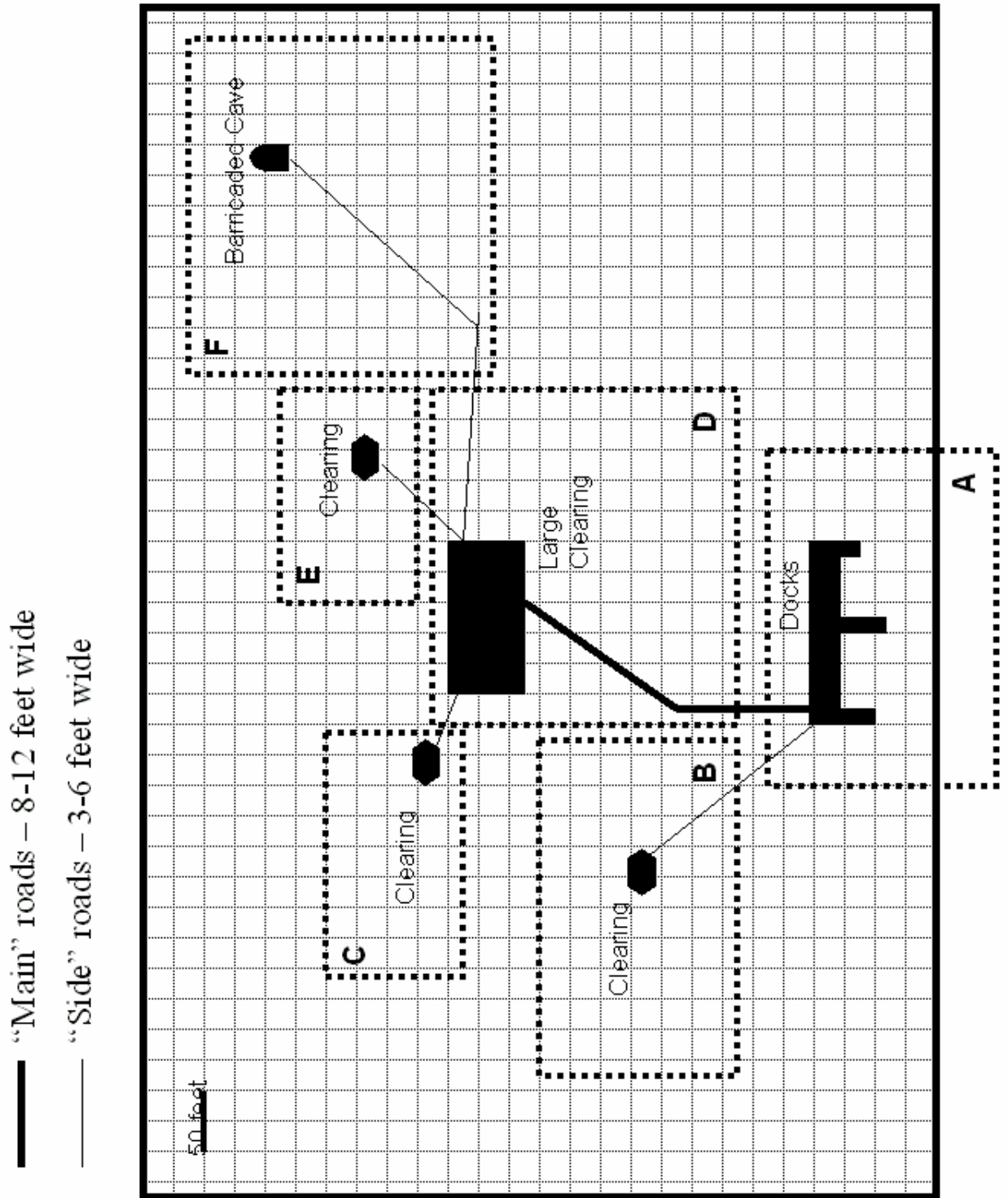
Vanyr maintains a strong army, used in the early days of the country to expand its southern and eastern borders by threat and force of arms against the resident elves of the Heartwood, which once stretched all the way to the Tasman Sea, and a large navy for guarding its merchant ships and blockading 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.

Vanyrans 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.

DM Handout 1: Fang Rock (front way)



DM Handout 2: Relevant Pirate Ships at the Rocks

A Profession (sailor) skill check will reveal the following basic information depending on the DC rolled for each ship. The GM may allow use of other skills if they seem relevant to knowing about pirates and piracy.

Avarice

Two square masts and a third mast aft power this large vessel, a hundred fifty feet long. Could hold as many as two hundred.

DC 5: The ship appears very well maintained – the sixty-some-odd sailors have put extra effort into spit and polish. A vertically striped, black and red banner flies over it.

DC 10: You've heard that it has successfully captured several vessels across the Tasman Sea with great bloodshed and loss of life.

DC 35: Something about the way the sailors act... connected to an overheard lead you to consider some well-hidden connection between this ship and that evil city.

Bungle

The Bungle is a hundred feet long, thirty feet wide, and sixty feet tall. It has two-square rigged masts. It may hold as many as sixty sailors.

DC 5: In addition to the pirate flag, green and white checkered banner flies from this ship. It seems understaffed, with perhaps only forty pirates on board (plus whatever must be on the island).

DC 15: The Bungle has gained no significant reputation as a pirate vessel – not particularly ruthless, dashing, or competent.

DC 20: Although the captain of the ship, a human male of middle-age and undistinguished manner, has attacked several ships near Numbor.

DC 25: Based off the banner and reputation, you think it's likely this ship is a registered privateer from Waern.

Ungerria

This wide vessel has four masts, three square. It's almost a hundred fifty feet long and thirty-five feet wide. The vessel has once been painted black, it's now worn down to the wood in several places. Could hold eighty.

DC 5: Underneath the pirate banner, this ship flies a flag bearing a plain black disc. Its eighty sailors seems more starved and desperate than average.

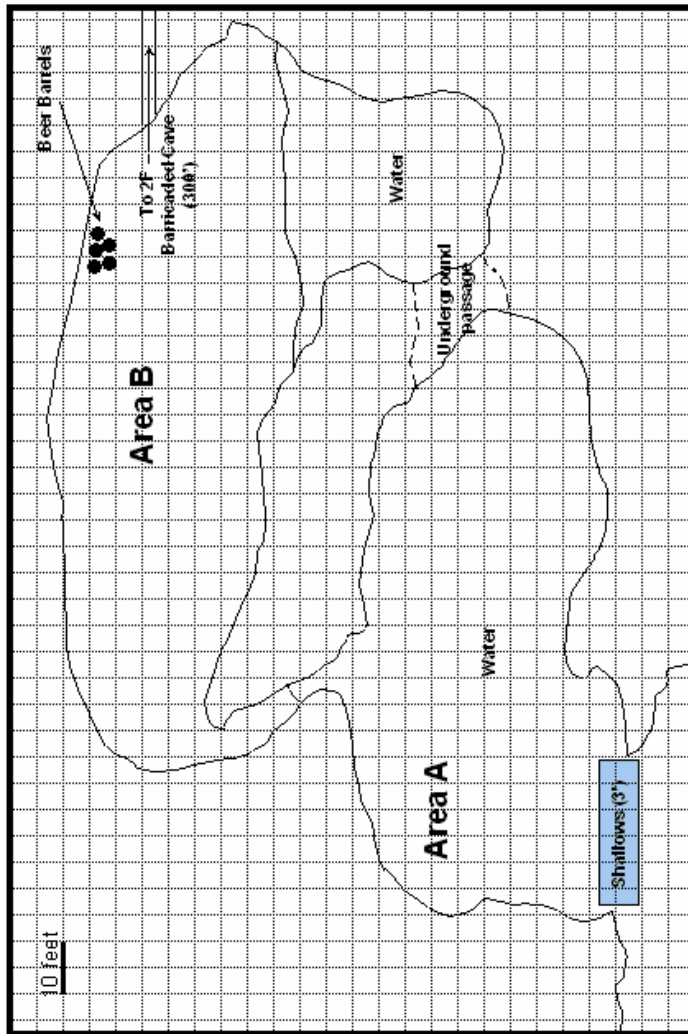
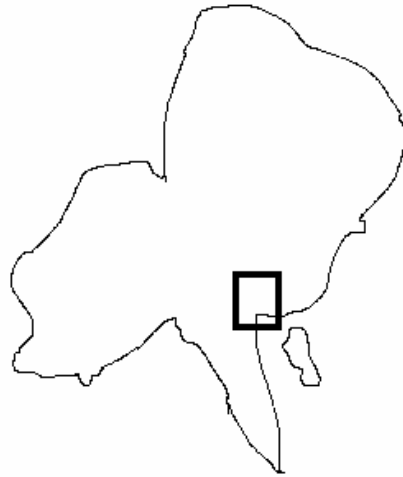
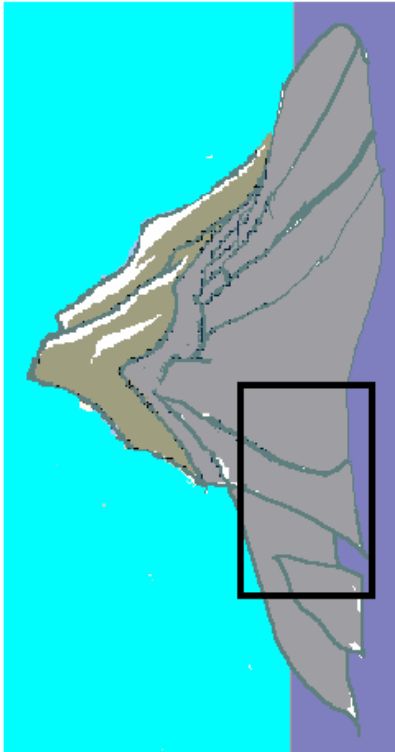
DC 10: Based off its lack of reputation, you think this vessel is a relative newcomer to the Tasman Sea

DC 15: This ship seems to have traveled quite a distance, through ice-choked waters.

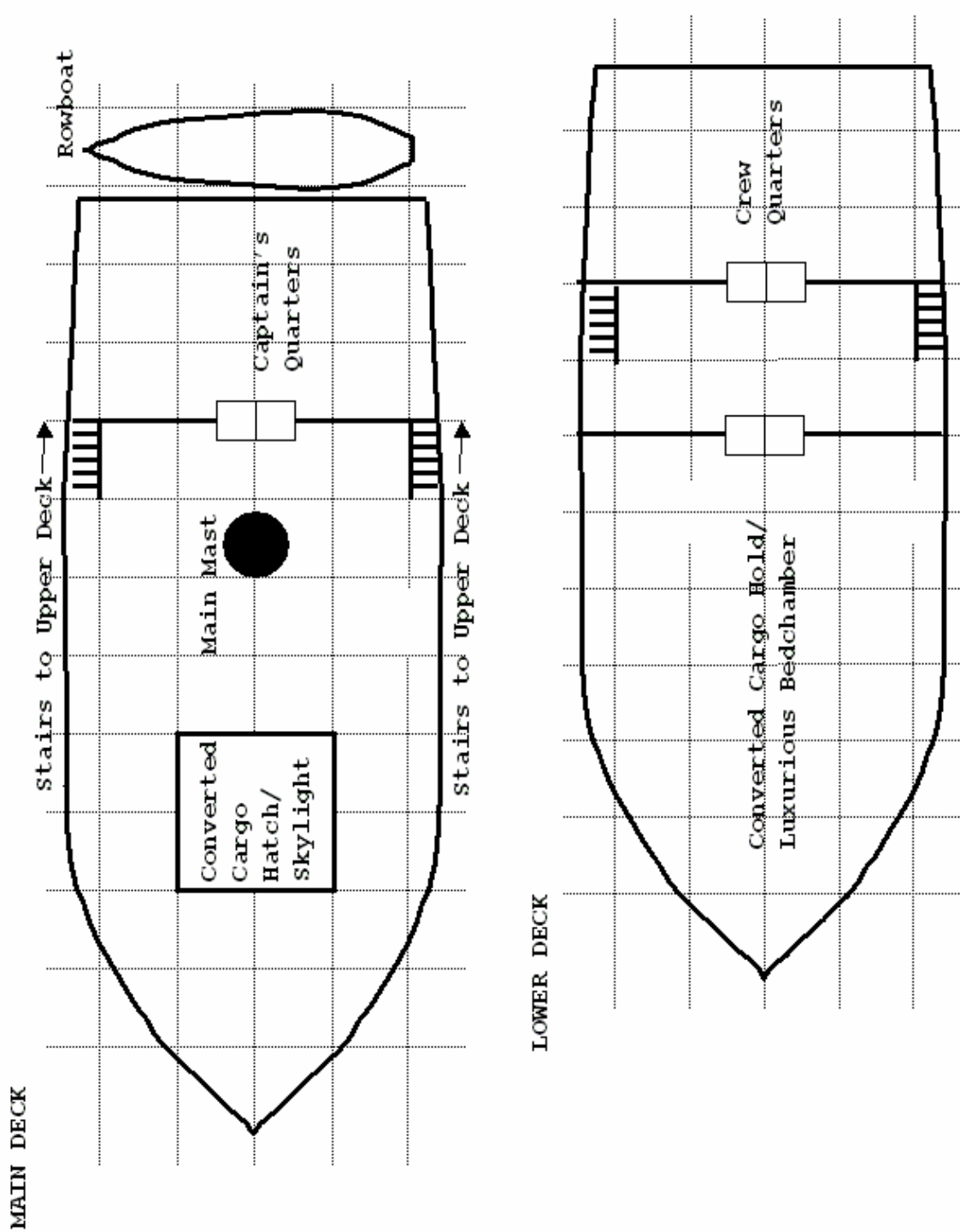
DC 20: A vessel from the Northern Wastes, a barbaric land far to the northwest.

Approximately six to eight other ships are in the area.

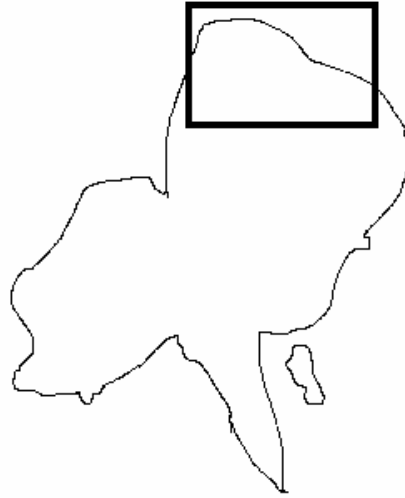
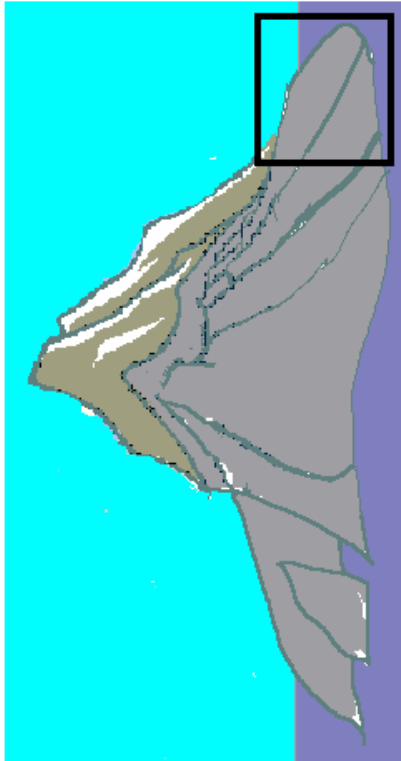
DM Handout 3: Fang Rock (back way)



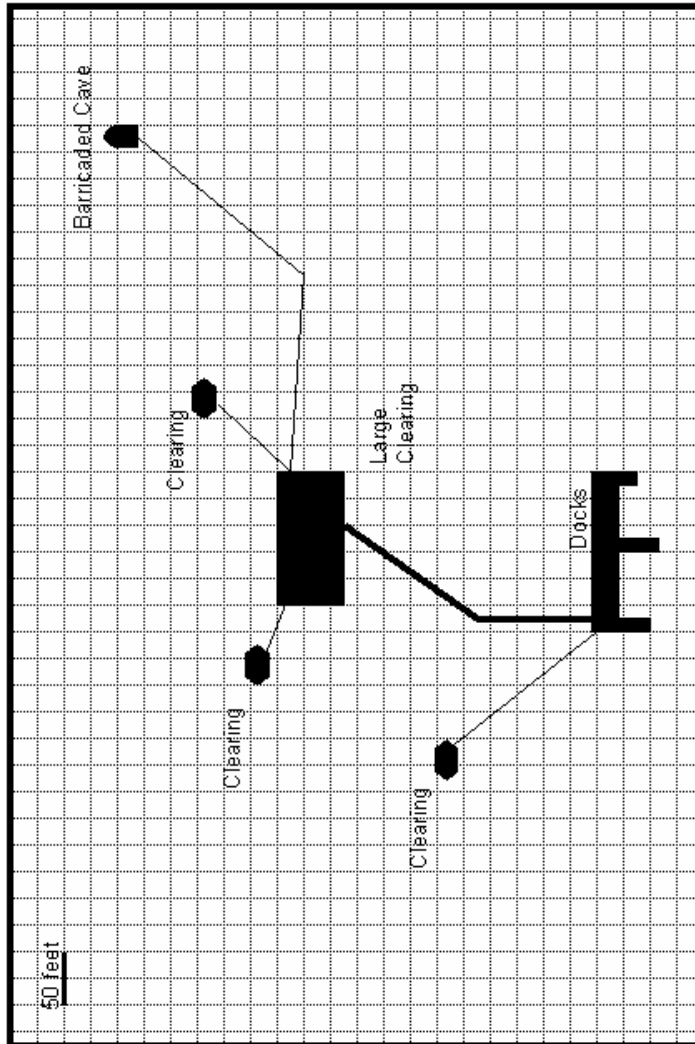
Players' Handout: The Merry Matron



Players' Handout: Fang Rock



— Main roads — 8-12 feet wide
— Side roads — 3-6 feet wide



Critical Event Summary: For Love of Beer

1. What ATL was the PC's party (by calculation)? ATL1 ATL3 ATL5 ATL7
2. What ATL combats did the PCs fight? ATL1 ATL3 ATL5 ATL7
3. What was the highest PC level in the party? _____ What was the lowest? _____
4. Did the PCs save Iyet Pahan? Yes No
5. Did the PCs use the: Front Way Back Way
6. Did the PCs obtain a bounty for turning in the adulterated lich poison to the Legion? Yes No
7. If the PCs turned the halfling corpse over to the authorities, which temple did they choose?

8. Did the PC sell a barrel to Thywiin? Yes No
9. Which Epilogue did the PCs complete? A B C D

10. Did the PCs keep any of the illegal items? Were there any other interesting things that happened during the round? List them below:

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

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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