



fool's Gold

Part 3 of the "Free Enterprises" Series

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and the Universe Construction Company

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

A Regatta is announced, a race to Fool's Point, an island a day from Amthydor. Fastest time wins! But what happens when the race becomes a terror trap? Can the PCs defeat the enemy and win the race? For heroes of levels 2-7.

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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 GM Empowerment 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).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

Reminder: Reputation Rules

Reputation enhances non-combat interaction between characters and NPCs by providing bonuses to certain Charisma-based skill checks. Those who recognize a character are more likely to help him or to do what he asks, provided the character's reputation is a positive influence on the NPC or monster that recognizes him. A high reputation bonus makes it difficult for a character to mask his identity, which can be a problem if he's trying not to be noticed.

When an NPC or monster with an Intelligence score of 5 or higher has a positive opinion of a character's reputation, the character gains a bonus on Bluff, Diplomacy, Gather Information, and Perform checks equal to his reputation bonus.

When an NPC or monster with an Intelligence score of 5 or higher has a negative opinion of a character's reputation, the character gains a penalty on Bluff and Intimidate checks equal to his reputation bonus.

The exact bonus or penalty to a skill check resulting from a Reputation check varies by how much the check exceeds the minimum DC:

<u>DC</u>	<u>Skill Modifier</u>
20	+2
25	+4
30	+6
35	+8

Adventure Background

What has gone on before:

- In **Help Wanted!** the PCs met and likely advised the entry of the friendly Tor Giant Olek into Amthydor's workforce. Olek has been working hard to clear Amthydor's harbor of wrecks caused by the undead uprising and the Vanyr invasion of years ago. Olek makes an appearance in this module, as color.

- In **Bedroom Eyes** the PCs met and defeated an aspiring member of the Cult of the Orb, although not all may have heard the Cult's name in the course of the module. The plotting of unrelated members of the Cult of the Orb forms the direct threat of this module.
- In **Free Enterprises: Pirates Ahoy** the PCs encountered three organizations seeking permission to start a merchant house in Amthydor. A mysterious person known as "G" tried to bankrupt a minor noble of House Gaines.
- In **Free Enterprises: Merchant's Price**, the PCs interfered with the assassination of an Ambassador from Corothia; an attempt arranged by "G". The ambassador had the PCs go to an appointment with the three organizations in **Pirate's Ahoy** to advise which she should favor with her business.

Which brings us to the present:

In recent times, citizens and organizations have petitioned the noble houses for a holiday. While not all the cleanup in the city has been completed, enough time has passed and enough work has been done that it was deemed appropriate. So for that end, a regatta – an amateur boat race – and attendant festivities will be declared.

The main event will take two days. Interested parties sponsor ships crewed by amateur sailors. They will go to Fool's Gold Island, spend a night there and then race back to the finish line the next day.

This announcement is met with great enthusiasm and joy by Amthydor's citizens. Parties are planned for the regatta's departure and expected return. Lesser races also occur. The Diamond Legion, of course, remains concerned about possible threats; however, it believes it will have the situation well under control.

"G" has taken it upon himself (or herself, or itself!) to disrupt these festivities (and thereby keep Amthydor's morale low). "G" has contacted members of the Cult of the Orb, providing them with temporary tattoos

identifying them as Amthydoran citizens. The cultists are more than willing to sacrifice their lives to bloody this Amthydoran holiday as much as possible. Possibly out of revenge, assuredly in keeping with their evil god, they infiltrate the regatta crews and will summon creatures to attack the (mostly) helpless people at Fool's Gold Island.

The PCs will have to step in to prevent a massacre. Alert PCs may be able to defeat these creatures in a bloody, difficult battle before they reach the beaches (and the crew members of the various ships).

Then, depending on how well the PCs have concealed this from the main body of festival-goers, the regatta may or may not finish on a celebratory note.

Introduction – After waiting half a day for a mission briefing in the Fraternity of Venturers, the PCs are told about the holiday declaration. Apologetic that he had already given his planned mission to another group, Melton Daderhoff promises to keep the PCs at the top of the list as soon as anything else appropriate comes up.

Encounter 1 – PCs note the festivities going on. They may learn more details about the regatta and other races that occur then. They may join one of the regatta crews, if they're qualified and if there are spaces still available.

Encounter 2 – If there are PCs that aren't on crews, two days before the regatta, Melton Daderhoff contacts them about a possible job with the Diamond Legion. Captain Vestra of the Diamond Legion wishes the party to provide anonymous security for the regatta due to fear of sabotage. The Captain informs them that, of everyone participating in the regatta, only the Master of Ceremonies has been told of their mission. If any PCs are already working on regatta ships, so much the better. Otherwise, they can travel with one of the two provision ships.

Encounter 3 – PCs on either of the provision ships go on as spectators and may meet the Mistress of Ceremonies or rescue a foundering sloop. Crew PCs will sail. They will experience the race rules as the racing ships try

to get to Fool's Gold Island first (which technically doesn't count in race standings).

Encounter 4 – The PCs arrive at Fool's Gold Island. They may do some light exploring while the rest of the crews party. The PCs may encounter boars living on the island, and may kill them.

Encounter 5 – In the middle of the night, the members of the Cult of the Orb sneak away from their camps and to perform a blood ritual to summon creatures to destroy the regatta crews. If they haven't already followed them, the creatures' approach is noticed. The crews get increasingly nervous. If the PCs don't investigate, the creatures attack the encampments.

Encounter 6 – What happened? If the encampments weren't attacked, the PCs may take this opportunity to come up with believable excuses about the missing crew or mysterious noises. The Master of Ceremonies assists in this effort.

Encounter 7 – The return to Amthydor. If the regatta festivities are saved, the PCs on crews have an opportunity to help their sloop win.

Conclusion – Thanks from Captain Vestra for the PCs efforts.

Epilogue A – Festivities are saved – most of the regatta racers didn't know there was any unnatural trouble.

Epilogue B – Festivities are disrupted – the regatta racers had an idea something was going on, but still finished the race.

Epilogue C – Festivities are ruined – the regatta racers ran from Fool's Gold island due to the attack.

Epilogue D – Festivities are ruined, and every member of the party died.

Introduction

The sky is clear and the air is fresh this morning as you begin the day's activities. The streets are bustling as you move about. A lot of people are actively talking to each other and there seems to be a buzz in the air.

Apropos to nothing, a young desert elven girl – perhaps twelve in human terms – tugs at your outer garment, shyly extending a small bit of parchment from the pouch at her belt.

Distribute *Player's Handout One*.

If other PCs are somewhere else, they'll each get the same experience. If they are together, the girl will smile happily and pass a bit of parchment to the other PC as well. If asked, she'll sweetly say the Fraternity asked her to pass the message to all likely adventurers she meets, as long as they don't look too dangerous to her.

Presumably, the PC(s) will go to the Hall of Venturers to investigate further.

The granite-and-marble, three-story Hall of Venturers seems pretty much the same as the other times you've passed before it. The red domes, the Corinthian oak doors, the guards at those doors which look you over, then nod acknowledging your entry.

There's a sizable bunch of adventuring types inside the main hall. A human woman in her late thirties, wearing a pince-nez, appears to be processing the alternately milling and queuing crowd from behind her desk. As the line moves towards her at a pretty quick clip, she introduces herself as "Dorinda" to the person in front, and politely asks for his or her name. Eventually, when you arrive at the front of the line, she does the same.

If Dorinda makes her Recognition check for any of the characters:

"Oh!" Dorinda says, "Please go right in to the Guildmaster's office. He'll be with you in a bit. Some others may be sent to wait with you there, as well."

The Guildmaster's office is just down the corridor near the desk. Pretty much everyone's gotten the same message, and no one really knows why (including Dorinda). When all the PCs have arrived in the main hall:

Dorinda checks her list and calls out several names. "[List PCs still in the main hall]! Please step forward!"

"Please wait in the Guildmaster's office. He should be with you in due course."

Following Dorinda's directions, you go down the corridor to the Guildmaster's office. The door is shut, but unlocked. Inside, you see an antique desk clear of paper and other trinkets. Cushioned chairs and hard, wooden benches have been neatly arranged around the desk. The leather-backed chair behind it sits empty.

This would be a good time for the PCs to introduce their characters to one another, if they have not already met.

Several hours will pass, with no Guildmaster apparent. If Dorinda recognized any of the PCs, at an appropriate time, she will politely tap on the door. Dorinda mentions that the Guildmaster appears to be "unfortunately rather delayed," and apologetically asks to take the PC's lunch order (which she will attempt to accommodate, within reason).

Otherwise, the PCs may go out to her desk. She will still provide the same information and grudgingly take a lunch order if called to do so.

Lunch will have arrived, and probably long be eaten, when at about three bells in the afternoon:

A middle-aged human finally opens the door, reading a flyer. He jumps when he sees you, quite startled.

"Oh!" he cries, "What are you... who are you?"

Many PCs will recognize this as Melton Daderhoff, Guildmaster of the Fraternity. Melton will automatically recognize anyone Dorinda has recognized. He may make a recognition check for all other PCs. Otherwise, he'll point and ask the names of those he doesn't know.

"Er.. Well, this is a surprise. Hold on a moment..."

He steps out into the corridor, quickly returning after a very quiet conversation with someone. His cheeks burn a bright red.

“Right. My apologies. Well, it seems I forgot that I was supposed to meet adventurers in my office, as well. I’m afraid I don’t have an assignment for you at this time, as they’ve all been given to other adventuring parties. But.. on the bright side, perhaps you can enter the regatta?”

He hands a flyer to [pick a PC; he’d favor whoever’s closest to him].

Distribute *Players’ Handout Two*.

Melton Daderhoff actually did forget that he was going to use his office. He will imagine that the PCs are aggrieved – perhaps correctly – and do his best to assuage them with the following:

“What are we supposed to do now?” *“My sincere apologies again; it was certainly my error. Here. Let me take down your names, and I will be sure to inform your party in case anything comes up. Perhaps you could enjoy the holiday?”*

“What’s the likelihood of that?/What were all the adventurers for?” *“Well, we did have a major call by the Diamond Legion for security for the regatta recently. As you see from the flyer, it will be quite a show! All of Amthydor will turn out for it, so there’s a concern about pirate activity, undead activity, foreign activity and the like. ...I don’t expect much else to go on while the regatta is... My sincere apologies once again for not finding you sooner!”*

“How much would we have been paid?” *“Oh, I don’t see the need to get into that sort of thing... As low as 10 gold crowns a day... As high as *mumble, mumble, mumble.* Er... Did I mention that I’d be happy to take down your names in case anything appropriate comes up?”* Feel free to make up some realistically high number for PC consumption.

“What do you know about the regatta?” *“The guilds and such have been hoping a holiday would be declared for some time. I, of course, was one of those who hoped so... Much has happened in the last few months, yet so much work and progress have also*

been made repairing the city from damage in the undead invasion. If you mean about the actual details of it, the flyer would give you some information. It’s an amateur competition, and I’d heard that the.. er.. Harbormaster.. has already filled up all the races as of noon...” He’ll look guilty and mention his offer about taking the party’s names down again.

“What do you know about Pyrite Island/Fool’s Gold Island?” *“Well, it’s Amthydor territory. IT is a small island that lies against the wind going to it, but usually with the wind coming from it. I’ve camped there a few times with the family. There’s sort of a nature preserve there, and a lovely beach. It’s probably the most park-like wilderness I’ve ever seen! Although... I think the provision ships have already sold out their spectator tickets as of this morning... and no other trips are allowed, for security reasons, until after the regatta is done...”*

Eventually, the party will grudgingly (or angrily) leave. Regardless of whether they accept or refuse his offer, the Guildmaster will still keep an eye out for an assignment.

- Go to [Encounter 1](#).

Encounter 1: Waiting for Melton

The PCs may attempt to wander off from another. It’s your option on how to handle this. You can probably remind them that the Guildmaster will have an easier time finding them if they stick together if you don’t want to deal with a divided party.

Otherwise, the PCs are free to shop around. Or take in the general air of festivities. If the PCs are particularly passive, two days will pass before anything of note occurs. Skip down to the boxed text near the end of this encounter.

The city in general:

As you walk through the streets, there is a noticeably happy buzz in the air. While business is going on a usual, the regatta is on the tip of everyone’s tongue. Parties are being planned around it, some businesses are sponsoring ancillary contests – apple

bobbing, pie eating, and the like – vendors have even begun selling souvenir tabards for a silver each.

Day 2: You notice that vendors have begun selling small palm-sized souvenir banners for those wishing to cheer on any of the seventeen regatta competitors.

Souvenir tabards and souvenir banners are a certified item and may be purchased (one each per PC) at this time, or anytime until the end of the module.

If the party goes into the Port District:

In addition to the normal traffic, you see several newly constructed sloops are being placed or are already in the water. Banners on their single masts identify the owners, while groups of men, women, and children around them are supporters of the various noble houses and shops which have sponsored the ships for the race.

A list of vessels is provided in a *GM's Handout*. Since it is well known who is racing in the regatta, players receive the matching *Player Handout #4* which lists the ships sailing and their sponsors. Most ships already have full crews. Some are still actively looking for them. As they approach those vessels:

"Hey!" says the captain of the ship. "Are you a citizen? This is the [ship name], sponsored by [ship sponsor]! We might be looking for some more amateur crew, if you want to interview for it!"

If the PC(s) nod affirmatively, the captain will prepare to interview them. The four available ships interview with the following slants:

- Gaines, bumbling, earnest;
- The Alliance, snooty, superior;
- The Consortium, bumbling, mercantile;
- The Waterfell Contingent, mercantile, anxious.

The latter three are merchant guilds who see the regatta as a good advertising opportunity. Note that the Waterfell Contingent is foreign; they need Amthydorans to crew their ship so as to follow the regatta rules. They are not the

public's favorite due to past conflicts between Vanyr (the Waterfell Contingent's home nation) and Amthydor.

If any of the captains Recognize the PCs, they will allow them on the crew (if they are citizens) after giving them the below interview. Captains will automatically recognize any certified noble of Amthydor, and really wish them to join; no interview is necessary for nobles! In addition, PCs who have a certificate indicating a reward from one of the above organizations (such as a certified share in the company or such), will also be considered for the crew.

In any event, the ship captains will ask the following questions:

Are you a citizen of Amthydor? A 'no' to this ends the interview; they will not accept non-citizens as crew as it is something that is too easy to check. (All native Amthydor citizens have an identifying magical green tattoo on their inner wrists, or a red one if naturalized citizens). Non-citizen PCs may crew or travel on the supply ships.

Are you a professional sailor of any kind? A 'yes' to this will result in "are you sure?" being asked. While Amthydor considers PCs to be nothing more than adventurers, PCs are free to consider themselves whatever they wish. You may inform any PC that have been using TUs to earn money as profession (sailor), or something similar, that they *might* be considered professional sailors according to Amthydor rules, although they probably aren't. This is not something that's easy to check for PCs anyway. Captains will nudge "retired" sailors or "former sailors" – current adventurers – to answer "no" to this question. A continued firm "yes" will end this interview.

Do you have any sailing/ rope use/ balance/ other nautical skills? A yes to any of this will cause the captain to ask for a demonstration on his or her sloop. Any ranks (not just a bonus due to ability scores) will be a pass. A Bluff check (DC 10+ATL) will also be a pass. A "no" to this will result in an end to this interview on Day One. On Day Two, they'll take the PCs anyway.

If the PCs are accepted, they may have some questions for the captains.

“What should we do now?” Day 1: **“Report for practice tomorrow morning, and be ready to sail for Fool’s Gold Island at dawn in two days!”** Day 2: **“We practice now! And be ready to sail for Fool’s Gold Island at dawn tomorrow!”**

“Are we going to be paid?” Day 1: **“Surely not! This is an amateur competition!”** Day 2 (any of the three merchant organizations): **“This is an amateur competition!”** *wink* **“Of course, gifts can always be exchanged among friends... But let’s see if we can win this race!”**

Resolution: Nothing particularly unexpected will happen during the practice, which involves sailing back and forth across the length of the harbor for several hours in the morning and afternoon. Captains will particularly notice unskilled sailors at this point, but will admit it’s too late. Observant PCs can note who seems to be sailing better. You may roleplay out some information from the *GM’s Handout* on the ship race, which indicates the skills of the sloops at the start of the race.

- Go to [Encounter 2](#).

Troubleshooting: Amthydoran Noble PCs

It is possible that you will have a certified PC noble of Amthydor at your table (they must have the certificate to prove it). If so, they might use their standing to try to get onto one of the ships that does NOT have an opening in the crew. Here is how to resolve that.

If the PC is a member of the noble house which is sponsoring a ship, the PC is automatically placed on that ship, which will quietly ditch a crew member to make room for them. The player should be told that this will happen so that he or she may choose whether or not to accept the position. There is no foul or penalty if they do so.

If the PC is NOT a member of the noble house that is sponsoring the ship, then she must roll an Influence check (DC 20) as per

the Noble class ability (the player should have a copy of the rules available). If the check succeeds, the PC may be placed on ships as follows:

- The PC may be placed on any ship not sponsored by a noble house with a successful check.
- The PC will likely be accepted to a noble-sponsored ship that is not of their house with a successful check, unless that ship’s house is on bad terms with the PC’s house. Consult the following chart to see if the PC would be refused a spot on any given ship. This is due to existing dislikes or animosity between the two houses.

The ship...	...will always refuse nobles of House(s):
Winter’s Breath (#1) House Gaines	Krimpach, Reilly
Sloop Racer (#2) House Mour	Bailey, Erikas, Kailin, Pelligari
Everclear (#4) House Kailin	Erikas, Lurian
Silverwind (#7) House Bailey	Burkley, Eisner, Grimm, Krimpach, Mour, Reilly, Sadhein (whew!)
Ship Krimpach! (#8) House Krimpach	Erikas, Pelligari
Victory! (#9) House Erikas	Grimm, Harquith, Reilly, Seabury
Seabreeze (#11) House Reilly	Bailey, Erikas, Gaines, Jirin, Tezriine
Chrysanthemum (#14) House Jirin	Harquith, Reilly
Flyer (#15)	Burkley, Eisner, Harquith

House Pelligari	
Ironheart (#16) House Grimm	Bailey, Erikas, Lurian, Prodvorst, Sadhein, Tezriine
Spry (#17) House Harquith	Bailey, Erikas, Jirin, Kailin, Pelligari, Tezriine

Note: Should any player at the table (particularly one who is a member of the LSJ staff and is very familiar with the noble houses of Amthydor) complain that there should be additional modifiers based on how friendly or allied some houses are towards another, please read to them the following boxed text:

While the campaign staff appreciates attention to detail, especially in the dealings of our beloved Noble Houses, there is a practical limit to how much detail we can include in an adventure, or how many different modifiers might apply to this particular effort of noble PCs to join ships sponsored by other noble houses. To provide information and modifiers for every possible permutation of PC noble vis-à-vis all other noble houses would be excessive, confusing, and ultimately, not much use to the poor Game Master who is trying to run the module.

If that isn't sufficient, consider this: we gave you a chance to use your Influence class ability to get onto a ship that otherwise would NOT be allowed as a PC option, didn't we? So give it a rest, relax, and enjoy the rest of the adventure!

The Management

Encounter 2: A Bite on the Line

Distribute *Player's Handout Three* to all PCs, whether they have positions on ships or not. Melton Daderhoff makes good on his promise at this time.

Presumably, they will investigate. Captain Ardent Vestra is a professional. If she recognizes any of the PCs, she will do no more than speak with slight more warmth. She

automatically recognizes anyone with a *Favor of Captain Vestra* cert. If all PCs she meets are recognized or possess that cert, she'll be in good humor and present this task as a special treat for individuals who have served the city so well in the past.

At the Diamond Legion HQ in the Port District, you aren't kept waiting long before an officer comes out to escort you to her office. Seeing you comfortably seated, she says, "For those of you who do not know me, I am Captain Ardent Vestra of the Diamond Legion.

"Of course, you know about the regatta. This is a joyous occasion, as it lightens the hearts of the people. Through some investigation, the Legion believes there forces at play who wish to strike at the Regatta, to mar the holiday. The Legion has already hired several adventuring parties and has gone on extra patrols to avoid any such disturbances.

"While the cordon seems complete, it occurs to me that a having a few individuals in the regatta itself could work well. Since, legionaries would be too obvious, discreetly placing adventurers there would seem to fit the bill quite nicely. Are you interested?"

This is the time for the players to ask some questions.

"What exactly do you want us to do?"

"Ideally, you should become crew of one or several of the regatta ships. You would maintain a cover story as being no more than interested individuals. This is the most ideal, as it would put you in the center of any trouble that happens, if any. If that's not possible, I have some extra spectator tickets for the provision ships that you may use to travel with the racers. Please let me know as soon as possible if you wish to take the latter course – those tickets will be assigned to other VIPs at the earliest opportunity."

"How much will we be paid?" *"You will be paid 50 gold crowns upon your return."*

"Are you expecting any trouble?" *"Personally? No. But it is my job to anticipate*

trouble and try to prevent it. That said, be on the lookout for pirates, or any other dangers.”

“Are you expecting any trouble on Fool’s Gold Island?” *“Pyrite Island has already been investigated by the Diamond Legion – there does not appear to be any significant threat there at this time.”*

“What are the current security arrangements?” *Captain Vestra speaks coldly. “I’m afraid you’re not cleared for that. The details of such things – even the general idea of what’s going on – are being held quite close.”*

“Have all the regatta crews been checked out?” *“Yes. They are all citizens of Amthydor, as required by the regatta rules.”*

If the party agrees to the mission, she’ll thank the party. If they don’t agree to the mission, they may do so without penalty. Those PCs will not be able to complete the module without joining a crew.

When the PCs are ready to leave, she will add:

“Thank you for doing this mission. It’s likely nothing will come of it – several plots which I am not at liberty to discuss have already been foiled. I will inform the Mistress of Ceremonies, Lady Deybri Seabury, of your assigned task. If anything does happen, please follow her instructions as best as you are able.”

The party may return to see if any crew slots are available. Note that fewer of them are left on Day 2. Any spots that PCs have taken should be subtracted from the Day 2 figures. (So if a PC took a slot on The Alliance vessel The Master’s Blade on Day 1, no slots will be available on Day 2.)

PCs may attempt to *detect evil* or other divinations to try and find problematic NPCs. Remember that Amthydor is a lawful neutral society. In addition to its very stringent laws against using magic on other people, a sizable portion of the population is, technically-speaking, ‘evil.’ This is not, in itself, a crime. About one quarter of the individuals encountered will register as evil, almost always

faint (see the *detect evil* spell description for details).

If a PC would like to try and join a crew at this point, go back to Encounter 1 and get them a spot on either a race sloop or a supply ship.

Otherwise go to Encounter 3.

Encounter 3: Down By the Bay

The PCs should be ready to leave the Port District at dawn. They will all see the following, and then may experience separate paths until they arrive at the Island.

In spite of it being the day before the official holiday, a large crowd of spectators have turned up to see you out. They stand near the newly constructed bleachers, waving flags indicating which ship they support and cheering as the regatta crews get ready for the race. A massive giant sits next to them, which you recognize as Olek, one of the most prominent dock workers of Amthydor. He waves a plain white piece of cloth – a caravel sail? – cheering with the rest of the crowd.

Some spectators and workers board the provisions ships: a Seabury-flagged clipper named The Tasman Trader and the Torestyn flagged merchantman named the Tenth Facet.

As the sun rises in front of you, and with the wind against you, you begin your trip to Fool’s Gold Island.

For race crew:

The captain of your vessel says, “All right put you back into it! This is the hard leg of the journey, going against the wind to Fool’s Gold Island! While it doesn’t count, we captains have taken a little wager amongst ourselves to see who gets there first! So keep a sharp eye out, and work, work, work!”

You will need to run the race rules given in the GM’s Handout as the sloops approach the Island.

➤ **For PCs on the Tasman Trader:**

Lady Deybri Seabury, a fine-looking and very well-dressed Vanyran woman in her early forties, holds the ceremonial scepter indicating she is Mistress of Ceremonies of the regatta. She smiles into the wind from the bow (front) of the ship, staring out into the waves. The rest of the spectators seem to be gathering towards the stern (back), as the four-masted Tasman Trader, with its giant sails and slim profile, easily gains a significant lead over the rest of the sloops.

Lady Seabury will detect as moderately evil (she is a fairly powerful LE NPC) for anyone wishing to check. She has protections that would prevent people from knowing, but decided not to bother with them today. She's still a charismatic woman with a great deal of power, and she's also just here to enjoy the race. While she can be as vindictive as expected by her alignment, Lady Seabury starts out in a happy mood. She particularly enjoys sailing, yet due to her duties in House Seabury, has not done so in some time.

PCs may introduce themselves to her. Following are potential statements/questions and her replies.

"Hello, I'm [PC name]!" or some other flattering comment. *Lady Seabury blinks as if interrupted. She says, "Pleased, I'm sure." She turns back to the water.*

"We're the security Captain Vestra has hired." *Tearing her eyes regretfully from the sea, she says "Well, that's good for you. Weren't you supposed to be more discreet than this?"*

"Do you expect any trouble?" *"No."*

"Why are you looking at the water?" *"Well, it's been a long time since I've been out at sea. I do enjoy it a great deal, but House duties have kept me in port for too long. If I could impose on you so as to enjoy it some more in peace, it'd be greatly appreciated."*

"Should we be so far in front of the regatta?" *"We'll be fine. The Tenth Facet will catch any problems. And we should do*

some preparation on the beach before everyone arrives, anyway."

"You're from Vanyr! [Any insinuations about Vanyr being evil or other direct criticism]" *"So?"* Make a note that this PC may gain the certified disfavor of House Seabury – any who is indiscreet enough to mention something like this on her good day will live to regret it. A heroic bit of Diplomacy, roleplayed or with a skill check (DC 25 + ATL) will allow this gaffe to pass.

"What should we do?" *"Enjoy the trip! It's a pleasant day for a sail, and it's about time Amthydor had some fun, don't you think?"*

ONLY IF A CERTED SEABURY NOBLE PC is aboard the ship: *"Good day. It is good to see one of our own kin aboard ship. Please pardon me, but business is pressing. I would be happy to catch up with you after the regatta is over."* She will only make small-talk with that PC at quiet times on the regatta, as something is always distracting her back to her duties.

After a few questions, she'll ask the PCs whether they have something else they need to be doing. Make a note of PCs that don't take that hint; they may also gain the disfavor cert. The heroic bit of Diplomacy mentioned above applying here as well, but only once. If the PC presses her luck, then award the Disfavor.

The other passengers on the ship are generally civilians. Some are friends and families of the regatta racers; many are minor trades-folk able to afford the trip (and wishing to enjoy a fun outing). Nearly all have lost someone in the recent undead invasion, but see this regatta as a hint of brighter days to come.

For PCs on the Tenth Facet:

The sloops rocket ahead of you as your ship putters along slowly behind them. The crew seems to be fairly cheerful, the captain pleasant although uninspired.

Halfway through the trip, have the PCs make a Spot check (DC 15 + ATL). Those who make it, and are on the front or starboard (right) side

of the ship will notice a sloop's mast sinking off the starboard (right) side. It's the Beauty of the Sea.

The crew will anchor a moment to pause and rescue the Beauty's crew, delaying the vessel about an hour. Allow PCs aboard this ship to make a few rolls to help save the drowning courtesans and roleplay briefly if the players wish. No sabotage occurred; their ship was just too hastily constructed to be sufficiently seaworthy for their far too amateur crew (they took people with absolutely *no* sailing experience; courtesans and the like).

Still with the rest of the Beauty of the Sea's crew easily rescued, the rest of the trip to Fool's Gold Island is much merrier.

➤ Go to [Encounter 4](#)

Encounter 4: Island in the Sun

Upon arrival, distribute *Player's Handout Four*.

The Tasman Trader will arrive first, docking in deeper water off the beaches. It will send rowboats to the beaches for the spectators to enjoy themselves and to set up for the incoming partygoers. The sloop ships will arrive next, the Tenth Facet arriving last.

The Beach

Folks begin unpacking the boats and loading up on shore. Tents with drink and food are set up, as well as areas for folks to sleep. Bonfires, lit with wood carried here from Amthydor, add an orange glow to the rapidly darkening beaches.

Entertainers and partying passengers from the provision ships dive right into the festivities. People start dancing around the fires, singing, jumping into the water – there's laughter and high spirits all around!

Beer, wine, cider, lemonade, and as wide a selection of foodstuffs are passed about freely among the frolicking people.

Allow the PCs to celebrate, schmooze, or perform for a few minutes.

Nice View!

The setting sun's rays shine on undisturbed lavender flowers and lush green grasses covering the slope down to the sea. A pair of graceful long-necked, long-legged birds land in the marsh, picking their way to their nests.

Other than a pleasant natural scene, there is nothing here of note.

Exploring the Island

Broken Hills

You see three sharp peaks rising above you. They're heavily forested, thickly covered by trees, shrubs, and other plants. The main touch of human presence – other than the beach behind you – is a bit of ancient scaffold rising over the edge of the far, center peak.

A wild boar, missed by the Diamond Legion forces, is still wandering around the forest. If left alone, it won't attack the cultists in Encounter 5. If killed, it could be used by folks on the beach as extra food. Otherwise, at some point it will attack PCs if it spots them. If the PCs explore the island away from the beach, THEY WILL ENCOUNTER THE BOAR.

Druids and rangers may attempt to take the boar as a companion. This would be an uncerterd companion.

All ATLS

Wild Boar (1): Medium Animal; HD 3d8+12; hp 30; Init +0; Spd 40 ft; AC 16 (+6 natural), touch 10, flat-footed 16; Atk/Grp +2/+4; Atk/Full Atk: Gore +4 melee (1d8+3); Space/Reach 5ft/5ft; SA ferocity; SQ lowlight vision, scent; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4; AL N.

Skills and Feats: Listen +7, Spot +5; Alertness, Toughness

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Cave A

This cave seems to have been used as shelter during rain showers – while the entry is a narrow 5 feet across, it opens to cave about twenty by thirty feet. Remnants of a campfire, conveniently cleared flat surfaces for bedding, and some bits of trash attest to relatively recent inhabitants. Near the back wall, pair of torches ensconced in sconces, light the space.

The torches may be removed by the party – they are two torches with *continual flame* cast upon them and left here to light the area (Spellcraft DC 13 to identify them).

Cave B

There is a discernable stench that comes from this cave as you approach it. Nothing unusual to those who have experience with wildernesses such as these – it is a sign an animal den of some kind, probably a rather large one.

The new corpse of a black bear can be found inside this cave, pierced with arrows. A PC with Craft (weaponsmith or blacksmith) can identify the arrows (DC 15) as definitely Amthydoran, general issue Diamond Legion equipment. The Diamond Legion killed the bear three days ago as a possible threat to the regatta.

Still relatively intact, the gall bladder and skin of the bear can be removed by enterprising PCs with the following skills: Craft (furrier, skinning), Profession (butcher, cook, and trapper), or Survival. The gall bladder requires a skill check DC 12 and the skin a skill check DC 15. Failure means the body part is ruined in the attempt and worthless.

Old Mine

You can see that there apparently was no shaft down from this mine; the top of this hill has been worked to nearly flat. An old scaffold rises up from here, clearly ready to

collapse. Gleams of the relatively worthless fool's gold lie about.

There's nothing interesting here at this time.

Nothing prevents PCs from staking out any of these areas the entire night. However, the cultists will have some insight (because of the intervention of the goddess), and will do their ritual in a location the PCs are not staking out other than the one listed in Encounter 5 (which assumes the Old Mine area is clear). They will choose some random location in the Broken Hills if necessary – but as far from the beaches as possible. Modify the boxed text on the fly as needed to account for location changes.

➤ Go to Encounter 5.

Encounter 5:

Where the Wild Things Are

As night falls, and people begin to retire, members of the Cult of the Orb who have been secreted with the regatta crews make their way towards the Old Mine area to perform a ritual that will disrupt the festivities.

A Spot check (DC 10 + ATL) will allow PCs watching the beaches to note a group of five human men and women making their way into the trees. The only unusual thing about this is the time – a bit after midnight. A difficult Spot check (DC 10 + ATL), observing the cultists spotted previously, will allow the PCs to note that the crew members sneaking off were all from different regatta sloops, something a bit unusual in of itself.

If the PCs do not investigate this, their first sign of trouble will come from the noise of the summoned creatures – something the rest of the regatta party goes cannot also fail to notice.

However, while that is suspicious, there is nothing to indicate they aren't partygoers out for a late night walk in the woods. If the party attacks, reveals itself, or otherwise directly confronts the cultists, the cultist immediately performs the ritual right there – the ritual cannot be disrupted. This probably means that the creatures are summoned much closer to the

beaches, making hiding this occurrence that much harder. This is something that doesn't occur to the cultists themselves, which is why they're heading to the Old Mine area – or somewhere similarly distant – to perform their act.

If they PCs approach quietly, they might hear the five cultists whisper to one another (Listen check DC 15 + ATL) in the immediate underbrush:

“Gs’ plan is working well so far.”

“This seems to be ok.”

They will try to remain hidden (Hide DC 14 + ATL) and silent (Move Silently DC 10 + ATL) as they continue to their destination, their surface thoughts concentrating on walking towards the Old Mine area as discreetly as possible. They will all detect as evil, only one of them moderately so.

If they arrive at the Old Mine area/alternate ritual area relatively unmolested:

Four of the individuals lie down on the ground, feet touching heads to form a circle. One stands in the center. All of them look up into the sky.

Whether they are interrupted before reaching the site or not, read the following:

“Revenge!” says the man standing before you, “Power! Let them feel your might, o Mother of Monsters! We cultists willingly give our lives to you, remove ourselves from this plane, so that your creatures may take our place and slaughter! By our blood and life we choose it to be so!”

With that, a blast of cold air flows down from the sky. Their flesh bursts. The cold blast doesn't stop, pouring from what seems to be a pair of deep and evil blood-red eyes. “I hear you,” says a cold voice, and this dim image, vanishes. Otherworldly cries announce you are not alone as the icy breeze continues to blow despite the tropical clime...

This, the main combat of this module, should be extremely difficult. It is scaled to be a difficult battle; if at least one PC falls unconscious, it's about right. That said, you

have your particular set of PCs to run for. Remember that as always, you have the discretion to adjust as you think necessary.

The cold of the wind won't affect the summoned creature(s); however it does count as a strong wind that will blow in approximately a 100' radius. Unprotected flames, such as candles and torches are extinguished. There is a –2 penalty to ranged attack rolls and Listen checks. Tiny or smaller creatures (e.g. familiars) may be knocked down prone by the force of the wind (DC 10 Fortitude save). Small, tiny or smaller creatures which are flying – other than ones summoned by the cultists, which are strangely unaffected – may be blown back 1d6 x 10 feet (DC 10 Fortitude save). This wind will peter out after five rounds.

If the PCs did not take sufficient precautions, the shrieks, howls, and other noises of the creature(s) will wake the regatta crews. After some stirring (if the PCs have not already taken it upon themselves to investigate), they PCs may intercept the creatures about half-way to the beaches. Keep in mind that the longer the PCs dally, the harder it will be convince the regatta that nothing of significance occurred – at some point, in your judgement, it will be impossible for the regatta to be anything better than marred.

As at all ATLs these creature(s) will employ some type of sound attack, it may pay to review the effects of bardic countersong.

ATL 1

Note: The Barghest at this level has already used its *crushing despair* and its *charm monster* abilities today.

Weak Barghest (1): Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 6d8+6; hp 22; Init+6; Spd 30 ft; AC 18 (+2 Dex, +6 natural), touch 12, flat-footed 16; Atk/Grp +6/+9; Atk Bite +9 melee (1d6+3); Full Atk: Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1); Space/Reach 5ft/5ft; SA Spell-like Abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14;

Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks);

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluish red and eventually becomes blue altogether.

A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited.

Barghests speak Goblin, Worg, and Infernal.

Barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using *crushing despair* and *charm monster* to keep opponents off balance. They try to stay away from the enemy's main strength.

A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); *dimension door*. Caster level equals the barghest's HD.

The save DCs are Charisma-based.

Feed (Su): At this ATL, the barghest will not use this ability, saving it for when it finds more prey on the beach.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

ATL 3

Note: The Barghest at this level has already used its *charm monster* ability today.

Barghest (1): Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 6d8+6; hp 33; Init+6; Spd 30 ft; AC 18 (+2 Dex, +6 natural), touch 12, flat-footed 16; Atk/Grp +6/+9; Atk Bite +9 melee (1d6+3); Full Atk: Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1); Space/Reach 5ft/5ft; SA Spell-like Abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14

Skills and Feats: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks);

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluish red and eventually becomes blue altogether.

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A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*crushing despair* (DC 16), *dimension door*. Caster level equals the barghest's HD.

The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

ATL 5

Greater Barghest (1); Large Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 9d8+27; HP 67; Init +6; Spd 40 ft; AC 20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18; Atk/Grp +9/+18; Atk: Bite +13 melee (1d8+5); Full Atk Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2); Space/Reach 10ft/5ft; SA Spell-like abilities, feed; SQ Change shape, damage reduction 10/magic, darkvision 60 ft., scent; SV Fort +9, Ref +8, Will +10; Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18; Combat Reflexes, Improved Initiative, Track

Skills and Feats: Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16 Survival +16 (+18 following tracks), Tumble +16; Combat Casting, Combat Reflexes, Improved Initiative, Track

Barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using *crushing despair* and *charm monster* to keep opponents off balance. They try to stay away from the enemy's main strength.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

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Pass without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*.

In addition to the spell like abilities all barghests possess, a greater barghest gains the following abilities. At will—*invisibility sphere*; 1/day—*mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD. The save DC against a greater barghest's spell-like abilities is 14 + spell level.

Caster level equals the barghest's HD.

The save DCs are Charisma-based.

ATL 7+

Greater Barghest (2); Large Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 9d8+27; HP 67; Init +6; Spd 40 ft; AC 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18; Atk/Grp +9/+18; Atk: Bite +13 melee (1d8+5); Full Atk Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2); Space/Reach 10ft/5ft; SA Spell-like abilities, feed; SQ Change shape, damage reduction 10/magic, darkvision 60 ft., scent; SV Fort +9, Ref +8, Will +10; Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18; Combat Reflexes, Improved Initiative, Track
Skills and Feats: Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16 Survival +16 (+18 following tracks), Tumble +16; Combat Casting, Combat Reflexes, Improved Initiative, Track

Barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using *crushing despair* and *charm monster* to keep opponents off balance. They try to stay away from the enemy's main strength.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

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Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*.

In addition to the spell like abilities all barghests possess, a greater barghest gains the following abilities. At will—*invisibility sphere*; 1/day—*mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD. The save DC against a greater barghest's spell-like abilities is 14 + spell level.

Caster level equals the barghest's HD.

The save DCs are Charisma-based.

Resolution: The bodies of the cultists have nothing of note on them. However, PCs will notice (Spot DC 5 + ATL) that the citizenship tattoos on their forearms have begun to fade! This is a sure sign that they are counterfeit; an extremely serious crime in of itself and something speaking of great resources.

- If the PCs survived, go to Encounter 6.
- If any PCs died, they go to Epilogue D.

Encounter 6: Picking up the Pieces

When the party returns to the beaches, they may want to know what happened. In the ideal case – fighting in the Old Mine area after the party has gone over there to discover what the cultists were doing.

If the PCs fought the creatures at the summoning site:

Lady Seabury looks a little anxious upon your return to the beach. She waves you over to a private corner of it.

“I thought I heard a noise,” she says. “Was it anything in particular?”

She will note the story and add that the PCs should report this to Captain Vestra as soon as they go back to Amthydor. She will ask leading questions in the hopes that the PCs will agree that the danger has passed, and the regatta can still go on as scheduled. PCs who have qualified for the *Disfavor of House Seabury* will not receive them, and the rest of the PCs qualify for the *Favor of House Seabury*.

If the PCs fought the creatures closer to the beach (but not within view):

Lady Seabury and a few of the regatta crews are about upon your return to the beach. They wave you over, with no small anxiety. Several voices begin to ask you what happened, but with a firm clearing of the throat, Lady Seabury addresses you.

“There were some sounds coming from the trees,” she says, “I’m sure it was nothing

more than a few loud birds or some such, yes?”

A successful Sense Motive check (DC 15 + ATL) will allow the PCs to realize that Lady Seabury is trying to save the festivities (if the PCs haven’t already realized this). Lady Seabury will want the PCs to publicly say nothing happened. If she can’t get that, she’ll settle for nothing serious happened. She will try to play it up as a light adventure, even so far as calling the PCs’ wounds (**“Nothing to worry about, a mere scratch..”**)

If the PCs unanimously support this, the festivities are automatically saved. In any other case, it is an opposed Diplomacy check to see who wins the day – those on one side who say nothing really happened, and those on the other who are saying something serious happened. Lady Seabury’s Diplomacy skill is +10; the PC arguing most strongly against opposes with either a Diplomacy or Intimidate check. Other PCs may use their Diplomacy skill to support Lady Seabury or their Diplomacy or Intimidate skills to support the PC opponent. (You might wish to make this a secret set of rolls.) If Lady Seabury wins, the regatta festivities are saved. If she does not, the festivities are marred.

All PCs who support Lady Seabury gain her Favor or lose her Disfavor. All those who opposed her efforts here gain and lose nothing (after all, they did solve the problem relatively quietly).

After the rest of the regatta crews have settled in for the night, she will discreetly speak to the PCs in a private area, thanking them for their efforts and asking they report what they’ve seen to Captain Vestra upon their return.

If the battle took place on the beach:

With wounded and dead littering the beach, the entire area is in an uproar. Lady Seabury, waving her scepter about, shouts for calm and order. After a few minutes, there is enough calm for them to notice all of you.

“What happened?” cries one.

“What were those things?” shouts another.

“We have to flee this island now!” shouts a third.

Lady Seabury shouts, “Please! I am sure there is a simple and rational explanation! There is no cause for a panic that will destroy the regatta! Let us let these adventurers explain this to us!”

This is similar to the prior case. However a success will lead to the regatta being marred while a failure will lead to the regatta being ruined. Additionally, the crowd will have a very hard time calming down from what they believe to be mortal danger (Diplomacy check DC 25 + ATL to overcome the crowd’s fear and panic).

A PC will need to argue for calm; Lady Seabury will assist. Any PC who argues against calm may assist in increasing the crowd’s DC. If the PCs unanimously oppose staying calm, the regatta will automatically be ruined, the race canceled.

All PCs who oppose her will gain Lady Seabury’s Disfavor (although for those who already have it, it cannot be gained more than once). All those who assist her will gain nothing (after all, the regatta is almost ruined as it is).

If the regatta is ruined, everyone begins heading to Amthydor immediately, muttering grimly about how the city must be cursed.

- Go to [Encounter 7](#)

Encounter 7: Homecoming

It isn’t long before you see the docks of Amthydor ahead of you, the provision ships slowing to allow the regatta sloops first entry.

If the regatta has been ruined, continue to the Conclusion and Epilogue C. Otherwise, a winner needs to be determined below:

You hear the regatta captains begin shouting at their crews for extra effort as they pull and work towards the finish line. Massive crowds of people fill the bleachers and every dock in the Port District, easily out-shouting the massive giant Olek, who wears a massive

regatta tabard, as they make for the finish line!

Run the final race, if needed, using the rules in the GM handout..

If a PC crew wins:

It’s amazing to realize that you’ve won! Everything almost goes to a blur to you... the screaming crowd as you’re hoisted on the shoulders of the riotously congratulatory crowd, the lifting of the Torestyn Trophy above your head, hundreds of people congratulating you, toasting you, and the like.

If a PC crew finishes the race without winning:

You pull into the finish line, not too far behind [winner’s boat]. While the crowds and cheering go to them, enough goodwill spills to the rest of the boats that you feel honored to have been part of the races. More than a few smiles and hugs of recognition greet you.

For those on the provision ships:

With [winner’s boat] victorious, the provision ships pull in. Lady Seabury gracefully hustles to the reviewing stand, where the crew of [winner’s boat] awaits them. You make your way down to the crowd, and have a fairly good view as you watch them receive their awards!

To all, when this has been settled:

After – about an hour or so – the celebrations are officially declared over. The crowd disburses, laughing and joyous. In spite of everything that happened on the trip, everything that will happen to you, and everything that has happened to Amthydor, you can’t help but feel a little optimistic about the future.

The PCs can make their way to the Diamond Legion HQ to make their report, or Diamond Legion members will come by after hearing from Lady Seabury. (This will also apply to those who did not actually get a job from Captain Vestra in Encounter 3).

- Go to [Conclusion](#).

Conclusion

You are quickly escorted to Captain Vestra, who takes note of recent events with a very grave demeanor, asking questions until she draws out the full story in all its detail.

“You did your best, and I appreciate that,” she says.

She pauses, her fingers pressed together over pursed lips. “This is the work of ‘G,’” she says, distracted.

The mood, or whatever that was, passes, and she smiles.

“Well,” she says, “You’ve done quite a good job in spite of it all. For something of this nature, that’s gotten quite a bit of notice from upstairs. Let’s just say a certain someone, she – or he! – is very happy to hear what you’ve done.”

“So in lieu of knowing that I’m pleased with your work, I’m sure adventurers such as yourselves face great hazards. Please accept these curing potions this individual has graciously provided to reward you.”

A few Diamond Legion guards come out and lay out some things for you.

“Much thanks,” Captain Vestra says, “Much thanks.”

Each PC receives one potion of *cure serious wounds*, caster level 5th.

Captain Vestra will not elaborate on ‘G’ at this time. If pressed, she will state that ongoing investigations require secrecy.

Essentially, this is the end of the module. However...

- If the regatta was saved, go to Epilogue A.
- If the regatta was marred, go to Epilogue B.
- If the regatta was ruined, go to Epilogue C.
- Any PCs who died go to Epilogue D.

Epilogue A

Later on, in the Port District, a young girl writes in her diary.

“Yesterday was the best day of my life! I saw all these boats, and everyone was so happy! The beach was really great, and I snuck out to wade in the water really late...”

THUS ENDS “FOOL’S GOLD”

Epilogue B

Later on, in the Port District, a young girl writes in her diary.

“Yesterday was really amazing! I saw all these boats! The beach was really great, but mom and dad got really angry because they couldn’t find me when I snuck out to wade in the water really late...”

THUS ENDS “FOOL’S GOLD”

Epilogue C

Later on, in the Port District, a young girl writes in her diary.

“Yesterday was okay. I got to see a lot of boats. But then everything went bad, and mom and dad said we would never go back to the beach again...”

THUS ENDS “FOOL’S GOLD”

Epilogue D

Later on, you wake to the chanting of a priest of Meneon. The familiar shape of the Port District coalesces around you.

“Oh, there you are. As good as new, I hope. You can leave a donation with the temple after you recover. The regatta organizers were kind enough to pay half already.”

He smiles benignly before moving on to the next person.

Half the cost of *raise dead* spell (2,725 gp) has been paid. PCs who cannot afford to pay the rest now must repay the cost over time with at least half their earned gold in each module (not counting magic items) being paid to the temples until the debt is covered. More may be paid than this minimum amount if desired.

THUS ENDS “FOOL’S GOLD”

Experience Point Summary

Encounter 1		
Joining a regatta crew		25 xp
Encounter 2		
Accepting the mission		25 xp
Encounter 4		
Killing the boar (ATL 3 or lower only)		50 xp
Encounter 5		
Tracking the cultists		25 xp
Realizing the work of “G”		25 xp
Defeating the creatures		400 xp
Encounter 6		
Regatta saved		200 xp
Regatta marred		100 xp
Regatta ruined		25 xp
Encounter 7		
Winning the race		100 xp
Conclusion		
Discretionary roleplaying award		0-100 xp
Total		900 xp

Treasure Summary

Encounter 1

PCs may each purchase one of the following:

- **Souvenir Tabard:** You attended the Lord Monarch’s Regatta. The tabard reads: “I went to the Lord Monarch’s Regatta and all I got was this lovely tabard!” (Value: 1 cp, Size: Small/Medium, Tradable: Yes, Rarity: Common, Legality: Legal).
- **Souvenir Banner:** This triangular banner bears the colors of the ship _____ as well as the number _____, representing a ship raced during the Lord Monarch’s regatta. (Value: 1 cp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).

Encounter 2

- 50 gp each (paid at the end of the module).

Encounter 4

- **Black Bear Gall Bladder:** This organ of the black bear is suitable for use as a magic item component. (Value: 1 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).
- **Black Bear Fur:** Though pierced by arrows, this fur still has value to a furrier or fur collector. (Value: 50 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)
- **Everburning Torch (2):** This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius. (Value: 110 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal)

Encounter 6

- **Favor/Disfavor of House Seabury** (Value: Priceless, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).

Favor: High Lady Seabury of House Seabury has vaguely made her satisfaction with “certain of those adventurers” known. Fortunately, you’re one of them.

Disfavor: High Lady Seabury of House Seabury has vaguely made her displeasure with “certain of those adventurers” known. Sadly, you’re one of them.

Encounter 7

- **That Person from the Regatta!** (Value: Priceless, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal). For being a member of the winning crew in the Lord Monarch’s Regatta, you’ve become a well known local figure. You gain a +10 circumstance bonus to Reputation checks in Amthydor. This expires exactly one year after receipt of this cert, on _____.
- **Regatta Reward:** For serving as a member of a regatta crew, you have been discreetly presented with a gift. Check one

of the following (Value: Varies, Size: Varies, Tradable: Yes, Rarity: Varies, Legality: Legal).

Bottle of Ibarra Dark '71 (Value: 100 gp, Size: Small, Rarity: Uncommon).

A share in The Alliance (Value: Variable, Size: N/A, Rarity: Common).

A share in The Consortium (Value: Variable, Size: N/A, Rarity: Common).

A share in The Waterfall Contingent (Value: Variable, Size: N/A, Rarity: Common).

NOTE: The bottle of wine is offered either in place of the share of stock (if a PC sailed on the ship sponsored by that business) or if the PCs sailed on any another ship including the supply ships. Check the appropriate box when awarding this certificate.

Conclusion

- Potion of *cure serious wounds*, caster level 5th (one per PC) (Value: 750 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal)

GM Handout 1 – Ships in the Regatta

Each ship is a one-masted sloop requiring a captain and five additional crew members. Each mast holds a flag of Amthydor, a flag identifying the sponsor, and a flag with the number of the vessel. Feel free to take liberties with color of the ships and sail – after all, all of these ships were quickly built specifically for the race!

Each vessel is flat-bottomed, ten feet wide and twenty-five feet long. There's a small area below the flat deck for storing personal items (read: PC equipment). PCs who work on the ship are expected to be unarmored, and not carry any weapons larger than small.

There is an even number of male and female crew and captains. No one of great note is working on any of the sloops, although all are apparently citizens of Amthydor (as evidenced by an identifying magical tattoo on their inner wrists, which all citizens of Amthydor possess; green for native citizens, red for naturalized citizens). At the advice of the temples, there's no ship #13.

Ship #1: Winter's Breath

House Gaines

Crew Needed (Day 1/Day 2): 2/0
Bonus (Day 3/Day 4): +1/+1

Ship #2: Sloop Racer

House Mour

Bonus (Day 3/Day 4): +6/+5

Ship #3: The Excelsior

The Consortium.

Crew Needed (Day 1/Day 2): 3/1
Bonus (Day 3/Day 4): +1/+1

Ship #4: Everclear

House Kailin

Bonus (Day 3/Day 4): +2/+2

Ship #5: The Master's Blade

The Alliance

Crew Needed (Day 1/Day 2): 2/1
Bonus (Day 3/Day 4): +1/+1

Ship #6: Merchant's Pride

Merchant's Guild

Bonus (Day 3/Day 4): +5/+5

Ship #7: Silverwind

House Bailey

Bonus (Day 3/Day 4): +2/+1

Ship #8: Ship Krimpach!

House Krimpach

Bonus (Day 3/Day 4): +1/+1

Ship #9: Victory!

House Erikas

Bonus (Day 3/Day 4): +6/+4

Ship #10: Beauty of the Sea

Gilded Cage

Bonus (Day 3/Day 4): -4/out

Ship #11: Seabreeze

House Reilly

Bonus (Day 3/Day 4): +0/+0

Ship #12: The Wayward Son

The Waterfell Contingent

Crew Needed (Day 1/Day 2): 3/3
Bonus (Day 3/Day 4): +1/+1

Ship #14: Chrysanthemum

House Jirin

Bonus (Day 3/Day 4): +2/+1

Ship #15: Flyer

House Pelligari

Bonus (Day 3/Day 4): +0/-1

Ship #16: Ironheart

House Grimm

Bonus (Day 3/Day 4): +2/+2

Ship #17: Spry

House Harquith

Bonus (Day 3/Day 4): -1/-1

Provision Ship (fast): The Tasman Trader

A four-masted sloop flying the flag of House Seabury, this is a large vessel that more than makes up for its bulk with massive sails. It will be able to easily outpace the sloops in the regatta. It holds a great number of supplies for Fool's Gold/Pyrite Island, as well as the Mistress of Ceremonies. It's thirty feet wide and about two hundred feet long.

Provision Ship (slow): The Tenth Facet

This three-masted merchantman is a logistics ship for the Diamond Legion. It plans to follow the rest of the fleet, picking up any crews that experience mishaps in the water. It also holds a great number of supplies and passengers bound for Fool's Gold/Pyrite Island. It's fifty feet wide and about one hundred twenty feet long.

GM Handout 2 – Racing Rules

RACE RULES

Only six ships will actually be in the race. A ship who has a PC on board is automatically in the race. All of the four ships who were looking for crew at the beginning of the module are in the race. Those ships are:

- #1 Winters Breath (House Gaines)
- #3 Excelsior (Consortium)
- #5 The Master's Blade (The Alliance)
- #12 Wayward Son (Waterfell Contingent).

If no other racing ships are carrying PCs, add ship #2 (Sloop Racer/ House Mour) and ship #6 (Merchant's Pride/Merchant's Guild).

The race is completed by each ship making an opposed sailing roll.

To accomplish this do the following:

1. Assign a ship to each PC just for rolling dice purposes.
2. Give each ship their base bonuses from GM Handout 1.
3. Determine if any PC on board a ship has any of the following skills:

Balance +4

Profession: Sailing +4

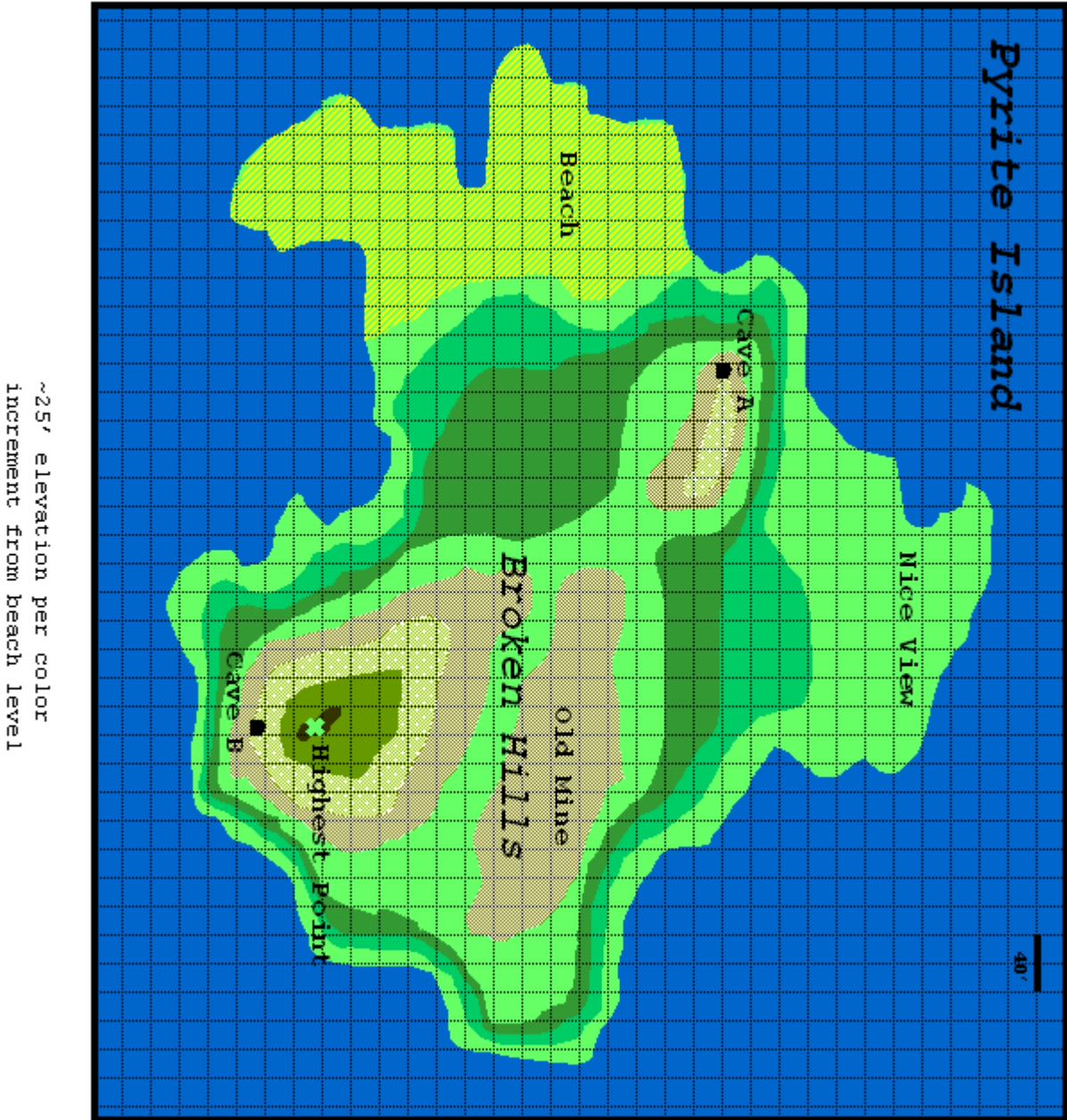
Rope Use +4

4. Add a +1 to the base bonus for a PC who has any or all these skills. Ony +1 per PC.
5. Have each ship do three opposed rolls (sailing base + bonus +d20).
6. The ship with the highest opposed roll wins. The ship with the most opposed wins the race.

		Opposed Rolls			
Example:		#1	#2	#3	Wins
#1	Winters Breath	20	12	23	
#2	Sloop Racer	18	15	20	
#3	Excelsior	15	18	12	
#5	The Master's Blade	21	12	24	2
#6	Merchant's Pride	20	08	15	
#12	Wayward Son	12	20	25	1

Masters Blade has two wins and Wayward Son has one. Master's Blade wins the race. Remember, all bonuses are added before the d20 is rolled.

GM Map – Pyrite Island (Fool’s Gold Island)



Player Handout One

[Hastily written]

Dear adventurer:

Please come to the Fraternity of Venturers. I may have an assignment for you.

Guildmaster Melton Daderhoff, Brotherhood of Adventurers

[Hastily written]

Dear adventurer:

Please come to the Fraternity of Venturers. I may have an assignment for you.

Guildmaster Melton Daderhoff, Brotherhood of Adventurers

[Hastily written]

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[Hastily written]

Dear adventurer:

Please come to the Fraternity of Venturers. I may have an assignment for you.

Guildmaster Melton Daderhoff, Brotherhood of Adventurers

Player Handout Two

(a clipping from today's Amthydor Shining Jewel)

LORD MONARCH ANNOUNCES HOLIDAY

The Lord Monarch agrees that a holiday appears appropriate in light of the great strides made in security and reconstruction. To that end, let it be known that a regatta and attendant races shall be held four days hence. The main event shall be a race from Pyrite Island starting from the morning of the fourth day, to finish on the fourth day in the early afternoon. The Lord Monarch declares that day a holiday so all of Amthydor may participate, rest, and refresh themselves in all lawful and pleasant ways.

For the regatta, crews are advised to leave for Pyrite Island (also known as Fool's Gold Island) three days hence, so as to finish at the expected time. Provisions for an overnight stay will be provided by the Lord Monarch and House Seabury. All those who wish to sponsor sloops may register with payment of entry fees to the Harbormaster.

While the sloops should be made as seaworthy as possible, no magic or enchantment should be involved in the construction or upkeep of this vessel. Crews should be as amateur as practicable, with an exception made for Diamond Legion captains currently on leave or any ship captain retired from duty volunteering for such duty.

The winning vessel will obtain honors for the vessel's owner, including presentation of the Torestyn Trophy by the Mistress of Ceremonies, High Lady Deybri Seabury.

Player Handout Three

To [your name],

Once again, I offer my apologies for the inconvenience the other day. I hope that we can move beyond any ill will brought about by that unfortunate incident.

I have heard of an assignment that may fit for your group. For details, please report to Captain Vestra in the Port District's Diamond Legion HQ at your earliest convenience. In that regard, she will be expecting at least one of your party to arrive today.

In any case, best of luck in your ventures!

Yours truly,

Guildmaster Melton Daderhoff, Fraternity of Venturers

To [your name],

Once again, I offer my apologies for the inconvenience the other day. I hope that we can move beyond any ill will brought about by that unfortunate incident.

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In any case, best of luck in your ventures!

Yours truly,

Guildmaster Melton Daderhoff, Fraternity of Venturers

Player Handout Four– Ships in the Regatta

Each ship is a one-mast sloop requiring a captain and five additional crew members. Each mast holds a flag of Amthydor, a flag identifying the sponsor, and a flag with the number of the vessel. These ships were all built within the past several days specifically for racing in the regatta.

Each vessel is flat-bottomed, ten feet wide and twenty-five feet long. There's a small area below the flat deck for storing personal items (read: PC equipment). PCs who work on the ship are expected to be unarmored, and not carry any weapons larger than small, personal ones (such as daggers).

There is an even number of male and female crew and captains. No one of great note is working on any of the sloops, although all are citizens of Amthydor (as evidenced by an identifying magical tattoo on their inner wrists, which all citizens of Amthydor possess; green for native citizens, red for naturalized citizens). At the advice of the temples, there's no ship #13.

Ship #1: Winter's Breath
Sponsor: House Gaines

Ship #9: Victory!
Sponsor: House Erikas

Ship #2: Sloop Racer
Sponsor: House Mour

Ship #10: Beauty of the Sea
Sponsor: Gilded Cage

Ship #3: The Excelsior
Sponsor: The Consortium.

Ship #11: Seabreeze
Sponsor: House Reilly

Ship #4: Everclear
Sponsor: House Kailin

Ship #12: The Wayward Son
Sponsor: The Waterfell Contingent

Ship #5: The Master's Blade
Sponsor: The Alliance

Ship #14: Chrysanthemum
Sponsor: House Jirin

Ship #6: Merchant's Pride
Sponsor: Merchant's Guild

Ship #15: Flyer
Sponsor: House Pelligari

Ship #7: Silverwind
Sponsor: House Bailey

Ship #16: Ironheart
Sponsor: House Grimm

Ship #8: Ship Krimpach!
Sponsor: House Krimpach

Ship #17: Spry
Sponsor: House Harquith

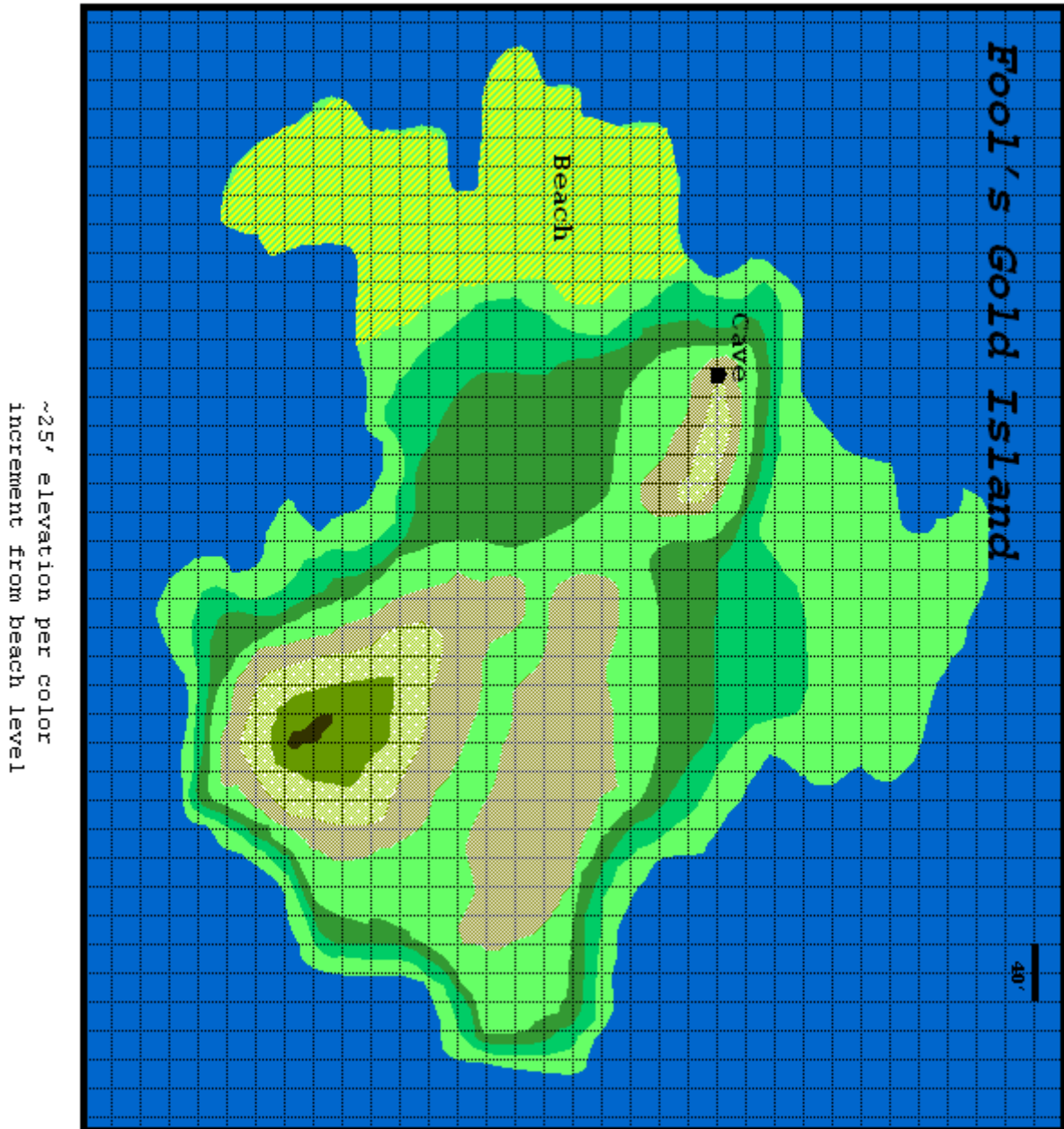
Provision Ship (fast): The Tasman Trader

A four-mast sloop flying the flag of House Seabury, this is a large vessel that more than makes up for its bulk with massive sails. It will be able to easily outpace the sloops in the regatta. It holds a great number of supplies for Fool's Gold/Pyrite Island, as well as the Mistress of Ceremonies. It's thirty feet wide and about two hundred feet long.

Provision Ship (slow): The Tenth Facet

This three-mast merchantman is a logistics ship for the Diamond Legion. It plans to follow the rest of the fleet, picking up any crews that experience mishaps in the water. It also holds a great number of supplies and passengers bound for Fool's Gold/Pyrite Island. It's fifty feet wide and about one hundred twenty feet long.

Player Map 1



Critical Event Summary: Fool's Gold

1. Did the PCs go to the Regatta without seeing the Diamond Legion first? Yes No
2. Which Ships did the PCs serve on? (Circle all that applies)
House Gaines The Alliance The Consortium The Waterfell Contingent
- Other (note details below; only possible by a Noble PC)
3. Did the PCs kill the boar? Yes No
4. Did the PCs track the cultists? Yes No
5. Did the PCs find the black bear gall bladder? Yes No
6. Which epilogue did they achieve? A B C D
7. Which ship won the Regatta? _____

List PC name and real name of any winners

8. Note any other important information (PC arrests, etc.).

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.



Free Enterprises: Fool's Gold

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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