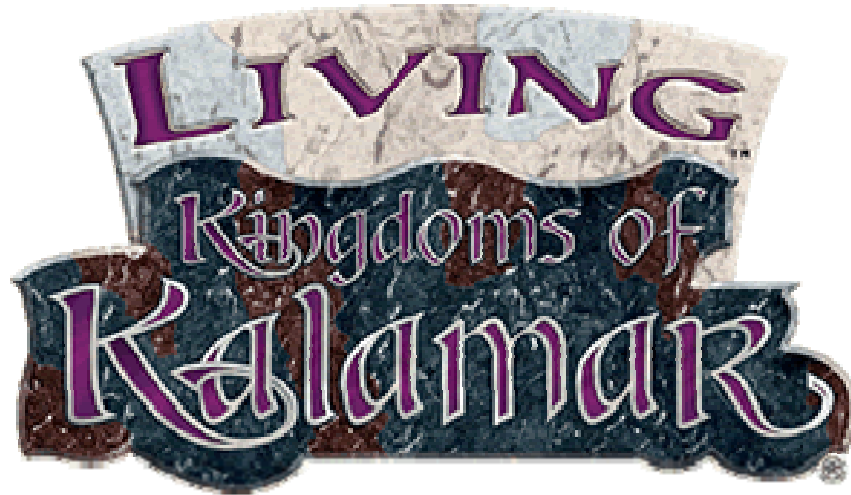


LKOK42



...and Peace

A One-Round D&D Living Kingdoms of Kalamar[®]
Adventure

By Andrew Garbade

A job guarding a caravan is full of military intrigue. In a war that will only be won by unconventional means, what tactics will the adventurers use to ensure the safety of their homeland? A Living Kingdoms of Kalamar adventure for ATLS 1, 3, 5, 7, and 9.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

LKoK uses Average Table Level (ATL) rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. In order to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later for setting the DC of certain skill checks.

ATL_____

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 10th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place on . Therefore, the Judge should also have the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

The weather in the mountains is starting to warm up as summer finally arrives in the Young Kingdoms. Some days still carry the chill of spring in the morning, but cold weather gear has been stored away for weeks, and lighter clothing is required for anyone outside after dawn.

MODULE NOTES

This adventure is designed to focus on role-playing, culminating in a combat which may decide the future of the war between Pekal and Kalamar/Tokis.

The judge is highly encouraged to read through several times. There are two separate missions which the characters encounter, though each of them have very similar goals. Importantly, all the "Pekal" NPCs are loyal to the Prince and country, so no amount of Sense Motive or spellcasting determines anything different.

It is also possible that some players may become confused and/or frustrated by the apparently conflicting stories. The judge should make every opportunity to create the atmosphere of a mystery rather than nonsense. Suggestions for how to accomplish this include allowing the characters to contact NPCs encountered in previous adventures, making a variety of skill checks to determine information about the Gray Legion and/or the Kalamar Imperial Intelligence Service, and elaborating on the information NPCs provide.

While a fully comprehensive breakdown of all these options is beyond the scope of this adventure, the judge can use information provided in the Background to round out any revelations that need to be made.

BACKGROUND

Much of this adventure is centered around the premise that Kalamaran spies have infiltrated

the Pekalese intelligence services and set up a military situation near Koreta that places the army in direct opposition with the Prince. This is never explicitly stated, though reasonable characters should be able to determine this through the normal course of play.

The Pekalese military has established a solid line of defense from Baneta in the south to Crenholm in the east, up to Koreta in the north. This has proved effective in blunting the Tokite advance toward Bet Rogala. Unfortunately, there are many villagers outside the protective region that this line of defense offers. The independent streak that runs through the citizens of Pekal, coupled with the impending harvest, have resulted in many villagers forming town militias and just sending the young and elderly to safety.

The Prince, while unwilling to directly challenge his generals in military policy, remains dedicated to protecting as many civilians as possible, especially in light of recent attacks near Crenholm against smaller farming communities.

Immediately prior to this adventure, the leaders of Pekal received information that mercenaries were forming in the north in the mountains of Paru'Bor. What most concerned the leaders was that there were two different reports about the intentions of this new threat. One report indicated that the mercenaries were planning to commence hit-and-run tactics against the villagers outside the protection of the military. The other report indicated that the mercenaries were planning to assault patrols in the region, causing a stalemate in the north, tying up supplies and personnel that could instead be used to support Crenholm or Baneta.

Though debate was intense, the military eventually won out and decided to try to stop the mercenaries from attacking the military forces. Though the Prince (and many of the Honorable) were more concerned about the safety of the villagers, the military convinced the nobles that the prospect of a protracted war was even worse than the potential for popular backlash against civilian deaths.

The Prince's arguments, however, were noted by one of Kalamar's agents in the military staff. Though Kalamar and Tokis have not entirely infiltrated the Prince's inner circle, those countries do have agents in position who receive

some information crucial to the war. This agent was able to intercept the Gray Legion orders and issue some conflicting instructions to other agents.

News of these efforts reached the Imperial Legion Intelligence office, and approval was given to try and capitalize on the opportunity to cause strife for Pekal. Kalamar dispatched an intelligence officer to manage the affair, with orders to establish counter-espionage efforts dividing the Prince's leadership team.

The characters were targeted for the mission by the Gray Legion, so the Kalamaran agent decided to use them as well. What better way to ensure chaos in the ranks than by sowing confusing throughout the ranks.

Mitrick is known to Kalamar's intelligence, though he is loyal to Pekal and not a double-agent. Mitrick received his orders from normal sources, so he believes that his orders come from the Gray Legion. Other agent teams, including Werrin and his cell, also received orders and have initiated support operations.

ADVENTURE SYNOPSIS

Introduction 1: This is the first of two introductions that each character receives. The characters may be together during this encounter, though it is not necessary. Character introductions occur during **Encounter 1**. This introduction provides incentive for the characters to visit Jorgen's Lake Goods where they are to meet Mitrick, a Royal Spy.

Introduction 2: This is the second of two introductions that each character receives. The characters may be together during this encounter, though it is not necessary. Character introductions occur during **Encounter 1**. This introduction provides incentive for the characters to visit the Northern Caravan where they are to meet Sokol, a friend of the Gray Legion.

Encounter 1: This encounter allows the characters to meet Mitrick and learn about their prospective job opportunity.

Encounter 2: This encounter introduces the characters to Sokol, the caravan master that

escorts them to the Northern Army Camp of Pekal.

Encounter 3: The characters discuss business with Toren, but also have another visitor who professes to know more about what they've been asked to accomplish.

Encounter 4: The characters arrive at the mercenary camp and must prove themselves in order to join.

Encounter 5: The characters discover the truth about the mercenaries, and are forced to make a decision that could alter the course of the war.

Conclusion: The characters discover whether their decision benefited the military, the prince, or the greater good of Pekal and the efforts of the Gray Legion.

Introduction 1

Summary: This is the first of two introductions that each character receives. The characters may be together during this encounter, though it is not necessary. Character introductions occur during **Encounter 1**. This introduction provides incentive for the characters to visit Jorgen's Lake Goods where they are to meet Mitrick, a Royal Spy.

Characters are approached by a young girl wearing a white smock. She asks the character's name, performs a small curtsy on hearing it, then presents him/her with a rolled-up parchment sealed with black wax. There is no seal imprinted in the wax, which is considered unusual.

Assuming the character breaks the seal, s/he reads the following message:

*Greetings,
Our enemies to the east are preparing another assault and we need someone with your special skills to assist our efforts defending against it. If you are willing to serve Pekal, please be in Jorgen's Lake Goods 30 minutes before it closes.*

*Best Regards,
Mitrick*

This message is included as **Player's Handout #1**.

Once the character has read the letter, the little girl holds out her hand for the message. If the character gives it to her, she smiles, nods, and runs off (disappearing several streets later – *invisibility*, hide skill, etc). She is actually a 8th-level rogue, polymorphed into a little girl. She has two potions of *invisibility*, a *hat of disguise*, and two allies in the crowd waiting to cause a distraction if trouble – the character – gets too close (they bump into the character and attempt to start a fight, or cause a similar disturbance).

If the character does not give her the letter, she stamps her foot angrily and holds out her hand again. If the character continues to refuse, she says, in a surprisingly deep male voice, "You won't be able to keep it, so you might as well hand it over." Hopefully that shocks the character into handing it over, but if not, she shrugs and runs off, disappearing as above.

Some time later in the adventure, the character becomes the target of a *scry* spell (16th-level caster, DC 22). The letter then "activates" and a *create water* spell is cast on the parchment. The ink on the page becomes very wet, causing the words to run and smear. Giggling, similar to that of a little girl, echoes around the character as the spell also drenches them. The parchment is not destroyed, but it is rendered all but useless since there are not any words to read. This does not work if the parchment is in an extradimensional space, but the judge should have this occur as soon as possible after **Encounter 1**.

Jorgen's Lake Goods is a small store near the northwest edge of town selling nets, fishing supplies, and other such merchandise. Jorgen is a fisherman who lost an arm to scrag in Lake Eb'Sobet many years ago. Though friendly and even gregarious, Jorgen is rumored to have a hard edge, as well as connections with various groups who trade in illegal goods.

Knowledge (Bet Rogala/Pekal), Gather Information, or similar skills return the following results:

DC 10 Jorgen's Lake Goods is an established building that sells marine equipment like nets, fishing poles,

and lures. <Directions Provided>
(true)

DC 15 Jorgen lost his right arm to a lake giant! (false) He fought for days and days, finally driving his spear into it's mouth, just as it bit his arm off at the elbow! (false)

DC 20 Jorgen has been around the city for a long time and has a reputation for a raging temper and violent streak (true). The only reason he's not in jail is that his victims aren't ever found (false).

DC 25 Jorgen's Lake Goods sometimes has special merchandise for sale. But you have to know Jorgen to see the goods – he won't sell them to strangers.

Introduction 2:

Summary: This is the second of two introductions that each character receives. The characters may be together during this encounter, though it is not necessary. Character introductions occur during **Encounter 1**. This introduction provides incentive for the characters to visit the Northern Caravan where they are to meet Sokol, a friend of the Gray Legion.

As the characters travel through the city (possibly headed to Jorgen's), a group of beggars come up and accost them, crying for money. One of the beggars is a member of the Gray Legion.

As they ask for money, the operative gets directly in front of the character and says in a hushed voice, ***“Greetings, faithful servant of Pecal. The Prince has need of your hands and head in a matter most dire. A new threat rises, given form and direction by our good friend, Tokis. If you are interested in adventure, coin, and the chance to once again prove your mettle in the service of Pecal, then a caravan is leaving the east gate tomorrow morning. Talk to Sokol. Your pay is five times what he offers.”***

After his message is delivered, he moves back among the beggars. Any attempt at speaking with him further is met with silence.

If the character persists, then the beggars become agitated, screaming at the character to “leave us alone!” or “take the demons away!” or “we think leaves should smell like fish!” Essentially, the beggars cause enough of a scene to attract guards in 1d4 minutes. If the characters have not left by then, the guards usher them away and reprimand them for “causing trouble for the poor beggars”. During this trouble, the agent begins making hide checks at +23 modifier to try and get away. Once he thinks he is hidden, he slowly begins moving away until out of sight from the character. At that point, he uses his potion of *invisibility* to disappear, then move off into the city.

Characters who caused trouble with the beggars receive a note that evening informing them that their pay is up for review for “irresponsible” behavior.

Characters who attempt to learn about anything in this encounter (Knowledge (Bet Rogala/Pekal), Gather Information, other similar skills) must make a DC 20 to know that Sokol is a respected former army officer who manages caravans that take supplies to soldiers near the front lines. DC 25 informs the character that Sokol lost his left arm in a battle several years ago against trolls in the Karmalea Mounds. Characters who ask about the Gray Legion get blank stares most of the time, and “only fools or criminals worry about them, which are you?” from a few brave souls. No other information is forthcoming, and attempts to meet with Gray Legion are for naught as all agents are currently on assignment.

Encounter 1 Lake Goods

Summary: This encounter allows the characters to meet Jorgen and Mitrick. The characters may also have some questions for Mitrick.

Jorgen's Lake Goods is a stout wooden building with small sails and flags hanging from the roof. The front door is open, and happy whistling can be heard from inside.

Jorgen is a lanky male Kalamaran with black hair tied back in pony-tail (typical sailor fashion) wearing dark cotton pants and a lightweight white shirt. He appears to be in his early forties, and has obviously been outside most of his life as he is very dark from extended periods under the sun. His right arm ends right below his elbow, and he has a small double-hook in place of his hand. He speaks in a slow drawl, using nautical terms like "Welcome aboard!" when people enter his store, lots of "Aye!" and "Nay!" when asked questions. He generally refers to customers as "mates" or "lubbers" though sailors may get a "sir" or even "Master" if they are polite and spend some money.

The store is a jumble of equipment for use on the water. Nets, fishing poles, small sails, buckets of tar, nails, tools, and hundreds of other items line the shelves. There is a small counter where Jorgen keeps some money (for making change) and his cutlass (for killing folks who need killing). Any equipment of a nautical nature can be found in this store, with normal items available at cost, and masterwork items available for 10% more than market value. Jorgen does not negotiate prices, but gives those characters who are sailors (ranks in Profession (sailor), membership in the Naval Irregulars, or similar "evidence") a small discount. It is recommended that he give a 2% discount, though a particularly diplomatic sailor, or a particularly good role-player of a sailor character should receive 5%.

If the characters ask about any of the special goods, Jorgen winks slyly and walks through the door in the back of the shop. He returns with a large jug and a few tin cups. He then begins to explain how a mermaid once wooed him off his ship, and in return for several unnamed favors, she taught him how to make "water wine". In reality, it's just cheap whiskey, and he knows it.

Though he does deal in a handful of illegal goods from time to time, he does not have anything on hand at the moment. Characters may get an idea that he knows what they mean by "special goods" but also that he is not able or willing to provide any for sale (**Sense Motive DC 15**).

Eventually, the characters should get around to asking about the letter. Once that occurs, Jorgen gets an "Oh, you're the ones!" look in his face. He asks them to wait for a minute and walks into

the back, closing the door behind him. About 30 seconds pass and another man comes into the store, wearing a long sea coat and an old Pekalese Naval captain's hat. He has a scar over his left eye that continues down his nose.

He takes stock of the characters for a few moments before speaking, ***"Caravan leaving tomorrow from the east gate, speak to Sokol, you get five times what he offers. He doesn't know anything so don't bother asking for details. You're going to head north, and then get more orders. I've got a few minutes for questions if you have them, but I may not be able to answer everything."***

Q: What is happening?

A: Tokis is forming a large band of mercenaries north of Pekal's borders. We're not sure why, but we don't want to wait to find out.

Who are you?

Mitrick. I work for people who want to make sure Pekal wins the war. These friends have royal concerns for Pekal's safety, if that means anything to you.

What is our mission?

I'm not entirely sure. My job was to ensure you get hired on the caravan.

You don't have any idea about what we're being asked to do?

No, but you will have the option to decline it when you find out. I'm only trying to make sure you get there to hear the offer.

Why should we trust you?

My superiors asked me to make sure you get to the next contact via the caravan. I have attempted to set that up to the best of my ability, offering payment simply for making the trip. As for whether or not to trust me, I'll let you decide that. If nothing else, you should at least be interested because I approached you specifically, instead of publicly asking for volunteers. That implies one of two things; I either want to hire you for a job, or I want to kill you. Neither I nor any of my friends have tried to kill you, so I think that's something in my favor.

What about our pay?

Sokol will offer you money for guarding the caravan. You will receive five times his offer

simply to accompany them to our contact up north. I am not in charge of financial arrangements, so I do not know what he will offer. The next contact will offer more money for his assignment.

How do you know Sokol?

I do not know him. He had open jobs as caravan guards, and I made arrangements to accept the positions on your behalf. He is a caravan master, nothing more.

What happens if we do not show up tomorrow?

Nothing. (Mitrick does not reveal more, though he has already made contingency plans)

Who is Jorgen? Does he work for you or the Prince?

He is somebody I paid to meet you here. He is currently deaf and blind in his room, a condition that shall be cured several minutes after you leave.

So what happens to him after that?

Nothing that concerns me. He has earned his money, and that's it. We're not going to kill him or anything like that – he's not a threat at the moment.

What if he is a threat? I've heard rumors that he might be dealing in shady circles for illegal goods...

Does not concern me. I'm sure others are watching him, and he knows the consequences if he breaks our trust.

Consequences?

Do you really need to ask? He won't be around any more (because he'll be dead).

How is the war progressing?

Stalemate at the moment. Saving Baneta from the Kalamaran Legion assault was a decisive victory on the southern front, but several battles have been turning against us farther north. We're holding for now, but they're starting to wear us down. Our soldiers are better than the Tokis forces, but with the Legions supporting them, the numbers are just too great.

So how can we win?

We're working on it. Intelligence and counter-intelligence. Special tactics to disrupt their supply lines. Unconventional warfare.

What can you tell us about this other person who asked us to meet Sokol?

What? What other person? (Allow the characters to explain the situation)

(Very concerned) **I'm not sure what to tell you about that – getting you assigned to the caravan was my task, and only a handful of people should know about it.**

(Pauses as he thinks) **For now, go along with the plan. I'll investigate here and send word ahead to our contact. You will know him when he mentions needing animal pelts for the upcoming winter.**

Once the characters have asked this question, Mitrick breaks off further discussion, citing the need to start tracking this down immediately.

Further Developments

If the characters attempt to track down information on Mitrick, their investigations turn up very little. None of their usual information sources have heard of Mitrick, but they are also cautioned that it does not really mean anything since high-level operatives frequently use disguises and false names.

Other than that, while nobody can confirm or deny the use of beggars (or storefronts) as cover for covert operations, both situations seem reasonable for the agents of the military or the crown.

The only other information of note the characters might discover (certed access or DC 20 relevant skill checks) is that the Principality is actively conducting intelligence operations in the northern part of Pekal. This potentially applies to both Mitrick and the unnamed beggar, but hopefully encourages the characters to continue the journey.

Characters may also want to visit Jorgen again (or attempt to find the group of beggars). The beggars have stopped using their disguises, and are unable to be found. Jorgen is in his shop, though he does not know anything of use, save that a nice Priestess came by to cure him of his blindness and deafness soon after the sun went down.

Encounter Two

The Caravan

Summary: This encounter introduces the characters to Toren and Gregor, the two Gray Legion contacts.

A large caravan has formed up in the early morning shadow of the eastern gate. Men wearing the uniform of Pekal's army stand in formation around several of the wagons. Other people are gathered in a large group near the center of the caravan, apparently receiving orders then moving to stand beside a wagon. An older man stands at the center of the group, speaking with various people then referencing a sheaf of papers before sending them on.

Sokol is a middle-aged man missing his left arm. He wears a longsword on his hip, along with two small daggers across his lower back. Every bit the retired military man, his outfit includes heavy wool trousers and studded leather armor. He rides a large, if slightly older, black stallion that displays obvious signs of war training (standing "at attention" until he moves it, scars along its shoulders and neck from combat, etc).

As the characters approach, Sokol looks at them a minute before shuffling through his papers. He finally finds one, scans it, then turns his gaze back toward them. ***"Well, good timing, we're leaving in fifteen minutes. You know the routine?"***

If the characters answer yes, then they get sent to one of the wagons in the middle of the caravan train.

If they answer no, then he continues: ***"We're headed north to the front, should take us two days of travel. You get 2 gold per day, plus 2 more total when we arrive (total of 6 gold). I'll assign you to (checks papers) wagon six. Stay around it and protect it if we're attacked. I would rather it be destroyed than stolen, so keep that in mind. We should be fine though. The Knights of the Lake have been assisting patrols on the northern roads, and our last attack was over a month ago. If you're interested, we return to Bet Rogala five days after we arrive up north. We'll be transporting wounded soldiers back here for treatment. Pay is the same."***

If asked, Sokol only knows that people fitting the characters' descriptions accepted the positions and were going to arrive the morning of departure. He does not have any information on more money, secret contacts, or animal pelts for the coming winter.

Further questions are met with a firm, but polite, response that managing the caravan is a hectic affair, and not one that can be spent answering random questions. If the characters are patient, however, he assures them he will speak to them at length when they arrive.

The First Day

The caravan leaves Bet Rogala just as dawn breaks. It makes steady progress throughout the day, moving with the efficiency of a military procession. None of the other guards, military or mercenary, are very social, and all seem to take their duties very seriously. Many of the wagons have archers riding on top while mounted troops range to each side. Scattered individuals in robes ride close to the center of the column, constantly watching their surroundings for any sign of trouble.

A dust cloud appears on the horizon near noon, and word is passed down the caravan to be ready for trouble. Several guards shoot skyward with bows at hand. Several minutes pass before a bright green light arcs down from the guards flying around the sky. A palpable sense of relief moves through the guards as the arrow signal for "friend" settles to the ground. Nearly an hour later, a troop of fifty Knights trot by headed toward Bet Rogala, armor gleaming in the sun, bright pennons streaming from their lances.

The rest of the day passes without further incident, though a few small groups of horseman are stopped by the military on the caravan for questioning. All are eventually released after short delays, and most seem more relieved than aggravated at the presence of so many armed men.

Ask the characters if they are doing anything specific after the caravan stops for the night. Sokol has a site he always uses for overnight trips on top of a large hill with a commanding view of the countryside. Several areas have been dug away to provide some minor defense of the hill in case of attack.

The only item of interest that happens is that characters find small pieces of paper among their belongings that evening with a **Search DC 15**. Those who fail the check may search again if prompted by companions. Failure simply indicates that the paper was not noticed within the folds of a backpack or pouch – it does not mean that the paper disappeared or became ambulatory and ran away.

The papers contain a strange sigil that spellcasters would notice as similar to an arcane mark. The mark does not have any meaning in and of itself (it does not mean "death" or "fool" or "mustard"); it is similar to a signature. It radiates faint *abjuration* magic, and may be dispelled as if cast by a 13th-level caster. **Spellcraft, Knowledge (arcana), or other similar skills** may determine with a **DC 15** that such sigils could be used to detect the carrier (similar to *scry*).

The most important part of this puzzle is that the paper is of a type normally found in Kalamar. It is less brittle than paper commonly found in Pekal (and/or the other Young Kingdoms), and retains ink even if slightly splashed with water. Paper such as this is much more expensive than normal, and only available to the most important people (courtiers who work for the Prince would have access to this paper, but not generals or military staff). An assortment of knowledge rolls might be used to figure this out; any PC who often deals with paper (students at the College of Magic or members of the Bookman's Guild notice the difference immediately).

Anyone trying to use spells or psionics to uncover past history of the paper has little success. There is only one previous owner.

If characters specifically dig through their packs during the trip, they should have a chance to find the paper at that point. Otherwise, the adventure assumes that characters do not rearrange their belongings from the time they joined the caravan until the time they stop for the night.

Hopefully, characters glean the hint that somebody from Kalamar is interested in watching them.

The Second Day

More and more military personnel can be seen as the caravan moves closer to the front.

Several groups of cavalry move up and briefly interact with Sokol. All the groups move away after a few minutes, apparently satisfied with his credentials to let the caravan continue.

The only unusual event during the day occurs a few hours outside the main army camp. A wagon with a shattered axle rests near the side of the road surrounded by several guards and two apparently mercenary soldiers. Orders are quickly passed along the caravan, and soldiers from the wagon directly ahead of the characters quickly move to begin transferring merchandise from the broken cart into theirs. As this continues, the mercenaries move over and stand beside the characters to watch. One of them strikes up a conversation.

“Glad to see you guys, it was getting a bit nervous with those soldiers acting like we could be attacked at any second. You out of Bet Rogala?”

Allow the characters to interact with the mercenaries as the transfer of cargo is military in nature, and not permitted for handling by civilian personnel. The two mercenaries are Gregor and Toren. Both are Kalamaran. Gregor is six feet tall and very muscular, dressed in a chain shirt and wearing several weapons including a warhammer and shortsword. Toren is nearly as tall, but much slimmer. He is wearing leather armor with a longbow at hand and two handaxes on his belt. Both men have beards and unkempt hair, obviously not military issue.

Toren does most of the talking with the characters, explaining that his caravan was headed into the fort from Crenholm. They had been on the road for three days when the axle of the cart they were guarding splintered and broke apart. The caravan master went ahead and left guards until he could send another wagon to recover the contents.

Toren and Gregor are both circumspect about their backgrounds, and both seem unwilling to ask about the characters (assumed to be mercenaries). Essentially, they are uncomfortable around “authority” and they were the only mercenaries on their caravan. Both have been a bit stir crazy the past few days, and are just happy to talk to civilians.

After a few minutes, Toren should get a shrewd look in his eye and mention something about

how he hopes that the next shipment brings the animal pelts for winter to the northern forts. Assuming the characters react, he suggests that they postpone further conversation until they reach the military camp.

The rest of the journey continues uneventfully, though Toren can be seen watching the characters as if appraising them.

Encounter Three Military Camp

Summary: The characters discuss business with Toren, but also have another visitor who professes to know more about what they've been asked to accomplish.

NOTE: There are two intended contacts during this encounter. At some point, these two are expected to be brought together with the characters. The judge is highly encouraged to read through this section several times to ensure the content is prepared for unexpected player behavior/decisions.

The camp at the front lines of Pekal's northern border is surrounded by a fifteen-foot tall berm studded with sharpened stakes. Guards patrol the top edge of the wall, walking its length on a flattened path between rows of stakes. The wall is dotted every hundred feet or so with a thirty-foot tall wooden tower. Several guard teams walk along the outside perimeter with large war dogs. A large wooden gate has been erected at the road to allow entrance to the camp.

The inside of the camp has been divided into military and civilian sections, with white tents near the center. The caravan passes through several checkpoints before arriving at a large pavilion that serves as the storage depot.

Toren and Gregor move toward you, "There is a curfew in effect for the military boys, but civilians are free to roam in our section. Meet us at blue tent fifteen two hours after dark. It seems that I owe you some money!" With a smile and a wave, they both move off into the crowd.

The characters are presented with several rules for their stay within the camp (Player's Handout #2):

1. *Yellow and green tents are for military personnel, blue tents are for civilians, and white tents are for officers.*
2. *Civilians must stay at least 15 feet away from all military sections (marked by yellow and green flags) unless escorted.*
3. *Military personnel are under strict curfew. Soldiers who are not on duty must remain in designated military sections of the camp.*
4. *The gate is closed to traffic from dusk until dawn.*

Violation of these rules carries penalties as proscribed by the Royal Military Tribunals of Pekal.

The rules are really only useful if characters attempt to do something foolish, like sneak out during the night, or steal from the officer's tents. They are not intended to come into play, just available in case the adventure goes horribly astray and needs a framework to return to the path.

By the time the characters have finished their duty (guarding the wagon while soldiers unloaded it), it is dusk. They have two hours to roam until Toren and Gregor are expecting them.

The characters may move throughout the civilian tents at their leisure, though most of the people keep to themselves to try and stay out of trouble. The civilians are mainly mercenaries and local families who have been displaced by the war. Morale is high, though the effects of the fighting are obvious with many wounded soldiers around, and the very plain lifestyle of the people in the camp.

A large pavilion has been erected in the center of the civilian section. Most of it has been taken up by several tables where meals are available (standard military fare), though a few merchants are hawking wares. Prices are 25% higher than usual sale value. Prices may be reduced at a level of 5% for every 5 points in difference between Diplomacy checks.

For example, if a character makes a DC 20 Diplomacy check, while the vendor gets a DC 10, then the price would be reduced by 10%, to

only 15% over usual market value. The price cannot be reduced below market value, and each merchant only reduces prices two times per item. If the merchant beats a character twice on Diplomacy rolls, there is no further reduction for that character on anything sold.

Selection is very basic, and only mundane items are available. In general, there is a 50% chance the vendor has something in stock (they either do not have something, or "just sold out!"). The vendors have different lines they possess, and further details can be found below.

There are four vendors:

Rento – Male Kalamaran human from Bet Rogala, specializing in spices, jewelry, and small weapons. *Diplomacy check +13*

Tippu – Female halfling from the Kamarela Mounds, specializing in one-handed weapons, pots, pans, and tools. *Diplomacy check +12*

K'apo – Male half-orc from the forests near Nehosihido. Has various suits of light and medium armor, as well as light and heavy shields. No heavy armor or tower shields. Has some basic clothing for both men and women. *Diplomacy check +7*

Werrin – Male Kalamaran human from Leboleghido. Selling two-handed and ranged weapons. Does not have any mighty composite bows. *Diplomacy check +8*

A New Contact?

If the characters do not approach Werrin, he eventually runs into them. Greeting them warmly, he mentions that he was hoping to see a shipment of animal pelts from Baneta for the coming winter months.

Hopefully the characters seize on this opportunity to speak with him. If they agree, he takes them to a nearby tent.

I am glad you made it. Here is the money promised to you. (He distributes 30 gold to each character).

You no doubt wish to hear about the assignment. As you may know, there is a large mercenary band massing north of the Kalamar border. Paru'Bor has not yet seen fit to interfere, and it is our suspicion that they

have received some incentives to look the other way.

Regardless, the leader of the mercenaries is a loyal Tokite general who is posing as a disgraced soldier looking to take vengeance on his former employer. We do not believe his tale. He is being supported by his government to create this mercenary army and further press our northern borders. His scouts have been seen near the major roads, and we believe he is going to lead the mercenaries against our positions in an attempt to turn our northern flank. If he succeeds, it will cost many lives, and possibly lengthen the war for months or years.

You must find a way to remove the general from his position of authority. Killing him is probably the most certain, but perhaps another way can be found to discredit him in the eyes of the mercenaries.

Success in this endeavor will earn you the respect of the Prince, and more gold than you can carry in one hand. What say you?

How much gold?

<ATL*30> gold pieces each.

What do you know about this general?

General Baren is a powerful warrior who has been a thorn in our side for years. He is a cautious leader, never committing more troops than necessary, though he usually comes out the victor. Many of our soldiers lost their lives to his soldiers during the border skirmishes before open war was declared.

Why do you think he is falsely raising this army?

It is our assessment that his true intent is to create more problems for Pekal, not gain revenge. We believe he intends to strike south and begin trying to turn our northern line so more of the Tokis forces can attack from the east.

How do we get close enough to do anything?

We have these badges from Crocker's Company. It was a small mercenary company from Ek'Gakel that Pekal soldiers defeated some time ago. Crocker was a priest who drove his men into a religious frenzy. It worked well for him since he got to keep all the money they collected. In the end,

however, our soldiers were just too skilled for his men and his band was slaughtered in the hills to the north. These mercenaries may have heard of Crocker's Company, but they most likely don't know of his demise. You should at least be able to pass for mercenaries to get into their camp.

Why not send soldiers? Or special agents?
Soldiers would stand out too much, their discipline and training is too ingrained for them to pass as mercenaries. Individual agents would likely not have the opportunity to accomplish the mission. Sending a group of agents is just too difficult to coordinate right now. The timing requires that we use outside forces to support our own.

Why should we believe you?
Well, I paid you as promised, provided you with details on the job, and made sure you can actually get in to complete it. What more do you want?

Werrin readily accepts any reasonable request, such as a religious oath; he does not accept spellcasting such as *geas* or *charm person*, though *zone of truth* would be acceptable.

Where are the mercenaries?
The only information we have is that they are near the mountains on the border of Paru'Bor and Pekal. I have a map of the region that may help you find them.

How many mercenaries are there?
We estimate close to a three hundred.

Do you know Mitrick (or Toren)?
The name is not familiar to me.
If the characters describe their encounter with Mitrick, or the beggars ...
That seems like one way of contacting potential agents. It is unlikely I would recognize other agents. We generally stay in separate cells. My cell is focused on this mission. Once you leave camp, my job is completed, and I will return home to receive new orders.

If the characters describe their encounter with Mitrick and the beggars.
What do you mean there were two contacts?

Do you know Toren and Gregor? They talked about animal pelts as well.

What? Who? When?

Toren and Gregor, they are here in the camp, and wanted to speak to us later tonight?
Very interesting. I wonder if you would do me a favor then? Go speak with these so-called contacts and see what they have to say. Return here so we can discuss what they want of you.

If the characters agree to the plan, Werrin ushers them out but remains in his tent until they return. Under no circumstances does Werrin agree to meet with the other contacts at this time – he fears a trap, or worse, that his service has been infiltrated and these may be spies for Kalamar.

If the characters return to speak with Werrin after talking to Toren, he asks them to reveal the information they have discovered. He provides as much information about the hobgoblin as Toren did about the general, which is nothing useful.

Toren should have asked the characters to set up a meeting between himself and Werrin. Though cautious, Werrin can be convinced to accept a meeting if the characters are present.

Speaking with Toren

Toren and Gregor gave the characters a tent number close to the military section of the camp. They are both seated on boxes chatting when the characters arrive.

“Welcome friends, let us go inside and discuss accounts!”

Toren and Gregor lead you into a tent. Gregor stands inside near the door while Toren moves over to a small chest. He reaches in and pulls out several small pouches. Turning back to you, he offers one to each of you. “Here you go, payment for making the trip.”

Toren asks the characters to be seated then nods to Gregor. The larger man leaves the tent and resumes his seat on the box outside.

“Now to business. You should have heard that a large mercenary force is being gathered near the border with Paru'Bor. Pekal cannot move against them, but it

seems our northern neighbors are not exactly enthusiastic about removing the mercenaries either. We figure they are just trying to stay neutral, and as long as no fighting happens on their side of the line, they won't come out to play.

Building this army is a large hobgoblin paying insane amounts of money to any mercenaries willing to join under his banner. We believe that Tokis, and Kalamar, are supplying his money. That means that he will move when and where they direct him.

Toren sighs heavily and pauses for a moment.

"We have seen several scouts in recent weeks near some of the larger towns and villages in the region. The military has encouraged everyone to evacuate, but the harvest is nearly ready, and many are unwilling to leave their homes. The soldiers try to patrol the areas, but many are little more than clusters of houses surrounded by rolling hills and fields. Despite their best efforts, the military cannot protect them all. If the mercenaries were to ride against these people, it would be a slaughter.

Not only would many civilians lose their lives, but popular support for the war would decline. Everyone is living with the taxes to support the war, and the last thing Prince Kafen needs is dissent from the commoners."

We need you to infiltrate the mercenary army, and ensure that the hobgoblin commander does not lead his force against the civilian population of Pekal. Abduct him, kidnap him, or just make him disappear into the earth – he must be stopped!"

*How much gold do we get?
<ATL* 30>.*

*Do you know a man named Mitrick or Werrin?
No, sorry, do not know anyone by those names.*

*Who is this hobgoblin?
We do not know his name, but he is a gray-skinned male with long brown hair worn in a braid. He has been seen wearing both chain and plate armor, and carrying a variety of polearms and two-handed swords. He has*

several bodyguards who follow him around, including a user of magic.

Toren does not have specific information about the caster, it could be arcane or divine.

*How should we infiltrate the mercenary camp?
They have been accepting just about anyone who agrees to swear the oath of loyalty – it's not really an oath, just an agreement to listen to the leader as long as his money holds out.*

There is a large tree on the road a few days north of here. Several small bands of men have been seen there by patrols in the area. Our scouts have not yet returned from their missions, so we cannot be sure.

*How many mercenaries are there?
We estimate about three hundred.*

*So why should we believe you? What if one of you is a spy?
I see your point. Is there some way I can prove myself to you – beyond the fact that I have treated you honestly and fairly since the time we met?*

Toren readily accepts any reasonable request, such as a religious oath; he does not accept spellcasting such as *geas* or *charm person*, though *zone of truth* would be acceptable.

If the characters describe their encounter with Mitrick, or the beggars ...
Either of those would work, I guess. My assignments are usually part of the operation, not the initial set-up.

*Do you know of a Tokite General named Baren?
The name sounds familiar, but it does not mean anything to me.*

*He was rumored to be leading this band of mercenaries, not some hobgoblin?
What? Where did you hear that? The hobgoblin was in charge as of three days ago.*

*Would you believe there is another person in camp who claimed to be our contact?
No, I do not believe you.*

Assuming the characters explain the situation...

Intriguing. I will have Gregor contact our superiors at once. In the meantime, perhaps you can tell me what this other person wanted?

Toren listens intently, and should be concerned over the differences in his story and Werrin's. Eventually, he suggests that he and the contact should meet, perhaps with the characters around to ensure neither one of them is an imposter.

Both Sides Come Together

If and when Werrin and Toren meet, this encounter happens. They both meet with the characters, then move away to discuss matters in hushed tones. They speak for several minutes before returning.

Both men have grave expressions on their faces as they return to speak with you.

Toren grimaces, shares a disturbed look with Werrin, then speaks, "The good news is that we are both working for Pekal. Unfortunately, our intelligence about the mercenaries does not match."

"My intelligence implies that the hobgoblin will lead the mercenaries against outlying towns to try and kill as many civilians as possible. That would cause morale to plunge, and support for the Prince in this war would likewise evaporate."

Werrin chimes in, "My reports, however, indicate that General Baren is going to send his forces directly at our soldiers, trying to create a quagmire in the north, tying up soldiers and supplies here while more attacks try to break through in the east and south."

He motions to Werrin, "Neither of us had questioned the information until now since it came from usual sources. That said, we believe that you should go on to the mercenary camp and take whatever action you think is necessary once you arrive."

How can this have happened?

We do not know. Neither of us has ever encountered anything like this before.

Are we sure the mission has not been compromised?

No, we are not sure. But we have both seen the same information on the number of mercenaries. It is a number that is just large enough to attract our attention.

Obviously, there is greater risk, but we both believe the mission still has merit. If you arrive and feel it is too dangerous to continue, then we ask that you gather as much information as possible before returning.

At the least, we are fairly sure that nobody knows about our plan to use Crocker's Company badges, so you should be able to gain entry into the camp.

What makes you sure nobody knows about the badges?

Werrin grins slyly at Toren, "We are the only cell that has those, even Toren didn't know about them. Another item of note is that decisions like the one to use the badges are made on a more local level, so we're fairly confident that nobody expects it.

What is more important, saving civilians, or saving soldiers?

The support of the population is important to the Prince and the Honorable since taxes can be kept high to fund the war. Unfortunately, if our military is forced to maintain a large presence here, that would likely cause more deaths in the south, as well as possibly lengthening the war. There really isn't a clear answer.

Hopefully, only one of them is leading the mercenaries so your decision will be easy.

So we should just kill the general and hobgoblin then? Wouldn't that solve all the problems?

We are not sure. Those are definitely valid options, but there may be captains or other officers to take their place – just be sure of the outcome before you take such a step.

You two are crazy! This group you work for cannot get its act together and you expect us to do the dirty work?

If that is the way you feel, you may leave now with the gold you have earned.

Do we get more money for the added danger?

Yes, double what Werrin promised earlier <ATL*60>. You will receive <ATL*30> gold if you just come back with information.

What is the plan after we accomplish our mission?

Return to Bet Rogala as quickly as possible. Drop a written report in the tithe box of the Raiser one morning. You will be paid 24 hours later.

Answer any other questions the characters have as truthfully as possible. Neither Werrin nor Toren are hiding anything, so Sense Motive detects nothing unusual.

Assuming the characters agree, Toren suggests they leave first thing in the morning. The mercenaries are near the Paru'Bor border, and should be three days walk from the camp.

Encounter Four Mercenaries!

Summary: The characters arrive at the mercenary camp and must prove themselves in order to join.

On the third day of walking north of the Koreta Military Camp...

Have the characters make **Spot checks DC 36**. Any who succeed see several people hiding in the tall grass beside the road (during the surprise round) as this encounter occurs.

After hours of walking under the late summer sun, you notice a large oak tree coming into view. Moving up and over the intervening hills allows you to also notice a young man idly playing a lute in the branches of the tree. "Good day, travelers! What brings you to my fair kingdom?"

This is Tub, a musician and vagabond. He can also take care of himself in a fight, which is why he is here to greet potential new mercenaries. The dozen guards he has hiding near the road are ready to pounce at a moment's notice, so that also has Tub feeling confident.

If the characters mention they are here to join the mercenaries, Tub demurs, pretending not to know anything about it. He begins asking

questions though, such as "Why would you want to join the mercenaries?"

This is almost an informal interview, which he passes off as curiosity of a wandering bard if challenged.

Eventually, Tub suggests that if they are interested in finding what they seek, walking toward a distant outcropping of rock in the mountains to the east would be a great idea. Several minutes after the characters leave, four guards also disengage themselves to "escort" them. Characters would likely notice them after 15 or 20 minutes.

The guards are not very talkative, simply encouraging the characters to reach the mountains as quickly as possible.

The journey takes several more hours, and they finally reach some scab trees and hills about an hour after dark.

The trek from the tree took several hours, but you have finally begun to see evidence of the mercenaries in the area. One large tent has been erected near a stand of trees, and several groups are gathered around small fires.

A large man near the tent notices you, picks up his greataxe, leans it on his shoulder and begins walking toward you. The guards who had been tailing you move up behind you, and one of them says, "Well, here's your chance to join."

The man with the axe stops 10 feet from you. "So, you want to join up?"

The characters have to convince this mercenary that they can join. There are about twenty men in the camp behind him, though most seem to ignore the characters for now.

Convincing him to let them join is best done by mentioning their membership in Crocker's Company, as well as some of their more dangerous exploits.

He finally agrees to let them join if they can pass a combat test. This is something akin to an initiation. The characters can refuse to participate, at which point the man simply says, "Your choice."

If they accept, he marks out a circle 40-feet in diameter and tells the characters to stand inside without their weapons (which can be piled right outside the circle and won't be touched). Each of the characters is given a long pole made from springy branches found in nearby trees.

These can function as quarterstaves, two-handed swords, longswords, or spears. All damage is subdual, but characters do not have to take a penalty to their attack rolls.

A group of mercenaries gets into the circle opposite the characters, but they are all armed with clubs and shields.

The object of the exercise is for the characters to hit each of the mercenaries twice with the tree branches. The mercenary then must leave the circle with his club in the air (on his next action).

The mercenaries, however, are trying to club the characters into submission. They hit for real damage the first few rounds, but then begin trying to subdue the characters. They do take a -4 penalty to attacks when attacking to subdue.

All the while, mercenaries outside the circle try to interfere with the fight (on both sides) while not entering the circle. Some mercenaries may throw beer (Reflex DC 10 or -1 to attacks from beer in the eyes!), others may throw nets into the circle (Reflex DC 10 or character cannot move for one round), while some stick weapons into the circle to try and trip people.

Overall, this event is meant to be more entertainment than combat, and the judge should try to come up with one "event" from outside the circle each round. The only caveat is that they cannot harm the characters. Use attack modifiers of 5+ATL for necessary rolls, while DC to avoid effects should be 10 for nearly everything. Have fun with it, the point is definitely not to try and "defeat" the characters with this.

Regardless of who wins, the characters are (awakened and healed if unconscious then) welcomed into the group as brothers. Offered beer and food, they are given places by the fire, and treated like old friends. They are then told that the main campsite is further in the mountains. They will journey there in the morning and receive any healing they require.

One of the mercenaries offers to give the characters tattoos for free if they are interested. They can get a small tattoo for free, or larger sized ones for a small amount of coin (two colors and a medium sized tattoo are 10 gp; tattoos using more than two colors of ink spreading across large areas of the body are 50 gp). These are certed.

ATL 1 (CR 2)
Mercenaries (War1) x4

ATL 3 (CR 4)
Mercenaries (War2) x4

ATL 5 (CR 6)
Mercenaries (War3) x4

ATL 7 (CR 8)
Mercenaries (War5) x4

ATL 9 (CR 10)
Mercenaries (War7) x4

Encounter Five Decisions

Summary: The characters discover the truth about the mercenaries, and are forced to make a decision that could alter the course of the war.

You are led up a narrow path higher into the mountains. Sentries wave you past as your escorts exchange strange-sounding chirping noises, obviously some kind of recognition signals.

After only thirty minutes of climbing you reach a small vale in the hills. Several hundred men and women meander about between brightly colored pennants on the west side, and large dark banners on the east. One of your guards points, "The band broke up into two companies a few weeks ago. Captain Baren leads that one," pointing toward the west, "and a hobgob named Grolk keeps those in line," motioning to the east.

The characters are approximately 500 feet south of the Kalamaran tent when they arrive in the vale.

Have the characters make Spot or Knowledge (military tactics) checks. DC 15 is enough to pick

out the headquarters for each group, as well as a larger tent in the middle of the vale. This tent is guarded by Kalamar legionnaires. If asked, the escorts mention that a Kalamar Consol is in the vale to offer advice to Baren and Grolk.

Each band has a paymaster that the characters have to speak with to sign on. They can sign up with one group or the other, but not both. Until then, they are allowed to speak to mercenaries from both camps, but not truly welcome.

Some characters may attempt to Gather Information once they arrive:

Baren's camp:

Mainly humans, with the odd half-elf and dwarf. These races get a +2 to their checks.

DC 10 We can't wait to go up against those Pekal guys – we'll teach them a thing or two about fighting! Just wish the Consol would finally wash his hands of those monsters over there. If he wasn't so concerned with them, we might have already turned the tide in the north!

DC 15 Most of the men are from soldiers from Tokis. They followed Baren when he was a general, so they followed him when he became a mercenary.

DC 20 The men here have much better equipment than the savages in Grolk's band. Baren even has some smiths on the payroll. Those are expensive mercenaries to hire!

DC 25 The Consol arrived just in time. Baren and Grolk were just about ready to declare war on each other. Grolk is an animal, and Baren doesn't approve of his honorless tactics.

Grolk's camp:

Most in this group are the monstrous humanoids like orcs, hobgoblins, etc.

DC 10 Everyone in Pekal is rich, even the commoners! We can't wait for the chance to plunder those

villages! If the Consol would only let us leave this stinking vale.

DC 15 There are a large number of hobgoblins in the mercenaries, most from lands far to the south.

DC 20 Grolk has had his mercenaries training in hit-and-run tactics. He wants them able to destroy a place then quickly move on to their next objective.

DC 25 Grolk was just about to tear Baren's head off his shoulders. That old man does not deserve any respect, and his ideas about "war" are fairy tales.

The characters can join either side. To join a band, they must apply with the paymaster.

Baren's Mercenaries

Baren's paymaster is a thin man with white hair and a high, raspy voice. The characters are asked to take the oath, "***Do you agree to serve under Baren, for so long as he requires their service, for so long as he pays your wage?***"

Once the characters agree, the paymaster instructs them to take a marker to the quartermaster. His tent is located near the officer's pavilion.

As the characters walk past, have them each make a **Spot, Knowledge (military tactics)**, or similar skill check. The **DC is 15**. Any who succeed notice that a few men are gathered around a small sandbox. It has been arranged to resemble the vale. **Listen or Sense Motive checks DC 15** reveal that the men are discussing the options available to them if Grolk's band continues to be a nuisance. If asked, all the men have a very military bearing, much more so than most mercenaries in camp.

They continue to the quartermaster's tent without further incident, and are assigned to a spot near the center of the vale.

Grolk's Horde

Grolk's paymaster is a small orc with iron plates riveted to his head. He speaks in short sentences with frequent grunts and pauses. He tells the characters, "***Grolk demands service,***

and he pays gold for it. Do you swear to serve?"

They are assigned to space near the fire pits, very hot and uncomfortable. Just perfect for new recruits. While moving through the camp, they overhear several conversations about "the maps". If they inquire, they are pointed out to a large table near the center of the camp.

The table is surrounded by several large humanoids, including a gray-skinned hobgoblin with a two-handed sword slung over his back. Characters who manage to get a glimpse of the map (Hide to get close, Spot to try and sneak a glance, etc) see that it is a representation of the vale, and specifically contains information about the best methods of attacking the eastern portion.

Tying it all together

At some point, the characters should see a Kalamar legionnaire headed toward them. He stops and asks their names. When they provide them, he gives the following message:

I am glad to have found you. I bring word from an associate of yours called Mitrick, would you please follow me?

He then leads them directly to the Consol's tent in the center of the vale, holding open the flap and ushering them inside.

The interior of the tent is plush and opulent. The ground is covered in thick carpets, and several tapestries have been hung from the tent frame. The Consol is a middle-aged man with sharp features. He is lounging in a chair, staring at a large map of the surrounding region. When you enter, he looks up and rises with a smile on his face.

"It actually worked!" He grins even wider as he looks over you. Throwing his head back, he laughs. "Thank you Captain, you may leave" he says to the legionnaire behind you.

"So, you made it here. Excellent. Time for your choice then – do you want a chance to stop Baren or Grolk?"

Hopefully the characters ask a few questions, though some might decide to just attack at this point. Sample questions and answers are

provided first, followed by tactics and development if the Consol is attacked.

Questions & Answers

So you were behind this?

Not exactly, but I'll be happy to take the credit here.

Who are you?

Consol Anton Th'arkun, officer in the Imperial Legions, most recently from Bet Kalamar.

What did you mean by "a chance to stop" one of the men?

I will provide you a chance to stop one of the bands from carrying out their orders. I trust you heard what they both have planned?

(If the characters have not heard, then the information from Encounter Three is revealed)

Why are you doing this?

I am a loyal servant of the Emperor. He has commanded that we welcome our wayward sons back to the Empire. This plot is my small way of "stirring the pot" between the Prince and his generals.

You would send bands to murder helpless women and children?

If that is what accomplishes my goals, then yes. I must say though, that such decisions are difficult for me, since I would not like to see anyone suffer needlessly – especially those who are not trained soldiers.

So is this the point where the evil villain reveals all his dastardly plans?

Of course not! Civil discourse, however, is rare to find, so I'll take it when I find it.

Kalamar just wants to enslave us! We'll fight against the occupation until we die!

Kalamar only wants what is rightfully ours. Our men fought and bled to build this country, and in a moment of weakness, vagabonds calling themselves rebels incited a "revolution" to murder the soldiers that once protected them.

Besides, it's not like life is better now under the Prince. Nobles are still pampered and live in luxury while commoners toil their lives away. At least in Kalamar, every man has the opportunity to raise their station. Not just a few privileged heroes, but every man, no matter his birth, can become as much as his talent and determination allow.

How do you know Mitrick?

I only know the name, not the person who used it.

How do you know the name?

Our agents passed it to me weeks ago when they set up this charade.

What is this all about?

Games, my friends, just games.

Can you be more specific?

Pekal has their infamous Gray Legion, just as we have the Imperial Intelligence Service. We joust back and forth, passing information, disinformation, intelligence, and counter-intelligence. We know Pekal has agents inside our palaces, and we wanted them to know that we now have agents inside theirs.

Why reveal your agents like this?

There is a certain code of honor among the "thieves" in our business. Some of the Gray Legion have been taking steps that we consider to be overzealous. This is our way of telling them to behave.

We can deliver a message, there isn't any reason to kill people over it!

Respectfully, I disagree. You would tell them, and they would nod solemnly and swear that they would look into it. They would then promptly forget about the warning after you left the office.

You know the mercenary camps both hate each other, right?

It is of no concern, as long as they do what I tell them, their opinions are no matter.

They are both planning to attack the other one, aren't you worried that they might ignore your orders?

No. While they may hate each other, as long as I'm here, I have the power of Kalamar

behind me. They would not dare to move against one another without my approval.

You seem like an important person.

Not really. I was honored enough to receive these orders, and I only wish to serve my Emperor.

Answer other questions as necessary. Th'arkun is a polite person, though he is also somewhat difficult if discussions regarding politics and/or philosophy come into play. He is intended to be the embodiment of Lawful Neutral – one who follows orders without regard to the specifics or implications of his actions.

While Consol Th'arkun enjoys playing with the characters, he does not allow them to stall forever. Eventually they have to decide on a course of action. They receive a night to rest, and are scheduled to leave the following morning with their intended target. The characters are also advised to not return to the mercenary camp, or they will be captured and killed.

Four outcomes have been presented here, though resourceful groups may choose another solution.

Option A

This choice involves attacking Captain Baren and his mercenaries to ensure the war is not prolonged. This choice saves hundreds of soldiers, but civilians end up dying in droves to Grolk's berserkers.

If this option is selected the combat happens during a scouting mission where Baren and his leaders are out of the camp. The characters are assigned to accompany him by Consol Th'arkun. They may then attack Baren and his men at any time during the day-long journey.

The location for the combat is an area with trees, shrubs, small rocks, and maybe a hill or two.

Discussions with Baren and his men go for naught. They are unwilling to negotiate with the characters since while they are pretending to be traitors, they are all loyal subjects of Tokis.

Depending on circumstances, characters may get a surprise round to attack.

ATL 1 (EL 4)

Mercenary (Baren) Ftr1 x2
 Mercenary Captain Baren Ftr2

ATL 3 (EL 6)

Mercenary (Baren) Ftr1 x4
 Mercenary Captain Baren Ftr3

ATL 5 (EL 8)

Mercenary (Baren) Ftr3 x4
 Mercenary Captain Baren Ftr5

ATL 7 (EL 10)

Mercenary (Baren) Ftr5 x4
 Mercenary Captain Baren Ftr7

ATL 9 (EL 12)

Mercenary (Baren) Ftr7 x4
 Mercenary Captain Baren Ftr9

Option B

This choice allows the characters an option to attack Grolk and his leaders. Success in this option saves many civilians, but many soldiers die to Baren's men, and the war is likely prolonged due to the newly established siege in north Pekal.

If this option is selected the combat happens during a scouting mission where Grolk and his leaders are out of the camp. The characters are assigned to accompany him by Consol Th'arkun. They may then attack Grolk and his men at any time during the day-long journey.

The location for the combat is an area with trees, shrubs, small rocks, and maybe a hill or two.

Discussions with Grolk are useless. The judge should try to make it obvious he is a psychopath who only cares about killing as many people as possible. He is a bloodthirsty maniac and readily agrees to betray anybody (including Consol Th'arkun) at the first opportunity. As soon as he gets a chance, however, he attacks the characters.

Depending on circumstances, characters may get a surprise round to attack.

ATL 1 (EL 4)

Mercenary (Grolk) Ftr1 x2
 Mercenary Captain Grolk Ftr2

ATL 3 (EL 6)

Mercenary (Grolk) Ftr1 x4
 Mercenary Captain Grolk Ftr3

ATL 5 (EL 8)

Mercenary (Grolk) Ftr3 x4
 Mercenary Captain Grolk Ftr5

ATL 7 (EL 10)

Mercenary (Grolk) Ftr5 x4
 Mercenary Captain Grolk Ftr7

ATL 9 (EL 12)

Mercenary (Grolk) Ftr7 x4
 Mercenary Captain Grolk Ftr9

Option C

This choice is not overtly presented to the characters, but may become clear during discussions. Some may determine that killing Consol Th'arkun is the surest way to prevent loss of life.

This can happen if the characters just take it upon themselves to attack the Consol, or if they attempt to speak with Baren and/or Grolk. Both leaders agree to let the characters leave unharmed if the Consol dies – they do not admit it, but they are more concerned with destroying the other one if the Consol is out of the picture.

The actual combat time and location is up to the characters, but it may happen inside the Consol's tent. He has several guards around, but they usually stand at attention outside the main doorway.

If the characters attack the Consol, further discussions are useless as he orders the Legionnaires to kill them. If characters are interested, these Legionnaires are almost identical to the ones that attacked Baneta, though their lips are not sewn together.

Depending on circumstances, characters may get a surprise round to attack.

If the characters manage to kill the Consol, both Grolk and Baren immediately order attacks on each other. The characters can escape through the chaos of the resulting battle.

This option actually prevents loss of life to both the civilians and the soldiers, as the mercenary armies begin fighting each other. It is also, in the long run, best for Pekal, as a Kalamaran plot has been undermined.

ATL 1 (EL 4)

Legionnaire Ftr1 x2
Consol Anton Th'arkun Ftr2

ATL 3 (EL 6)

Legionnaire Ftr1 x4
Consol Anton Th'arkun Ftr3

ATL 5 (EL 8)

Legionnaire Ftr3 x4
Consol Anton Th'arkun Ftr5

ATL 7 (EL 10)

Legionnaire Ftr5 x4
Consol Anton Th'arkun Ftr7

ATL 9 (EL 12)

Legionnaire Ftr7 x4
Consol Anton Th'arkun Ftr9

Option D

This option is for the characters to try and escape during the evening

Conclusion

Ask the characters what, if anything, they are going to report in the church (as Toren requested so they could be paid).

The conclusions below assume the characters have submitted some information.

Option A

Several days after you visited the church, a small pouch is delivered to your room. It contains a large number of coins, as well as a handwritten note.

"We wanted to thank you for your recent efforts in preventing the war from lasting beyond our capacity to defend Pekal. We, like you, mourn the loss of so many loyal civilians. Take heart in knowing that we will not rest until their deaths have been avenged, and Kalamar has been driven from our homes.

Rest assured that steps are being taken to prevent the same kind of situation that recently occurred.

*Regards,
Royal General Staff"*

Option B

Several days after you visited the church, a small pouch is delivered to your room. It contains a large number of coins, as well as a handwritten note.

"We wanted to thank you for your recent efforts in defending our loyal citizens. We, like you, mourn the loss of so many loyal soldiers. Take heart in knowing that they died defending the country that we all love, and their sacrifice shall always be remembered.

Rest assured that steps are being taken to prevent the same kind of situation that recently occurred.

*Regards,
Prince Kafen"*

Option C

Several days after you visited the church, a small pouch is delivered to your room. It contains a large number of coins, as well as a handwritten note.

"We wanted to thank you for your recent efforts in defending Pekal. Though many of our efforts are often times misunderstood, and frequently happen without notice, those in the special services take pride in our work.

It was very disheartening to discover the actual events surrounding this situation, but know that steps are being taken to prevent the same kind of situation that recently occurred.

*Regards,
Black and White"*

Option D

Several days after you visited the church, a small pouch is delivered to your room. It

contains a small number of coins, as well as a handwritten note.

“Your recent efforts were appreciated. We placed you in a difficult situation, and understand the actions you took. Please accept this as a token of gratitude for your time.”

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Characters who select and defeat Option A, B, or C or Characters who select Option D or other unlisted	250 xp	500 xp	750 xp
Discretionary Experience for Role Playing	250 xp	500 xp	750 xp
Total Possible:	500 xp	1000 xp	1500 xp

TREASURE

ATL 1

Encounter Three - 60 gp (30 gp from Toren, 30 gp from Werrin)

Conclusion

Option A, B, C – 60 gp

Option D, other – 30 gp

Total Possible: 120 gp each

Equipment: Any equipment listed for enemies fought during Encounter Five may be taken as treasure.

ATL 3

Encounter Three - 60 gp (30 gp from Toren, 30 gp from Werrin)

Conclusion

Option A, B, C – 180 gp

Option D, other – 90 gp

Total Possible: 240 gp each

Equipment: Any equipment listed for enemies fought during Encounter Five may be taken as treasure.

ATL 5

Encounter Three - 60 gp (30 gp from Toren, 30 gp from Werrin)

Conclusion

Option A, B, C – 300 gp

Option D, other – 150 gp

Total Possible: 360 gp each

Equipment: Any equipment listed for enemies fought during Encounter Five may be taken as treasure.

ATL 7

Encounter Three - 60 gp (30 gp from Toren, 30 gp from Werrin)

Conclusion

Option A, B, C – 420 gp

Option D, other – 210 gp

Total Possible: 480 gp

Equipment: Any equipment listed for enemies fought during Encounter Five may be taken as treasure.

ATL 9

Encounter Three - 60 gp (30 gp from Toren, 30 gp from Werrin)

Conclusion

Option A, B, C – 540 gp

Option D, other – 270 gp

Total Possible: 600 gp each

Equipment: Any equipment listed for enemies fought during Encounter Five may be taken as treasure.

Characters who complete Option A gain the favor of the Pekalese military. Those who complete Option B receive the favor of the Prince. Those who complete Option C receive the favor of the Gray Legion.

The campaign directors ask you, the judge, to mark down which Conclusion the PCs receive (either A, B, C, or D) and have you or your Senior DM email the campaign staff with this information at alana.joli@kenzerco.com with “...and **Peace Conclusion Results**” in the subject line. Please respond no later than December 31st, 2006.

Appendix I: NPCs and Monsters

ATL 1

Mercenary Ftr1 **CR 1**
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 13
Hp 8 (HD 1d10+2)
Saves Fort +4, Ref +0, Will +0

Spd 20 ft.
Melee Club +4 (1d6+1/20 x2)
Full Melee Club +4 (1d6+1/20 x2)
Base Atk +1 **Grapple** +2

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 11
Feats Cleave, dodge, power attack, combat expertise
Special Attacks N/A
Special Qualities N/A
Skills Climb +4, Jump +4, Knowledge (military tactics) +3, Listen +3, Spot +3

Possessions Leather armor, club

ATL 3

Mercenary Ftr2 **CR 2**
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 13
Hp 16 (HD 2d10+4)
Saves Fort +5, Ref +0, Will +0

Spd 20 ft.
Melee Club +5 (1d6+1/20 x2)
Full Melee Club +5 (1d6+1/20 x2)
Base Atk +2 **Grapple** +3

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 11
Feats Cleave, dodge, power attack, combat expertise
Special Attacks N/A
Special Qualities N/A
Skills Climb +5, Jump +5, Knowledge (military tactics) +3, Listen +3, Spot +3

Possessions Leather armor, club

Appendix I: NPCs and Monsters

ATL 5

Mercenary Ftr3 **CR 3**
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 13
Hp 24 (HD 3d10+6)
Saves Fort +5, Ref +1, Will +1

Spd 20 ft.
Melee Club +4 (1d6+1/20 x2)
Full Melee Club +4 (1d6+1/20 x2)
Base Atk +3 **Grapple** +4

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 11
Feats Cleave, dodge, power attack, combat expertise
Special Attacks N/A
Special Qualities N/A
Skills Climb +5, Jump +5, Knowledge (military tactics) +4, Listen +4, Spot +3

Possessions Leather armor, club

ATL 7

Mercenary Ftr5 **CR 5**
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 13
Hp 40 (HD 5d10+10)
Saves Fort +6, Ref +1, Will +1

Spd 20 ft.
Melee Club +6 (1d6+1/20 x2)
Full Melee Club +6 (1d6+1/20 x2)
Base Atk +5 **Grapple** +6

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 11
Feats Cleave, dodge, power attack, combat expertise
Special Attacks N/A
Special Qualities N/A
Skills Climb +6, Jump +6, Knowledge (military tactics) +4, Listen +4, Spot +4

Possessions Leather armor, club

Appendix I: NPCs and Monsters

ATL 9

Mercenary Ftr7 **CR 7**
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 13 (+2 armor, +1 Dex), touch 11, flat-footed 13
Hp 56 (HD 7d10+14)
Saves Fort +6, Ref +1, Will +1

Spd 30 ft.
Melee Club +6 (1d6+1/20 x2)
Full Melee Club +6 (1d6+1/20 x2)
Base Atk +7 **Grapple** +8

Abilities Str 12, Dex 12, Con 14, Int 10, Wis 10, Cha 11
Feats Cleave, dodge, power attack, combat expertise
Special Attacks N/A
Special Qualities N/A
Skills Climb +7, Jump +7, Knowledge (military tactics) +5, Listen +4, Spot +4

Possessions Leather armor, club

Appendix I: NPCs and Monsters

Tactics

Captain Baren

Baren and most of his mercenaries formerly served as Tokis soldiers. Many of them were branded traitors for disobeying orders in a battle north of Crenholm. Though several were sentenced to death, the Kalamar Imperial Intelligence Service offered them a chance to win a pardon for their crimes.

Though Baren hates Kalamar, and has developed a hatred of Tokis (since being convicted), he is very dedicated to upholding his end of the bargain to make sure his men get a chance to escape the death penalty.

Baren usually fights behind his men, frequently directing their efforts. The soldiers under him usually try to win one side of the battle first, meaning that they usually either attack the left or right side of the battlefield. They do not usually have a preference for specific enemies (i.e. they do not look to attack wizards before fighters, or vice-versa), though if a character manages lots of damage in a short time, he/she should become a target asap.

While the soldiers advance on a flank, Baren usually holds back and ensures that enemies do not circle around behind his men.

Grolk

The half-orc's strategy is basic and savage, as belies his nature. He leads his men into battle, always charging the closest foe. His followers quickly advance with him, attacking his target if possible. These soldiers always try to gang up on a foe, dropping one before moving on. Once an enemy drops, they move to the next closest target.

Grolk enjoys attacking the biggest and strongest opponents first, hoping that by dropping their most powerful warrior will cause panic and doubt to spread among his foes.

Consol Anto Th'urkay

The legionnaires serving under Consol Th'urkay are trained to fight in teams, and rarely leave an ally undefended. They attempt to fight in a small group whenever possible, spreading out to take advantage of flanks as they appear. Only two move to flank, while others then protect their vulnerable sides. This allows the legionnaires to use their abilities to their highest potential, while at the same time ensuring that they all stay alive.

These legionnaires also move to support Consol Th'urkay if and when he is separated from them, even if doing so provokes Attacks of Opportunity. He is their commander and they have sworn oaths to defend him with their life if possible.

Appendix I: NPCs and Monsters

ATL 1

Option A – Captain Baren

Mercenary (Baren) Ftr1 **CR 1**

LN Medium Humanoid (Human, Kalamar)

Initiative +0

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 8 (HD 1d10+2)

Saves Fort +4, Ref +0, Will +0

Spd 20 ft.

Melee Scimitar +4 (1d6+2/18-20 x2) or dagger +3 (1d4+2/19-20 x2) or light crossbow +1 (1d8/19-20 x2)

Full Melee Scimitar +4 (1d6+2/18-20 x2) or dagger +3 (1d4+2/19-20 x2) or light crossbow +1 (1d8/19-20 x2)

Base Atk +1 **Grapple** +3

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Power attack, shield specialization, weapon focus (scimitar)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3

Possessions Breastplate, light metal shield, scimitar, light crossbow, 10 bolts, dagger

Mercenary Captain Baren Ftr2 **CR 2**

LN Medium Humanoid (Human, Kalamar)

Initiative +0

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 16 (HD 2d10+4)

Saves Fort +5, Ref +0, Will +0

Spd 20 ft.

Melee Longsword +5 (1d8+2/19-20 x2) or dagger +4 (1d4+2/19-20 x2) or light crossbow +2 (1d8/19-20 x2)

Full Melee Longsword +5 (1d8+2/19-20 x2) or dagger +4 (1d4+2/19-20 x2) or light crossbow +2 (1d8/19-20 x2)

Base Atk +2 **Grapple** +4

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Combat expertise, power attack, shield specialization, weapon focus (longsword)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +4, Knowledge (military tactics) +4, Listen +3, Spot +3

Possessions Full plate, light metal shield, longsword x2, light crossbow, 10 bolts, dagger

Appendix I: NPCs and Monsters

ATL 1 *Option B – Grolk*

Mercenary (Grolk) Ftr1 CR 1
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +0

AC 15 (+5 armor), touch 10, flat-footed 15
Hp 8 (HD 1d10+2)
Saves Fort +4, Ref +0, Will +0

Spd 20 ft.
Melee Bastard sword +4 (1d10+3/19-20 x2) or dagger +3 (1d4+2/19-20 x2)
Full Melee Bastard sword +4 (1d10+3/19-20 x2) or dagger +3 (1d4+2/19-20 x2)
Base Atk +1 **Grapple** +3

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11
Feats Power attack, weapon focus (bastard sword)
Special Attacks N/A
Special Qualities N/A
Skills Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3

Possessions Breastplate, bastard sword, dagger

Mercenary Captain Grolk Ftr2 CR 2
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +3

AC 16 (+3 studded leather armor, +3 Dex) 13 touch, 13 flat-footed
Hp 16 (HD 2d10+4)
Saves Fort +5, Ref +0, Will +0

Spd 20 ft.
Melee Two-handed sword +5 (2d6+3/19-20 x2) or spiked gauntlet +4 (1d4+2/ 20 x2)
Full Melee Two-handed sword +5 (2d6+3/19-20 x2) or spiked gauntlet +4 (1d4+2/ 20 x2)
Base Atk +2 **Grapple** +4

Abilities Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 11
Feats Dodge, power attack, weapon focus (two-handed sword)
Special Attacks N/A
Special Qualities N/A
Skills Knowledge (art of war) +3, Knowledge (military tactics) +2, Listen +1, Spot +1

Possessions Studded leather armor, two-handed sword, spiked gauntlet x2

Appendix I: NPCs and Monsters

ATL 1

Option C – Consol Th'arkun

Legionnaire (Th'arkun) Ftr1 CR 1
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 8 (HD 1d10+2)

Saves Fort +4, Ref +0, Will +0

Spd 20 ft.

Melee Gasum +4 melee (1d8+2; 20/x2) or tak'livek +3 melee (1d4+2;19-20/x2) or thin pilum +1 ranged (1d6+2; x3)

Full Melee Gasum +4 melee (1d8+2; 20/x2) or tak'livek +3 melee (1d4+2;19-20/x2) or thin pilum +1 ranged (1d6+2; x3)

Base Atk +1 **Grapple** +3

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Power attack, shield specialization, weapon focus (gasum)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3

Possessions Breastplate, light metal shield, gasum (spear), tak'livek (dagger), thin pilum (javelin) x3

Consol Anton Th'arkun Ftr2 CR 1
LN Medium Humanoid (Human, Kalamar)
Initiative +4

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 16 (HD 2d10+4)

Saves Fort +5, Ref +0, Will +0

Spd 20 ft.

Melee Short sword +4 (1d6+2/19-20 x2) or tak'livek +4 (1d4+2/19-20 x2)

Full Melee Short sword +4 (1d6+2/19-20 x2) or tak'livek +4 (1d4+2/19-20 x2)

Base Atk +2 **Grapple** +4

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 14

Feats Combat expertise, improved initiative, shield specialization, weapon focus (short sword)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +4, Knowledge (military tactics) +4, Listen +3, Spot +3

Possessions Full plate, light metal shield, short sword x2, tak'livek (dagger)

Appendix I: NPCs and Monsters

ATL 3

Option A – Captain Baren

Mercenary (Baren) Ftr1 **CR 1**

LN Medium Humanoid (Human, Kalamar)

Initiative +0

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 8 (HD 1d10+2)

Saves Fort +4, Ref +0, Will +0

Spd 20 ft.

Melee Scimitar +4 (1d6+2/18-20 x2) or dagger +3 (1d4+2/19-20 x2) or light crossbow +1 (1d8/19-20 x2)

Full Melee Scimitar +4 (1d6+2/18-20 x2) or dagger +3 (1d4+2/19-20 x2) or light crossbow +1 (1d8/19-20 x2)

Base Atk +1 **Grapple** +3

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Power attack, shield specialization, weapon focus (scimitar)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3

Possessions Breastplate, light metal shield, scimitar, light crossbow, 10 bolts, dagger

Mercenary Captain Baren Ftr3 **CR 3**

LN Medium Humanoid (Human, Kalamar)

Initiative +4

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 24 (HD 3d10+6)

Saves Fort +5, Ref +1, Will +1

Spd 20 ft.

Melee Longsword +6 (1d8+2/19-20 x2) or dagger +5 (1d4+2/19-20 x2) or light crossbow +3 (1d8/19-20 x2)

Full Melee Longsword +6 (1d8+2/19-20 x2) or dagger +5 (1d4+2/19-20 x2) or light crossbow +3 (1d8/19-20 x2)

Base Atk +3 **Grapple** +5

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Combat expertise, improved initiative, power attack, shield specialization, weapon focus (longsword)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +5, Knowledge (military tactics) +5, Listen +3, Spot +3

Possessions Full plate, light metal shield, longsword x2, light crossbow, 10 bolts, dagger

Appendix I: NPCs and Monsters

ATL 3 *Option B – Grolk*

Mercenary (Grolk) Ftr1 CR 1
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +0

AC 15 (+5 armor), touch 10, flat-footed 15
Hp 8 (HD 1d10+2)
Saves Fort +4, Ref +0, Will +0

Spd 20 ft.
Melee Bastard sword +4 (1d10+3/19-20 x2) or dagger +3 (1d4+2/19-20 x2)
Full Melee Bastard sword +4 (1d10+3/19-20 x2) or dagger +3 (1d4+2/19-20 x2)
Base Atk +1 **Grapple** +3

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11
Feats Power attack, weapon focus (bastard sword)
Special Attacks N/A
Special Qualities N/A
Skills Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3

Possessions Breastplate, bastard sword, dagger

Mercenary Captain Grolk Ftr3 CR 3
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +7

AC 16 (+3 studded leather armor, +3 Dex) 13 touch, 13 flat-footed
Hp 24 (HD 3d10+6)
Saves Fort +5, Ref +1, Will +1

Spd 20 ft.
Melee Two-handed sword +6 (2d6+3/19-20 x2) or spiked gauntlet +5 (1d4+2/ 20 x2)
Full Melee Two-handed sword +6 (2d6+3/19-20 x2) or spiked gauntlet +5 (1d4+2/ 20 x2)
Base Atk +3 **Grapple** +5

Abilities Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 11
Feats Dodge, improved initiative, power attack, weapon focus (two-handed sword)
Special Attacks N/A
Special Qualities N/A
Skills Knowledge (art of war) +3, Knowledge (military tactics) +2, Listen +1, Spot +1

Possessions Studded leather armor, two-handed sword, spiked gauntlet x2

Appendix I: NPCs and Monsters

ATL 3

Option C – Consol Th'arkun

Legionnaire (Th'arkun) Ftr1 **CR 1**
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 8 (HD 1d10+2)

Saves Fort +4, Ref +0, Will +0

Spd 20 ft.

Melee Gasum +4 melee (1d8+2; 20/x2) or tak'livek +3 melee (1d4+2;19-20/x2) or thin pilum +1 ranged (1d6+2; x3)

Full Melee Gasum +4 melee (1d8+2; 20/x2) or tak'livek +3 melee (1d4+2;19-20/x2) or thin pilum +1 ranged (1d6+2; x3)

Base Atk +1 **Grapple** +3

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Power attack, shield specialization, weapon focus (gasum)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +3, Spot +3

Possessions Breastplate, light metal shield, gasum (spear), tak'livek (dagger), thin pilum (javelin) x3

Consol Anton Th'arkun Ftr3 **CR 3**
LN Medium Humanoid (Human, Kalamar)
Initiative +4

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 24 (HD 3d10+4)

Saves Fort +5, Ref +0, Will +0

Spd 20 ft.

Melee Short sword +4 (1d6+2/19-20 x2) or tak'livek +4 (1d4+2/19-20 x2)

Full Melee Short sword +4 (1d6+2/19-20 x2) or tak'livek +4 (1d4+2/19-20 x2)

Base Atk +2 **Grapple** +4

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 12, Cha 14

Feats Combat expertise, improved disarm, improved initiative, shield specialization, weapon focus (short sword)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +4, Knowledge (military tactics) +4, Listen +3, Spot +3

Possessions Full plate, light metal shield, short sword x2, tak'livek (dagger)

Appendix I: NPCs and Monsters

ATL 5

Option A – Captain Baren

Mercenary (Baren) Ftr3 **CR 3**

LN Medium Humanoid (Human, Kalamar)

Initiative +0

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 24 (HD 3d10+6)

Saves Fort +5, Ref +1, Will +1

Spd 20 ft.

Melee Scimitar +6 (1d6+2/18-20 x2) or dagger +5 (1d4+2/19-20 x2) or light crossbow +3 (1d8/19-20 x2)

Full Melee Scimitar +6 (1d6+2/18-20 x2) or dagger +5 (1d4+2/19-20 x2) or light crossbow +3 (1d8/19-20 x2)

Base Atk +3 **Grapple** +5

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Combat expertise, improved initiative, power attack, shield specialization, weapon focus (scimitar)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +3, Knowledge (military tactics) +3, Listen +4, Spot +4

Possessions Breastplate, light metal shield, scimitar, light crossbow, 10 bolts, dagger

Mercenary Captain Baren Ftr5 **CR 5**

LN Medium Humanoid (Human, Kalamar)

Initiative +4

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 40 (HD 5d10+10)

Saves Fort +6, Ref +1, Will +1

Spd 20 ft.

Melee Longsword +8 (1d8+4/19-20 x2) or dagger +7 (1d4+4/19-20 x2) or light crossbow +5 (1d8/19-20 x2)

Full Melee Longsword +8 (1d8+4/19-20 x2) or dagger +7 (1d4+4/19-20 x2) or light crossbow +5 (1d8/19-20 x2)

Base Atk +5 **Grapple** +7

Abilities Str 14, Dex 10, Con 15, Int 10, Wis 10, Cha 11

Feats Combat Expertise, improved initiative, power attack, shield specialization, weapon focus (longsword), weapon specialization (longsword)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +7, Knowledge (military tactics) +5, Listen +4, Spot +4

Possessions Full plate, light metal shield, longsword x2, light crossbow, 10 bolts, dagger

Appendix I: NPCs and Monsters

ATL 5 *Option B – Grolk*

Mercenary (Grolk) Ftr3 CR 3
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +0

AC 15 (+5 armor), touch 10, flat-footed 15

Hp 24 (HD 3d10+6)

Saves Fort +5, Ref +1, Will +1

Spd 20 ft.

Melee Bastard sword +6 (1d10+3/19-20 x2) or dagger +4 (1d4+2/19-20 x2)

Full Melee Bastard sword +6 (1d10+3/19-20 x2) or dagger +4 (1d4+2/19-20 x2)

Base Atk +3 **Grapple** +5

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Cleave, exotic weapon proficiency (bastard sword), power attack, weapon focus (bastard sword)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +4, Knowledge (military tactics) +4, Intimidate +6

Possessions Breastplate, bastard sword, dagger

Mercenary Captain Grolk Ftr5 CR 5
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +3

AC 16 (+3 studded leather armor, +3 Dex) 13 touch, 13 flat-footed

Hp 40 (HD 5d10+10)

Saves Fort +6, Ref +1, Will +1

Spd 20 ft.

Melee Two-handed sword +8 (2d6+5/19-20 x2) or spiked gauntlet +7 (1d4+2/ 20 x2)

Full Melee Two-handed sword +8 (2d6+5/19-20 x2) or spiked gauntlet +7 (1d4+2/ 20 x2)

Base Atk +5 **Grapple** +7

Abilities Str 15, Dex 16, Con 14, Int 8, Wis 10, Cha 11

Feats Cleave, dodge, improved initiative, power attack, weapon focus (two-handed sword), weapon specialization (two-handed sword)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +3, Knowledge (military tactics) +2, Intimidate +7, Listen +1, Spot +1

Possessions Studded leather armor, two-handed sword, spiked gauntlet x2

Appendix I: NPCs and Monsters

ATL 5

Option C – Consol Th'arkun

Legionnaire (Th'arkun) Ftr3 CR 3
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 24 (HD 3d10+6)

Saves Fort +5, Ref +1, Will +1

Spd 20 ft.

Melee Gasum +6 melee (1d8+2; 20/x2) or tak'livek +5 melee (1d4+2;19-20/x2) or thin pilum +3 ranged (1d6+2; x3)

Full Melee Gasum +6 melee (1d8+2; 20/x2) or tak'livek +5 melee (1d4+2;19-20/x2) or thin pilum +3 ranged (1d6+2; x3)

Base Atk +3 **Grapple** +5

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Blinding shield, cleave, power attack, shield specialization, weapon focus (gasum)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +5, Knowledge (military tactics) +5, Listen +3, Spot +4

Possessions Breastplate, light metal shield, gasum (spear), tak'livek (dagger), thin pilum (javelin) x3

Consol Anton Th'arkun Ftr5 CR 5
LN Medium Humanoid (Human, Kalamar)
Initiative +4

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 40 (HD 5d10+10)

Saves Fort +6, Ref +1, Will +1

Spd 20 ft.

Melee Short sword +8 (1d6+4/19-20 x2) or tak'livek +6 (1d4+2/19-20 x2)

Full Melee Short sword +8 (1d6+4/19-20 x2) or tak'livek +6 (1d4+2/19-20 x2)

Base Atk +5 **Grapple** +7

Abilities Str 14, Dex 10, Con 15, Int 10, Wis 12, Cha 14

Feats Combat expertise, improved disarm, improved initiative, shield specialization, weapon focus (short sword), weapon specialization (short sword)

Special Attacks N/A

Special Qualities N/A

Skills Diplomacy +6, Knowledge (art of war) +4, Knowledge (military tactics) +4, Listen +3, Spot +3

Possessions Full plate, light metal shield, short sword x2, tak'livek (dagger)

Appendix I: NPCs and Monsters

ATL 7

Option A – Captain Baren

Mercenary (Baren) Ftr5 CR 5

LN Medium Humanoid (Human, Kalamar)

Initiative +4

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 40 (HD 5d10+10)

Saves Fort +6, Ref +1, Will +1

Spd 20 ft.

Melee Scimitar +8 (1d6+4/18-20 x2) or dagger +7 (1d4+2/19-20 x2) or light crossbow +5 (1d8/19-20 x2)

Full Melee Scimitar +8 (1d6+4/18-20 x2) or dagger +7 (1d4+2/19-20 x2) or light crossbow +5 (1d8/19-20 x2)

Base Atk +5 **Grapple** +7

Abilities Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Combat expertise, improved initiative, power attack, shield specialization, weapon focus (scimitar), weapon specialization (scimitar)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +4, Knowledge (military tactics) +4, Intimidate +3, Listen +4, Spot +4

Possessions Breastplate, light metal shield, scimitar, light crossbow, 10 bolts, dagger

Mercenary Captain Baren Ftr7 CR 7

LN Medium Humanoid (Human, Kalamar)

Initiative +4

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 52 (HD 7d10+14)

Saves Fort +7, Ref +2, Will +2

Spd 20 ft.

Melee Longsword +10 (1d8+4/19-20 x2) or dagger +9 (1d4+4/19-20 x2) or light crossbow +7 (1d8/19-20 x2)

Full Melee Longsword +10/+5 (1d8+4/19-20 x2) or dagger +9/+4 (1d4+4/19-20 x2) or light crossbow +7 (1d8/19-20 x2)

Base Atk +7 **Grapple** +9

Abilities Str 14, Dex 10, Con 15, Int 10, Wis 10, Cha 11

Feats Cleave, combat expertise, dodge, improved initiative, power attack, shield specialization, weapon focus (longsword), weapon specialization (longsword)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +9, Knowledge (military tactics) +9, Listen +4, Spot +5

Possessions Masterwork full plate, masterwork light metal shield, longsword x2, light crossbow, 10 bolts, dagger

Appendix I: NPCs and Monsters

ATL 7 *Option B – Grolk*

Mercenary (Grolk) Ftr5 CR 5
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +4

AC 15 (+5 armor), touch 10, flat-footed 15
Hp 40 (HD 5d10+10)
Saves Fort +6, Ref +1, Will +1

Spd 20 ft.
Melee Bastard sword +8 (1d10+5/19-20 x2) or dagger +7 (1d4+2/19-20 x2)
Full Melee Bastard sword +8 (1d10+5/19-20 x2) or dagger +7 (1d4+2/19-20 x2)
Base Atk +5 **Grapple** +7

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11
Feats Cleave, exotic weapon proficiency (bastard sword), power attack, weapon focus (bastard sword), weapon specialization (bastard sword)
Special Attacks N/A
Special Qualities N/A
Skills Knowledge (art of war) +4, Knowledge (military tactics) +5, Intimidate +7

Possessions Masterwork breastplate, bastard sword, dagger

Mercenary Captain Grolk Ftr7 CR 7
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +7

AC 16 (+3 studded leather armor, +3 Dex) 13 touch, 13 flat-footed
Hp 56 (HD 7d10+14)
Saves Fort +7, Ref +2, Will +2

Spd 20 ft.
Melee Two-handed sword +10 (2d6+5/19-20 x2) or spiked gauntlet +9 (1d4+2/ 20 x2)
Full Melee Two-handed sword +10/+5 (2d6+5/19-20 x2) or spiked gauntlet +9/+4 (1d4+2/ 20 x2)
Base Atk +7 **Grapple** +9

Abilities Str 15, Dex 16, Con 14, Int 8, Wis 10, Cha 11
Feats Cleave, dodge, improved initiative, power attack, weapon focus (two-handed sword), weapon specialization (two-handed sword)
Special Attacks N/A
Special Qualities N/A
Skills Knowledge (art of war) +4, Knowledge (military tactics) +3, Intimidate +9, Listen +1, Spot +1

Possessions Masterwork studded leather armor, masterwork two-handed sword, spiked gauntlet x2

Appendix I: NPCs and Monsters

ATL 7

Option C – Consol Th'arkun

Legionnaire (Th'arkun) Ftr5 CR 5
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 40 (HD 5d10+10)

Saves Fort +6, Ref +1, Will +1

Spd 20 ft.

Melee Gasum +8 melee (1d8+4; 20/x2) or tak'livek +7 melee (1d4+2;19-20/x2) or thin pilum +5 ranged (1d6+2; x3)

Full Melee Gasum +8 melee (1d8+4; 20/x2) or tak'livek +7 melee (1d4+2;19-20/x2) or thin pilum +5 ranged (1d6+2; x3)

Base Atk +5 **Grapple** +5

Abilities Str 14, Dex 10, Con 15, Int 10, Wis 10, Cha 11

Feats Blinding shield, cleave, power attack, shield specialization, weapon focus (gasum), weapon specialization (gasum)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +5, Knowledge (military tactics) +5, Listen +3, Spot +4

Possessions Breastplate, light metal shield, gasum (spear), tak'livek (dagger), thin pilum (javelin) x3

Consol Anton Th'arkun Ftr7 CR 7
LN Medium Humanoid (Human, Kalamar)
Initiative +4

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 58 (HD 7d10+14)

Saves Fort +7, Ref +2, Will +4

Spd 20 ft.

Melee Short sword +10 (1d6+4/19-20 x2) or tak'livek +9 (1d4+2/19-20 x2)

Full Melee Short sword +10/+5 (1d6+4/19-20 x2) or tak'livek +9/+4 (1d4+2/19-20 x2)

Base Atk +7 **Grapple** +9

Abilities Str 14, Dex 10, Con 15, Int 10, Wis 12, Cha 14

Feats Combat expertise, dodge, improved disarm, improved initiative, iron will, shield specialization, weapon focus (short sword), weapon specialization (short sword)

Special Attacks N/A

Special Qualities N/A

Skills Diplomacy +7, Knowledge (art of war) +5, Knowledge (military tactics) +4, Listen +4, Spot +3

Possessions Masterwork full plate, masterwork light metal shield, short sword x2, tak'livek (dagger)

Appendix I: NPCs and Monsters

ATL 9

Option A – Captain Baren

Mercenary (Baren) Ftr7 CR 7

LN Medium Humanoid (Human, Kalamar)

Initiative +4

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 58 (HD 7d10+14)

Saves Fort +7, Ref +2, Will +2

Spd 20 ft.

Melee Scimitar +10 (1d6+4/18-20 x2) or dagger +9 (1d4+2/19-20 x2) or light crossbow +7 (1d8/19-20 x2)

Full Melee Scimitar +10 (1d6+4/18-20 x2) or dagger +9 (1d4+2/19-20 x2) or light crossbow +7 (1d8/19-20 x2)

Base Atk +7 **Grapple** +9

Abilities Str 15, Dex 10, Con 14, Int 10, Wis 10, Cha 11

Feats Combat expertise, improved initiative, power attack, shield specialization, weapon focus (scimitar), weapon specialization (scimitar)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +6, Knowledge (military tactics) +6, Intimidate +3, Listen +4, Spot +4

Possessions Breastplate, light metal shield, scimitar, light crossbow, 10 bolts, dagger

Mercenary Captain Baren Ftr9 CR 9

LN Medium Humanoid (Human, Kalamar)

Initiative +4

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 99 (HD 9d10+27)

Saves Fort +9, Ref +2, Will +2

Spd 20 ft.

Melee Longsword +13 (1d8+4/17-20 x2) or dagger +11 (1d4+4/19-20 x2) or light crossbow +9 (1d8/19-20 x2)

Full Melee Longsword +13/+8 (1d8+4/17-20 x2) or dagger +11/+6 (1d4+4/19-20 x2) or light crossbow +9 (1d8/19-20 x2)

Base Atk +9 **Grapple** +11

Abilities Str 14, Dex 10, Con 15, Int 10, Wis 10, Cha 11

Feats Cleave, combat expertise, dodge, greater weapon specialization (longsword), improved critical (longsword), improved initiative, power attack, shield specialization, weapon focus (longsword), weapon specialization (longsword)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +11, Knowledge (military tactics) +11, Listen +4, Spot +5

Possessions Masterwork full plate, masterwork light metal shield, longsword x2, light crossbow, 10 bolts, dagger

Appendix I: NPCs and Monsters

ATL 9 *Option B –Grolk*

Mercenary (Grolk) Ftr7 CR 7
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +4

AC 15 (+5 armor), touch 10, flat-footed 15
Hp 40 (HD 5d10+10)
Saves Fort +7, Ref +2, Will +2

Spd 20 ft.
Melee Bastard sword +8 (1d10+5/19-20 x2) or dagger +7 (1d4+2/19-20 x2)
Full Melee Bastard sword +8 (1d10+5/19-20 x2) or dagger +7 (1d4+2/19-20 x2)
Base Atk +5 **Grapple** +7

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11
Feats Cleave, exotic weapon proficiency (bastard sword), power attack, weapon focus (bastard sword), weapon specialization (bastard sword)
Special Attacks N/A
Special Qualities N/A
Skills Knowledge (art of war) +4, Knowledge (military tactics) +5, Intimidate +7

Possessions Masterwork breastplate, bastard sword, dagger

Mercenary Captain Grolk Ftr7/Bbn2 CR 9
LN Medium Humanoid (Half-Orc, Kalamar)
Initiative +7

AC 16 (+3 studded leather armor, +3 Dex) 13 touch, 13 flat-footed
Hp 56 (HD 7d10+2d12+18)
Saves Fort +8, Ref +3, Will +3

Spd 40 ft.
Melee Two-handed sword +15 (2d6+5/17-20 x2) or spiked gauntlet +14 (1d4+2/ 20 x2)
Full Melee Two-handed sword +15/+10 (2d6+5/19-20 x2) or spiked gauntlet +14/+9 (1d4+2/ 20 x2)
Base Atk +9 **Grapple** +13

Abilities Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 11
Feats Cleave, dodge, improved critical (two-handed sword), improved initiative, power attack, weapon focus (two-handed sword), weapon specialization (two-handed sword)
Special Attacks Rage
Special Qualities Fast movement
Skills Knowledge (art of war) +4, Knowledge (military tactics) +5, Intimidate +11, Listen +1, Spot +1

Possessions Masterwork studded leather armor, masterwork two-handed sword, masterwork spiked gauntlet x2

Appendix I: NPCs and Monsters

ATL 9

Option C – Consol Th'arkun

Legionnaire (Th'arkun) Ftr7 CR 7
LN Medium Humanoid (Human, Kalamar)
Initiative +0

AC 18 (+5 armor, +3 shield), touch 10, flat-footed 18

Hp 65 (HD 7d10+21)

Saves Fort +7, Ref +2, Will +2

Spd 20 ft.

Melee Gasum +10 melee (1d8+4; 20/x2) or tak'livek +9 melee (1d4+2;19-20/x2) or thin pilum +7 ranged (1d6+2; x3)

Full Melee Gasum +10/+5 melee (1d8+4; 20/x2) or tak'livek +9/+4 melee (1d4+2;19-20/x2) or thin pilum +7 ranged (1d6+2; x3)

Base Atk +7 **Grapple** +9

Abilities Str 14, Dex 10, Con 16, Int 10, Wis 10, Cha 11

Feats Blinding shield, cleave, power attack, shield specialization, weapon focus (gasum), weapon specialization (gasum)

Special Attacks N/A

Special Qualities N/A

Skills Knowledge (art of war) +6, Knowledge (military tactics) +6, Listen +3, Spot +5

Possessions Breastplate, light metal shield, gasum (spear), tak'livek (dagger), thin pilum (javelin) x3

Consol Anton Th'arkun Ftr9 CR 9
LN Medium Humanoid (Human, Kalamar)
Initiative +4

AC 21 (+8 armor, +3 shield), touch 10, flat-footed 21

Hp 99 (HD 9d10+27)

Saves Fort +9, Ref +3, Will +5

Spd 20 ft.

Melee Short sword +13 (1d6+4/19-20 x2) or tak'livek +11 (1d4+2/19-20 x2)

Full Melee Short sword +13/+8 (1d6+4/19-20 x2) or tak'livek +11/+6 (1d4+2/19-20 x2)

Base Atk +9 **Grapple** +11

Abilities Str 14, Dex 10, Con 16, Int 10, Wis 12, Cha 14

Feats Combat expertise, dodge, improved critical (short sword), improved disarm, improved initiative, iron will, shield specialization, weapon focus (short sword), weapon specialization (short sword)

Special Attacks N/A

Special Qualities N/A

Skills Diplomacy +8, Knowledge (art of war) +6, Knowledge (military tactics) +5, Listen +4, Spot +3

Possessions Masterwork full plate, masterwork light metal shield, masterwork short sword x2, tak'livek (dagger)

Greetings,

Our enemies to the east are preparing another assault and we need someone with your special skills to assist our efforts defending against it. If you are willing to serve Pecal, please be in Jorgen's Lake Goods 30 minutes before it closes.

Best Regards,

Mitrick