



The Tale of the Prophet

A 1-Round D&D Living Kingdoms of Kalamar[®] Adventure

An adventure for 1st to 9th level characters

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Edited by Troy Daniels

A prophet has wandered into Bet Rogala, and some of those in power don't like what they hear. Is this man truly touched or a charlatan? How does he heal without magic? And why does he refuse to reveal the source of his inspiration? This is a role-playing intensive and combat-intensive Living Kingdoms of Kalamar adventure for ATLS 1 to 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 9th 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 in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and 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

Early harvest time. The war has taken its toll on southeastern Pekal, while a number of crops are not yielding as much food as the previous harvest. There is no danger of famine . . . yet. A lunar and solar eclipse has also occurred recently, and these turns of events have given nearly all Pekalese farmers the feeling that the war is hopeless, and that Kalamar may reclaim Pekal soon.

MODULE NOTES

Maps – There are no maps for this adventure as all of the areas with the exception of the Ribcage in the optional final encounter are fairly large, open areas. Use your best judgment for mapping for combat with the descriptions provided.

The character of the Prophet can potentially cause trouble for the Judge. Here is a character that the PCs may perceive as an endless font of knowledge or a cure machine. While the author believes most Living Kalamar players will not abuse the idea of such a character, the Judge is encouraged to use caution with regards to roleplaying the Prophet

It is vital that the Judge try to handle the encounters with the Prophet very delicately. Try not to deviate too much from what is presented here and if the PCs start asking difficult questions, have the Prophet smile silently for a few moments, and then say something to the effect of "It is not time yet for that to be revealed." Be elusive but not argumentative.

The Prophet is a peacemaker and completely altruistic. While he does have the power within him to raze Bet Rogala to the ground, he does not use any of it in any selfish way or cause pain to others in any way, including physically attacking his own attackers. The Prophet would

rather die than personally and intentionally (or unintentionally) inflict pain and suffering on any living creature, and goes to great lengths to cease the pain and suffering of others. However euthanasia is NEVER an option for the Prophet.

EDITORS NOTES

Mike has crafted a wonderful story here but it may be a wee bit intimidating to a new GM or someone that who has just been handed the scenario. He has included detailed information about backgrounds, rules, and other things that can make your running of this event much easier if you have time to read it. Kudo's to Mike!

If you fall into these two categories then just spend a few minutes reading through the BACKGROUND and INTRO. Then take each encounter one at a time, with a few minutes break in between each one.

There is a LOT of boxed text! If you have the time to read through it and then put the scenario down and TELL the players the boxed text, you will find it a bit easier to get through.

Have fun! Troy

BACKGROUND

The religious organizations of Bet Rogala all get along well with each other as far as the common eye can see. There are many accounts of the churches working with each other to attain a common goal, and have even come to aid each other in times of dire need. Charity, kindness, and support radiate from the major temples.

So long as those who are faithful continue worshipping and support the temples, life goes on as usual among the ordained.

However, behind the screen, there is another world.

Not all who sit in the high seats of the temples have the best interests of their congregation at heart, and not all who appear pious have clean hands.

There is an alliance between the major temples and the College of Magic to ensure that they remain in power and that any threats to that power are extinguished, hence laws exist which condemn psionics, prevent rampant magic item

creation, require the registration of all magic users within the Principality, and guard the practice of slavery.

The Prince has a different take on life within the borders of Pekal, however. He does believe that certain laws introduced by the temples and college, such as keeping a watch on magic item creation and maintaining a census of those that can use magic, are ultimately good endeavors and benefit the Principality as a whole.

He does not believe that slavery should continue or that innocent psionics should be persecuted for their abilities, though, and has felt such ever since he declared the independence of Pekal.

Still, while Prince Kafen feels that all beings are basically good at heart and deserve freedom and acceptance and would like nothing better than to do away with such outdated thinking, he cannot stand against the combined magical power of the temples and the College with a personal vendetta to overturn these laws during a time of war. The independence of his country and citizens must come first, and to secure it he needs the temples and College on his side. Thus the Prince has set his personal agendas on the backburner for over a hundred years.

Now, with war affecting all who live within Pekal, a voice has appeared out of the Mounds District. A Prophet.

Prophets are no strange occurrence during these days of turmoil. Doomsayers and criers speak their so called prophecies on practically every street. Some may have the ability to magically see the future, while nearly all are simple con artists or ordinary people expressing their own fears in a public fashion. In an effort to quell the scare tactics of these false soothsayers, the Prince has declared it illegal to perform any fortunetelling, divination, or prophesizing within Independence Square.

This new Prophet, however, is different from the rest. He moves with authority. His voice speaks out with a timbre that commands attention. His eyes captivate those that look into them. Most of all his reputation precedes him, and word on the street is that he is coming to speak in Independence Square despite the decree.

Many farmers and commoners that travel into Bet Rogala have spoken of this stranger who came out of the Mounds. "He heals the sick by touching them! He commanded the fields to grow food! He filled a dry well with water by dropping in a stone! He cured my son of his infirmity with a word! He drove the wolves from the village with a wave of his hand! He brought my daughter back to life by lifting her to her feet! He speaks of the end of the war coming soon!

"He condemns the major temples for their cowardice and refusal to bring comfort and justice to those that need it!"

This last comment, having been reported numerous times to church authorities, has various members in a quiet uproar. The numbers of those attending services has dropped dramatically. Questions are being asked that are not easily answered. The lower clergy have looked to their superiors for answers on how to proceed, and received none, for the church elders are unsure of what to say or do.

Enter Stron Malvus, Holder of the Gold Key at the Temple of Enchantment. He perceives this new prophet as a threat and would like nothing better than for him to die an immediate, painful death. However, being the slippery person that he is, he does not want a martyr on his hands nor does he wish to have his name tied to leading a crusade of vengeance against a simple prophet. Such a thing would not raise church numbers.

What is a manipulator with high connections to do? Why, go to the College of Magic, of course.

While the matter of religious magic falls under temple jurisdiction, the matter of mind magic is handled by the College. After sending a few novices out to examine the Prophet's miraculous powers, it came to Stron Malvus' attention that while some extremely powerful magic is involved, no one can identify what kind of magic is being used.

Upon hearing these reports, Stron Malvus then visited his good friend, Professor Emeritus Thriionduil Rasithiathaoir (tree-on-duel rass-it-tee-ah-tay-oh-ear), a Grey Elf who is also a member of the Grey Legion, and strongly anti-psionic.

While sitting around idly chit chatting, Stron Malvus let slip that the new prophet may be a mind mage, and that the Golden Halflings in the Mounds District may have finally sent forth someone who can feasibly challenge the temples and the College by potentially rallying the common folk to force the Prince to overturn the laws regarding Psionics. As the Prince is agreeable to the idea of accepting mind magic, it would mean the sudden influx of mutant mages within the College and the permeating stench of mind magic would foul up its hallowed halls.

Thriionduil Rasithiathaoir replied, "Most interesting. I should like to know more about this Prophet, but I am frightfully busy right now. Perhaps some associates of mine may be able to assist me in a quiet research project."

And so the enormous wheels of the mighty alliance between temple and College begin to turn . . .

DM NOTE: Give the PCs **Player Handout #1** before the adventure begins. The proclamation specifically targets soothsayers, prophets, fortune tellers, and diviners. Due to the war and hardships being experienced by Pekal as a whole, there has been an increase in con artists using these tactics to swindle the population of Bet Rogala out of their money. Since Independence Square is considered a memorial honoring triumph over hardship, the Prince has found the practice of prophesizing within and around the Square to be an offense to those who fought and died over a hundred years ago. Anyone with an Intelligence of 8 or higher knows that in most cases committing an Offense Against the Crown carries serious penalties up to and including death. Only the very brave or very foolish attempt such things. Anyone that has any ranks in Knowledge: Nobility and Royalty or that has the "Fang of Vevisalakale" cert recognizes the seal as authentic, meaning this decree came straight from Prince Kafen himself.

ADVENTURE SYNOPSIS

Introduction:

The PCs awake and enjoy breakfast at their inn. Along with introducing each other, there are a variety of people there who are also enjoying the morning meal.

Encounter 1: The Proposal

The PCs are contacted by Athland Ollebeck, Professor of Tambl du Ionpel, the School of Divination. They are offered a sum of coin in exchange for investigating a new prophet.

Encounter 2: The Prophet Appears

The PCs arrive in Independence Square, which is swamped with people. After they have some brief interaction with the locals, the Prophet appears with his message for Pekal, heals a dying man through unusual means, and then returns to his campsite.

Encounter 3: The Camp of Miracles

The PCs visit the campsite where the Prophet is staying. After a bit of discussion, the Prophet is attacked by assassins.

Encounter 4: The Prophet Appears, Day Two

The PCs accompany the Prophet to Independence Square for a second public speech. As the Prophet begins, assassins strike and then run into the sewers to escape.

Encounter 5: Into the Sewers

The PCs pursue the assassins into the deeper parts of Bet Rogala's sewers.

Encounter 6: Dangerous Denizens

If the PCs have escaped relatively unscathed and there's still time left, then run this encounter, where some denizens of the sewers are looking for fresh meat. A group of Dungeoneers arrives on the scene shortly after.

Encounter 7: The Ribcage

If the PCs are able to decipher the note, they may wish to go to the Ribcage that night to see what happens. They are sent downstairs where the "butchers" attempt to murder them.

Conclusion:

The PCs finish their business with the prophet and their College of Magic contact, and receive their rewards (if any).

INTRODUCTION

Summary: The PCs awake and enjoy breakfast at their inn. Along with introducing each other, there are a variety of people there who are also enjoying the morning meal.

Read the following aloud to the players:

It is a warm day that greets you as you rise from your rest. The sounds and smells of the first meal being served to hungry guests out in the common room reaches your ears as you dress and ready yourself. Exiting the room, you see a number of others have the same thought as you – time to eat.

By the time you reach the common room, most of the tavern area is filled with all manner of people. A group of half-elves are chatting back and forth about the recent activity upon the trade routes. Another table with mixed company seems to be arguing over who is going to pay for their meal. A company of dwarves occupies the largest table, and they are eating and drinking as if they had bottomless stomachs. Some scholars from the College of Magic are seated and engaged in some scholarly debate. Halflings are running back and forth from the bar to their table with pitchers of morning ale and platters of fruit. A very large half-orc is eating quietly alone on the floor in the corner. Seated at a table by the exit is what appears to be a family of commoners that nervously eye all the adventurer types gathered in the place. The only staff present appears to be the tavern keep and a lone serving girl. Despite how busy they are, they both greet you with a large smile and a friendly salutation.

After placing drinks down in front of the dwarves, the serving girl moves over to you. "We are a trifle busy right now, but as luck would have it, there is a single table available that would seat all of you. Do you mind if you eat together?"

She leads you to a freshly washed table with enough chairs for everyone. With a wink to <choose male PC with highest strength or charisma>, she happily asks all of you, "What may I get you to start?"

Let the player's give their orders. The menu consists of oatmeal, raw vegetables, apples, dried fruits (good for adding to the oatmeal), pumpkin seeds, sunflower seeds, warm cinnamon wheat bread, blueberry muffins, bran muffins, biscuits with honey, boiled eggs, ham, hard cheese, hard tack, peach preserves, and strawberry preserves. Beverages offered are morning ale, wine, apple cider, and well-water.

If asked for a recommendation, the serving girl replies that the well smells a little funny today, the cheese and hard tack are no better than

rocks, and the oatmeal is really bland without any added dried fruit. The cinnamon wheat bread has been going really fast, as has the ham and eggs. The remaining preserves are from two years back and haven't been opened yet so they should have a nice kick to them, while the seeds are well received in general. No one is taking the vegetables, as they mostly consist of onions and cabbage. The tavern has been having a hard time getting any other vegetables into their larder due to harvest troubles for their usual supplier. The morning ale is light and not too full-bodied, so as not to upset the stomach after a night of carousing. The best seller so far is the apple cider, and the dwarves have been ordering pitcher after pitcher after pitcher of the stuff ever since she suggested it to them.

The PCs may now introduce each other at this point while enjoying breakfast.

Some PCs may decide to talk to some of the people gathered in the room. Allow PCs that specifically state they want to interact with someone in the room the opportunity, but limit each PC to one interaction. Everyone in the room has places to be and people to meet in a short while and only have time for a meal and short conversation.

The Half-Elves: The half-elves are discussing the increase of banditry on trade routes to the southeast. It is generally attributed to the increase of military activity and the effects of war on the commoners that live there. Resources are being seized by military forces on both sides, making life extremely difficult. With most able-bodied people being conscripted to fight the war, few remain to protect the roads from those who steal out of desperation, the opportunists who find the war to be an excellent distraction, and the military contingents in need of supplies. Caravans traveling in that direction would be wise to hire a large number of experienced adventurers.

The Arguing Party: This group consists of six adventurers, all of whom are politely arguing over their collective tab:

- The fighter believes he should pay since he recently collected a bounty and wants to treat his friends.
- The paladin believes she should pay since it would be noble of her to do so.

- The rogue believes he should pay for undisclosed reasons.
- The wizard believes she should pay since her research has recently paid off with an increase of prestige within the College.
- The cleric believes he should pay since charity is core to his belief.
- The bard believes he should pay since a recent performance has brought him a sizeable amount of coin and would allow them to treat their friends.

The Dwarven Company: This company of eight dwarves consists of members of the mining guild. They are celebrating over their latest shipment of ore, which has brought them a considerable amount of wealth. Due to their efforts paying off well for them, they all agreed to spend a night at a local inn. Their raucous celebration at another inn on the evening prior led to them being kicked out, and they wound up at this tavern for the night. They are departing for their home today, and decided to have a grand breakfast celebration before leaving. Any who wish to celebrate with them are welcome, but the dwarves are going to leave within the hour for home.

The Scholars: It may happen that some PCs wish to follow the debate of these scholarly folk. The three mages are all dressed in the robes befitting an instructor at the College of Magic, and the debate is centered on inter-Planar theory. Any PCs whose Intelligence is 16 or higher can follow the debate well enough to understand each of the scholar's points. Those who have 15 Intelligence or lower quickly become confused by the terminology. Those with ranks in Knowledge: Planar may make a check (DC 35) to interject their own theories into the debate.

The Halflings: These merry folk are simply enjoying the fine repast being offered at the tavern, and don't have any helpful information.

The Half-Orc: This fellow is used to eating alone, having been shunned all his life due to his imposing size and ugly countenance. He appears big, dumb, and ugly at first glance and is very guarded in his speech, but if any PC attempts continued friendly conversation with him, he opens up after a while. His life is one of hardship, being pressed into slavery at a young age, forced to fight in the gladiator pits during his adolescence, and finally winning his freedom by

killing his taskmaster as an adult. He fled to Pecal afterwards, and has found a way of life through odd jobs involving heavy labor, occasional bodyguard/escort work, and bounty hunting. What few employers he has encountered do not keep him around due to his looks, and more often than not his looks and racial makeup cause him to lose the job interview before it even begins. Should the PCs offer him a job with their group, he politely declines saying that he has "a prior obligation" later that day.

The Common Family: A father, mother, and three children sit at this table. The parents are looking around very nervously at the assembled adventurer types and genuinely fear for their children, lives, and their money in that order. Having lived most of their life in a small village outside of Bet Rogala, the city represents an entirely alien experience to them and they have heard a number of stories involving city folk and adventurers, most of them bad. They do trust those who wear holy vestments and symbols or who appear to have dedicated their lives in a religious fashion (i.e. clerics and paladins) while those laden with weaponry or who wear hooded robes (i.e. fighters and wizards) elicit fear and extremely short speech. If a PC has a weapon visible on their person, they notice the parents' eyes constantly being drawn to the weapon during their conversation. The bigger the weapon, the more fearful they are of that PC. These poor people are in the city to beg the Prince to send help to their small village which has been afflicted with plague and blight. They have been following a traveling priest who has attracted a lot of attention for being some kind of prophet, and after finally getting the chance to speak to this priest of their troubles, they were told to go to the capital and beg the Prince for help. They have been in the city for a few days and so far have been threatened, mugged, and nearly lost one of their children in the throngs of people at the bazaar. They are truly lost, bewildered, and fear for the lives of their children and themselves, but they are determined to speak with the Prince. Any PCs with ranks in Knowledge: Local: Bet Rogala or Knowledge: Nobility and Royalty know the futility of their plan (they will be turned away at the palace gates), but no words sway their determination. They believe the prophet's words completely, having witnessed the prophet perform numerous miracles time and again.

ENCOUNTER 1 **The Proposal**

Summary: The PCs are contacted by Athland Ollebeck, Professor of Tambl du lonpel, the School of Divination. They are offered a sum of coin in exchange for investigating a new prophet.

After the PCs have enjoyed their breakfast and/or have interacted with the patrons, continue with the following:

As breakfast winds down, the various patrons depart to carry on with their tasks for the day, leaving your group the only ones left in the tavern.

A boy then enters the tavern, dressed in robes of the College of Magic. He looks around at the mostly empty common room, sighs, and makes his way to your table.

"You are an adventuring company, correct?" he asks with a bit of annoyance.

Allow the PCs to react. If the answer is yes, then continue. If no, then the boy leaves; skip to encounter 2.

The boy continues, "Finally. I have been moving from tavern to tavern looking for an adventuring company to meet with Professor Athland Ollebeck at the College of Magic for a potential business proposition. Will you meet with him?"

The PCs may ask questions regarding what the business is exactly, but the boy knows nothing of the details other than an adventuring company is needed and that the pay is considerable. If the PCs agree, continue with the following. If they do not agree, then the boy leaves; skip to encounter 2.

"Very well, please come with me."

After collecting your belongings and following the boy, past the inner gate and into the College of Magic Tower of Divination, you find yourself in a lush room filled with shelves of leather bound books. A pleasant fire in an ornate fireplace warms the room comfortably. The room is furnished with expensive hand-carved chairs and small tables, while an alchemist bench is resting against a wall, its components neatly stored away. A large oak table is covered with scrolls and parchments, while a very large

and weighty tome rests open on a pedestal. A large telescope is standing on a tripod near a large window, with a number of star charts lying on a small table nearby. Resting on a perch is a very large and colorful bird that has eyed you suspiciously ever since you entered the room. Next to the perch is a very large and heavy desk behind which, in a very comfortable and impressive leather chair, sits an older gentleman with graying hair and penetrating blue eyes, dressed in important looking robes.

“Please, sit down,” motioning to the various chairs, “I am Athland Ollebeck, Professor of Divination, and am quite pleased to meet all of you. No doubt my messenger student mentioned a business opportunity to all of you? Then let us begin.

“I have recently received word that a man of an unusual ability to prophesize the future is currently within Pekal’s borders. Just outside Bet Rogala, to be precise. I have learned that he plans to prophesize in Independence Square later today despite the recent proclamation forbidding such practices. Normally someone so bold as to defy the orders of the Prince would be punished to the full extent of the laws. However, this particular prophet has gained notoriety and has a good number of followers coming into Bet Rogala with him, so apprehending this prophet will not be easy for the guard.

“I can sense you think I am asking you to apprehend this prophet for them. In fact, I am not asking you to do any such thing. Arresting people is not in the College of Magic’s jurisdiction. Rather, I am more interested in knowing precisely how this prophet is foretelling the future.

“I have it on good authority that this prophet is using some kind of energy to prophesize. Whether this energy is magical in nature or not is unknown, but it has been reported as extremely powerful. The prophet in question also has been reported as coming out of the Mounds district, which practically swarms with psionic activity.

“I would like for you to investigate this prophet to determine whether or not he is using psionics or magic, and if he is using a form of magic, whether or not he is a registered magic user within Pekal. Any other details regarding his ability of prophecy are also welcome. In return, I am willing to offer each of you (ATL x 100)

Victories, with half payment upfront. I am of the impression that such a sum will not only ensure that the job is done correctly and efficiently, but would also cover the price of your . . . discretion and prudence in the matter, if you understand my meaning.

“Any questions?”

If they don't get it by now, here is where the PCs may ask any questions they may have. Here are some possible questions and their answers:

-What is this prophet’s name?-

“I do not know. I have only heard him referenced as ‘The Prophet’. I do know that he has a follower who is extremely close to him – a sharp-eyed Dejoy fellow by the name of Jykresh. He is always near the prophet, and is very suspicious of anyone who tries to get close. You will need to be clever in order to stay close to the prophet while he is around.”

-Why would this man merit investigation by the College of Magic?-

“As I said, he may be using mind magic to foretell the future. Psionics and their use are strictly forbidden within the Principality of Pekal, decreed by the Prince himself. If this man is using illegal means to gain foresight into the future, not only is he breaking city ordinance by prophesizing in Independence Square but is also in direct violation of a Principality law that falls under the jurisdiction of the College.”

-Why is psionics such a bad thing?-

“The law has been in place for a very long time. My place isn’t to ponder the ethics of such a law but to simply determine if the law is being followed. Suffice to say that at this point in time the College perceives mind magic as a serious threat to Pekal, and the Prince agrees with the College’s assessment.”

-What’s wrong with prophets? Why is this one any different?-

“Normally this wouldn’t be of any concern to the College, and the case of him prophesizing in Independence Square would be a matter for the guard. However this prophet has not only come from the Mounds district, but has some other abilities that most of the charlatans and con artists on the streets do not possess. It is these abilities

that have garnered him a large following among the villages and towns outside of Bet Rogala. Talk of healing the sick, instantly causing crops to be plentiful, restoring water to dry wells through unusual methods, empowering work animals to pull more than they normally would, and other such “miracles” as the people are calling them lead me to believe that an improper use of magic may be at work. There are even words of raising the dead to life that have reached my ears in connection with this prophet. As everyone who registers with the College is expected to follow the guidelines the College sets forth regarding magic in front of citizens of Pecal, this prophet has done enough to merit revocation of his magic-user registration papers at the minimum.”

-Why doesn't someone here at the College simply use their magic to determine whether or not he is breaking the law?-

“The fact is we’ve already tried. Something is affecting our magic with regards to discovering more about this prophet. Not to mention he seems to have a curious method of avoiding nearly all of our members that have gone to meet and study him. The few members that have managed to examine him have done so only during his public appearances, and as such were limited in their castings. The best that has been determined is that some kind of strong energy is being used when he speaks and performs his “miracles”, although what kind of energy or where it comes from is unknown.”

-If your mages can't figure it out, how do you expect us to find the answers for you?-

“I am of the opinion that adventurers such as you would be better able to enter the prophet's camp. You are far more capable at looking inconspicuous than any of the College scholars, and he would not expect that any of you are investigating him on the College's behalf.”

DM NOTE: It may happen that you do not have either a magic-user at the table or someone who can readily identify magical auras (i.e. Cast *Detect Magic* and the like), and the PCs may begin to argue that the objective cannot be completed with their current party composition. Should this be brought up, or there are no spell-

casters of either arcane or divine magic within the party, read the following:

Professor Ollebeck looks all of you over with a penetrating gaze, and then sighs. “I thought I had made it quite clear to my messenger to ensure a capable magic-user was in the group,” he states with annoyance. “Very well, I shall grant you use of a minor magical item. You must return it when you are finished.”

He opens a drawer and produces a quartz crystal about the length of an adult human palm. “This crystal is specially attuned to absorb and determine energy auras of magic. All you need do is place the crystal within fifteen feet of your target during the time you suspect energy use. The more exposure it receives the better it will be able to absorb and detect the auras. Afterwards return the crystal to me and I shall be able to analyze the results found by the crystal.”

-Why didn't you just give your scouts this crystal in the first place?-

“With all due respect my time and patience grows very short, and if you wish to earn 250 Victories each I suggest you stop asking foolish questions. Now, is there anything else you would like to know?”

-Can we negotiate the price?-

Professor Ollebeck looks at you very sternly. “I believe 250 Victories each is more than sufficient for your services. If the price is too low for your taste, perhaps you would have better luck escorting caravans or retrieving magic items from gravesites? I hear those job opportunities pay almost enough to cover boarding expenses.”

DM NOTE: Should the PCs continue to protest the price, Professor Ollebeck brusquely dismisses the group, and their chance at earning 250 Victories each is lost. Skip to encounter 2.

-Do we need to confront and defeat this prophet?-

“All you need do is observe and determine what type of energy is being used. You do not need to apprehend him or confront him in any barbaric fashion. I would prefer he remain alive and unharmed until further intelligence can be gathered. Perhaps you could present yourselves as a

type of bodyguard group who wishes to protect him during his time in Bet Rogala. It matters not to me so long as you are able to observe him closely.”

-Does this mean we are being officially hired by the College of Magic?-

“I had thought the request of discretion and prudence told you who your employer was, but to make it abundantly clear, you are being officially hired by me to provide me with information that will ultimately assist in future dealings between the College of Magic and this prophet. The College is not involved in this transaction, but depending upon your findings the College itself may contact you for assistance in the future.

If the PCs turn down the offer, then Professor Ollebeck dismisses the group. So ends their opportunity to earn coin for the adventure. Skip to encounter 2.

If the PCs accept the offer, continue with the following:

Professor Ollebeck smiles, and produces a coin pouch. “Here is your first payment as agreed. Once you have found something of significance regarding the prophet’s abilities, report directly to me.

“I suggest you move quickly, now. I hear the prophet is supposed to speak at midday, and it is long past ten bells already.”

The PCs are now dismissed. If the PCs do not move immediately towards Independence Square at this point, they most likely miss the Prophet’s appearance. It takes roughly 45 minutes for them to cross over to the other side of Bet Rogala and navigate the streets to the Square, putting it at around 11:30 am when the PCs arrive if they leave immediately. Should the PCs dally around for more than 15 minutes in-game (judge’s call) they miss the appearance.

PCs that miss the appearance are able to make Gather Information checks (DC 15) to find out where the Prophet is camped out for the night. Skip to encounter 3.

ENCOUNTER 2 **The Prophet Appears**

Summary: The PCs arrive in Independence Square, which is swamped with people. After

they have some brief interaction with the locals, the Prophet appears with his message for Pekal, heals a dying man through unusual means, and then returns to his campsite.

DM NOTE: If the PCs missed out on the meeting with Professor Ollebeck, then have them hear about some big hullabaloo going on in Independence Square. Direct them towards Independence Square by having them overhear other conversations. “Are you going to the Square to hear the Prophet?” should get their interest since the handout you just gave them explicitly forbids prophesizing in Independence Square. If that doesn’t work, start describing how some of the shops are apparently closed for the day, and how all the people out and about seem to be migrating towards the Square. If they still don’t go for it and miss the appearance, have all the people start migrating back talking about the Prophet’s speech and the miracle that took place. Hopefully they’ll want to see this Prophet by now, and can easily find out where his camp is with a Gather Information check (DC 10) or by following the stream of sick and injured that are exiting Bet Rogala through the North Gate. Skip to encounter 2.

Read the following to the PCs:

Independence Square is a complete madhouse. For as long as anyone has known, the Square has never been as packed with people as it is today. Vendors are taking advantage of the massive crowd by raising prices slightly. Children are running about as adults all discuss the upcoming event with the prophet. You keep one hand on your coin purse and another near to your weapon in case the crowd turns ugly, but everyone seems to be in good spirits along with a healthy dose of anticipation.

The guards have tried to maintain order, but there are simply too many people to police and they have given up. A number of civilians seem to be guarding a makeshift speaking stand, no more than three feet tall and two feet wide, that looks more like an overturned crate with small steps leading up to its top. This stand is surrounded by the thickest throngs of people and the guards cannot seem to get anywhere near it, not to mention anyone else. These people have been here for a long time now and are not about to let some latecomer take a better place than them.

Find out where each PC wants to be during the speech, and what they are doing in the meantime while waiting for the prophet to appear. If anyone wants to be close to the stand, ask for some checks, make a few hidden rolls and then tell them there is simply no way anyone is going to part to let you past. The closest they can get is approximately 60 feet. After that, pushing and shoving gets a massive push and shove back, forcibly moving the PCs away from the stand. If the PCs get violent, make some more rolls and have four guards manage to get to the violent PC and arrest them within one round. Skip to the Conclusion and the adventure is over for those offending PCs. Considering the vast number of civilians that are willing to help the guards eliminate violent threats to the prophet, the PCs are quickly overwhelmed and overpowered. No one wants any harm to befall the prophet, and the guards cannot arrest the prophet until he actually prophesizes in Independence Square. Again, considering the number of civilians, the prophet can prophesy and leave whether the guards want him to or not, since the guards aren't willing to tempt turning the peaceful gathering into a riot. Therefore they are content to stay back and arrest the stray troublemakers that they can reach.

The PCs may wish to purchase items being offered by the vendors. Here is what is available (all items are from Chapter 7 of the Player's Handbook 3.5e):

- All arms and armor except exotic weapons and strength bows are available at twice the market price (free items cost 5 victories);
- Any available arms and armor can be purchased as masterwork at 1.5 times the total market price;
- All adventuring gear is available at 5 times the price;
- Holy water is being offered at 20 victories and various medicinal "Healing Potions" for 30 victories (it's all fake and being sold by snake-oil salesmen who are good at fast-talking and getting out of town before anyone is the wiser);
- All tools and skill kits are available at 3 times the market price;
- All clothing at twice the market price; and

- Food and drink are available at 3 times the market price.

Any other items not listed here are unavailable at the bazaar in Independence Square. Any other equipment that the judge would deem unusual to find at a market bazaar is also not available. Use a healthy dose of common sense when determining this. The judge is also encouraged to offer useless trinkets and cheap souvenirs of the city (nothing totally outlandish such as "I heart Bet Rogala" t-shirts, but cheap glass rings, brass pendants and the like are available. Picture a renaissance festival or flea market that threw up all its cheapest junk at inflated prices). These cheap trinkets are worth whatever the judge can haggle out of the PCs. Most if not all of the vendors are looking to bilk those in the Square out of their money, so if any PCs want to buy the souvenir crap, take them for as much as you can. ☺

Some PCs may want to make Gather Information checks to, well, gather information. Here is what they find out (a check that beats a DC of 10 or higher earns the PC all the information for lower DC's; do not tell them if the info is true or not). Allow circumstance bonuses as you see fit for roleplaying and/or any certed favors they have on their person:

DC 5 – A farm hand tells you that the Prophet is going to speak at noon. (True)

DC 10 – A street beggar mentions that most of the people here arrived during the wee hours of the morning. (True for those closest to the stand)

DC 15 – A young maiden tells you she heard that the Prophet is actually the brother of Prince Kafen, and that is why he is being allowed to speak in Independence Square. (False)

DC 20 – A guard tells you that the Prince knows this crowd is beyond controlling, and that arresting the Prophet will depend upon what he says publicly. (True)

DC 25 – An officer mentions that the Prophet has been granted temporary allowance by the Prince himself to speak today, so long as he doesn't try to gain money or spread despair among the people gathered. (Mostly true)

DC 30 – ***A tall Kalamaran man tells you that the Prophet is actually a diplomat of Kalamar, and that the Prince would like to know the public opinion of Kalamar’s views on the war; hence his being allowed to speak today. (Completely false, and the Kalamaran man himself is in fact a Kalamaran supporter trying to sow discontent)***

DC 35 – ***A woman in the shadows tells you that the Prophet is perceived as a threat by those who have power in the government, and that someone wants the Prophet eliminated. (True)***

DC 40 – ***A robed golden Halfling conspiratorially lets you in on a secret . . . the Prophet is really an old silver dragon from the ancient Kalamaran Empire! The dragon has taken up the role of the Prophet because the true King is going to return to the Kalamaran throne soon. (Cannot be confirmed nor denied at this time . . . ☺)***

After each PC has told you what they are doing and where they want to be when the Prophet arrives, and have performed their desired activity while waiting, continue with the following:

As the crowd continues to mill about, off in the distance the striking of a bell begins to toll. The crowd quiets down as the bell continues. Then you notice a small parting of the throngs of people making its way towards the stand. As the twelfth bell sounds, a humanoid figure steps up onto the makeshift stand.

All eyes are fixed upon this individual, and you can now make out that this person is about the average height of an adult human, wearing tattered robes and using a walking staff. This person appears to be in their mid thirties, and appears to be in good health. The voice that comes forth is a rich baritone, revealing that the individual is male.

What follows is the Prophet’s speech, which is very long, and then a miracle is performed. ***Give the players Player Handout Three.*** This handout allows the players to read the sermon to one another, with each of them taking turns at various points. Doing it this way keeps the players involved and will decrease the feeling that the sermon is dragging on. Have the

players begin reading the speech when you are ready to proceed.

Some PCs may get antsy and wish to take action during this time. Should they start making a fuss, have a number of the nearby civilians shush them. If they continue to be a nuisance, have a guard come over and shush them. If they are still fussy, have the guard escort them out of Independence Square. If anyone wants to know what the crowd is doing, tell them that some are enthralled with what he is saying, others appear to be deep in thought, while others are shaking their heads in disgust.

If any PCs cast Detect Magic or other similar detection spells or powers during the speech, give them Player Handout 2 and tell them that the handout is for their eyes only. Continue on with the speech while they are reading (this represents time and focus lost while the effect takes place). Take the handout back *immediately* after they are finished reading it. If they cast again, tell them the same thing happens, but DO NOT let them read the handout a second time.

Once the sermon is over (ie, the end of Handout Three is reached) refer to the following for possible actions.

The PCs may want to cast spells or manifest powers at this time, or simply try to get close to the Prophet to allow the crystal to work (if they have it). As long as their actions aren’t hostile or intrusive (i.e. interfering with the Prophet’s healing with their own healing abilities), allow them. Any casting of detect spells or powers have the following effects (inform the players privately via notes or by telling them away from the other players):

- Detect Magic: No magical auras can be detected on the Prophet, the injured man, or the woman. However, after one round, a strong aura of magic seems to “grow” from within the injured man. This aura seems to be gaining energy from a rising aura within the woman. How strange! The player may attempt to roll a spellcraft check to determine the school of magic, but it is doomed to failure. No magic like this has ever been observed or categorized before.
- Detect Evil: No evil auras are detected in the Prophet, the injured man, or the woman. There are a smattering of small

evil auras detected among the humongous crowd, however.

- Detect Good: The Prophet has an overwhelming aura of good about him.
- Detect Law/Chaos: No lawful or chaotic auras are detected in the Prophet, the injured man, or the woman. There are a smattering of lawful and chaotic auras detected among the humongous crowd, however.
- Detect Psionics: There is a very weak psionic aura emanating from the Prophet, but it doesn't seem like it is being used on the injured man. However, after one round, a strong psionic aura seems to "grow" from within the injured man. This aura seems to be gaining energy from a rising psionic aura within the woman. How strange! The player may attempt to roll a psicraft check to determine the discipline, but it is doomed to failure. No psionic powers like this have ever been observed or categorized before.

The Prophet holds the leg at the break for a few seconds, and then gives a violent twist. The man screams in pain. The Prophet then gives the leg another small twist and a jerk. The man's screams go higher in pitch, and then suddenly die out. "I need a bucket of water, now!" barks the Prophet. After a few moments, a bucket of water is brought forth. The Prophet takes the water, rinses his hands in it, his lips still moving very slightly.

"He is not breathing," the woman says as she watches, "He is not breathing! He is dead! You have killed him!" She begins wailing and moves as if to strike the Prophet. A Deji man grabs her and holds her back. "Wait!" he exclaims to her. "Wait and see!"

The Prophet then touches the man's face again, this time opening all of the boils. He then produces a small knife from within his robes and prods each of the lesions.

"What are you doing?!" the woman screams at the Prophet. "You are mutilating the body of my dead brother!" She fights the Deji man with all her might, but can't seem to break his grip.

The Prophet then wipes the knife off on the hem of his robe and picks up the bucket of water. He holds it up in the air while staring hard at the man. Then the Prophet pours the water onto the man's face,

neck, and arms. As the water cascades over the man's body, the boils and lesions seem to rinse away, leaving the skin looking pure! The Prophet then pours out the rest onto the man's leg, and the ugly wounds there also disappear! He then wipes the man's eyes, and the swelling instantly goes down. The woman goes silent as the Prophet places his hands on the man's chest and proclaims in a loud voice, "Be free and breathe again, young one." The chest rises as the man takes a deep and sudden breath. The man's eyes flicker open.

The Prophet stands up and extends his hand towards the healed man. "Now, rise and be whole." The healed man takes the Prophet's hand carefully, and then slowly stands. He looks around at the assembled crowd, and then at his sister, who has tears running down her astonished face. The man looks at the Prophet, and then prostrates himself on the ground before him. "Bless you, o wise one, bless you!" His sister then falls to the ground as well, praising him. A number of people in the crowd have also fallen to their knees, and many are beginning to exclaim that a miracle has taken place.

The Prophet raises the man and woman to their feet, smiles kindly, and then begins moving out of Independence Square. The crowd follows him as he makes his way out of Bet Rogala.

The PCs should want to follow the Prophet. If not, simply steer them gently towards the campsite for encounter 2.

ENCOUNTER 3

The Camp of Miracles

Summary: The PCs visit the campsite where the Prophet is staying. After a bit of discussion, the Prophet is attacked by assassins.

Once the PCs decide to visit the campsite, continue with the following:

The campground is just outside the North Gate. Normally those who cannot afford to stay at an inn camp outside the city walls, and there is all manner of tents and lean-to's to be found here. There are all kinds of races camped out, from dwarves to halflings to elves to humans to gnomes – practically every civilized race is represented among the throngs here, even hobgoblins. You notice

there is a long line of ill and injured people winding its way among the small structures, leading up to a larger orange tent big enough to accommodate four sleeping adult humans.

Let the PCs decide what they want to do. If they ask around, the Prophet's tent is the large orange one that has attracted so much attention. Most folks simply want to keep to themselves and don't have much to say to strangers.

Once the PCs decide to visit the tent, read on:

As you approach the tent, you notice there are two Deji humans that are guarding either side of the entrance. Two more guard the back, and there is one on each side of the tent. The outside of the tent is very well lit, making it impossible to approach without being seen by at least one of them. As you move closer, they notice you and tense up as if anticipating trouble.

Let the PCs speak to the guards. They are there to ensure the steady flow of traffic for the line of people, and to make sure no one tries to duck in through the sides or back. If the PCs wish to be admitted peacefully, they have to go to the end of the line and wait their turn. If the PCs wish to use Diplomacy, up to three total Diplomacy checks may be made and the guards start out at Indifferent. If one or a combination of checks can move their attitude to Helpful, then the PCs are admitted entrance to the tent. Any mention of the College, any temples, official business in the name of the Prince, or breaking of the law in Independence Square immediately moves their attitude to Unfriendly. They become very suspicious and absolutely refuse them entrance into the tent. The PCs may attempt to bribe the guards, but anything less than 300 Victories per guard results in refusal of the bribe. They are extremely loyal to the Prophet and are prepared to give their lives to protect him.

Tent Guards (8): Male Human, Bbn1: CR 1; Medium Humanoid ; HD 1d12(Barbarian) ; hp 12; Init +3; Spd 30; AC:17 (Flatfooted:14 Touch:13); Base Atk/Grapple +1/+9, Atk +5 (1d6+6, 18-20/x2 Scimitar); AL N; SV Fort +2, Ref +3, Will +1; STR 18, DEX 16, CON 10, INT 13, WIS 13, CHA 10, Feats: Improved Grapple, Improved Unarmed Strike, Weapons: Scimitar; Armor: Scale mail

Should a fight break out, the guards try to subdue the PCs using nonlethal attacks. If the PCs draw weapons and/or cause any lethal damage, a cry goes up and the men in tents nearby (around 50 or so) all come running with clubs, shovels, and torches. The PCs involved immediately receive the "Bad Rep in Bet Rogala" and "Disdain of Followers of the Prophet" certs, as word of their actions spreads like wildfire, and they are arrested. Skip to the Conclusion, and the adventure is over.

If the PCs decide to wait in line, it is well after dark by the time they arrive in the tent.

If the PCs manage to get inside the tent, then continue:

The inside of the tent is very warm and humid. The smell of unwashed bodies permeates the air. The Prophet sits on a reed mat, the sleeves of his robe rolled up as he rinses his hands and arms with water from a bucket resting beside him. Standing nearby is a tall, muscular Deji (the same one that held the woman in the Square earlier), armed with a serrated scimitar. He watches you sternly as the Prophet gestures to a few mats. "Please, be at ease. No harm shall come to you within this tent. I can tell you are here for answers and are not in need of my services beyond discussion. That is just as well, as I am a bit weary from my work this evening, and could use a few moments of peaceful talk."

Here is the PCs chance for a one-on-one with the Prophet. Be careful in how you handle this encounter. The character of the Prophet can potentially cause trouble for the Judge. Here is a character that the PCs may perceive as an endless font of knowledge or a cure machine. While the author believes most Living Kalamar players will not abuse the idea of such a character, the Judge is encouraged to use caution with regards to roleplaying the Prophet, as his knowledge goes beyond the scope of this adventure.

It is vital that the Judge try to handle the encounters with the Prophet very delicately. Try not to deviate too much from what is presented here and if the PCs start asking difficult questions, have the Prophet smile silently for a few moments, and then say something to the effect of "It is not time yet for that to be

revealed.” Be elusive and mysterious, but not argumentative.

The Prophet is a peacemaker and completely altruistic. While he does have the power within him to raze Bet Rogala to the ground, he does not use any of it in any selfish way or cause pain to others in any way, including physically attacking his own attackers. The Prophet would rather die than personally and intentionally (or unintentionally) inflict pain and suffering on any living creature, and goes to great lengths to cease the pain and suffering of others. However euthanasia is NEVER an option for the Prophet.

Here are some responses to questions the PCs may have:

-What is your real name?-

“What does it matter what my real name is? My name is not who I am. What name would you prefer? I have been called Prophet, wise one, and healer. Those names state what I do, but are not the name of my true self.”

-Did you really mean what you said about the city’s poor being our only hope?-

“I speak only what I perceive as truth. That perception may or may not be shared as truth by others. Decide for yourself if what I said is true or not.”

-You said some pretty harsh things about the church, the college, the Prince, etc.-

“I speak honestly to those that have been lied to. If speaking truth were a criminal offense then this land would be filled with corpses and dishonest people. I do not believe that is so, as I am still here.”

-Aren’t you afraid of being arrested and possibly killed for speaking your so-called “truths”?-

“If I were afraid I would not speak.”

-What you did earlier today is an Offense Against the Crown.-

“If that is true, why am I here and not locked away in the Towers? If what I did earlier today was so awful, would not the Prince dispatch his personal guards to come arrest me? Would he not have broken up the crowd before I spoke, arrested me while I spoke, stopped me while healing the broken man, or dragged me away at some time between when I left Independence Square

and this discussion? What I spoke were words that needed to be said. That is all.

-How do you know we are not here to arrest you?-

He points to himself. “Remember? There are those that call me Prophet. If you are here to arrest me then do so. I however believe you have been told not to by a higher power.”

-How did you heal that man?-

The Prophet smiles a little, and shrugs. “It is a gift that was given to me long ago. I believe such a gift was meant to be shared with all who are truly in need.”

-Do you use magic?-

The Prophet simply smiles and shrugs.

-Do you use psionics?-

The Prophet simply smiles and shrugs. “If I did would you expect me to admit it?”

-Where do your prophecies come from?-

“You may as well ask where does the wind come from, or where do we go when we dream? I wish I could answer, but I cannot.”

-Do you draw your power from a divine source?-

“Who can say? If I say yes you will want to know which deity. If I say no you will think I am deceiving you. I serve those who are in need, and where the power comes from I cannot tell you. Let me ask you this - if you had the same power, would you wonder where it came from and waste your days trying to answer this question, or would you accept the gift and put it to good use?”

-They say you came from the Mounds.-

“I did spend time in the Mounds district, aye. If you meant to ask if I were born there, then nay, I was not.”

-Where were you born?-

“My birthplace is as unimportant as my real name. What does it matter? My place of birth does not define who I am. What is important is I am here now.”

-Do you mind holding onto this crystal for a while?-

The Prophet sighs and looks at you as if to say, “Oh, please. Give me some credit, here.”

-Why are you here in Bet Rogala?-

"I am here because I am meant to be here. A chain of events is about to begin, and if I am not here at this time, it will not occur."

-What will not occur?-

The Prophet smiles and says, "If I told you, then it won't happen. Prophecy is funny that way."

-We would like to offer our services as bodyguards during your time here in Bet Rogala.-

The large Deji man speaks up. "Wise One needs no bodyguards so long as Jykresh is here." He reaches for his scimitar, but the Prophet holds up a hand.

"Jykresh! That is not how my guests are to be treated. As it is, we do not know anyone here in Bet Rogala, and I can see I can trust these good people. To be honest, I am more accustomed to small towns and villages, and do not feel comfortable in the big city. I could use a little help from someone trustworthy and who knows the city well enough to safeguard me from straying into any local lines of fire, such as wandering into the wrong part of town. I may be a prophet, but I am no city dweller. I cannot offer any payment except my gratitude for your services. Is that acceptable?"

DM NOTE: The Prophet only has a Seefarth (a silver piece) and a few Coppers on his person. If the PCs accept the terms, then they have found their way to remain close to the Prophet.

If no, then continue:

The Prophet sighs. "No? That is a shame. Oh, it is alright. I understand that while gratitude is nice, it does not buy you food or pay for your rent."

-Tell my fortune.-

The Prophet says with a grin, "Do not seek that which you are incapable of comprehending."

-What number am I thinking of right now?-

Words cannot describe how tempting it is to have the DM exclaim, "Sixty-Nine, dude!" and proceed to rock out on air guitar. As humorous as that would be (and the author bets that

answer would be right 9 times out of 10), instead read the following:

The Prophet gives a big sigh. "I am called Prophet, not Mind Reader. If it is sorcery or parlor tricks you wish, visit the College of Magic or hire a street magician to entertain you. I speak truths, not waste time pulling rabbits out of milk jugs or hiding balls under cups."

If any PCs move to attack the Prophet:

In less time than it takes to blink, Jykresh draws his serrated scimitar and places its edge at your throat. "I would not do that if I were you," he says in a calm, yet threatening, tone.

If the PCs back down:

Jykresh slowly places his weapon back into its loop on his belt. "That was exciting, was it not?" asks the Prophet with a smile, "I believe this means good night to all of you. May peace find you this night, and may you awaken in the morning ready to face the challenges of the day." You are then escorted out of the tent by Jykresh.

Skip to the assassin attack.

If the PCs continue to attack, the Prophet calls for help as he moves out of the tent. Jykresh gains an automatic critical hit on the threatened PC as he viciously tears out their throat with his weapon. (Hey, a serrated scimitar across the throat is a serrated scimitar across the throat, and the PC should not have attacked in the first place.)

Jykresh: hp 42, Init +6, Spd 30 ft, AC 17 (FF 14, T 13), Atk +9 (1d6+7, 18-20/x3 Serrated Scimitar), SV Fort +7 Ref +4 Will +5

Jykresh continues to fight until either the attackers yield or he is struck down. The two guards outside enter the tent on the second round if no PCs follow the Prophet outside. On the third round, the men from the nearby tents (around 15 or so) come running up with clubs and torches. On the fourth round, the rest of the men from the further tents come running (around 35 or so) with their clubs and torches. The PCs are subdued, arrested, and placed in the custody of the constabulary, and the adventure comes to an end. They receive xp rewards up to this point in the adventure, but are not given

their second payment due to their mission being incomplete. Skip to the Conclusion.

If the PCs have no other questions or you feel time is short, read the following:

The Prophet lets loose a big yawn and stretches. "I have enjoyed our time together this evening, but I am afraid I may have overexerted myself this day. I hope you will excuse me, but I am quite tired and in need of rest." He escorts you outside the tent, where all has gone quiet, the many people having gone to sleep long ago. The only ones awake other than Jykresh and the Prophet are the tent guards. "I intend to speak again tomorrow. I would very much like for you to be there. What say you?"

Have the PCs make a Spot check (DC 20). Those that make the check are not surprised as they notice dark figures moving nearby in the night. Those that do not make the check are surprised.

Just as you are about to give your answer, an arrow strikes the tent just inches from the Prophet's head! Assassins!

One assassin has already gone first in the surprise round, hence the arrow that just missed its mark. Run the rest of the assassins and the PCs that made their Spot check through the surprise round, then run combat as normal. The Prophet is pulled back into the tent by Jykresh, while the guards take up ready positions nearer to the tent to attack any assassins that enter their threatened spaces. The PCs should be chomping at the bit for some combat by now, so don't disappoint them. When there are two or fewer assassins left standing, they attempt to flee.

ATL 1 (EL)

Crossbow Assassins (2)

HP: 9, 9

Melee Assassins (2)

HP: 9, 9

ATL 3 (EL)

Crossbow Assassins (3)

HP: 14, 13, 12

Melee Assassins (2)

HP: 15, 11

ATL 5 (EL)

Crossbow Assassins (3)

HP: 24, 20, 17

Melee Assassins (3)

HP: 27, 18, 15

ATL 7 (EL)

Crossbow Assassins (4)

HP: 28, 21, 20, 19

Melee Assassins (3)

HP: 29, 25, 24

ATL 9 (EL)

Crossbow Assassins (4)

HP: 37, 36, 28, 26

Melee Assassins (4)

HP: 38, 35, 34, 30

TACTICS: The assassins are there to kill the Prophet. They all saw him being dragged into the tent, so those with bows pepper the tent with arrows while the rest attempt to overpower the guards in order to enter the tent and slaughter the Prophet. They won't be paid more for killing the PCs, so they avoid combat with them (including attacks of opportunities) and stay focused on their goal. Bowmen step away from PCs that close with them and continue to fire at the tent. This should present a problem for the PCs as the assassins continue to avoid their attacks and single-mindedly attempt to finish their goal. Should all the melee assassins be killed leaving more than two bowmen, they begin to pick off the guards as well as fire at the tent.

For each shot that is fired at the tent roll a d20. On a natural 20 then someone in the tent has been hit. Roll the d20 again and if the result is 15 to 20 then the Prophet has been hit. 14 and below indicates that the guard has been hit. This simplified system allows for the fact that they are inside a tent with full cover and that the guard is actively trying to take shots meant for the Prophet and if the assassins roll high numbers then it rewards them for good shooting.

Keep a tally of how many times each are hit, not of how much damage is dealt. Should combat last until the eighth round and there are still assassins with bows, they light their arrows on fire and shoot at the tent in the hopes of sending the tent up in flames and smoking out the Prophet.

The guards remain in their places with readied actions to attack any opponent entering their threatened area. This includes the PCs if the

PCs decide to take this opportunity to attack the guards.

Once the combat is ended, note how many guards are still standing and how many hits Jykresh and the Prophet received. If the Prophet received more than 6 hits, he dies, and the adventure is over. The PCs receive xp up to this point and can keep any gold earned so far. If Jykresh received more than 10 hits, he dies, forcing the Prophet to leave Bet Rogala, and the adventure is over. Skip to the Conclusion.

If both are still standing, read the following:

As the fighting dies down, a number of common folk come running up. There is loud shouting and general confused murmuring. These give way to sighs of relief as the Prophet appears.

“Worry not, I am still alive, thanks to these fine individuals. Please make sure their wounds are tended to and that they receive a proper place of rest for the night. They are personal friends of mine, so I expect them to be treated as such.” Several women move forward with cloth and water to see to your wounds, while a number of people begin discussing which tent you will stay in.

The Prophet smiles at you and says, “I owe you my life, adventurers. At least that is how it appears. Although from a certain point of view you owe me your lives.” With a most unusual smile, the Prophet leaves you to the care of his followers.

The healing women do well enough in their bindings and medicines to enable natural healing overnight plus an additional number of hit points equal to half the PCs level, rounded up. Should any of the PCs complain that the Prophet should heal them, have the Prophet tell the PCs that he is exhausted after healing for most of the day. In either case, should any PCs still be in bad shape at the start of Encounter 3, have the Prophet visit them in the morning and perform a Maximized Cure Light Wounds for PCs level 1 to 4, and a Maximized Cure Moderate Wounds for PCs level 5 to 9. The Prophet's caster level is high enough to yield the maximum amount of hit points.

ENCOUNTER 4

The Prophet Appears, Day Two

Summary: The PCs accompany the Prophet to Independence Square for a second public speech. As the Prophet begins, assassins strike and then run into the sewers to escape.

The Prophet has asked you to escort him to Independence Square so he may speak again. Seeing as you still need to stay close to him and observe his “magic”, you have agreed to provide some assistance, despite Jykresh’s apprehensions towards all of you. It is obvious that he does not trust you, and he has not said much since last night.

You had managed to overhear a conversation between the Prophet and Jykresh, where Jykresh expressed his opposition to having you so close to the Prophet. The Prophet simply laughed off his concerns and told Jykresh that you would accompany him whether Jykresh liked it or not. The Prophet said something about his destiny being in the hands of the adventurers, and that your services would be tested soon. Jykresh then stormed out of the tent and took up his position as guard for the rest of the night.

The next morning saw Jykresh giving you orders for inner perimeter guard, allowing you to remain within thirty feet but no closer than fifteen feet to the Prophet once he takes his place upon the makeshift stand. No amount of arguing or diplomacy would sway Jykresh’s stance on the matter, and the Prophet begrudgingly accepted his judgment. These positions would place you in the thickest parts of the crowd, and reach weapons would be impossible to wield. “Your job is to keep watch for assassins that may attempt to attack the Prophet using knives or daggers, and to prevent those who would threaten him from getting any closer to the Prophet,” Jykresh stated bluntly.

Now you are here in Independence Square, and the city guards have eyed you all very suspiciously ever since your arrival. The crowds have not seemed to have left, and in fact seem to be larger. People have taken to leaning out of windows, standing on merchant carts, and sitting on top of nearby buildings. While the crowd seems very jubilant and has welcomed the Prophet very loudly, something has set off your inner

danger sense. There is some hidden force out in the crowd, something sinister at work.

“My friends of Bet Rogala,” begins the Prophet, “I have returned to Independence Square this day to provide you with further guidance. Yesterday I told you that the least of your citizens are your only hope. Today I shall tell you how to take hold of this hope and fan its flames so that you will taste true victory.”

Call for a Spot check. Read the following to the PC with the highest result:

As you are scanning the crowd, a glint of light catches your eye. As you shade your eyes from the noon sun, you make out a humanoid figure standing on a balcony with a crossbow aimed directly at the Prophet! You then look about the Square, and notice a number of other crossbow assassins also taking aim!

Ask the PC what they want to do. Before allowing them to take action, continue with the following:

You notice that Jykresh has also spied the assassins. As the bolts are fired, Jykresh tackles the Prophet. Two bolts lance into his side and back. The crowd erupts in screams of panic, with a number of them swarming up to the Prophet. The city guards attempt to gain control, but the mass chaos is beyond their abilities. The assassins drop into the street below them in an attempt to use the crowd as cover, and unless something is done they are likely to get away. Jykresh is probably seriously injured, and there is no way to tell if the Prophet has been hurt.

Ask each PC what they are going to do. Most should be going after the assassins. If any run to check on the Prophet, read the following:

You push and shove your way through the people. Blood covers the makeshift stand and Jykresh is lying on the ground with two crossbow bolts deep in his side and back. The Prophet is next to him, trying to stop the bleeding with his robes. He looks up as you emerge from the crowd. “I am alright, but Jykresh requires my undivided attention right now. Should you not be elsewhere chasing down the ones responsible for this heinous act?”

If the PCs do not immediately pursue the assassins at this point, they get away. If the PCs choose to pursue, pick a PC at random and continue:

You run towards the nearest assassin balcony, looking through the crowd for the assailant. As you break through to the edge of Independence Square, you notice two humanoids carrying crossbows duck into an alley off of South Merchant Way. Shouting for your friends, you race down the street.

As you reach the alley, you see a humanoid figure disappear down an open sewer grate.

Anyone with Wisdom of 8 or better knows that going into the sewers is not only illegal, but extremely dangerous. Potential floods from rainwater aside, all manner of filth and disease exists down there, as well as untold horrors that lurk in the dark maze that is Bet Rogala’s sewer system. The only citizens allowed down into its depths are the Dungeoneers, a city municipal group that oversees the proper functioning of the sewer system by removing blockages, repairing broken down lines, and eliminating stray monsters. The Dungeoneers are also the only group that has access to maps of the sewer system. Should any PCs be a member of the Dungeoneers, the next encounter is a lot easier.

If the PCs choose not to go into the sewers, the assassins get away. If the PCs do go into the sewers, continue on to the next encounter.

ENCOUNTER 5 **Into the Sewers**

Summary: The PCs pursue the assassins into the deeper parts of Bet Rogala’s sewers.

You drop through the sewer grate into knee deep filth and water. The stench is overwhelming. You begin to fight the urge to retch.

Each PC must make a DC 16 Fortitude Save now **and each time they enter a new tunnel** to avoid being nauseated for the entire time they are down in the sewers. Each successful save grants a +2 cumulative bonus to the next saving throw as the PC becomes acclimated to the smell. PCs who fail become nauseated for the entire time they are within the sewers, and do

not need to continue making saving throws for each new tunnel for as long as they are nauseated. Finding a grate or opening and breathing fresh air for 3 rounds will change the PCs status from nauseated to sickened, and breathing fresh air for 10 rounds completely removes all status effects. However, this gives the assassins more time to escape. Delay Poison lowers a nauseated character to sickened, and a sickened character to normal. Remove Disease and Neutralize Poison completely remove all status effects.

The PCs may wish to Track the assassins to follow them. This is not going to be easy (DC 18 + ATL Survival check each time a new tunnel is entered), as the Bet Rogala sewer system is a maze of confusing tunnels winding underneath the entire city, and the assassins are moving towards their rendezvous point using the flow to cover their tracks. The assassins are making more noise as they move, however, and a DC 16 Listen check at the correct tunnel crossroads allows the PCs to follow the assassins. Failure by 4 or less gives the PCs a 50% chance of picking the right tunnel. Failure by 5 or more sends the PCs down a wrong tunnel. The judge should make these Listen checks for the PCs, and tell each PC their results individually. Let them work out among each other who they think is correct in their assessment. ☺

As the PCs enter a new tunnel (and after they make their Fortitude Save to avoid being nauseated), roll a d12:

1-2: Big rats! A number of Dire Rats equal to ATL attacks the party. See Monster Manual 3.5e, pg. 64.

3-6: Exposure to disease. The filth and stench built up in the tunnel has made inhaling the very air dangerous. This involves a separate save from the one to avoid being nauseated. (Mindfire: Infection Inhaled; DC 12; Incubation 1 day; Damage 1d4 Int. See DMG 3.5e, pg 292.)

7-10: Nothing happens.

11-12: Exposure to disease. Fleas leap from a group of nearby sewer rats onto the PCs. (The Black Plague A.K.A. Kiss of the Rotlord: Infection Contact; DC 16; Incubation 1d6 days; Damage 1d6 Str, 1d6 Con, 1d2 Int. The victim must make three

successful Fortitude saving throws in a row to recover from the Black Plague. Elves are naturally immune to the Black Plague. **See appendix.**)

As the tunnels become smaller and smaller, reach weapons, heavy armor and shields (except bucklers) need to be left behind in order to crawl through the tertiary lines. If a PC stubbornly refuses to relinquish these items in order to continue the pursuit, they may choose to return to the surface and wait, remain in the sewers and risk further exposure to its dangers, or try to find another detour (which will cost time).

The idea is that the assassins are just ahead of the PCs, and the PCs catch up just as the assassins reach their rendezvous point. Do not let them catch the assassins in the sewerlines.

You follow the sounds (or tracks) of your quarry through the main tunnel, which is quite wide – six feet tall and ten feet wide with a deep trench down the middle. As you continue to follow, you are sent down into a secondary line which is five feet tall and five feet wide. Then, you are forced to duck down as you follow into a concentration of tertiary lines. These tunnels are very small, almost claustrophobic, and at times you find yourself crawling through the slime and muck just to get through.

The tunnels seem to twist and turn in various directions. After what seems like an eternity, you finally emerge into a dimly lit area.

You see light emitting from a tunnel up ahead. As you approach, you hear lowered voices echoing as if in a large chamber.

You move towards the edge of the lit tunnel. You peek around the edge and see a large area where a number of tertiary ducts have been clogged, providing a sort of room in this maze of filth.

Within this room are the assassins you saw earlier, seemingly out of breath and speaking in a rapid fire of quiet words.

If any of the PCs speak Low Kalamaran, read the following to them:

“Did anyone follow you?”

“Nay, and you?”

"We had some trouble, but we are sure we lost them."

"Good. We now have to go to . . . (sounds of a scroll case being opened and a scroll being unfurled, some murmuring) A sack containing your reward is being guarded . . ." the voice trails off.

"I need a rest before we trek through these sewers again."

"Right, no one is going to find us here anyway, so rest for a bit, and then we get moving."

"Aye, we gave those do-gooders quite the goose-chase, did we not?"

"Aye, they will be lost down here for months before they realize where we went."

(General snickering)

Hopefully such taunting causes the PCs to engage. If the PCs decide to wait for them to come out, the assassins leave through another passage, and get away. Any attempt to track or listen for them is met with failure, as the assassins are now moving more stealthily and covering their tracks to avoid any attention from the Dungeoneers. Skip to Encounter 6, reword as necessary.

ATL 1 (EL)

Crossbow Assassins (4)

HP: 9 (all)

ATL 3 (EL)

Crossbow Assassins (4)

HP: 14, 13, 12, 11

ATL 5 (EL)

Crossbow Assassins (4)

HP: 24, 20, 20, 17

ATL 7 (EL)

Crossbow Assassins (4)

HP: 28, 21, 20, 19

ATL 9 (EL)

Crossbow Assassins (4)

HP: 37, 36, 28, 26

Possessions: See Awards below for loot. Among the assassins belongings there is a note written in some kind of code. The PC with the highest search check finds a highly detailed map of the sewers. A DC 27 Knowledge: Bet Rogala check or any PC that is a member of the Dungeoneers recognizes the map as an official Dungeoneers record of the sewers that is only given to high ranking members. The date of

completion on the map is only a few weeks old, signifying that this is a very accurate map of all the lines running underneath Bet Rogala.

TACTICS: The assassins all go on the same initiative. They all fire their crossbows at a single target, coordinating their ranged attacks in an attempt to bring down one or two opponents before moving into melee. They target the PCs that appear to be healers first (clerics, druids, and paladins), then magic users (wizards, sorcerers and bards), then rogues, and finally the fighter types (barbarians, fighters). They target humans first (to take advantage of their favored enemy bonuses), then elves (their second favored enemy), then other races. During ranged attacks, they form a line to improve their shots. When pressed into melee, they move into a 10'-by-10' block formation in order to avoid being flanked.

In melee they always attack the PC that is the most damaged first before attacking a new PC, and surround that PC if it is likely they can bring them down in that round. These assassins are toughs from Old Town, and while they don't have much book smarts, they do have their act together when it comes to ganging up on the weak and defending themselves against a bigger group of foes.

They do not perform coup de grace, preferring to loot and run after a fight is done than stick around slaughtering their foes. Should the entire party be dropped, the assassins loot them for coin, gems, and any other valuable looking items, i.e. easy-to-carry masterwork, silvered, or magical weapons, special or superior items, potions and scrolls, obvious magical items such as bags of holding or the like (if there are any such items, the assassins use them to carry more of the PCs belongings), jewelry, and anything else that is easy to carry and looks valuable. They do NOT take spellbooks (having seen what happens to thieves that take personal property of those affiliated with the College of Magic), holy symbols (same reason as spellbooks), medals, pins, or any other guild or meta-org related decorations, or any mundane items that are easily obtained through the open market. Fangs of Vevisalakale are taken, but returned within a week as the constabulary is informed by pawn shop owners when one shows up off the street. The PCs are found by the Dungeoneers and brought back above ground.

Should the PCs successfully defeat the assassins, check the time left to run the

adventure, how badly the PCs are damaged, and what resources they have left (i.e. Spells, potions, x/day abilities, etc.). If in the judges opinion the PCs are fit to fight another encounter and there is time left in the round, continue immediately to Encounter 6, leaving no time to loot bodies before the attack. If the PCs are in really bad shape, or time is short, then skip to the Dungeoneers entrance in Encounter 6.

ENCOUNTER 6 **Dangerous Denizens**

Summary: If the PCs have escaped relatively unscathed and/or there is still time left, then run this encounter, where some denizens of the sewers are looking for fresh meat. A group of Dungeoneers arrives on the scene either just in time or shortly after the fight.

An altogether different pungent smell washes over your nose. As you look around at your fellow adventurers, the smell grows worse. Several creatures emerge (or a creature emerges, depending on ATL) out of the darkness, looking for a meal.

ATL 1 (EL 1)
Dire Rats (3)
HP: 7, 7, 3

ATL 3 (EL 3)
Large Monstrous Centipedes (3)
HP: 16, 12, 12

ATL 5 (EL 5)
Rust Monsters (2)
HP: 35, 31

ATL 7 (EL 7)
Carrion Crawlers (3)
HP: 26, 21, 17

ATL 9 (EL 9)
Large Gibbering Moulder (1)
HP: 84

All creatures block the way out of the sewer line and engage the PCs as much as possible, even going so far as to chase them down. It isn't often that fresh meat comes this far into the sewers, and the creatures take advantage of the opportunity for a satisfying meal.

By this time, the PCs should be scrambling to defeat the beast(s) as quickly as possible and

get the heck out of the sewers. It's highly likely that a couple of PCs will drop in this encounter after fighting the assassins. Avoid the urge to go easy on them. There's a very good reason why nobody in their right mind goes this deep into the sewers.

After 5 rounds of combat, or if things take a serious turn for the worse, or if the PCs defeat the creature(s) in under 5 rounds, whatever occurs first, a group of Dungeoneers show up to lend a hand.

Three humanoid figures emerge from the nearby tunnel. A male dwarf, a female half-elf, and a male halfling enter armed and ready for a fight. The dwarf looks at all of you and nods to his team. "Here they are."

After the excitement in Independence Square, the town guard received word of the adventurers heading into the sewers to catch the assassins. The Dungeoneers were alerted, and a team was immediately sent out to find them before something "bad" happened to them.

ATL 1
Name: Male Dwarf Ftr 3
Name: Female Half-Elf Rgr 1
Name: Male Halfling Rog 1

ATL 3
Name: Male Dwarf Ftr 5
Name: Female Half-Elf Rgr 3
Name: Male Halfling Rog 3

ATL 5
Name: Male Dwarf Ftr 7
Name: Female Half-Elf Rgr 5
Name: Male Halfling Rog 5

ATL 7
Name: Male Dwarf Ftr 9
Name: Female Half-Elf Rgr 7
Name: Male Halfling Rog 7

ATL 9
Name: Male Dwarf Ftr 11
Name: Female Half-Elf Rgr 9
Name: Male Halfling Rog 9

TACTICS: The Dungeoneers are here to help out to the best of their abilities. Each is familiar with how best to fight the monsters of the deep sewers. They flank with PCs and help dispatch foes as quickly as possible. If any PC has the

feat Hammer and Anvil, be sure to have the Dwarf and Halfling flank with them.

Once combat is over, read:

The dwarf moves towards you. "You are lucky we found you when we did. This is one of the worst areas of the sewer to be in. The Dungeoneers are in this area twice a week destroying pests and clearing blockages. There were no scheduled cleanings or repairs in this area for today, and had the town guard not alerted us you were here, you could have ended up much worse."

The PCs may now loot the bodies of the assassins. If they show the map to the dwarf, he looks very concerned and insists that all of the PCs accompany him to Dungeoneer Headquarters for a full and accurate report. None of the Dungeoneers can decipher the coded note. A DC 39 Decipher Script check reveals the following: *Ensure no one follows. A sack containing your reward is being guarded below the Ribcage. Bring a rabbit and ask for stew meat.* Comprehend Languages reveals nothing, as this is an encoded message and not an unknown language.

ENCOUNTER 7

The Ribcage

Summary: If the PCs are able to decipher the note, they may wish to go to the Ribcage that night to see what happens. They are sent downstairs where the "butchers" attempt to murder them.

DM NOTE: This encounter ONLY occurs if the PCs decipher the encoded note and wish to go to the Ribcage that night. Chances are high that PCs will die even at ATL 9, so the DM is encouraged to make sure that the heroes have a feeling that this is a very bad idea.

A DC 15 Knowledge: Bet Rogala check reveals the Ribcage to be the largest butcher shop in the city, and at night a portion of it opens up as a tavern for the local workers and stray adventurers in the area.

Heading into Old Town is not a good idea during the day. Going to the largest butcher shop in Bet Rogala that just happens to be in downtown Old Town at night would be

considered suicidal by most right thinking citizens of Bet Rogala.

Still, here you are, outside the bloodiest building in the city, the Ribcage. Known for its choice cuts and varieties of meats, it doubles as a tavern for the "late-night" clientele.

The smell of fresh meat hits your nostrils as you enter the establishment. There are a few tables nearby, with tough looking dockworkers and other dangerous looking characters in the same profession as yourselves (only perhaps with fewer scruples) seated or standing and drinking what looks like GutBruiser but smells far worse.

There is a dart contest going on in the corner, where the targets are a few stray rats being kept in a cage until their turn is up. One of the rats is let out and it scurries for cover before it is skewered by a thrown dart, stuck to whatever surface it managed to get to before its impending death. No money is changing hands, and the participants are taking great pleasure in skillfully killing their prey, occasionally making called shots as to which part of the rat will be hit.

The only other sounds to be heard here is the repetitive sound of a meat cleaver chopping through bone and sinew somewhere in the back of the building.

As you take in the place, a rather heavy, dirty-haired bar wench with an impressively sized gross hairy mole on her left cheek and three good teeth approaches with a limp on her right side. Her clothes are stained in all kinds of indescribable patches that look awful, and her arms are covered in tattoos. She reeks of stale perfume and dead rotten animal flesh, and her breath is not much better. It is difficult to tell if this is a tall dwarven woman or a short and stout human female and more difficult to tell which eye is supposed to be looking at you and which one is not. "Wotcher want?" she says in a husky voice that further confuses you as to whether or not this is a female at all.

Allow the PCs to react. If they brought a rabbit and ask for stew meat, the bar wench directs them to the meat counter.

Behind the counter is a very large and dirty old man. With only one eye and a meat cleaver where a hand should be, this must be one of the butchers and the source of the

chopping sounds. He looks up at you with his one eye. "Eh?"

If the PCs present a rabbit and ask for stew meat, the butcher directs them to a doorway and tells them to "G'won down stirs teh Rastus. He fix yeh up a treat." He then resumes chopping. Any further questioning gets a threatening wag of the cleaver in the PCs direction, a point to the door and a brusque, "Git!"

The door opens and the smell of animals, entrails and bodily fluids pervades the stairway as you descend to a lower level of the building. The sounds of chains and the cries of animals waiting for the slaughter are all that can be heard. As you reach the bottom, you see three men who look as though each could beat an ox in a tug of war, wrestling animals down and killing them one by one using rather hideous means.

One hangs an animal upside down by its legs and slices open its throat, allowing the blood to spill out into a tub.

Another ties an animal down and beats in its head with a big club.

The third hangs an animal up on three large hooks attached to chains. He pulls a nearby lever and the chains pull violently taut, ripping open the animal and killing it instantly, yet gruesomely.

As you watch, you note each of these humanoids are somehow deformed, as if parts of their bodies were grafted or stitched on in places, giving them a very sinister and nightmarish appearance. The one with the club looks at you, and a terrible guttural snarl emerges from its mouth. The other two look up, grab nearby implements of slaughter, and begin moving towards you.

ALL ATLs (EL 10)

Flesh Golems (3) HP: 89, 78, 75

TACTICS: The flesh golems have been instructed how to slaughter animals using all the tools at their disposal, and have no mercy or moral dilemmas about doing their job. They can swing medium-sized greatclubs, slice with large-sized daggers, flay flesh with large-sized cleavers, and hack with large-sized handaxes. Their methods are brutal and horrifyingly efficient, each one performing its task methodically and without compassion. They

have been further instructed for tonight that they are to slaughter anyone that comes down the stairs. DO NOT give the PCs an easy escape. If they die here, then they die here.

The PCs are expected to be murdered, butchered, and sold for consumption the next day. The mastermind behind the assassination attempt wants no one left alive that could possibly endanger their security, and so arranged for this convenient method of removing those involved who have no further use.

This is not a fight the PCs are expected to win, and their best choice is to run. Unfortunately the door at the top of the stairs has been barred shut from the other side, and the old man declared the Ribcage closed shortly after the PCs entered the doorway. The Ribcage is now locked up and empty save for the lower basement. They could try to bash their way through the upper door (Strong Wooden Door: 2 in. thick, 20 HP, Hardness 5, Break DC 25, barred from the other side) to escape, but the flesh golems take turns grabbing at one of them and dragging them back down to the basement to be slaughtered.

There are two other ways out of the basement; the stock animal entrance and the rope-and-pulley service elevator that the flesh golems use to send the dead meat up to the butchers above.

The stock animal entrance is more of a chute that angles up to the surface at a degree that makes it impossible for animals to walk up, but an able-bodied adventurer could feasibly climb their way out with three DC 16 Climb checks (failure by 4 or less indicates no progress, failure by 5 or more results in the PC sliding back down the chute to the slaughter room, potentially knocking other fellow PCs down in the process; DC 15 Reflex Save to avoid being knocked down by a sliding PC). Once at the top, the PCs have to somehow open the heavy wooden storm doors that have been barred from the outside (Same stats as for the basement door). The chute is long enough to accommodate up to seven medium-sized creatures, and while it is large enough to accommodate a fattened cow, the flesh golems are too big and clumsy to try to follow the PCs should they try to escape through this route.

The service elevator leads directly up to the cutting rooms above where the butchers slice

the meat and separate the good from the bad. It is large enough to accommodate up to one medium-sized creature. Since the elevator requires at least one person outside the elevator to pull the rope to raise and lower the elevator, this is a more dangerous option than the stock animal entrance, however if one PC is able to reach the top, they could then open the basement door and set their fellow companions free. It takes three DC 18 Strength checks (or two DC 23 Strength checks or one DC 28 Strength check) to fully raise or lower the elevator, and up to two other PCs may assist a primary puller. The elevator starts in the raised position, meaning the PCs need to lower it before they can attempt an escape.

Either way, the PCs must avoid the flesh golems and the panicking animals that are in their way in order to get to their method of escape.

If the PCs make their way out of the basement, the flesh golems return to their job of slaughtering the remaining animals.

Those who survive the encounter receive the “Scarred by the Ribcage” cert.

CONCLUSION

Summary: The PCs finish their business with the prophet and their College of Magic contact, and receive their rewards (if any).

The conclusion that the PCs receive depend upon the answers to the following questions. It is possible for some PCs to get different conclusions from others depending on their individual actions (such as being arrested for causing a disturbance). The Judge should read the conclusions as appropriate. Of course, if any PCs died, they receive nothing:

- 1) Did the PCs accept the job at the College of Magic?

If yes, and the Prophet and Jykresh survived, read:

The meeting with Professor Ollebeck was very short. He thanked you for your time and effort, collected what information you had, and then dismissed you. You each received your second payment, so you can't really complain. Still, you had hoped to have

received some answers instead of being so swiftly yet politely pushed out the door.

Award the PCs the second half of their payment. Skip to Question 2.

If they accepted the job and the Prophet or Jykresh died, or the PC(s) were arrested, read:

The meeting with Professor Ollebeck was very short. He was not pleased with what had happened. You did not receive your second half of payment due to the circumstances, and no amount of argument would sway the Professor's opinion.

The PCs receive nothing. Skip to Question 2.

If they did not accept the job, then they receive no payment. Skip to Question 2.

- 2) Did the PCs cause a disturbance at the first appearance?

If no, then skip to Question 3. If yes, then read:

“Move along, and let us not see your face here again,” says the guard captain as you are released from holding. As you step out onto the street, you notice many of the people are avoiding your gaze and crossing to the other side of the street. You get the feeling that what you have done will not be soon forgotten, and that you have displeased a great many people in the process. Your actions were not those of a hero. The people of Bet Rogala know that and have marked your face as one that is unfriendly.

The offending PC(s) receive no further conclusion options, are fined ATL x 50 Victories for their actions, receive the “Bad Rep in Bet Rogala” and “Disdain of Followers of The Prophet” certs, and must spend their Non-Adventuring Activity for this adventure serving time in jail.

- 3) Did the PCs attack the Prophet in his tent despite Jykresh's warning?

If no, skip to Question 4.

If yes, then read:

“Move along, and let us not see your face here again,” says the guard captain as you

are released from holding. As you step out onto the street, you notice many of the people are avoiding your gaze and crossing to the other side of the street. You get the feeling that what you have done will not be soon forgotten, and that you have displeased a great many people in the process. Your actions were not those of a hero. The people of Bet Rogala know that and have marked your face as one that is unfriendly.

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- 4) Did the PCs defeat the first set of assassins before either the Prophet or Jykresh were killed?

If yes, skip to Question 5. If no, then continue.

If Jykresh was killed:

The Prophet looks at you with sad eyes. “No matter how it happens, it is always a tragedy. The loss of any life is terrible, but in some cases it is unavoidable.”

He sees the thoughts in your head. “Could I have saved him? Perhaps, but that is not for me to decide. The death of Jykresh was unavoidable, and it had to happen at this point in time, or it will not happen.”

“Thank you for your part in this. We shall meet again.” He then turns his back to Bet Rogala, and he and his followers leave south.

The PCs receive no further conclusion options.

If The Prophet was killed:

Jykresh looks at you with anger in his eyes. “This should not have happened. I failed him.” He collects his belongings and looks to the west across the lake. “I must atone.”

With that, Jykresh collects his few belongings and makes his way through the weeping crowd, heading south.

The PCs receive no further conclusion options.

If both were killed:

The throngs of people weep openly at the loss of their leader. You cannot help but wonder if the Prophet saw this outcome, and if so, what it means to the future of Bet Rogala.

The PCs receive no further conclusion options.

- 5) Did the PCs chase down and defeat the second set of assassins?

If yes, read:

The Dungeoneers were very concerned at your findings. The map found on the assassins demonstrates that someone high up in their organization is distributing maps of Bet Rogala’s sewer system to outside sources, which could mean bad news on the war front. In response, the Dungeoneers have doubled patrols and are re-routing a number of the primary and secondary pipelines in order to force all recent maps to be obsolete as soon as possible. All future maps will be distributed on a case by case basis from Dungeoneer Headquarters, and must be returned upon patrol completion.

Skip to Question 6.

If no, read:

The Dungeoneers listen to your reports, and a search is conducted, but no one is ever found. They wonder how a group could navigate so quickly through the maze of pipelines without a map, but without any further evidence, the Dungeoneers can do nothing about it.

Skip to Question 6.

- 6) (Optional) Did the PCs defeat/escape the flesh golems at the Ribcage?

If yes, read:

Any claims brought against the Ribcage regarding flesh golems in the basement are dismissed, as the Ribcage has all their paperwork in order and undergo regular inspections for health, safety, and security by a number of the municipal organizations, temples, and the College of Magic. The employees that you encountered swear they

never saw you before, and none of the other patrons can be located or are willing to appear as a witness. The owner of the Ribcage briefly considers levying charges of breaking and entering against you, but ultimately drops them feeling that "those involved have learned their lesson about trying to steal stock animals from the Ribcage."

Those PCs that survive the Ribcage receive the "Scarred by the Ribcage" cert.

If the PCs have managed to do everything right and get the good endings, continue with the following:

The Prophet turns to each of you. "My friends, my time here is done, for now. I

must move on and continue my work and share my gifts with those who need them."

He looks deep into each of your eyes. "You have the power within each of you to affect the course of events even as they unravel. A difficult choice lies in your futures, where you will decide the fate of thousands in a single moment. Be sure in your actions and do not trust appearances, for they can deceive."

He then places his hands on each of your heads and smiles, "May you always act with the clarity of the Divine."

With that, the Prophet turns with Jykresh and his followers, and heads south.

Each PC at this point receives the "Blessing of The Prophet" cert.

THE END

Awards

TREASURE

Encounter 1: 125 Victories each from Professor Ollebeck
Encounter 3: Assassins gear, all sold at half market value.
Encounter 5: Assassins gear, all sold at half market value.
Conclusion: The other 125 Victories each from Professor Ollebeck.

OTHER AWARDS

Bad Rep in Bet Rogala:

You have done a great misdeed in the eyes of the Bet Rogalan citizens. All interactions within Bet Rogala begin one step lower in attitude adjustment (Helpful to Friendly, Indifferent to Unfriendly, etc.) and all Charisma-based checks receive a -4 penalty when dealing with citizens of Bet Rogala. Both of these penalties stack with other penalties from any other certs including other Bad Rep in Bet Rogala certs. It is possible to redeem yourself in the public eye, but it is more difficult to regain the trust of the people than it is to lose it, and an act of great heroism would need to be performed. You are required to keep this cert until further notice and you must inform the judge that you have this cert before you begin play.

Disdain of Followers of The Prophet

Your actions against The Prophet have not gone unnoticed. Those who had faith in him are now your enemies, and they are many. From farmhand to public official, your name and face have been marked by those who followed The Prophet, and your life has become more difficult as a result. You are demoted down one step in all meta-organizations to which you belong, lose four favors that you have from any and all meta-organizations. Prices to purchase items are raised an extra 50% for this character and any items sold by this character or those associated with this character are valued at half as much as the selling price. You are required to keep this cert until further notice and you must inform the judge and the rest of the players that you have this cert before you begin play.

Blessing of The Prophet

You have been blessed by The Prophet. What this entails is anyone's guess, but you find yourself always pondering his last words, ***"You have the power within each of you to affect the course of events even as they unravel. A difficult choice lies in your futures, where you will decide the fate of thousands in a single moment. Be sure in your actions and do not trust appearances, for they can deceive. May you always act with the clarity of the Divine."***

Scarred by the Ribcage

You survived the basement of the Ribcage, but have been traumatized by the ordeal. Whenever you see meat, thoughts of the slaughterhouse below the Ribcage return to your mind. This makes eating any form of meat a very unpleasant experience for you as thoughts of flesh golems ripping animals apart in gruesome fashion fill your head. Mark through one of the boxes on this cert at the end of each adventure after this one. When all the boxes are marked, enough time has passed for you to return to eating meat, if you so choose.

Experience Points

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	Tier 1	Tier 2	Tier 3
Encounter 2: Avoid causing a disturbance	100 xp	200 xp	300 xp
Encounter 3: Defeating the assassins	75 xp	150 xp	225 xp
AND both Jykresh and The Prophet survive	25 xp	50 xp	75 xp
Encounter 5: Defeating the assassins	75 xp	150 xp	225 xp
Encounter 6: Defeating the sewer creatures	125 xp	250 xp	375 xp
OR If Encounter 6 is skipped or the PCs are defeated	50 xp	100 xp	150 xp
Discretionary Experience for Role Playing	100 xp	200 xp	300 xp
Total	500 xp	1000 xp	1500 xp

Judges who eat this module receive full xp for their character's appropriate tier and 250 gold pieces.

Appendix I: Additional Rules

New Disease

From the Player's Guide to the Sovereign Lands, pg 200:

The Black Plague (A.K.A. Kiss of the Rotlord)

Where is the Disease Found? The Black Plague is found throughout Tellene. It is believed to have originated during the War of the Gods thousands of years ago when it was unleashed by the Rotlord on the followers of his enemies. It is one of the most potent common diseases extant today, due to its virulence, ease of transport and difficulty of cure. It is most common in urban areas, especially large cities that lack good sanitation.

How is the Disease Contracted? Fleas that live on rats, mice and similar creatures carry the Black Plague. The fleas leap from their current carrier to humans and then the disease leaps from the fleas to the human victim. Contrary to popular belief, the disease is not carried by air or vapors, and thus rose petals and scents do not ward off the plague.

Who Carries the Disease? Elves are naturally immune to the Black Plague. Other demihumans and humans are susceptible to the plague, as well as humanoids.

Stages of the Disease

Stage One: Symptoms include fever; itching and blackened skin around lymph nodes is common, and the first sign of the disease.

Stage Two: Symptoms include tiredness, dizziness, fever and swollen lymph nodes.

Stage Three: Victim is bedridden; symptoms include continued fever and chills; severe, bloody cough; large, painful puss-filled buboes; blackened, infected lymph nodes; and swollen glands.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly.

The Black Plague: Infection Contact; DC 16; Incubation 1d6 days; Damage 1d6 Str, 1d6 Con, 1d2 Int. The victim must make three successful Fortitude saving throws in a row to recover from the Black Plague.

New Feats

From the Players Guide to the Sovereign Lands, p. 116.

Blind Shot [General]

You can shoot at things that you cannot see.

Prerequisite: Point Blank Shot, Precise Shot, Dex 13+.

Benefit: Once per round your character can automatically target the space of an unseen target within 30 feet by using his intuition (no Spot check required) and shoot a missile weapon at it. The target may be invisible, beyond the character's range of sight or totally concealed (50% miss chance). It may not be a target around a wall, on another plane or otherwise out of range.

From the Players Guide to the Sovereign Lands, p. 120.

Hammer and Anvil [General]

You and an ally work well together in combat.

Prerequisite: Both characters must have this feat to use it.

Benefit: When you both flank an opponent in melee combat, the first of you to attack during the round gains a +4 bonus to attack rolls against the defender (instead of the normal +2). Your ally gains +2 to damage if she scores a hit. This bonus is lost when fighting creatures immune to critical hits.

Players' Handout #1

This handout should be given to all the players before the module begins. It is written in all the civilized languages known in Pecal, and has the official seal of the office of the Prince.

HEAR YE! HEAR YE!

By the order of His Esteemed Majesty Prince Kafen Endremin, this Royal decree is thus issued.

ALL citizens of Pecal are hereby given notice that ANY form of fortune telling, soothsaying, prophesizing, divination, and other similar acts that are found being practiced specifically within or around Independence Square in Bet Rogala, or are found to be within eyeshot or earshot of Independence Square, are henceforth considered to be an Offense Against the Crown, and are punishable as such.

His Majesty the Prince has heard of some individuals who practice the above acts falsely with intent to obtain monetary gain while preying upon the sorrows and worries of His Majesty's subjects. His Majesty Prince Kafen finds such dishonest practices to be abhorrent in general, but especially so while in the vicinity of a noble memorial that honors those who fought so hard to obtain independence for Pecal 110 years ago.

In order to avoid unjust prosecution of those who practice the above acts honestly within Bet Rogala, the above decree is put into effect immediately. Any found practicing any of the above listed acts within or around Independence Square shall be arrested immediately and prosecuted to the fullest extent of the laws.

The Office of His Esteemed Majesty Prince Kafen Endremin

Players' Handout #2

As you focus your abilities, you are overcome with a brief feeling of vertigo. The ground seems to tilt from under you.

You feel as if you are half asleep and falling, only you aren't able to wake up or stop yourself. You wish that you would either fall asleep so as not to be awake when you hit the ground or to be awake to feel the exhilaration of free fall.

Neither of those feelings are what you would call pleasant.

That's when a large pair of flaming eyes appears in front of you, and you feel you are rooted to the spot where you are standing. Wait, you're standing? You thought you were falling just a moment ago. What is going on???

As your detection wears off, you suddenly feel a sense of complete clarity, not so much déjà vu but rather that you simply knew everything that was going to occur at this very moment ahead of time and forgot about it until this very moment.

You attempt to clear your head and get the distinct feeling that someone is watching you, someone very powerful. You look around but see no one looking in your direction. Everyone is watching the Prophet.

Except now the Prophet seems to be looking directly at you. Or is he looking past you? You can't be sure since you're so far away.

One thing is for sure, you know something is going on during this speech. Could be the College of Magic is blanketing the area with scrying spells. Could be that the Prophet is doing something. Could be a deity looking down at the proceedings and laughing themselves silly. You just don't know. Nothing like that has ever happened to you before.

Player Handout Three The Prophet's Sermon

Player One –

“Greetings to you, o citizens of Bet Rogala! May this day find you in good health and happiness! Let your cares and worries slip from your mind, and take comfort in those blessings that you have this day! Family, friends, health, food, shelter, and clothing are all anyone needs to live a happy life! Aye, let these be your comforts this day!

“For I say to you each day there are those who go without many of those blessings. In sooth I say to you, Bet Rogala, that even within this great city, poverty, hunger, disease, and loneliness cling to you as a newborn clings to its mother. Each day many die on your streets alone, forgotten, and unwanted. Each day another father steals a loaf of bread to feed his starving family only to be arrested and punished. Each day many contract disease while living in their own filth.

“I say to you, Bet Rogala, to cleanse yourself of your sin of indifference and remove your blindness to those who are destitute. Each of you needs to reach out to those less fortunate, for some day you may find yourself in their position, begging for food, sleeping alone out in the cold, living in your own filth. Each of you must do this if you wish to avoid being cast down into the mouths of those who exist only to devour the souls of the uncaring and greedy.

“For the day will come when Bet Rogala shall be brought low. The magic of the scholars shall fail, your blades shall rust, and your walls shall be torn asunder. All of your greedy ways shall be for naught on that day, for I say to you - who shall you run to in that time of need? What will bring you comfort on the day Bet Rogala fails you? Where will you hide when all the buildings are torn down?

Next Player

“Many are you who scoff at these words, for your eyes are blinded by your own magnificence. You say to each other, who could bring Bet Rogala to its knees? Bet Rogala is mighty! Bet Rogala is strong! Bet Rogala shall last forever!

“In sooth I say to you that not even the deepest oceans or the tallest mountains shall last forever. A day will come when all the oceans will dry up, and all the mountains shall be as valleys. If such a thing can occur to these mighty forces of nature, how is it that Bet Rogala will stand the test? Indeed, Bet Rogala shall fall one day, as all things must end.

“Yet there is one thing that can outlast even time. One thing in this vast world can stand the test and live on no matter what happens. That one thing is hope.

“So long as there is hope, there is a way through the darkness. So long as there is hope, there is courage. So long as there is hope, there is peace, kindness, love, understanding, and all those qualities that make life worth living.

“Though the oceans dry up, there is hope of their return. Though the mountains tumble down, there is hope that they will reach for the sky again. And I say to you that though Bet Rogala carries great pain and suffering, there is hope that you will be cured.

“Aye, Bet Rogala, there is still hope that you can cease the suffering of the most unfortunate. There is still hope that you will reach out and help those who are in need. There is a way to bring hope to those who have lost hope. There is a way to bring hope for your city to outlast even the direst of situations.

Next Player

“For I say to you, every deed that is performed without the scar of greed, without the blemish of prideful thoughts, without the desire of power, more hope is brought to Bet Rogala. For each time someone helps out those less fortunate for no other reason than it is the right thing to do, your city rises that much more out of its misery.

“For right now you wallow in misery, Bet Rogala. Each day is one day closer to your greatest fears. Indeed war is at your doorstep, and it has affected all within Pekal's borders. Each day more lives are lost on the field of battle, while those who live far away sit in their places of power, declaring frivolous decrees in order to maintain a false sense of security.”

Some in the crowd begin to boo at these remarks, but the Prophet continues, “Do not mistake my message, for it counts for both sides of this conflict. On one side there is a King who is a slave to a much more powerful entity and is being forced to carry out orders against his will for fear of annihilation. He only wishes the best for his people, and can only see one outcome, a single choice. He has grown desperate, and if there were any other course of action available to him in his mind, he would take it over the loss of countless lives.

“Yet on the other side is a Prince who, despite all he has done in the name of his people, is being manipulated just the same by people with great power. This Prince dearly wishes to see his land free of tyranny, free of the shackles of prejudice and bigotry, and to live in peace. Yet he cannot see his vision as truth. There are those who wield significant power that dictate how he will decide the fate of his people. He must compromise his vision as a result. He does this not because he is weak, but rather because he knows he needs their power in the coming battle. Were it not for those few, your land would exist much differently than it does now. Many of the laws of the land would be changed, and acceptance and tolerance would occur between all who come to Bet Rogala.

Next Player

“I can hear you say that you are already full of acceptance and tolerance. That Bet Rogala accepts all people as they are, for that is the teachings of your faiths and the rule of law here in Pekal.

“Many are you, Bet Rogala that attend faith services here in the city. Many are you that try to live a life in accordance to a higher power. Yet for all your attempts, your city remains covered with poverty and ruin. More join those sad ranks every day, with no one to help them. Yet it is written in every canon of every major temple here in Bet Rogala that the first duty of the faithful is to tend to those in need. How is it that Bet Rogala has some of the largest temples in the land, and yet the ranks of the destitute within Bet Rogala swell in number every day? Why do they not do more in accordance to their faith?

“They will say they are doing all they can. They will point out their various good deeds and pat each other on the back for doing such a good thing for Bet Rogala. Yet when confronted with the reality of those living in the poorest parts of Bet Rogala, they blind themselves. They put out the eyes of each other, close their ears, and shout loudly of their greatness. Those hypocrites, who offer aid to them with one hand while taking the food out of their mouth with the other. They would rather ignore those they purport to help, because it is easier to ignore a person than it is to help them when they have nothing to offer in return for that help. They will not change their ways for their ways have lead them to comfort and laziness. Their ways have brought them great wealth though they claim they own nothing. Their ways have led them to believe they are greater than those who wallow in squalor.

“Since this is the path they have chosen, I say to you, Bet Rogala, to take up their forgotten yoke. Take on their responsibility and help those in need. Then, on the day when all are sorted by their gods, you shall be granted your due, and they theirs. The gods shall smile on you and say to you, ‘You have done well. You kept my teachings. You shall have a place at my banquet.’ Then the gods will turn to those who call themselves true followers and frown, and say to them, “You did nothing. You ignored my teachings. You shall be left outside and be torn by the dogs that wait for you.” Then they shall realize their mistake and howl for all eternity as they are devoured over and over again.”

Next Player

The Prophet looks out over the crowd. “I can sense the fear in you. I can see it in your eyes. You fear the onslaught that is at your doorstep. Know you, then, that difficult times lie ahead. In sooth, fire shall fall from the sky, ash will fill your lungs, and death will shroud the streets with its icy grip. Loved ones will leave you and enemies will be seen next door to you. Fear, the likes of which have not been seen in this city for over a hundred years, shall take hold of every heart. Make no mistake; you will all be put to the test.

“Yet as I told you, not all things last forever. Even during these dark days, hope is still to be found. Hope that those brave enough to fight the darkness will win. Hope that Bet Rogala will stand up and unite against this threat. Hope that though thousands die, there will still be those

who persevere and remain standing at the end of the day with the colors of Pekal flying proudly overhead.”

A voice from the crowd then shouts out, “Who will those people be?” The rest of the crowd begins to shout assent, demanding an answer. The Prophet holds up his hands and the crowd settles.

“Those who remain standing will not be those sitting in places of power. They will not be those who call themselves truly faithful. They will not be those with great magical aptitude. They hold onto their power greedily, and until such greed is overcome, until they humble themselves and all they hold as important is sacrificed, they will never taste victory.

Next Player

“Some will be those of you gathered here today. Some will be those of you who live on a farm, work in a tavern, sell useless trinkets, and carry heavy loads from one place to another. Yet you are the exception and not the majority. You will fight because you feel a duty to fight for that which you have. Noble though your cause is, your convictions are not strong enough to carry you to victory.

“Some will be those of you who earn their living by way of the sword. Some will be those of you who seek out danger, for if you do not seek it, it will seek you. Some of you will taste victory, but many will face defeat. It is not you of whom I speak.

“Nay, I say to you that those who remain standing will be those who have nothing to lose, who slept in the streets, who beg for bread, who suffer alone. Those who were ignored, hated, feared, and left to die of a wasting disease. Those who have been scorned, laughed at, and persecuted by the very people they fight to protect. Those are the ones that will carry Pekal to victory and who stand to gain the most should Pekal win this war. They shall taste the ultimate victory. They are your hope, Bet Rogala. Do not let that hope die.”

The crowd is silent as the Prophet finishes speaking. The Prophet turns and begins descending the steps of the stand, and that is when the applause begins. It starts in spurts, gradually gaining strength until all of Independence Square roars with approval. Looking about you see many wiping tears from their eyes, while some seem to have determined looks on their faces. Even the guards are applauding.

As the applause dies down, a cry goes up. A pitiful wail of mourning pierces the air as a woman pushes her way through the crowd towards the Prophet. “You must help, please, you must help me!” she screams as she falls at the Prophet’s feet. “My brother, he is dying! None of the temples will help as we have no money to offer for a donation! Please, I beg of you, o wise one, help my brother!”

Next Player

The Prophet looks at her, and then gently lifts her to her feet. “Where is your brother? Bring him to me.”

The crowd part as a stretcher is brought forward, bearing a very ill and injured man. His right leg appears to be broken at an odd angle, his face sweating with fever. Lesions cover his arms and neck, while boils nearly obscure the left side of his face. The lips are cracked and dry, while his eyes are swollen shut. “He fell from a ladder while working for one of the temples!” the woman cries. “The temple leaders refused to treat him as we have nothing of any value to honor the temple with in exchange for the healing blessings!”

The man is set on the ground in front of the Prophet. The Prophet quiets the woman, “Peace, now. I will help your brother as best I can. Do not despair so.” The Prophet kneels down next to the man, and closes his eyes. He gently feels the broken leg, and then feels the man’s face. A few of the boils pop, spattering pus onto the Prophet’s hands. He then sits back, takes a deep breath and his lips begin to move ever so slightly as he takes hold of the broken leg

After Action Report

Based on the decisions the players made during the course of this module, it will affect the actions and possibilities of future modules. Please take a moment to respond to the following questions so that we may better determine the course of the campaign.

- Did the PCs accept the job at the College of Magic?
- Did the PCs cause a disturbance at the first appearance?
- Did the PCs attack the Prophet in his tent despite Jykresh's warning?
- Did the PCs defeat the first set of assassins before either the Prophet or Jykresh were killed?
- Did the PCs chase down and defeat the second set of assassins?
- Did the PCs defeat/escape the flesh golems at the Ribcage?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to [alana\(dot\)joli\(at\)kenzerco\(dot\)com](mailto:alana(dot)joli(at)kenzerco(dot)com) with "The Tale of The Prophet AAR" in the subject line. Please submit results no later than April 30th, 2007