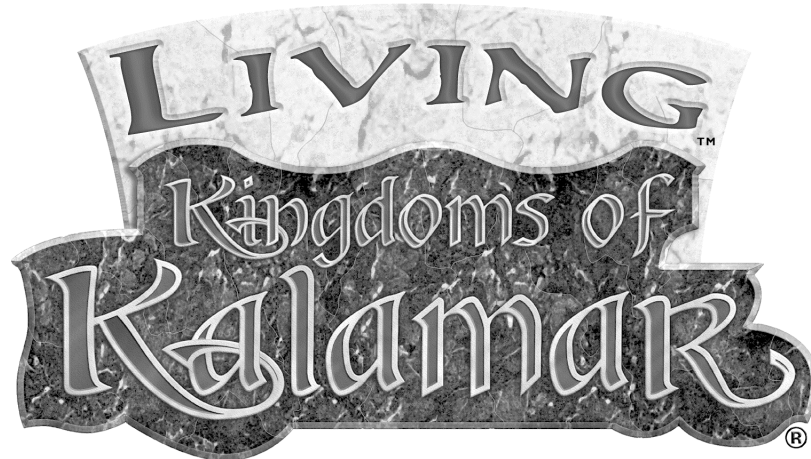




LKoK-2



The Rounds

A One Round *Living*[™] *Kingdoms of Kalamar*
Adventure for characters of 1st and 2nd level
only

by Daniel S. Donnelly

The characters are hired to guard a ship as it travels on Lake Eb'Sobet.

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Introduction

This is the second scenario in the new Living™ Kingdoms of Kalamar campaign setting. Characters should be 1st or 2nd level only. This adventure is a continuation of the mini-adventures that the players may already have played. It can easily be adapted to any on-going home campaign. Sample characters are also included at the end of the adventures that are suitable for the adventure and the Living™ Kingdoms of Kalamar campaign.

You, the Dungeon Master® (DM), will need a copy of the Dungeons & Dragons® 3rd Edition Player's Handbook, Dungeon Master's Guide, and Monster Manual for these events. All the adventures take place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the DM should also have the Kingdoms of Kalamar® Core Sourcebook. Since the adventure begins in the town of Lebolegido, the DM should also make sure to have the Lebolegido town information as found in LKC-1 *If I was a Rich Man*.

If you are planning on using the adventure as part of an ongoing campaign, note the *Scaling the Adventure* section at the start of the adventure and the special *Rewards* section at the conclusion of the scenario.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Each encounter includes abbreviated monster and NPC statistics. Specific statistics for key Non-Player Characters (NPCs), as well as monsters and other material are included in an Appendix at the back of the book. Certificates that may be photocopied and Living Kalamar record sheets and character sheets are also included.

The DM should read this adventure entirely at least once before playing in order to ensure smooth play, as there are many aspects relating to flavor and culture important to this adventure.

Background

Some scenarios in the Living Kingdoms of Kalamar campaign will be complicated and wrought with danger and political intrigue. This is not one of them. In many of the first scenarios, different aspects of Pekal will be introduced to the players. This is one of those scenarios. The Lake District and the small villages along the lake will be detailed along with the town of Ka'afido, the home of the Warriors of the Emerald Wave.

As for the plot, the awakening of Queen Simura (see the Kenzer & Co. module *Deathright*), has had additional affects throughout Pekal. Many creatures that drew strength and power from Queen Simura also faded into history with the liche queen. With her awakening, some of those minions have also begun to awaken from their own mystical rest. Heredr is one of those.

Heredr was a loyal subject of Queen Simura, using her own magic to transform and walk among those of the court. Much of her power was sacrificed with the fall of Queen Simura and she fell into a deep trance. Having recently awakened, she is hungry, hungry for flesh and hungry for power. Unfortunately, her power is not yet sufficient for her to actively hunt, but it has enabled her to summon/create a number of minions that have done her hunting for her.

The lacedons that she has created are the cause of the missing fisherman and merchant ships. Her other minions have begun to hunt on the land but that is another story.

Shythen, a caravan master of Dejoy ancestry, approaches the PCs. His friend Freecho is Captain of The Heart's Home, a trading vessel that routinely sails Lake Eb'Sobet trading between the small villages, Lebolegido and Bet Rogala. Freecho is actually a little more than Shythen's friend. He has been trying to sway her into marrying him, however she loves the sea and he travels the land. This arrangement is not conducive to a relationship and so far, Shythen has not voiced his true emotions. Of course, this does not mean that he wants anything to happen to her and thus he will attempt to hire the PCs to help guard her vessel. And this is where the PCs will enter the story.

Adventure Synopsis

This adventure starts in the city of Lebolegido where a merchant approaches the characters. A friend of his is having trouble to the north and he thinks that they would make the perfect solution to his friend's problems. His friend makes a journey each month around the southern portion of Lake Eb'Sobet collecting what fish and seafood that there is in excess and selling it in Bet Rogala. Lately fishermen and other travelers along the southern shores have had "accidents". He wants to hire the characters to guard his friend's small vessel as it makes this month's visits. The characters will get to visit a number of the small fishing villages and even will find out that the merchant plans to take a northern route and will even stop in the village of Ka'afido, the home of the Pekalese Rangers. The module is broken out into the following encounters:

Introduction:

The event starts in The Blushing Maiden a new tavern in the area of the docks. The PCs will get to meet each other and some of the other patrons of the tavern. A traveling Kalamaran bard will repeat some news of the realm. While the PCs are enjoying their evening a stranger will approach them. Depending on which events the characters have played they may have been given a recommendation by Midilita, a member of the Steel Ribbons, or Lucas Trimel, the Honorable of Har'gadu.

Encounter One: The Heart's Home

The PCs will get to meet the Captain of The Heart's Home as they are told the problems facing the seagoing merchants of Lake Eb'Sobet. The Captain plans on departing the next day, it is up to the PCs to set what time they will leave. It is possible that they might request a later departure to consult with any of the local experts on the Lake.

Encounter Two-A: Colonel Sortureer Seetoov

One possible expert is Colonel Seetoov. The Colonel is very willing to speak with the PCs either that evening or over a mid-morning brunch. The Colonel is not an early riser any more. He can give the PCs some very interesting information if prompted with the correct questions.

Encounter Two-B: Jiloba B'Lobatar

PCs may attempt to locate and speak with the local transmuter. She is very busy and will only speak for any length if the PCs might gather some local herbs for her, the problem is she does not know which herbs she needs and only Kemp knows where they can be found. She would ask him herself, however, Kemp is currently upset over a personal matter between Jiloba and himself.

Encounter Two-C: Kemp

PCs may inquire initially with Kemp or Jiloba may send them his way. Either way, in this encounter they are able to interact with the mysterious Kemp who will be initially very wary among them.

Encounter Three: Onto the Lake

With their knowledge at hand, the PCs, Captain and crew of The Heart's Home make sail on Lake Eb'Sobet. Their journey will last a week, ending in Bet Rogala. During this time, two small fishing villages will be encountered. In each village more information and more disappearances will be discovered.

Encounter Four: Seen from afar

After the PCs have visited the two villages, a lookout (or a PC) will spot something in the water. A survivor from one of the fishing villages will be discovered. The survivor will be able to give the Captain and PCs a great deal of information regarding the attacker, however, he is also being used as bait to lure unsuspecting craft into danger.

Encounter Five: The Chase

The Heart's Home gives chase following its attacker north far from its normal routes. The Captain is insistent, her livelihood and that of her friends is in jeopardy and nothing will stop her from following this fiend. Eventually, the creature comes to a large island not far from the northern shore of the Lake. The Captain proposes that she sends the PCs either to slay the creature on the island, or north to the shore to request assistance from the Warriors of the Emerald Wave. Each possible action is detailed in its own sub-encounter.

Encounter Six-A: The Warriors of the Emerald Wave

In this encounter the PCs will be escorted into Ka'afido, the home of the Pekalese ranger's society. They will be brought before one of the leaders of the society that will hear their tale. This encounter gives the PCs a chance to be introduced to the Warriors while providing them will some assistance as the society sends two rangers with the PCs to go onto the island and slay the creature.

Encounter Six-B: Into the Lair of the Beast

This is a most dangerous option. The creature is immensely powerful and low-level characters should be extremely hard pressed to survive let alone emerge victorious. However, some groups will refuse to allow their brains to overpower their guts. The more intelligent groups will first acquire assistance from the Warriors of the Emerald Wave.

Conclusion:

The surviving PCs will finally get to see the towers of Bet Rogala as The Heart's Home comes into the capital port. If they have involved the Warriors of the Emerald Wave, the surviving rangers will return to Ka'afido to report what was fought and begin a slow search for additional creatures making their lairs on Lake Eb'Sobet.

Scaling the Adventure The adventure is designed for characters of levels one or two. If you want to play the adventure with characters of higher level then utilize one of the following options.

Encounter Four

- If the majority of your players have 2nd level characters increase the number of lacedons to 8.

Encounter Six-B

- If the majority of your players have 2nd level characters increase the number of zombies to 12.
- If there is at least one 3rd level character in the group give the lacedon two levels of barbarian. This increases its Atk by +2, hp by +14 and gives it standard barbarian abilities.

Adventure Hooks

This is where the adventurers enter the story. The winter months are still upon Tellene however, the unusual bitter cold of the last month has finally begun to wane. Below are several ways to draw the PCs into the plot:

- If playing as part of The Living Kalamar campaign the characters should be on their way to Bet Rogala to make a name for themselves. The capital has much to offer adventurers. Either the caravan the adventurers were traveling with stopped here to wait out the unlikely cold, or the adventurers stopped themselves prior to continuing.
- If the characters have played *The Steel Guard*, one of the introductory adventures for the Living Kalamar Campaign, Midalita B'Rogupar would have steered them towards Leboleigido to sell off the orc/ettin equipment on their way to Bet Rogala.

- If the characters have played *If I were a Rich Man* they end the event on the 19th of Renewal with Diadolai (the elven moon) full in the sky.
- If you are not using official Living Kalamar characters, you will need to determine why the characters are in Lebolegido. A summary of the information that is generally known regarding Lebolegido can be found in Appendix A, try to determine why your characters would want to visit the town.

Setting the Scene

Regardless of what adventure hook the DM uses to bring the PCs into the plot, the DM should note several other plot devices that can bring more atmosphere and sense of campaign into the story.

1) Blood on the Hood.

The Hood is a rotating group of stars forming a dagger. It is visible in the north sky during the winter months. The Hood initially appears blade down, but slowly rotates and reaches its zenith on the winter solstice. It then declines and disappears with its blade down. During the last week of extreme cold temperatures two shooting stars left red trails down the blade of the Hood. These red trails are gone now, however the rumors and talk in the towns and villages still speak this as a great evil omen.

2) Calendar and climate.

Tellene has its own calendar (see the Kingdoms of Kalamar Core Sourcebook p233.) This adventure takes place during the Renewal (the 1st month of Tellene's 13-month calendar). This will mean that the average daily temperature should be 50 +2d6 degrees Fahrenheit, dropping by 15-25 degrees at night. The adventure begins on the 20th of Renewal, almost 24 hours since the end of the scenario *If I was a Rich Man*. The country has been experiencing colder than normal temperatures for the last week and a half.

3) The Magnostorm.

A strange Magnostorm is raging throughout Tellene, surprisingly it started on the first night that Diadolai (the elven moon) was full in the sky. It will last until the 23rd when Diadolai has faded. The Magnostorm is a weird magnetic storm of extra-planetary origin that disrupt dwarf, gnome and halfling direction sense, as well as teleportation spells and devices. They are invisible and strike without warning.

Players Introduction

The year has begun with a variety of ill omens however, the ale is fresh and very tasty. You have enjoyed an exciting meal of fresh fish and breads at The Blushing Maiden a new tavern opening this evening near the town docks. A fair crowd has made its way through the doors of the restaurant/tavern. The maids have happily served the homemade beer to all who ordered food as the owner, a dwarf by the name of Krumaz, has watched over the whole opening. Many of the patrons have now left and you are alone in the tavern with the staff and # others. (# should equal the total number of PCs plus one since there are two NPCs in the tavern)

Allow the PCs to take time introduce and describe each other. They can speak to any of the NPCs in the tavern. This includes: Krumaz, Moonsign (half elven bard), Daruvik (female sorcerer), or any of the serving maids (Elbren, Minava, Strolda). Each of the NPCs are detailed below, along with the information that they are aware.

Krumaz:

Krumaz made his fortune guarding caravans through The Young Kingdoms. He finally decided to settle down for a little while after his last caravan ran into giants and he was almost slain. That is all the information he will relate regarding himself. He has lived in Lebolegido for the last six months. He is a no nonsense dwarf although a brawl or two a week is not necessarily a bad thing. That is one of the reasons that he serves most beer in stone mugs and has long tables with benches instead of chairs in the tavern. The food is of his own preparation. He found that he could demand higher wages during caravans if he was known as a good cook as well. Krumaz does not know much of what has been going on recently, he has spent most of his time getting the tavern ready for opening.

Krumaz, male, dwarf, Exp 3 / Ftr3: CR 6; Medium Humanoid (4 ft. 6-in tall); HD 3d6+3d10+12; hp 46; Init +1 (+1 Dex); Spd 20 ft.; AC 11 (Dex +1); Attack +9/+4 melee, or +6/+1 ranged; AL LN; SV Fort +7, Ref +3, Will +1; Str 14, Dex 13, Con 15, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +5, Climb +5, Craft +5, Diplomacy +5, Heal +2, Listen +4, Profession (cook) +6, Spot +4; Alertness, Blind-Fighting, Cleave, Combat Reflexes, Leadership, Power Attack, Weapon Focus (waraxe)

Possessions: waraxe, scale mail (both stored in kitchen closet) 46 gp and 62 sp.

Languages Spoken: Dwarven, Gnomish, Kalamaran, Orc and Merchant Tongue

Sub-Race: Mountain Dwarf

Personality: Okay most dwarves are gruff and Krumaz is not an exception, he does however love to talk about food and will approach giddy if offered new recipes.

Moonsign:

Obviously not his given name but Moonsign is the only name that the half-elven bard is known by. He is a very handsome man and plays the lute, flute as well as having a divine singing voice. He travels the roads of the Kingdoms learning tales and repeating his stories for food, drink and various coins. He has recently come from Baneta arriving in town three nights ago. He met Krumaz while searching for a little work. He also has picked up a number of local pieces of information to go with the news of the realms that he knows.

- Local News: Three fishing vessels from Konad, a small village to the northeast have gone missing. No one has found wreckage or any bodies along the shore or on the Lake.
- Local News: The rumor is that the intense cold was a punishment sent by Feyd, The Shimmering One to punish the Dejay for lack of worship.
- News of the Realm: Strange creatures from another dimension were apprehended in Baneta last month. Officials there claim there was no threat to the city, however many of the citizens are very concerned.
- News of the Realm: King Erasar II has sent emissaries to meet with Prince Kafen to discuss a possible marriage between his son Erasar III and the royal Princess P'Lutanis.
- News of the Realm: The forces of Norga-Krangrel are massing for attack along the Korak border.

Moonsign, male, half-elf, Brd5: CR 5; Medium Humanoid (5 ft. 7-in tall); HD 5d6; hp 18; Init +3 (+2 Dex); Spd 30 ft.; AC 15 (+3 Dex, leather armor); Attack +6 melee (rapier), or +2 ranged (thrown dagger); AL N; SV Fort +1, Ref +6, Will +4; Str 10, Dex 16, Con 11, Int 16, Wis 10, Cha 17.

Skills and Feats: Escape Artist +7, Hide +7, Knowledge (Pekal) +4, Knowledge (history) +4, Move Silently +7, Perform (Instrument, Flute) +10, Perform (Instrument, Lute) +9, Perform (Sing) +10, Use Magical Device +5, Tumble +9, Spellcraft +5; Bardic Knowledge (+8), Countersong, Dodge, Fascinate, Inspire Competence, Inspire Courage, Weapon Finesse.

Possessions: masterwork rapier, 3 daggers/throwing knives, pouch with 16 gp and 6 cp.

Spells Prepared (3/4/2): 0th- *daze, mage hand, prestidigitation*; 1st - *charm person, cure light wounds, expeditious retreat identify*; 2nd - *cat's grace, sound burst, Tasha's hideous laughter*.

Spells Known: 0th - *daze, detect magic, light, mage hand, prestidigitation, read magic*; 1st - *charm person, cure light wounds, expeditious retreat, identify*; 2nd - *cat's grace, sound burst, Tasha's hideous laughter*.

Languages Spoken: Elven, Kalamaran and Merchant Tongue

Sub-Race: Kalamaran/Elven

Personality: Moonsign is a very accomplished bard. He knows his music is good but his goal in life is to see the world, learn as much as he can, and bed as many beautiful women as possible. He is perfectly skilled to make his dreams a reality.

Daruvik:

Daruvik is the owner of The Happy Maiden, a tavern and inn near the marketplace in Lebolegido. She is here to see what services and prices will be offered here. She does not like the fact that Krumaz named his bawdy tavern in a manner very similar to her own establishment. The Happy Maiden is a very proper inn. The inn is usually very quiet with many repeat customers. Daruvik is afraid people may begin to confuse the two establishments, a possibility that she does not want to see happen, even though The Blushing Maiden was very lawful this opening night.

Daruvik, female, human, Nob4/Sor1: CR 5; Medium Humanoid (5 ft. 9-in tall); HD 4d8+4, 1d4+1; hp 34; Init +6 (+2 Dex, Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +1 melee, or +6 ranged; AL NG; SV Fort +2, Ref +3, Will +5; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Alchemy +2, Appraise +2, Bluff +8, Concentration +2, Gather Information +8, Handle Animal +4, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (nobility) +3, Listen +3, Sense Motive +5, Spellcraft +2, Spot +4; Toughness, Improved Initiative, Combat Casting.

Possessions: (at her inn) Shortspear, light crossbow, scroll of *magic missile*, scroll of *shield*, (with her) 5 gp, 16 sp and 6 cp.

Languages Spoken: Elven, Hobgoblin, Brandobian, Kalamaran and Merchant Tongue

Sorcerer Spells Remaining (5/4):

Sorcerer Spells Known (4/2): 0 - *mage hand, mending, detect magic, read magic*; 1st - *shield, unseen servant*

Sub-Race: Kalamaran

Personality: Daruvik is normally outgoing and very touchy-feelly. However, since she is investigating this tavern she will remain quiet, watching all. She will gladly speak to anyone and can answer questions regarding the town.

Once the PCs have had the chance to introduce each other and interact with any of the NPCs, you should continue with the following text as the adventure begins in earnest.

Krumaz throws another log on the fire as the door to the tavern opens revealing a shivering man dressed in a chain shirt. The man carries a large halberd, which he quickly places in a convenient weapons rack near the door to the tavern. "Good eve folks of Lebolegido, may Ryjnar watch and protect all."

The man moves to the bar and speaks quietly with Krumaz who nods in your direction. As the stranger turns towards you....

What happens next will be up to the history of the characters. The following possibilities exist:

- If the characters were played in *The Steel Guard* - the second mini-module of the Introduction to Living Kalamar period they were recommended to him by Midilita.
- If the characters played in *Old Honor* - the first mini-module of the Introduction to Living Kalamar period they were described by Lucas Trimel, the Honorable of Har'gadu.
- If the characters have not played in either of these two adventures they are "fingered" by Krumaz as "adventurers" and thus the following.

You will want to fill in the source of the strangers information in the following text as it pertains to the PCs.



"Hello my name is Shythen", says the stranger sitting down on a nearby bench. "I was wondering if you might be interested in hearing about a possible paying job I have? I heard about you from [fill in the method of Shythen's information]." Display IQ Illustration #1

Allow the PCs to question Shythen regarding the possible job. Shythen is a rugged man of Deji ancestry. He stands 5-ft. 7-in tall and wears his dusty black hair tied back in a long braid. He has a fairly deep scar on the left side of his face from where a hobgoblin crossbow bolt almost removed his ear. He will tell them the following

pieces of information.

- He has a friend who is Captain of a Lake vessel. She is also Deji and they are close friends.
- He has heard that there have been some mysterious disappearances on the Lake this winter.
- His friend, Freecho, runs a fairly tight ship and thus does not have a lot of extra money to hire extra protection for these winter months.
- Her ship travels to the various small fishing villages trading goods for fresh fish and crustaceans that she trades in Lebolegido or Bet Rogala.
- He is a caravan master that plies The Elder Way between Bet Rogala and The Young Kingdoms. He has recently had a couple of very good months and wants to hire the PCs to help guard Freecho's vessel.
- Freecho would probably hire them herself, but she often helps out the needy in the villages during the winter months.
- He will offer each of the PCs 25 gp. The journey should be less than a weeklong and will end in Bet Rogala.

This is all that Shythen can tell the PCs about the situation. He will not go into his personal life or hopes regarding Freecho and he has no information regarding the missing people. If the PCs are amiable towards taking the task, he will meet them at the docks in the morning, he can put them up at The Pale Dragon for the evening if they require a place to rest. He will suggest that they meet at the town docks after late morning breakfast. NOTE: If the PCs wish to purchase anything from the marketplace prior to the morning meeting they are able to spend any money that they currently have, Shythen will not pay them until the morning. Anything in the Players Handbook equipment list, up to 50 gp, is available in the marketplace.

Shythen, male, human, Rgr3: CR 3; Medium Humanoid (5 ft. 7-in tall); HD 3d10+9; hp 31; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Attack +3 melee, or +5 ranged; AL LG; SV Fort +6, Ref +3, Will +2; Str 10, Dex 14, Con 17, Int 14, Wis 12, Cha 9.

Skills and Feats: Animal Empathy +3, Climb +4, Escape Artist +4, Heal +7, Intuit Direction +5, Knowledge (nature) +4, Listen +2, Move Silently +8, Profession (trader) +5, Spot +2, Wilderness Lore +2; Expertise, Track, Point Blank Shot, Rapid Shot

Possessions: leather armor, short sword, shortbow, halberd, pouch with 11 gp.

Languages Spoken: Brandobian, Elven, Orc, Deji, and Merchant Tongue

Sub-Race: Deji

Deity: The Watcher

Personality: Shythen is a very successful caravan master although he has a couple visible scars from previous run-ins. He prefers to be very business-like and he is extremely shy among women.

Note: It may seem strange that a man whose principles in life (alignment) correspond with lawful good would worship the chaotic neutral deity of wanderers. Shythen has traveled all his life with either his family or with caravans once he reached the age of majority. He believes that the secrets of life are to try to follow the guidelines in whichever region you happen to be in. However, he also believes that the ability to learn and to grow as a person, one needs to visit and experience the multitude of cultures and experiences that can be found in the many small corners of Tellene.

When the PCs have finished any shopping and arrive in the docks, continue with encounter one.

Encounter One The Heart's Home

The PCs will get to meet the Captain of The Heart's Home as they are told the problems facing the seagoing merchants of Lake Eb'Sobet. The Captain plans on departing the next day, it is up to the PCs to set what time they will leave. It is possible that they might request a later departure to consult with any of the local experts on the Lake.

The Heart's Home is a sturdy looking sailing ship with two masts supporting furled sails. It is made of a dark stained wood, obviously not native to the area around Lebolegido. Shythen meet you at the docks and lead you directly to this vessel. "It is possible that she plans on leaving today, we should hurry I would be devastated if anything were to happen to her.", was his explanation for the hurry. Still, the ship was secure in its berth and a smiling woman emerged from its hold at the sound of Shythen's voice.

Freecho is a beautiful Deji woman. She has the unique ability to always look happy no matter where she is or what the situation happens to be. Always smiling she comes out to the pier giving Shythen a huge hug. Display IQ Illustration #2



Shythen introduces you all to Captain Freecho after she greets him with a gigantic hug. He explains that he hired you to help guard The Heart's Home during this voyage. He has heard too many stories about disappearing vessels lately. The two of them argued in Deji for a short time before Captain Freecho appeared to agree. Shythen left then leaving you in Captain Freecho's care, although not before handing her a pouch filled with obvious coin. Now in the Captain's quarters upon The Heart's Home, a couple of bottles of wine have been opened as the Captain asks, "So what have you heard regarding the Lake?"

If any of the PCs speak Deji the argument was over whether or not Shythen had the right to hire people for the Captain. Freecho seemed to resent the fact that Shythen believed she needed protection, however she also seemed very pleased that he was that concerned about her (Sense Motive DC 18 to notice this). She finally agreed to take on the extra guards and thus the meeting with the PCs. She knows the following pieces of information regarding the recent problems.

- Three fishing vessels from Konad, a small village to the northeast have gone missing. No one has found wreckage or any bodies along the shore or on the Lake. This occurred last week and lately the village has only fished the nearby waters.
- Two vessels from the village of Nil have also disappeared, what appeared to be a broken oar washed up onto the shore nearby. This occurred two weeks ago. She does have the oar with her if the PCs ask.
- She expected to find The Terrible Secret here in Lebolegido when she arrived. It is another coastal trader that plies the shore from Lebolegido to W'nido in the Lake District. It is long

overdue and she has started to really worry about Captain Harwn. He sometimes bypasses Lebolegido to go to Bet Rogala directly, however she came from that direction and she did not see him.

Captain Freecho plans to leave first thing in the morning. Her route will take her to both Konad and Nil before she docks in Bet Rogala. She does know that Colonel Seetoov is very knowledgeable regarding sea monsters. She is not sure of any other sages in Lebolegido however, if the PCs wish to ask around she does not mind. She will even volunteer to give them the oar for study.

Captain Freecho, female, human, Rgr2/Clr2: CR 4; Medium Humanoid (5 ft. 6-in tall); HD 2d10+6/2d8+6; hp 38; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 armor); Attack +3 melee, or +4 ranged; AL NG; SV Fort +9, Ref +1, Will +5; Str 10, Dex 12, Con 16, Int 12, Wis 15, Cha 16.
Skills and Feats: Animal Empathy +3, Climb +2, Escape Artist +4, Heal +7, Intuit Direction +5, Knowledge (nature) +5, Knowledge (religion) +8, Listen +5, Move Silently +5, Profession (trader) +4, Spot +4, Wilderness Lore +4; Expertise, Track, Point Blank Shot, Rapid Shot
Possessions: leather armor, short sword, shortbow, harpoon, pouch with 31 gp.
Languages Spoken: Elven, Deji, and Merchant Tongue
Cleric Spells Remaining: 0- *create water, inflict minor wounds x2, mending*; 1st - *remove fear, shield of faith, protection from evil*
Sub-Race: Deji

Deity: The Traveler (Shodaf) - domains Good, Travel (Granted Power: For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell *freedom of movement*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability.

Personality: Captain Freecho is an intelligent woman who understands what is going on. She however believes in tradition. She surprises many when they finally notice that she is standing near them. Quiet and unobtrusive she has a good heart.

Anyone in the town can tell the PCs about Colonel Seetoov, Kemp and Jiloba. The following timeline must be used during this day and the next.

- Colonel Seetoov is unavailable until evening or mid-morning (after Captain Freecho plans to depart)
- Kemp is currently out collecting herbs and will not be back until after dinner (a scribe that works for Kemp is able to give the PCs this information)
- Jiloba is currently at her home on River Way. She is very friendly and willing to speak with other adventurers.

Encounter Two-A: Colonel Sortureer Seetoov

One possible expert is Colonel Seetoov. The Colonel is very willing to speak with the PCs either that evening or over a mid-morning brunch. The Colonel is not an early riser any more. He can give the PCs some very interesting information if prompted with the correct questions. Colonel Sortureer Seetoov is now 58 years old and is still very much in shape. He does not do as much weapons work as he once did, however he does eat right and often walks the town and countryside. The Colonel is stands over 6 feet in height and is broad at the shoulder. He has dark brown hair and eyes but he has what can only be described as a presence. The Colonel seems to command the air about him and his gaze dissects all that meet it.

The Colonel lives on the edge of the town near a section of completed wall. He can often be found out inspecting the walls and any defensive fortifications. His servant can inform the PCs if they inquire about the Colonel that he is at the Fort on business but will be back this evening if they want to return. The servant was a marine as well and retired to continue to serve the Colonel. The Colonel's home while not overly large is very well appointed with art and treasures from around the world.

The Colonel will not be available to the PCs while he is at the fort so their only hope to speak to him will be at his home. If they wait til evening, they will find the Colonel willing to speak with them, he does have his servant open a small bottle of brandy over which to speak with the PCs. If the PCs elect to speak with him over the brandy continue with the following text.

Colonel Seetoov has proven to be a direct man, he inquired about your names, occupations and reasons for visiting. Accepting your answers he invited you into his immaculate home to speak further. After obtaining a bottle of brandy from his adjunct, he motions you to continue.

Colonel Seetoov of course has heard about the disappearances of the fishing vessels but nothing more. It will be up to the PCs to ask questions of the Colonel. Some questions and his answers are listed below.

- What type of creatures live in Lake Eb'Sobet? *"Aah the lake. I have never seen anything truly deadly in the lake, not like the Elos Sea. However, a couple of types of sea creatures certainly have been known to make lairs in freshwater lakes. These would include dragon turtles but of course we would have spotted a dragon turtle before, dryads, nymphs, lacedons, various sea hags, hydra but they prefer swamps, kracken but the same issue is true as with the dragon turtles they just don't hide well, the kuo-toa are a diabolical race that can inhabit lakes and perhaps sea lions or sahaugin I just can't be sure."*
- If the PCs show the Colonel the oar - *"Oh yes a clawed creature well that limits the field. Can't you see the marks?" The Colonel shows you the bares marks near the break in the oar. "That would mean we could limit the choices to lacedons, sea hags, kuo-toa, sahaugin and I guess I should include any magical spellcaster able to transform themselves into a beast of the seas."*
- What is the best defense against these creatures? Answer #1 (if they have shown him the oar) - *"Well lacedons are undead a variety of ghouls you know so any of the undead solutions should work, but be very careful of their claws, a good defense is your best weapon. We would use a variety of the shield wall and spear attacking them without being in danger if at all possible. Kuo-toa are much more dangerous in the water than outside the water, the same goes for sahaugin. Both those races attempt to paralyze or incapacitate crews to get them into the water. Anyone in the water with them usually dies. And then there are the hags. An extremely dangerous creature even the weakest is usually more than a match for a small crew. The strongest of the hags well those are tales that no one lives to tell."* Answer #2 (combine with #1 if they have not shown him the oar) - *"Dragon turtles usually want something and sometimes they are willing to speak - Listen to them! They are able to destroy war ships, a merchant vessel will not have a chance. Dryads, Nymphs and I guess I should include water sprites are mischievous; I doubt they would continue to attack ships but if they are they usually believe they have a reason. If there is indeed a Kraken in the lake I would suggest swimming for it. I have been told, never done it you understand, that a kraken is threatened by the size of the ship and that once it crushes the ship it usually lets the remaining pieces sink on their own. Of course, people on the vessel don't tend to be in any shape to escape after a Kraken crushes the ship, thus my suggestion to swim for it."*

This is almost everything that Colonel Seetoov is able to relate to the PCs. He can show them his trophy case so that they have an idea of the types of specialized weapons that undersea creatures will use. In the case he has a kuo-tuo whip, sahaugin crossbow and net, tooth of a dragon turtle (small one) and a merman's trident (a gift).

Colonel Seetoov, male, human, Nob1/Ftr8/Mar4: CR 13; Medium Humanoid (6 ft. 1-in tall); HD 1d8+3/8d10+24/4d8+12; hp 115; Init +1 (+1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 bracers of armor); Attack +13/+8/+3 melee (*rapier +1 keen*); AL NG; SV Fort +10, Ref +7, Will +5; Str 15, Dex 12, Con 16, Int 14, Wis 10, Cha 14.
Skills and Feats: Balance +12, Bluff +12, Climb +12, Diplomacy +15, Intimidate +15, Jump +10, Knowledge (geography) +8, Knowledge (history) +7, Knowledge (nobility) +4, Listen +5,

Profession (officer) +15, Ride +8, Search +8, Sense Motive +10, Spot +8, Swim +10, Use Rope +10; Alertness, Ambidexterity, Dodge, Mobility, Spring Attack, Endurance, Improved Critical (rapier), Leadership, Power Attack, Cleave, Push, Intimidate

Possessions: a variety in his home, but he wears his *bracer of armor +3, rapier +1 keen*

Languages Spoken: Brandobian, Elven, Kalamaran, Reannarian, Dejy, and Merchant Tongue

Sub-Race: Reannarian

Deity: The Old Man (Daar)

Personality: The British Sergeant Major is the perfect role for the Colonel. He has fought the wars, seen the battles, and still none of that has changed him from his upstanding noble bearing.

Encounter Two-B: Jiloba B'Lobatar

PCs may attempt to locate and speak with the local transmuter. She is very busy and will only speak for any length if the PCs might gather some local herbs for her, the problem is she does not know which herbs she needs and only Kemp knows where they can be found. She would ask him herself, however, Kemp is currently upset over a personal matter between Jiloba and himself. Jiloba lives in a small cottage down near the river. It is her home purchased from an elderly couple that were moving to Stusel to stay with their son's family. It is a simple cottage, which would seem unsettling to many wizards, however, she likes the cozy rooms and the field of fresh wildflowers that grow between the cottage and the river. She can often be found down near the river working on some type of magic or taking notes regarding previous experiments. She is usually dripping wet. When the PCs arrive she will be stepping out of the river approximately 150 feet from her cottage door.

A couple of important notes: Jiloba is a very well-known wizard in the College of Magic. She often skirts the letter of the Code of Conduct but has published many different treaties on the nature of magical beasts and creatures. She has told all her neighbors that she is a wizard from the College of Magic and thus has no problems using showy or visibly magic in front of anyone that has a view of her property. Display IQ Illustration #3



Jiloba B'Lobatar, female, human, Wiz9: CR 9; Medium Humanoid (5 ft. 6-in tall); HD 9d4+18; hp 46; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (Deflection +3, Dex +3); Attack +4 melee, or +7 ranged; SV Fort +5, Ref +6, Will +6; AL LN; Str 10, Dex 16, Con 14, Int 20, Wis 10, Cha 14.

Skills and Feats: Alchemy +12, Bluff +4, Handle Animal +4, Hide +10, Knowledge (arcana) +15, Knowledge (nobility) +9, Listen +4, Move Silently +8, Scry +10, Search +10, Spot +5; Brew Potion, Combat Casting, Craft Wands, Enhance Familiar (smart), Improved Initiative, Spell Focus (transmutation), [Scribe Spell].

Possessions: 3 daggers, 1 masterwork dagger, pouch with components and 20 gp, 2 *waterbreathing potions, ring of protection +3, cloak of the manta ray.*

Wizard Spells Known (4/6/5/4/3/2): 0th - *resistance, daze, light, disrupt undead, mage hand, mending, open/close, detect magic, read magic;* 1st - *alarm, endure elements, shield, comprehend languages, identify, hypnotism, sleep, magic missile, change self, color spray, animate rope, burning hands, enlarge, erase, expeditious retreat, feather fall, jump, magic weapon, message, reduce, shocking grasp, spider climb;* 2nd - *arcane lock, protection from arrows, detect thoughts, locate object, see invisibility, daylight, blur, invisibility, magic mouth, mirror image, alter self, blindness/deafness, bull's strength, cat's grace, darkvision, endurance, knock, levitate, pyrotechnics, rope trick, whispering wind;* 3rd - *dispel magic, tongues, hold person, lightning bolt, wind wall, displacement, gentle repose, blink, fly, gaseous form, greater magic weapon, haste, keen edge, secret page, shrink item, slow, water breathing;* 4th - *remove curse, stonewall, detect scrying, locate creature, scrying, lesser geas, wall of ice, dimension door,*

polymorph self, rary's mnemonic enchanter; 5th - hold monster, seeming, animal growth, fabricate, passwall, stone shape, telekinesis.

Languages Spoken: Brandobian, Elven, Kalamaran, Merchant's Tongue, Dwarf, Halfling, Gnome
Sub-Race: mixed heritage

Note: Jiloba has a familiar named Kanga, which she found and bound to in Svimohzia. It is a large leopard that can usually be found curled up next to her chair either in her house or in the Council chambers. The other council members have gotten used to the cat and no one voices a complaint.

Personality: Jiloba is the wild wizard. She has no compulsions regarding civilization and it would not be out of character for her to walk nude from her home to the river to bathe. She does not put on airs or claim things that she is not. She is almost always relaxed and smiling.

Kanga, leopard, Medium-Sized Animal: CR 9; HD 9d8; hp 23; Init +4 (+4 Dex); Spd 40 ft., climb 20 ft.; AC 15 (+4 Dex, +1 natural); Atk Bite +6 melee, 2 claws +1 melee (Dmg Bite 1d6+3, Claw 1d3+1); SA Pounce, improved grab, rake 1d3+1; SQ Scent; AL LN; SV Fort +5, Ref +7, Will +7; Str 16, Dex 19, Con 15, Int 4, Wis 12, Cha 6; Balance +12, Climb +11, Hide +9, Listen +8, Move Silently +9, Spot +8; Weapon Finesse (Bite, Claw), [Alertness], [Improved Evasion],

Personality: Kanga loves life with Jiloba. They are mates in a sense. She understands his needs and his love of the outdoors and he understands her carefree life. He will protect her with his life and take vengeance on any that harm her.

As you approach the cottage of the wizard known as Jiloba, you easily spot her coming out of the river. She is dripping water as she approaches a large black spotted great cat. The leopard seems to greet her in a friendly manner although jumping back as she shakes water onto its back.

Jiloba is very happy to speak with the PCs. She will prefer to speak outside in the field as she lies down with her head on Kanga. A spot check of DC 15 will notice that she has completely dried however a spellcraft check DC 10 will show that she has not cast any magic. The fact of the matter is that Kanga cast the spell, which dried Jiloba.

Once the PCs explain why they have come to see her, Jiloba will sit up, still leaning on Kanga.

"I see why you are trying to get as much information as possible before going out onto the Lake. I think I might be able to help you during your voyage although I will need a little assistance from you. I know of no creatures anywhere near the shores of Lebolegido. However, I have not looked much further into the area. Nor do I know of any other transmuters that live or have lived in this area. I can easily check with the College of Magic in Bet Rogala to make sure. However, I would think that if you can speak with the creatures, assuming you meet them, that would be a benefit to you. I can brew you a potion for that, however, I need an herb called Lake Tongue. Usually I would just magically transport to Bet Rogala and acquire this herb, however, the Magnostorm is raging and teleportation is not functioning. I believe that Kemp, a town sage, might have some of the herb, however, he and I are having a slight disagreement currently and I can not ask him. If you could acquire some of the herb, I would be more than happy to make the potion for you. I should be here all day, if I am not just come up to Kanga and he will tell me. "

Some other pieces of information that Jiloba has available include:

- Lake Eb'Sobet is a very smooth lake rarely is it stormy, although the elves speak of a season called Utonilorbacar *****add it in elven text*****. During this season they say that the Lake becomes extremely turbulent and it gives up its dead but always takes replacements.
- She can explain what a Magnostorm is and what it affects.

- She will not speak further on the disagreement with Kemp saying that it is personal and should not affect their ability to gain the herbs.
- The herbs are fairly rare and should only cost about 5 cp.
- If asked how she dried herself, she will smile coyly and say she did not dry herself. Another wizard if they ask politely and in a studious manner she will give up the secret and let them know that her familiar was the one that cast the spell.

Lake Tongue - uncommon herbs found only near the shores of lakes and slow flowing rivers. It grows as a long creeping vine, which flowers twice a year. The flowers are long and narrow drooping down as gravity pulls them earthbound from their vines. The flower is picked during a moon-less evening and stored in fresh lake water. It has a variety of uses but one of the main uses is one of the possible ingredients to make *potions of tongues*."

Encounter Two-C: Kemp

PCs may inquire initially with Kemp or Jiloba may send them his way. Either way, in this encounter they are able to interact with the mysterious Kemp who will be initially very weary among them. Kemp lives not far from Jiloba's cottage near the lake. Jiloba or any of the townsfolk can give the PCs directions to his home. The building is worn but not run down. It is two stories tall and its roof is tiled in what appears to be a green metal plate (just corroded copper plates). The front door is oversized and has a doorknocker in the shape of a ship's wheel.

If the PCs knock on the door it will take Kemp almost two minutes to answer the door. When he does continue with the following. Note: The door is locked and reinforced.

The door swings open slowly revealing a huge man standing well over 6 feet in height. "What is it that I can do for you today?", he asks in a soft spoken voice. Display IQ Illustration #4

As it states in the appendix listing of Lebolegido, Kemp is a very suspicious man when it comes to strangers. He will not invite them into the house preferring to speak on his porch. He does not know many things about sea monsters or even about the missing fishermen; he does however have a supply of Lake Tongue. A few details regarding the encounter with Kemp can be discovered here.



- The Lake Tongue costs 4 cp per tongue. He currently has 8 in stock. He will ask what they are planning on doing with the herb.
- If told they are getting it for Jiloba, he will smile a little. *"So she would not come herself. I will not charge for the herbs (two) but tell her that she will owe me and she knows what I want."*
- If he is asked why he is fighting with Jiloba, he will tell them, *"It is really not a fight. I would like her to cast a spell upon me and so far she has refused."*

- If asked what spell, he tells them it is a spell that will turn him into another creature permanently, he wants to be able to breathe water and live in the lake. Players making a DC 25 check with Sense Motive will realize that there is more to this but that Kemp is not talking about it.

"Kemp", male, human, Bar7: CR 7; Medium Humanoid (6 ft. 6-in tall); HD 7d12+14; hp 68; Init +2 (+2 Dex); Spd 40 ft.; AC 14 (+2 Dex); Attack +8/+3 melee, or +9/+4 ranged; AL CG; SQ Uncanny Dodge, Rage 2/d; SV Fort +7, Ref +4, Will +1; Str 12, Dex 14, Con 15, Int 11, Wis 8, Cha 9.

Skills and Feats: Climb +5, Handle Animal +3, Intimidate +7, Intuit Direction +7, Jump +7, Listen +6, Knowledge (history sea wrecks) +10, Profession (herbalist) +7, Ride +8, Swim +6, Wilderness Lore +5; Intimidate, Fearsome Appearance, Natural Swimmer, Run

Possessions: leather armor, greatsword.

Languages Spoken: Brandobian, Elven, Orc, Dejy, and Merchant Tongue

Sub-Race: mixed human

Deity: The Powermaster (Sitiri)

Personality: Kemp is a very large powerful man of rough looks. He is however very kind and gentle. He has one of those soft grips especially for a big man. He has gone by the name of Kemp for as long as he can remember in fact it was one of the first words he ever remembered. He does not know his heritage at all or any of his blood relatives. Many have thought he was part Fhokki or part Orc or Hobgoblin, no one seems to be sure.

Encounter Three: Onto the Lake

With their knowledge at hand, the PCs, Captain and crew of The Heart's Home make sail on Lake Eb'Sobet. Their journey will last a week, ending in Bet Rogala. During this time, two small fishing villages will be encountered. In each village more information and more disappearances will be discovered.

Once the PCs are ready to sail, or in the morning when Captain Freecho was planning on leaving, The Heart's Home will sail out of the port heading northeast to the village of Nil. Captain Freecho has a crew of six with her on the sailing ship. The crew is all female and all of the same Dejy tribe. They have been together for the last four years, although one of the crewmembers left during that time to raise a child. Captain Freecho has not replaced her, opting to run one member short in case the woman decides she wants to go back to sea.

The rules on the ship are very simple, everyone does what they can to help. Captain Freecho does not usually carry passengers thus the PCs will have to sleep on the deck just like any of the crew. The crew is made up of Yerarek, Jenadar (Jen), As'Ko, Buros, Sary, and Chala.

Ship Crew, female, human (6) Exp 1, CR 1; Medium Humanoid; HD 1d6; hp 6; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather); Atk shortspear +0 melee (1d6 damage); SQ 1d6 sneak attack.; AL CG; SV Fort +0, Ref +3, Will +1; Str 11, Dex 13, Con 11, Int 13, Wis 11, Cha 14
Skills and Feats: Hide +3, Listen +4, Move Silently +2, and Profession (sailor) +3, Spot +4; Alertness, Dodge.

There is no official first mate of the ship, Jen however, is usually put in command of the vessel while Freecho is sleeping. Three of the crew work the ship during the day and three of them work it at night. It will be up to the PCs when they would like to remain awake. Captain Freecho will let them know that they will be two days on the lake before they reach Nil, then another day and a half till they reach Konad.

Day One: Any of the PCs up on the decks of the ship during the first full day out will get to see an interesting site. Go ahead and let the PCs make spot checks DC 12. Either a PC or one of the crew will see a large school of fish jumping clear out of the water on the left side of the ship. These fish are not overly large but seem to be jumping out of the water on a regular basis.

Captain Freecho shouts out a few commands as she steers the ship towards the jumping fish. The crew quickly gathers up small nets, scooping fish out of the air as The Heart's Home sails through the school. "Well done all, fresh fish for dinner tonight!" the Captain smiles broadly at the good luck.

Day Three: On this day the PCs will come into the village Nil. They arrive and lay anchor just about an hour before mid-day. Most of the village men are out fishing except for the village elders. While in the village, the villagers will ask Captain Freecho if she saw any sign of wreckage to the southwest of the village, a fishing boat disappeared in that area yesterday. NOTE: This is the third vessel to go missing, the two that Captain Freecho knew about were from other villages.

On the third day of sailing upon the lake, Captain Freecho moves the ship closer into shore, a small fishing village can be seen rising up out of the lake fog. The crew will tell you that this is the village of Nil, and that about 40 families make it their home. Two elderly men and about eight women meet the Heart's Home as it makes dock. The Captain motions towards you, "You may want to join me this looks a little unusual."

The details here are very simple. Out of the sixty fishing boats that went out yesterday at dawn, only 59 of them returned. The missing boat should have been seen by the crew of the Heart's Home if it was fishing in its normal area. Unfortunately, Captain Freecho has no news for the villagers. The Captain will give the PCs some time in the village (an hour) to get used to the land again, she understands that being on a ship for a couple days might be rough for some of the PCs. Use the information below if the PCs wish to explore Nil.

The Village of Nil

Population: Village population, 215. Humans (Kalamaran, Brandobian and Deji). The village is part of the Central District of the Principality.

At a Glance: A quaint little fishing village along a fairly rocky section of the lakeshore. Tales tell that the rocks along the shore came from the bottom of the lake where giants used to live. The village is spread out over a fairly wide bay of the Lake. The many small huts and homes all face the water's edge. A central lodge makes up the center of town with a single trading post next door. There is no permanent trader in town, the post is used as a central location for the villagers to bring goods when the lake traders come into the port.

Government: the village is governed by the will of the elders. The lake while providing much of what the village needs sometimes takes its own sacrifices of the village fishermen. Those that live to old age understand all there is about the lake and the village and thus are given positions of rule. What this really means is that the elders (currently three) can suggest things to the villagers and act as arbitrators should dispute arise. All in all the village is extremely peaceful.

Economy: As mentioned prior the lake provides for the village. They capture fish and harvest shallow reeds from the rocky shore. These reeds are pressed into papyrus by the local women. The papyrus is traded to the lake traders for metallic objects.

Military: There is no military presence at all in Nil. In fact only Hufew, son of Hufod has ever even enlisted in the army.

Major Temples: The villagers are very superstitious and thus make small prayers to almost all the gods. They believe that prayers to some of the evil deities will help keep the wrath of those deities from their lives. There are no shrines or temples constructed in the village.

Mages & Sages: Yuja, a Deji woman lives in Nil and tends to the reeds and other plants that grow in the village plots. She is an untrained 2nd level shaman although she does not consciously cast spells she simply takes actions that she believes are proper and her magic is invoked.

Underworld: Needless to say there is no underworld in the village of Nil, nor are there any surprises nearby or under the local waters.

Interesting Sites: The only interesting item in Nil is the rocks that make up the shore. Anyone with wilderness lore will be able to determine (DC 10) that the rocks are definitely made of a substance that is not found in the nearby hills. A DC20 check will determine that the rocks are of a more volcanic nature.

Major Village NPCs: The town elders are: Peniden, Saref and Selivita. They are all over 50 years of age. The only other people in the village are the women and children. All of the men are out gathering fish.

Day Four: The fourth day out of Lebolegido will bring the Heart's Home into the small fishing village of Konad. Konad is a village made up by an entire tribe of Dejy. The villagers will come forward to trade with Captain Freecho, they have fish, baskets, grains as well as rice for trade. They have not had any problems recently with their fishing vessels and they have not yet heard of the problems being faced by the other villages. They believe that the other boats were lost to the Lake and that now the lake is satisfied.

This encounter gives the PCs a chance to relax in the village and be treated to fish wine from the local presses as Captain Freecho make trades and loads and unloads cargo.

Encounter Four: Seen from afar (EL 3)

After the PCs have visited the two villages, a lookout (or a PC) will spot something in the water. A survivor from Nil will be discovered. The survivor will be able to give the Captain and PCs a great deal of information regarding the attacker, however, he is also being used as bait to lure unsuspecting craft into danger.

Any PC that has the morning watch on the ship can make a spot check DC 18. If they succeed you should adjust the text below to indicate that the PC is the one that made the discovery.

It is the evening of the seventh day. Either today or tomorrow you should be able to see the shores of Bet Rogala, the capital of Pecal. As the evening sun begins to stream over the western sky a cry goes out. "Debris 100 yards to port!"

All the PCs should be allowed a second or first spot check to notice the debris. A check of 25 indicates that they notice a person hanging on weakly to the wreckage. You should allow the PCs to rescue the fisherman who is barely conscious and get him on board the Heart's Home. He is incoherent babbling, "No go away, leave me alone, go away...." It might be inferred from this that he is trying to make something stop attacking him, he is really subconsciously trying to get the PCs away since he unwittingly knows he is bait in a trap.

It will take one curing type spell to allow him to gain coherence. When he does, he will cry out, "NO! They just wanted you closer. They are coming under the water!" Display IQ Illustration #5



At this point the lacedons will be attempting to gain access to the ships deck. They are on all sides of the ship so you should use the map in the appendix of the ship's deck for reference. The lacedons MUST spend the first round attempting to climb up onto the deck. They will require a climb check DC 18 in order to succeed in getting onto the

deck. Remember there are six crew members with harpoons as well as the captain to assist the PCs.

Lacedon (5), CR 1; Medium Undead; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 natural, +2 Dex); Atk Bite +3 melee, 2 claws +0 melee (Bite 1d6+1 and paralysis; claw 1d3 and paralysis); SA Paralysis, create spawn; SQ Undead, +2 turn resistance.; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (Bite)

There is a sixth Lacedon swimming out in the distance but it does not attack, instead it allows the liche to see through its eyes watching how her trap progresses. She can not control the actions of any of the lacedons or cast any magic into the area, she does however see what is going on as if the lacedon was a nearby familiar.

Once the battle is firmly in hand, the sixth lacedon will begin swimming away, as it does, the captain (if she is alive) or one of the crew members spots the creature. Hopefully the Captain is alive and moving as she will reach into a nearby case (set into the deck near the helm) and utilize a wand. A bright blinking light becomes visible from the escaping lacedon. If the Captain is unable to do this then any surviving crew member (ideally the one that spotted the last lacedon) will get the wand and give it to any PC that is able to utilize divine magic. The command is GUIDE ME.

Guiding Light: Evocation (Light); Level Clr 3, Drd 3; Components V, S, M; Casting Time: 1 action; Range Close (25 ft. + 5ft./level); Target One Object or Creature; Duration 6 hours + 1/level; Saving Throw: None; Spell Resistance: Yes

This spell is granted by the powers of water. It is used to guide ships and vessels or swimmers under the dark seas. The spell brings forth a blinking light upon either the creature or object the spell is directed against. This light is not bright enough to read or truly see by, however on a dark night, or in the depths of the seas the light is easily followed. The light is the equivalent of a torch in brightness however, the ability to follow the light is doubled due to the oscillation of light.

Captain Freecho or the crew will make to follow the lacedon. Their logic if the PCs require an explanation is that where one of the creatures lives it can make more. And they want to track it back to its lair to make sure there are not any more awaiting them there.

Encounter Five: The Chase

The Heart's Home gives chase following its attacker north far from its normal routes. The Captain is insistent, her livelihood and that of her friends is in jeopardy and nothing will stop her from following this fiend. Eventually, the creature comes to a large island not far from the northern shore of the Lake. The Captain proposes that she sends the PCs either to slay the creature on the island, or north to the shore to request assistance from the Warriors of the Emerald Wave. Each possible action is detailed in its own sub-encounter.

The Heart's Home has followed the retreating creature for the entire night, heading almost due north across the wild lake. The crew seems very determined despite the battle that already took place. Just as the lights of a false dawn begin to crest the eastern sky, the blinking light ambles up onto a small island near the north shore of the lake. The many trees on this island stretch out over the water their dead branches sharp and angled towards the lake.

Time for the Captain or surviving crewmember to speak with the PCs. They are very unsure of this island. It seems to be a place of terrible evil. The Captain (or crewmember) will suggest that the PCs either explore the island and slay the creature and any like it, or that she sail to the north shore of the lake. The PCs should be able to inform the Warriors of the Emerald Wave about the island and get any suggestions or assistance that the Warriors might offer. Depending on which option that the PCs decide upon, a sub-encounter is listed below with the details regarding their choice.

Encounter Six-A: The Warriors of the Emerald Wave

In this encounter the PCs will be escorted into Ka'afido, the home of the Pekalese ranger's society. They will be brought before one of the leaders of the society that will hear their tale. This

encounter gives the PCs a chance to be introduced to the Warriors while providing them will some assistance as the society sends two rangers with the PCs to go onto the island and slay the creature.

It is no more than a three hour walk to the gates of Ka'afido from the shores of Lake Eb'Sobet. The Heart's Home will remain stationed nearby the island and you were urged to return to the shore before nightfall. Ka'afido is a stockade town with wooden palisades guarding the town from attack. Inside the palisades many treetops can be seen stretching up into the sky. There is no traffic as you approach the small gate of the town, a green cloaked spearman stands ready at the door, seemingly not alarmed but watching your approach. "Greetings. Welcome to Ka'afido, Home of the Warriors of the Emerald Wave. What brings you to our fine town today? Not often we get visitors on foot most remember to bring a horse."

The guard's name is l'anta (Ee-ahn-ta) and he is a half-elven scout for the Warriors of the Emerald Wave. He has recently come off of route and has been assigned gate duty for the week. If the PCs ask l'anta can tell them much of the following information regarding the Warriors of the Emerald Wave.

- The Warriors are all wilderness warriors more at home in the plains, forests and roads of Pekal than in her cities.
- The Warriors ride routes, meaning each group of Warriors visits certain locations before they return back to Ka'afido. The order of the locations is never the same and often the Warriors will not know which order they will take before they actually make for a location.
- The Warriors accept any warrior that knows their way around a bow or spear but they must be of good moral quality and have proven wilderness skills.
- The Warriors are lead by the Six Riders of the Wave. Each of the six riders commands a portion of the overall cadre. Together they make any internal decisions for the Warriors of the Emerald Wave.
- There is always one of the Riders in Ka'afido at all times, and usually there are at least two in residence while the others ride their routes.
- One Ride, the troop of one of the riders is allowed to train in Ciloreal on each spring.

If the PCs explain why they have come, l'anta will look interested. He will blow two notes on a nearby hunting horn and offer the PCs fresh water.

Within five minutes of the horn's sounding, a dark-haired man can be seen approaching the gate. He stands over 6 feet in height and wears a glittering chain shirt and longsword at his waist. Sizing you up for a moment, he looks to l'anta and then back to your group. "Greetings, I am Wryn, Rider of the Third Wave. l'anta's sounding of the horn tells me you have important news. Please repeat what you have told him."

Wryn will listen carefully and ask any questions that you feel in character. Wryn is a very detailed leader. He knows and socializes with each of his men and they respect him completely. They know that he often takes more time to analyze an issue but once he makes up his mind he drives them through to completion with the least amount of injuries.

Unfortunately, there is only one Ride currently in Ka'afido, they are expecting the Fourth Ride to return at any time however this fact will limit what Wryn is able to do to assist the PCs. He can however offer they two warriors to accompany them back to the island to scout out how many of these creatures lair their. He will also send word to Bet Rogala and to the Fourth Ride so that as many troops as possible can be made ready depending on the information that the PCs return.

l'anta & Rotesh (Warriors of the Emerald Wave), **male, half-elf, Rgr4**, CR 4; Medium Humanoid; HD 4d10; hp 30; Init +3 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +3 studded leather); Atk longsword +6

melee (1d8+2 damage); SQ Favored Enemy (Goblinoid); AL CG; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8
Skills and Feats: Hide +3, Jump +3, Knowledge (nature) +5, Listen +3, Move Silently +2, Ride +4 and Spot +3; Point Blank Shot, Precise Shot.

Encounter Six-B: Into the Lair of the Beast (EL 6 (alone) EL 2 (with Rangers))

This is a most dangerous option. The creature is immensely powerful and low-level characters should be extremely hard pressed to survive let alone emerge victorious. However, some groups will refuse to allow their brains to overpower their guts. The more intelligent groups will first acquire assistance from the Warriors of the Emerald Wave.

You should refer to the Map of Heredr's Lair found in the appendix for this encounter. NOTE: There are no traps per say, however the passages are very overgrown with vines and plants such that the PCs can move no faster than half speed without having to make a Balance check DC 18. There are four distinct areas in the lair plus the island description itself. All are contained below.

ISLAND: *The island rocks are covered in grasses, vines and roots and seem to grab at your legs as you pass through. Many of the vines are dead or perhaps dormant however they seem to remain strong, anchored well into the island.*

A tracking check DC 12 will discover the lacedons tracks leading up the island towards a group of barren trees.

A: *The dark passage is barely lit by the sunshine setting towards the western horizon. More vines and weeds twist and turn through this passage although these seem to show just a touch of green to them.* Display IQ Illustration #6



Nothing sinister here. A spot check DC 12 will locate a few scraps of basic cloth torn and fallen in the passageway. The greening of the vines is the strength that is being returned to Heredr from the meals she has taken. Once this island was completely alive and she controlled not only the undead living here but the trees and vegetation as well.

B: *The passage opens up to the left while a large pool of natural water takes up the majority of the passage ahead.*

Unless the PCs are carrying a great deal of light with them, they will need to make a Listen check DC 10 to hear the zombies approaching. The zombies are all dressed as fishermen and are all



male although some of them appear to be teenage or slightly younger male children. As the PCs attack the zombies the lacedon may join in the battle. It will prefer to wait and ambush the PCs as they pass the pool of water. If it does decide to join the fight (20%) this will occur on round four (lacedon). If the PCs are somehow able to sneak past the zombies you can continue with the descriptions of area C and D. Display IQ Illustration #7

Zombie Captain Harwin, CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft.; AC 11 (+2 natural, -1 Dex); Atk Slam +2 melee (Slam 1d6+1); SQ Undead, partial actions only.; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1
Skills and Feats: Toughness

Zombies (2), CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft.; AC 11 (+2 natural, -1 Dex); Atk Slam +2 melee (Slam 1d6+1); SQ Undead, partial actions only.; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1
Skills and Feats: Toughness

Small Zombies (3), CR 1/4; Small Undead; HD 1d12+3; hp 9; Init -1 (Dex); Spd 30 ft.; AC 11 (+1 natural, -1 Dex, +1 Size); Atk Slam +1 melee (Slam 1d4); SQ Undead, partial actions only.; AL N; SV Fort +0, Ref -1, Will +2; Str 11, Dex 8, Con -, Int -, Wis 10, Cha 1
Skills and Feats: Toughness

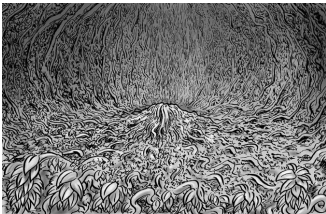
After the battle the chamber may be searched only bones and scraps of clothing may be found. The zombie's clothing does seem to be the source of the torn pieces that the PCs might have discovered in the previous passage.

C: A pool of natural lake water rises from the center of the passage and extends to between one and two feet from the edges of the passage. Ahead the passage continues and seems to open into a larger chamber.

If the PCs defeated the zombies really quickly or if they by-passed them somehow the lacedon is awaiting them in the pool of water. Without shining a light somehow into the water it is going to be very difficult to spot the lacedon. Roll a hide check for the lacedon adding his +7 hide skill. The PCs spot check is going to be at -1 due to the water and -1 due to the low light in the area.

Lacedon, CR 1; Medium Undead; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 natural, +2 Dex); Atk Bite +3 melee, 2 claws +0 melee (Bite 1d6+1 and paralysis; claw 1d3 and paralysis); SA Paralysis, create spawn; SQ Undead, +2 turn resistance.; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16
Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (Bite)

It will only take Heredr three rounds to reach the PCs if they begin battle with the lacedon. She will not await the PCs in her chamber preferring to battle them with as many minions as she can around.



D: The walls of this chamber are covered in green leafy vines. The vines crawl along the walls and ceiling and all seem to originate in a dark damp pile of earth at the far end of the chamber. Display IQ Illustration #8

Heredr, Sea Hag, Nec8, Drd 4, CR 16 (currently 8); Large Monstrous Humanoid (Aquatic); HD 3d8+3 + 8d4 +8 + 4d8+4; hp 77; Init +1 (Dex); Spd 30 ft.; AC 13 (+3 natural, +1 Dex, -1 size); Atk 2 claws +6 melee (claw 1d4), SA Horrific Appearance, Evil Eye; AL CE; SQ SR 10, water breathing; SV Fort +2, Ref +4, Will +4; Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 6
Skills and Feats: Hide ++8, Listen +7, Spot +11; Alertness

Heredr has none of her spells or spell-like abilities available to her she is just awaking from her slumber and is very weak. The PCs will need to make a fortitude save (DC 11) once they see her or be instantly weakened (2d8 points of temporary strength). Anyone reduced to 0 strength is helpless. She can only utilize the dread power of the evil eye upon her own death, and only upon the individual that slew her. Consider it like a dying curse. The individual must succeed at a Fortitude save (DC 11). Creatures that fail have a 5% chance of dying instantly, even if they survive, they fall into a whimpering catatonia for three days.

Buried in the piles of earth and decaying vegetation the PCs can unearth the following treasure: 175 sp., 23 gp., 3 rubies worth 20 gp. each, a set of six silver skewers worth 40 gp. and a masterwork longsword.

Conclusion A Complete Success

Use this conclusion only if the PCs defeated the sea hag and her minions, with or without the assistance of the Rangers.

The rangers of Ka'afido are both amazed and concerned over your findings. They immediately double the patrols in and around Lake Eb'Sobet but mostly they pray that you have destroyed the heart of the evil. It takes a few days to report to Wyrn of the Third Ride of Ka'afido, however you finally set sail and as the sun sets over the lake, the spires and grand towers of Bet Rogala come into view. The city is sparkling, the sun striking many white stone towers as you glide slowly to anchor at the city wharf. You are paid the full sum promised you and told that if you ever need use of the Heart's Home you need just ask and the Captain and crew will be glad to attempt to accommodate you.

Conclusion B Partial Success

Use this conclusion only if the PCs located the lair and reported it to the Ranger of Ka'afido.

The rangers of Ka'afido are both amazed and concerned over their findings. An ancient hag from days long forgotten was discovered raising an army of undead. The Rangers immediately double the patrols in and around Lake Eb'Sobet but mostly they pray that they have destroyed the heart of the evil. It takes a few days as Wyrn of the Third Ride of Ka'afido receives reports and organizes patrols, however you finally set sail and as the sun sets over the lake, the spires and grand towers of Bet Rogala come into view. The city is sparkling, the sun striking many white stone towers as you glide slowly to anchor at the city wharf. You are paid the full sum promised you and told that if you ever need use of the Heart's Home you need just ask and the Captain and crew will be glad to attempt to accommodate you.

This Ends The Rounds



Experience Point Summary:

Player's Introduction:

- 10 xp for gathering information regarding the region from the individuals at the Blushing Maiden

Encounter Two:

- 10 xp – for bringing the oar to Colonel Seetoo to be studied
- 10 xp - for acquiring the herb for Jiloba

Encounter Four:

- 10 xp for rescuing the the fisherman from the lake AND healing him
- 50 xp for defeating the lacedons
- 20 xp for keeping the crew alive during the battle (-5 per crew that died - min 0)
- -50 xp if Captain Freecho is killed during the battle

Encounter Six:

- 20 xp for gaining the assistance of the Warriors of the Emerald Wave

Encounter Six-B

- 10 xp for defeating the zombies
- 10 xp for defeating the lacedon
- 100 xp for defeating Heredr

Role-Playing Award 0-50 xp

Experience Point Maximum: 250 xp plus role-playing bonus giving a maximum of 300 xp

Treasure Summary: possible treasure only

- 25 gp. each from Shythen for accepting the task
- *potion of tongues* from Jiloba if they acquired the Lake Tongue for her
- Masterwork Longsword
- 175 sp., 23 gp., 3 rubies worth 20 gp. each, a set of six silver skewers worth 40 gp.
- Certificate of Favor from Captain Freecho.

If you are playing in the Living Kalamar campaign this adventure is worth a maximum of 300 xp to your character.

If you are playing this event as part of an on-going home campaign, then you, the GM should award experience as you see fit for the challenge level posed by the adventure.

Appendix A:

The Town of Lebolegido, The Water Town

Population: Town population, 3,518. Humans (Kalamaran, Brandobian and Deji) are in the majority, but there are plenty of non-humans and a neighborhood of Fhokki as well. The town is part of the Central District of the Principality.

At a Glance: Home to eight members of the Honorable, Lebolegido is almost large enough to be considered a city. It is a bustling town with a very active market. Six large keeps surround the town and the small Ribelis River which flows slowly into Lake Eb'Sobet. The town is partially walled, the city architects leaving plenty of room for additional growth. There are a number of large farms on the outskirts of town and many small villages nearby.

Government: a council of twelve governs the town. Six of the Honorable currently sit on the Council. The other six members of the Council include four of the more profitable merchants of the town, the local army commander and Jiloba B'Lobatar, an adventurer who resides in the town. The Council rarely meets, the town runs itself very well. They do elect a yearly mayor from among the Council members. Currently Ranselita Fortron, a merchant of Brandobian ancestry is acting mayor.

Economy: Lebolegido is situated at the junction of three roads. The Merchant Way runs through Lebolegido between Favido and Bet Rogala. There is also another paved road that leads due south into the greater farmlands of the Central District. Lebolegido is also a major port, the second largest port and the largest natural harbor on Lake Eb'Sobet. The town is an agricultural paradise with food goods from around Tellene making their way into Lebolegido's market. It also has a number of artisans within its walls that specialize in creating the most spectacular figureheads. These artisans are a very tight group and without exception are all of pure Fhokki ancestries. It is unknown where they find their muse, but without a doubt there is a long waiting list for their products.

The truth is that the Fhokki have a relationship with a number of artisans from the botAltamir of Lake Eb'Sobet. These underwater artisans exchange their designs with those of the land dwellers.

Military: Fort Lakeside rests just to the northeast of Lebolegido and there is a small garrison of troops that reside in the fort. Two of the Honorable are retired army officers who tend to deal with any military or militia requirements. Colonel Sortureer Seetoov, was once in command of all the Principality's naval marines. He is the local expert regarding sea stories and tales of the creatures of the deep. Master of Sergeants Kurgaz Vakhtunaz, was one of the first half-hobgoblins to be promoted in the army of the Principality. He is the first Honorable of half-hobgoblin ancestry. The local commander is Captain Romari, a gnomish warrior from the Kamarela Mounds. He is very competent but does tend to consult Kurgaz or Sortureer when he is unsure of a decision. The garrison is made up of 64 men and women, a quarter of them archers.

Major Temples: There are actually three temples in the town of Lebolegido. The Church of the Life's Fire has the largest following in the city although there are almost as many that worship at The Home Foundation. There is a small temple with two full time clerics of the Halls of the Valiant.

While the majority of townsfolk worship at one of the three major temples, there is a small minority that dedicates their worship to one of the two small shrines in the town. First there is a very old shrine dedicated to Ravarr the Traveler. This shrine is hand carved of knotted oak and stands almost 15 feet tall. The original Fhokki travelers that settled in the area almost 170 years ago carried the shrine from the northern lands to Lebolegido.

The second shrine in Lebolegido is dedicated to Natirel the Strategist. This shrine stands outside of the gladiatorial school constructed entirely of captured weapons. It is in front of this shrine that gladiators make their pledges and the society of The Blooded meet.

Mages & Sages: The only well known wizard in town is Jiloba B'Lobatar. Jiloba is very talented and is currently researching spells and magic for use underwater. She can often be found down near either the river or the lake. Jiloba is specialized in the area of transmutative magic and occasionally the rumor starts up that she may be leaving soon to begin teaching in Bet Rogala's College of Magic.

Colonel Sortureer Seetoo is very well known as a source of information regarding the sea and all its creatures. He is also well spoken and known for the surprisingly detailed information that he has regarding the various navies of the Kingdoms. What is not known to the public is the fact that Colonel Sortureer Seetoo has continued contact with Rolon from the city of Aasaer. Rolon keeps the Colonel up to date with the information that he hears regarding the various navies. He receives this information regularly via the Clergy of the Merciful Fates.

The other sage in town goes by the name of Kemp. Kemp is a large man standing well over 6'6" tall. There does not appear to be any particular bloodline in his features. He is govtial and always happy to help out townsfolk and travelers. He is well known for his knowledge of maritime wrecks as well as the identification and uses of all types of herbs and plants that grow either near or in bodies of water. He does not often get to speak to people regarding his first love that of treasure finder. He moved to Lebolegido almost 12 years ago and has helped the townfolk with herbal remedies made of various plants and herbs that can be found near the river and lake. The truth is that Kemp is hiding. He made his fortune almost 15 years ago when he was part of an adventuring group that raided and looted an underwater lair. The group did not know that the lair was the home of a group of underwater vampires and slavers. The group went their own way after they returned to shore. When Kemp heard that a number of his old adventuring group died mysteriously, he paid a great deal of gold to have his death faked. He left immediately and settled in Lebolegido after a year of wandering. Using the name Kemp he has tried to leave the past behind, but still he watches and waits never quite trusting strangers.

Underworld: Besides any thieves that find themselves moving through Lebolegido, it does not have any organized thieves' guild. There are various rogues that make a slim living by acquiring food and goods illegally in the market, however this number remains low. It does have one dark secret though. A small group of highwaymen make Lebolegido their home. They are lead by Rel, a human of mixed ancestry. Rel and his men, work most days unloading boats on the docks of Lebolegido. Occasionally, when there are no ships due in, they make their way out of town and attempt to locate a small caravan, which they know they can overpower. Of course, being known in the market they almost always know which caravans they can attack and which they should avoid. The Black Brothers, as the outlaws are known by, strike once a month at the most and have been very successful despite all that has been done to catch them. Their reputation stresses non-violence towards those that do not resist and has allowed them to often carry out their robberies without injuring anyone.

Interesting Sites: The school of Gladiatorial combat is the largest in the Principality. It is open to the public most days although a nominal 1 sp fee applies to view the school's practice sessions. The other interesting site is approximately a days travel south of the city along the banks of the river. The river is only about 15-30 feet across at its widest and as travelers follow the river they only find a large multi-tier fountain where the source of the river would normally be found. This fountain is high up on a hill and the waters cascade down the fountain spilling into the river basin. The fountain is in the shape of a series of large basins each centered with a great stone hammer. Sages have often thought that the fountain might be the creation of a member of the Tempestions, however examination by members of The Thunderer's Temple have proven negative. In the spring, after the rains, townfolks and villagers often come to the fountain and place a small gift into its waters. Traditionally the gifts are designed to float, leading to a long parade of floats flowing down the river and out into the Lake.

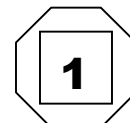
Special Notes: It is very likely that Lebolegido will soon be classified as a city of Pecal. Although only 4,950 people permanently make the town their home today that number is growing. The town usually hosts anywhere from 50-150 additional people each day be through caravans, boat crews or gladiators training at the school.

As the town is often the host of a large number of visitors, there are a number of inns and taverns within its walls that cater to the travelers. Among the more popular inns and taverns are The Happy Maiden (run by a female sorcerer of 1st level), the Lovely Jug (halfling run tavern known for its beer), The Pale Dragon (run by an elven warrior 5th level), and The Emerald Bow (tavern/inn run by half-hobgoblin barbarian who does not like elves).

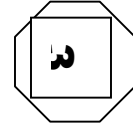
A special note about the Emerald Bow. Many newcomers to Lebolegido believe that the Inn is named after a color and a weapon. That is not correct! Juzak, the owner named it after an elven warrior who colored their hair bright green and he forced them to bow to his skill. He has never liked elves and this dislike is usually shared by the staff at the inn. They will not attack or harm an elf, however service is bound to be terrible.



The ImageQuest™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. DMs should also fold the page so that only one image is visible when showing to the players. Any maps, parchment or other items included in this book are for DM use ONLY, unless labeled "Player Aid". We recommend each Player Aid be photocopied and given to the players as circumstances dictate.







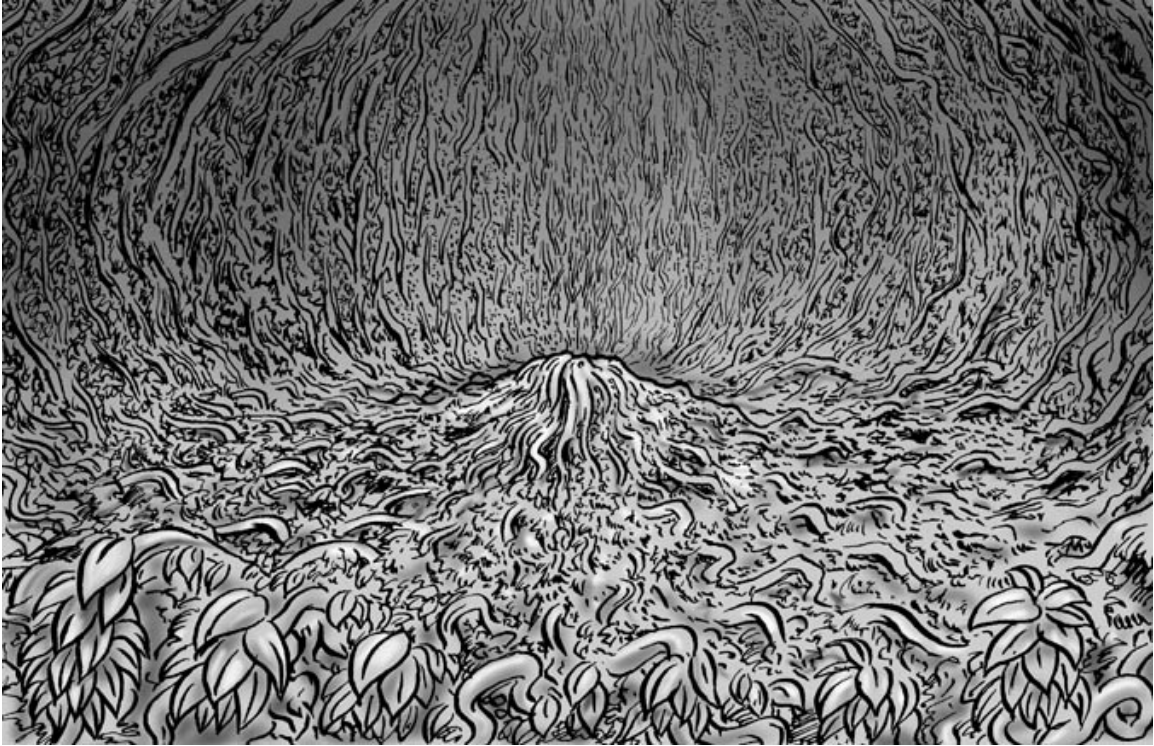




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