

Baneta

City of the Whale

A One-Round D&D Living Kingdoms of Kalamar Adventure
Part One of *After the Love is Gone*
An Adventure for 1st- to 6th-Level Characters
By Phil Thompson

A message, a misunderstanding and a mission of mercy lead to skullduggery and murder. Welcome weary traveler to Baneta. Hopefully you'll survive the experience. A Living Kingdoms of Kalamar adventure for PCs levels 1 through 6. This is a combat-intensive, role-playing module.

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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.

Module Notes

This module is part one of *After the Love is Gone* series for use in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 4 to 6 characters ranging from 1st - to 6th-level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers. **This is a combat intensive module.**

You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition *Player's Handbook* and *Dungeon Master's Guide* for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the DM should also have the *Kingdoms of Kalamar® Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*.

Each encounter presented includes abbreviated NPC statistics. Specific statistics for key Non-Player Characters (NPCs) and other material are included in the appendices at the back of this module as well as throughout the module text itself. Certificates that may be photocopied are also included. The DM should read this adventure entirely no less than one time before playing in order to ensure a precise flow of movement, 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.

MODULE LAYOUT

There are several redirect/contingency encounter in this module to get the PCs on track if the unexpected happens or they run into terrible luck. To make the event easier to judge to run the encounters in this module have been divided up into sections. They are as follows.

- **Section 1: The “E” encounters**-These are used to bring the PCs into the module and are Introductory/Entry encounters
- **Section 1: the “B” encounters**-These are used if the PCs side with the Brotherhood of the Broken Chain.
- **Section 2: the “P” encounters**-These are used if the PCs side with P'Ligal and his men.
- **Section 3: the “C” encounters**-These are the probable conclusions to the module.
- **Section 4: the “R” encounters**-These are the redirect/contingency encounters to use to get the PCs back on course to finish the module.

ADVENTURE SYNOPSIS

BANETA-Information for the judge about the city of the whale.

BACKGROUND-What has gone before and motivations for NPCs in the module.

SECTION 1: THE “E” ENCOUNTERS

ENCOUNTER E1: A Fine Day in Bet Rogala-A frustrated messenger picks the PCs to unload his message on

ENCOUNTER E2: Excuse Me?-Being not at all pleased that the PCs answered her summons instead of her regular help Ehvono decides to work with what she has.

ENCOUNTER E3: Malvus-Where Ehvano's mission of mercy leads the PCs to.

ENCOUNTER E4: Welcome to Baneta-Once the PCs leave Malvus' shop they are drawn into the web of Felana's plans.

SECTION 2: THE “B” ENCOUNTERS

ENCOUNTER B1: On the Run-If the PCs decide to help the Brotherhood of the Broken Chain use this encounter.

ENCOUNTER B2A: Gatecrashers-Use this encounter if the PCs decide to stay with the

Brotherhood of the Broken Chain at the 'Rat's Nest' for more an hour or more.

ENCOUNTER B2B: Urban Predators-Use this encounter if the PCs stay with the Brotherhood of the Broken Chain at the 'Rat's Nest' for less than an hour.

ENCOUNTER B3: Felana's Gambit-If the PCs beat P'Ligal's men after they leave the 'Rat's Nest' with the Brotherhood it leave Felana to try and get her plot back on track.

ENCOUNTER B4: Treachery!-This is one of the beginnings to the wedding and sets the stage for P'Ligal's demise

ENCOUNTER B5: Kindred Spirits-The PCs meet P'Ligal and get a chance to attend the wedding

SECTION 2: THE "P" ENCOUNTERS

ENCOUNTER P1: In the Company of Swine-If the PCs decide to help P'Ligal's men use this encounter.

ENCOUNTER P2: The Hit- If the PCs agree to work for P'Ligal use this encounter.

ENCOUNTER P3: The Assault-IF the PCs have sided with P'Ligal this is where they fight the Brotherhood.

SECTION 3: THE "C" ENCOUNTERS

ENCOUNTER C1A: Fugitives-If the PCs escape P'Ligal's house after his death use this encounter.

ENCOUNTER C1B: Detained-If the PCs are captured in P'Ligal's house after his death use this encounter.

ENCOUNTER C1C: A Close Call-A wrap-up for PCs that escaped P'Ligal's house after his death.

ENCOUNTER C1D: Felana's Plans Unravel-Use this encounter if the PCs stop P'Ligal from being poisoned.

SECTION 4: THE "R" ENCOUNTERS

ENCOUNTER R1A: BUSTED!-Use this encounter if the PCs stay around long enough for the city watch to catch them.

ENCOUNTER R1B: Darisek-If the PCs decide to help Darisek use this encounter.

ENCOUNTER R1C: Pursuit-Use this encounter if the PC decide not to work with P'Ligal and try to chase after him.

ENCOUNTER R1D: What Now?-Use this encounter if the PCs help the Brotherhood of the Broken Chain and all the Brotherhood members are killed

ENCOUNTER R1E: Talent Scout-Use this encounter if the PCs help P'Ligal's men and all P'Ligal's men are slain

ENCOUNTER R2A: We Meet Again-This is a fail-safe encounter to get the PCs back on track if things go awry.

ENCOUNTER R2B: Bitter Parting-Use this encounter if the PCs wish to leave the 'Rat's Nest' and do not allow themselves to be blindfolded.

ENCOUNTER R2C: P'Ligal at Bay-Use this encounter if the PCs catch P'Ligal

ENCOUNTER R2D: If the PCs Have a Change of Heart-Use this encounter if the PCs have agreed to help P'Ligal but change their minds.

ENCOUNTER R2E: On Even Ground-Use this encounter if the PCs go to the Brotherhood on their own and if they spot the Brotherhood members watching their approach

ENCOUNTER R2F: They've Got the Drop on You-Use this encounter if the PCs go to the Brotherhood on their own and fail to spot the Brotherhood members watching their approach.

ENCOUNTER R2G: Hot on the Trail-If the PCs agree to help Darisek he leads them near the 'Rat's Nest'.

ENCOUNTER R2H: The Rat's Nest-This is Brotherhood of the Broken Chain member leads the PCs after Encounter R1D: What Now?

ENCOUNTER R2I: An Honest Job-The PCs pick up a benefactor in the aftermath of the auction chaos

ENCOUNTER R3A: A Broken Contract-This is where the PCs fight P'Ligal's men if they changed their minds about helping them.

ENCOUNTER R3B: Dealing With the Toad-If P'Ligal's men are defeated at the 'Rat's Nest' and P'Ligal if with them he tries to get Felana to come with him.

ENCOUNTER R3C: A Change of Heart-A redirect for PCs that change their mind about helping P'Ligal's cause.

ENCOUNTER R4A: Chastised!-If the PCs defeat P'Ligal's men and don't let them beat up on fallen members of the Brotherhood of the Broken Chain one of the surviving Brotherhood members tries to scold them into doing the right thing.

ENCOUNTER R4B: Birds of a Feather-IF the PCs allow P'Ligal's men but do not let them slay the fallen their former allies attack them.

ENCOUNTER R4C: Fair Weather Friends-This is the combat Encounter R4B leads to.

ENCOUNTER R4D: Turncoats!-If the PCs go to the 'Rat's Nest' with P'Ligal's men but change sides before combat starts use this encounter.

ENCOUNTER R4E: Turncoats!-This is the combat Encounter R4D leads to.

ENCOUNTER R4F: Trying to Get Away-Faced with her plans falling apart Felana tries to get the PCs to let her do what she wants.

ENCOUNTER R4G: Tainted-Use this encounter if the PCs allow P'Ligal's men to brutalize the fallen Brotherhood members.

ENCOUNTER R4H: The City Watch-If the PCs try to restrain Felana she calls the city watch.

ENCOUNTER R4I: Darisek-IF the PCs let Felana go her other 'fiancée' Darisek tries to get them to help her.

ENCOUNTER R4J: The Other Fiancée-If the PCs turn on P'Ligal's men and defeat them this

is a redirect to get them on track as they meet Darisek.

ENCOUNTER R5A: Disgust!-If the Brotherhood defeats the PCs they let them go with their contempt.

ENCOUNTER R5B: The Guardian be Praised!-If the PCs decide to help the Brotherhood in Encounter R5A use this encounter.

ENCOUNTER R6A: Uninvited Guests-The back door entrance to the wedding.

ENCOUNTER R7A: Rude Revelations-Continuation of Encounter R6A.

ENCOUNTER R7B: The Wondrous Occasion-If the PCs let Felana go to wed P'Ligal use this encounter

ENCOUNTER R7D: Darisek to the Rescue-If the PCs help Darisek to get to the wedding use this encounter.

ENCOUNTER R7E: Bluffing It-If Felana eludes the PCs, they don't hook up with the Brotherhood of the Broken Chain and they wait until the last minute to turn on P'Ligal's men there is still one last chance for them to save the day.

ENCOUNTER R7F: Last Minute Meeting-If the PCs try to go in the back door of P'Ligal's house they meet Darisek who is about to sneak in.

ENCOUNTER R7G: Uninvited Guests-When the PCs try to use the direct approach to P'Ligal's house

APPENDICES

Appendix I: Treasure Summary

Appendix II: Experience Point Summary

APPENDIX III: Heroes and Villains (APL 1)

APPENDIX IV: Heroes and Villains (APL 2)

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APPENDIX VIII: Heroes and Villains (APL 6)

APPENDIX IX: The Brotherhood Of The Broken Chain-Information and organization of the Brotherhood of the Broken Chain

APPENDIX X: Finding Out Information about Bet Rogala-Information the PC might find in Bet Rogala and the DCs to find it with

APPENDIX XI: Finding Out Information About Baneta-Information the PC might find in Bet Rogala and the DCs to find it with

JUDGE'S MAP #1: Baneta-City of the Whale

JUDGE'S MAP #2: Encounter Locations

JUDGE'S MAP #2.5: The Auction

JUDGE'S MAP #3: The Rat's Nest

JUDGE'S MAP #5: P'Ligal's Brothel

JUDGE'S MAP #6: P'Ligal's Home

PLAYER HANDOUT #1 Talking With Your New Friend-This is a clue to the PCs that P'Ligal and his men are the villains in the story

PLAYER HANDOUT #2: Road Wisdom-Another hint that P'Ligal and his men are not the sort of people the PCs should be allied with

ABOUT BANETA

Baneta is a port city that is home to the Pekalese navy. It is predominately human city with a strong Brandobian and Deji influence, while small groups of demihumans live here and are accepted freely. The people of Baneta, including those living on the low end of the social scale, dress plainly but decorate their clothing with such items as feathers, jewelry, scarves, beads and bags.

The city ruler, Lord B'Pareso, relies on advice from his wife Fitolima, nicknamed Fima, and Lakaran the Wizard. Fima, while respected for her diplomatic prowess, has a flair for extravagant (outrageous) costumes. This fetish has earned her a fair share of ridicule behind her back.

The city relies on trade from the Banader River. Their best-known export is otter furs. Hunters in the area take pains to eliminate the otter's natural predators and often leave food for the creatures they eventually harvest. Oddly enough few of the locals wear otter fur.

A large garrison housing 300 soldiers protects the city. In times of great need, they shore up the constabulary to keep the peace. Currently the city's port is kept busy servicing the fleet that is on the loosing side of the Pecal-Tokis war. Several blunders by Admiral Ruwasan have tipped the scales in the favor the Tokites.

The city of the whale takes its name from the annual migration of whales. A pod of whales makes its home in Elos Bay and appears just outside the city in the spring. Hunting the whales is punishable by death.

More is detailed about the city in the Kingdoms of Kalamar sourcebook on pages 55-56.

BACKGROUND

The PCs meet an exasperated messenger who is looking to dump his message on a suitable target. The message directs them to the home of the sorceress Ehvono who is not at all pleased the wrong person got her message. However, as she is one to work with what is given her, she offers the PCs the job of bringing her some rainbow eel venom from the city of Baneta.

Meanwhile, in Baneta, all is not well in the Ragosip house. Minon Ragosip (the head of the house) has taken a loan to acquire a rare, small sculpture to sell to a collector in a month when he comes to Baneta. Tragically, it has turned up missing, although he thought the sculpture was in a secure place. Having no financial way to pay the loan coupled with a series of bad investments, it appears that House Ragosip is headed for ruin. Against the wishes of Minon, his daughter, Felana, has taken on the personal sacrifice of allowing herself to be sold into slavery in order to save her father from financial ruin. Darisek Parama, her fiancée, is understandably distraught. And since he can't raise the funds to save her, he has been moping around the taverns of Baneta. This has caught the ear of Vanamir "Redhawk" Mokira (a member of the Brotherhood of the Broken Chain), spurring him to rally the troops and champion Parama's cause as only the brotherhood can.

Unknown to all, Felana has struck a bargain with P'Ligal Gomanas. In return for her delivering the sculpture to Gomanas and sabotaging her father's business, P'Ligal plans to make sure he is the winning bidder at the auction where she is to be sold. Although distraught, Minon Ragosip has no choice but to accept P'Ligal's previous offer of marriage to his daughter to forestall her becoming the glorified thug's property. Felana has set this plot in motion because her father plans to honor the time-honored tradition of letting his son, Sulet, inherit the family business when the time comes. If all goes according to plan, she will wed P'Ligal, see to it that he suffers an "unfortunate" accident and then enjoy the lifestyle she feels she deserves. To minimize his investment P'Ligal plans to "fix" the auction by using his men to intimidate potential bidders.

Meanwhile tensions have built in the city as the war with Tokis has escalated once again. This has led to increased constabulary activity to maintain order. Adding to the tension is the pronouncement that Lord B'Pareso and his wife Fitolima plan to tour the city next month in an effort to calm the populace. While their intentions are good it has the constabulary commander frantic to ensure their safety. This has led him to prompt his men to arrest first and ask questions later. Thus, the melee in the introduction brings about the arrest of all involved. Both the Brotherhood of the Broken Chain members and P'Ligal's men know of the increased constabulary activity. Because of this, they flee once the city watch shows up and try to convince any PC's that help their cause to leave with them.

Languages

All those NPCs that the PCs repeatedly deal with in this module speak both Low Kalamaran and Merchant's Tongue. Although this may not be the case with random NPCs, these two languages are featured repeatedly with all those NPCs the PCs deal with more than once.

Calendar and Climate

It is the middle of Declarations (roughly late May or early June) and the temperature is 65° +1d12° Fahrenheit. The temperature drops 10 to 15 degrees at night. It hasn't rained in three

weeks, but both crops and grass suffer little from it as the weather has been consistently temperate and Mustering saw an exorbitant amount of rain.

Veshemo (Tellene's largest moon) is full. Dejay fortune tellers claim that events are beginning to escalate and something great will happen soon. Diadolai, the smallest moon, is visible in the night sky, however so faintly. This is a rare occurrence. Likewise, Pelselond appeared blue in the night sky. This is extremely forboding as the moon is typically white or off-white in color. Temples have seen an influx in visitors lately and many doom-sayers are claiming that the war with Tokis is at hand.

Slavery in Pecal

Although accepted in varying degrees, slavery is legal across all of Tellene. This includes the Principality of Pecal. However, where slavery is a major source of income for kingdoms like Pel Brolenon, the principality shuns the practice and few in high society would admit to owning slaves.

Slavery and its implications to alignment is a debate that has taken place in role-playing circles for years and will continue to do so. The Living Kingdoms of Kalamar has the following stance. The institution of slavery as a whole is legal in every corner of Tellene. This includes the Principality of Pecal, where elven morality has caused the practice to become shunned and unfashionable. Owning slaves is not illegal, though, and participating in the action does not infringe upon a lawfully aligned character.

However, slavery is morally wrong. Whether or not slavery is accepted, condoned or even promoted by a local or national government, the practice of slavery is still inherently evil. Owning slaves is most certainly an infringement against a good aligned character. Neutral characters may more frequently own slaves, but rarely practice in the selling or trading of such people. The institution is propagated and supported by the evil of the Overlord and those that have been corrupted by his will.

Owning slaves will *never* be an option for PCs in the Living Kingdoms of Kalamar. To attempt to do so not only results in failure but begins to move the PC's alignment one step closer to evil (this is especially true for good aligned characters).

SECTION 1: THE “E” ENCOUNTERS

These are used to bring the PCs into the module and are Introductory/Entry encounters.

Encounter E1: Fine Day in Bet Rogala

“It’s a busy morning in Bet Rogala as its citizens rise to meet the day. Farmers pass you by as they hurry to deliver the fruit of their fields, craftsmen stroll by pondering their next project and unfortunately you tend to stand out a bit due to your chosen line of work. As luck would have it, you appear not to be alone as you notice others of your ilk traveling with the flow of the crowd that appear to be heading in your direction.

Let the PCs do their introductions and presume that PCs who know each other are traveling together. When the PC introductions are done read the following.

Apparently you’ve been notice by someone else as a spindly human lad of no more than thirteen years (he is a Brandobian and has sandy blonde hair, brown eyes and fair skin. He is also going through his voice changing.) makes his way towards you. Almost out of breath he pauses for a second and then blurts out his message in a squeaky voice. “Pardon me but I’ve been asked to deliver this letter. I believe you fit the description.”

He hands the PCs the letter, pauses for a moment to see if they tip him and then excuses himself.

The delivery boy is Lonvlen Fortron. He was paid a Victory (GP) by the sorceress Ehvano to deliver this letter to the “Swift Blade” adventuring company as she had a job for them. Fortron has been looking for them for a couple of hours and has lost interest in trying to find them. Thus when he sees the PCs he decides to palm the letter off on them and be done with it. The boy is partially clueless and does not know Ehvano is a sorceress or he would not be so reckless with her letter.

The letter reads as follows:

Greetings,
It appears that I am in need of your services again. Currently I am at my home on

Second and Royal Street. Please come at once as I wish to purchase your services.
Sincerely,
Ehvano

Ehvano is known to the local citizens (Knowledge (Pekal) (DC 25), Knowledge (Bet Rogala) (DC 12), or Knowledge (College of Magic) (DC 5) or membership—not just registration—in the College of Magic) and the PCs should have no problem in finding her home if they ask directions.

If the PCs wish to go to Ehvano’s house go to **Encounter E2: “Excuse Me?”**

If they do not wish to follow up on the letter let them conduct whatever business they wish to and then the module is over

Encounter E2: Excuse Me?

If the PCs go to Ehvano’s home, they are greeted by Thekevi (a reserved gentleman with gray hair, deep brown eyes, a yellowish tint to his skin, revealing his Deji heritage) who is employed as their butler. He asks the PCs what their business is and then preferably takes the letter to his employer but should the PCs wish to keep the letter he goes without it. The PCs are asked to wait in the foyer. After fifteen minutes Ehvano (she has dark brown skin, black hair, gray eyes and is of Svimohzish descent) arrives with a very troubled look on her face. Read the following.

After a wait of about fifteen minutes the lady of the house appears. Apparently it has been a troublesome day for her as she looks slightly annoyed. “What are you doing with this letter? It was INTENDED for Sutila Gazee and his adventuring company!”

Allow the PCs time to explain. After they finish they hear something coming toward them. It repeats itself a couple times and then stops. It is a thump followed by something being dragged for a second. When it gets closer Ehvano speaks.

“I was wondering when you’d get here. Trust the boy, pay him so he doesn’t have to come back, it’s only a Victory. FEH! See where this has gotten us!”

A thin human with brown eyes, dark brown skin and black hair streaked with gray enters the foyer the PCs are in. He is of

Svimohish decent and walks with a limp. He uses a cane to assist him.

“Pardon my manners. This is my husband Shazahnthan.” Ehvano’s husband nods and allows her to continue speaking. ***“However I do have a task that needs to be performed and cannot wait forever.”*** She looks at the PCs. ***“Would you have the time to help me?”***

—*What needs to be done?*—

“As you see my husband has trouble walking. This is due to a malady that afflicts him. While efforts to cure him have proven fruitless, the venom of the rainbow eel, if distilled properly, can ease his suffering. As he cannot make the journey to Baneta to meet the next ship from Svowmahni, I wish to have someone retrieve the rainbow eel venom for us. Will you make the journey for us? Of course you will be compensated for this.”

Ehvano offers the PCs 50 Victories up front and 100 Victories when they return. The PCs may try to haggle the price. If they make a Diplomacy check (DC 14 + APL), Ehvano pays them 75 Victories up front instead. This is for the entire group of PCs. Baneta is 150 miles from Bet Rogala. If the PCs accept the offer Ehvano gives them a sealed letter and directions to Malvus Edarn’s apothecary parlor in Baneta. She tells the PCs the letter is all they need to give him for six ounces of rainbow eel venom. The letter is sealed but she does not tell the PCs not to open it.

If the PCs agree to help go to

Encounter E3: “Malvus”

If they do not take the job the module is over unless they wish to go to Baneta anyway. If this is the case go to **Encounter E4: “Welcome to Baneta”**

If the PCs do not go to Baneta let them conduct whatever business they wish and then the module is over.

Encounter E3: Malvus

If the PCs open the letter it reads as follows.

My dear Malvus,

Unfortunately my husband still suffers from his affliction. Once again I require my usual shipment of rainbow eel venom. If my records are correct there is still enough left of the deposit

I gave you to cover the expense. Please give the venom to the bearer of this letter.

Sincerely,
Ehvano

When the PCs leave for Baneta read the following.

The trip to Baneta was a fairly peaceful one and finally you arrive in the city. Thus far it’s been a quiet day although the locals have complained about increased constabulary activity. Lately they’ve been arresting first and asking questions later. Perhaps this is due to Lord B’Pareso’s announcement that he and his wife Fitolima plan to tour the city next month. While people feel it is reasonable to take efforts to ensure their mayor’s security, the zealotry of the constabulary is almost annoying.

After conversing with the locals and following the directions Ehvano gave you it is fairly simple to find Malvus’ apothecary parlor. Fortunately for you it appears that it is open for business.

Malvus is a large Fhokki with tanned skin, receding blonde hair, and blue eyes with a slight glaze (due to years of handling alchemical substances he is slowly going blind). He greets the PCs as they enter the shop and ask them what their business is. If the PCs show him the letter he looks at it carefully to see if it’s been forged and speaks.

“So you’re the new delivery people. No disrespect but Sutila was good people. Tell him Malvus said hello if you run into him.

I’ve got enough to send Ehvano what she needs. It’ll take a bit of time to prepare it though. It’ll be ready tomorrow at sundown. You can pick it up then or later. It’s a good thing you caught me when you did. I was about to close up shop for today.”

Let the PCs converse with Malvus for a few minutes if they like. While he wishes to leave, he isn’t rude and Ehvano has done business with him for a while.

He knows the following information

- The venom of the rainbow eel isn’t normally lethal
- The City Watch has increased their activity as of late. This is probably due to Lord B’Pareso’s tour next month.

While he understands their concern, their “arrest first and ask questions later” policy is annoying.

- Business has taken a turn for the better since for some reason people have become more superstitious and want all kinds of “elixirs.” As tempting as it may be to sell what he can, he tries to sell people only what they need

Encounter E4: Welcome to Baneta

This encounter happens after the PCs bid goodbye to Malvus and his shop is closed. Use Judge’s Map #2: “Encounter Locations” for this encounter.

Read the following.

While walking the streets of Baneta, a cool breeze blows in from the bay and gulls pass overhead in search of their next meal apparently oblivious to the rat race below them. Out in the bay the annual migration of whales from which the city takes its name is in full force, causing ships using Elos bay to give a wide berth. On occasion, spectators on the beach cry out with excitement as they welcome the nautical travelers out in the bay.

Standing in awe of the yearly ritual, a booming voice catches your ear. Looking in that direction you see a small crowd (12 people) gathered around an auctioneer (See Appendices III-VIII for description) standing on a covered platform. Next to him stands a bound male stone dwarf (He has reddish hair, steel gray eyes, ruddy skin and stands 4 feet tall). Battle scarred men armed with longswords stand to the right and left of what appears to be the auctioneer.

As the PCs approach, end any current auction unless Felana is being auctioned off. All the participants have been in prior contact with the auctioneer to prove they can afford their bids and do not carry large sums of coin on them. Any PCs wishing to bid on Felana (See Appendices III-VIII for description) need to show their available coin as they bid. Slaves are given to their new masters as soon as each auction is over. Felana is the last slave to be bid on.

DM NOTE: It is against campaign rules for PCs to own slaves. Any PC bidding on a slave is

always outbid, and the Brotherhood of the Broken Chain makes a note of his/her actions.

“50-55-60! Now 65. Hey 70 Over there. Come on folks this is a prime piece of dwarf flesh. Pass on this one and you’ll kick yourself tomorrow. That’s it 85 over there. 85, 85 do we hear 90? 85 going once, 85 going twice, SOLD for 85 Victories.”

If the PCs delay place up to 2 other slaves up for auction. They are a human male, and a male rock gnome. Regardless, after auctioning off these two people, read the following.

“And now we come to our finest offering of the day. It’s rare that we have such a refined ‘lady’ on the auction block.”

Then from off to the left a wounded voice bleats (This is Darisek Saketa. See appendix A for details), ***“NOOOO! Not Felana. Please we are to be married!”***

Not skipping a beat the auctioneer continues, “Bidding starts at 30 for this comely wench. That’s it 40 over here, 45, 55 now 70, 100, 115.”

Then a toadish sort of man steps forward and speaks. “P’Ligal Gomanas (See Appendices III-VIII for details) bids 150 Victories for this fine woman. Would anyone care to outbid me?”

A **Spot check** (DC 5) reveals several thugs (these are P’Ligal’s men; see **Appendices III-VIII** for details) intimidating the crowd.

Just as the auctioneer is about to declare P’Ligal the proud owner of his purchase the crowd parts as several masked men (These are the Brotherhood of the Broken Chain members; See Appendices III-VIII for details) push through. One of them shouts at the auctioneer. “That will be enough you swine! People are not meant to be bought and sold.” He points at one of his compatriots.

“Take the lady with us. Tonight she lives free. Remember this, as long as we breathe, the Brotherhood of the Broken Chain will always champion those who know the bonds of slavery!”

Gasping at the indignity P’ligal glares at the masked men and speaks “Then you shall breathe no more.” He waves to his henchmen in the crowd. “Have at them boys. Exterminate this Vermin”.

This is where you have to be on your toes as a judge. There are two sets of stats for each APL in this encounter. Ideally the PCs choose to help either the *unchainers* or P'Ligal's men. Use the weaker stats for the groups the PCs help. If the PCs help both groups then use the stronger stats for both groups.

During the confusion

- P'Ligal blends into the crowd and goes to a safer place.
- Darisek is knocked out trying to get to Felana.
- The auctioneer and his guards leave the auction site as soon as the fighting breaks out.

Six rounds into the combat the city watch shows up (send them at the end of the round that combat ends if combat ends before then) to take care of the disturbance. On the round the city watch shows up, both the members of the Brotherhood of the Broken Chain and P'lial's men use the crowd of onlookers to escape. They attempt to bring the PCs that helped them escape along with them by telling the PCs it'd be much safer to travel with them instead of ending up in the city's jail. Should the PCs escape the city watch and don't leave with either the Brotherhood of the Broken Chain or P'Ligal Gomanas's men, they run into Darisek later. The other people up for auction are arrested as are wanted by the city for crimes committed.

Use **Judge's Map #1: The Auction** for this encounter.

APL 1 (EL3)

See Appenix III

Auctioneer: EXP7; 44 HP

Auction Attendees: ARI1; (8 @ 6 HP)

Auction Guards: FTR5; (2 @ 44 HP)

Brotherhood of the Broken Chain: FTR1; (5 @ 10 HP) or COM1; (5 @ 4 HP)

City Watch: COM1; (4 @ 7 HP)

Darisek Sepiter: EXP1; 7 HP

Felana Ragoisp: COM1; 4 HP

P'Ligal Gomanas: EXP 3; 17 HP

P'Ligal's men: ROG1; (5 @ 6 HP) or COM1; (5 @ 4 HP)

APL 2 (EL4)

See Appendix IV

Auctioneer: EXP7; 44 HP

Auction Attendees: ARI1; (8 @ 6 HP)

Auction Guards: FTR5; (2 @ 44 HP)

Brotherhood of the Broken Chain: FTR1; (5 @ 12 HP) or COM1; (5 @ 6 HP)

City Watch: COM1; (4 @ 7 HP)

Darisek Sepiter: EXP1; 7 HP

Felana Ragoisp: COM1; 4 HP

P'Ligal Gomanas: EXP 3; 23 HP

P'Ligal's men: ROG1; (5 @ 8 HP) or COM1; (5 @ 6 HP)

APL 3 (EL7)

See Appendix V

Auctioneer: EXP7; 44 HP

Auction Attendees: COM2; (8 @ 6 HP)

Auction Guards: FTR7; (2 @ 60 HP)

Brotherhood of the Broken Chain: FTR1; (5 @ 22 HP) or COM1; (5 @ 10 HP)

City Watch: COM3; (4 @ 19 HP)

Darisek Sepiter: EXP3; 37 HP

Felana Ragoisp: COM3; 10 HP

P'Ligal Gomanas: EXP5; 27 HP

P'Ligal's men: ROG1; (5 @ 14 HP) or COM1; (5 @ 10 HP)

APL 4 (EL8)

See Appendix VI

Auctioneer: EXP7; 44 HP

Auction Attendees: COM2; (8 @ 6 HP)

Auction Guards: FTR7; (2 @ 60 HP)

Brotherhood of the Broken Chain: FTR1; (5 @ 28 HP) or COM1; (5 @ 16 HP)

City Watch: COM3; (4 @ 19 HP)

Darisek Sepiter: EXP3; 37 HP

Felana Ragoisp: COM3; 10 HP

P'Ligal Gomanas: EXP5; 37 HP

P'Ligal's men: ROG1; (5 @ 20 HP) or COM1; (5 @ 16 HP)

APL 5 (EL9)

See Appendix VII

Auctioneer: EXP7, 44 HP

Auction Attendees: COM1; (8 @ 6 HP)

Auction Guards: FTR9, (2 @ 76 HP)

Brotherhood of the Broken Chain: FTR1; (5 @ 34 HP) or COM1; (5 @ 16 HP)

City Watch: COM5; (4 @ 32 HP)

Darisek Sepiter: EXP5; 33 HP

Felana Ragoisp: COM5; 16 HP

P'Ligal Gomanas: EXP7; 37 HP

P'Ligal's men: ROG1; (5 @ 22 HP) or COM1 (5 @ 16 HP)

APL 6 (EL10)

See Appendix VIII

Auctioneer: EXP7, 44 HP

Auction Attendees: COM1; (8 @ 6 HP)

Auction Guards: FTR9, (2 @ 76 HP)
Brotherhood of the Broken Chain: FTR1; (5@ 44 HP) or COM1; (5 @ 26 HP)
City Watch: COM5; (4 @ 32 HP)
Darisek Sepiter: EXP5; 33 HP
Felana Ragosip: COM5; 16 HP
P'Ligal Gomanas: EXP7; 51 HP
P'Ligal's men: ROG1; (5 @ 32 HP) or COM1 (5 @ 26 HP)

If the PCs go with the members of the Broken Chain, go to **Encounter B1: "On the Run"**

If the PCs go with P'Ligal's men, go to **Encounter P1: "In the Company of Swine"**

If the PCs stay at the fight scene, go to **Encounter R1A: "Busted!"**

If the PCs escape the city watch and don't go with the members of the Broken Chain or P'Ligal's men, go to **Encounter R1B: "Darisek"**

If the PCs aid the Brotherhood of the Broken Chain and none of the Brotherhood survives the combat, go to **Encounter R1D: "What Now?"**

If the PCs aid P'Ligal's men and none of them survives the combat, go to **Encounter R1E: "Talent Scout"**

SECTION 1: THE "B" ENCOUNTERS

These are used if the PCs side with the Brotherhood of the Broken Chain

Encounter B1: On the Run

The PCs get into the encounter by helping the members of the Brotherhood of the Broken Chain in the introductory fight.

DM NOTE: As the PCs flee with the Brotherhood of the Broken Chain, the unchainers hand them all masks, saying that the constabulary won't pursue them without a proper facial description.

Felana is with them. Darisek runs off as soon as the city watch arrives. The brotherhood thanks the PCs for their help and tries to get them to flee with them. Typical comments to use on the players to get them to follow:

- Thanks for the help. It's good to see people that believe all should breathe free.

- You're one of us now and we take care of our own.
- C'mon you don't want to spend time in the city's prison!
- We've got to hurry to get this lady to safety!

If the PCs go with the brotherhood of the Broken Chain read the following

As you thread your way through the chaos to avoid the City Watch, your new friends help you elude them, and you soon find yourselves in the poorer section of the city. As you round a corner your companions stop and apologetically say they must blindfold you and Felana to ensure their secrecy. Reluctantly Felana agrees.

Have the PCs make a **Spot** check (DC 14 + APL). Success reveals Felana "accidentally" drops a small broach. If the PCs notice her dropping the broach and tell her about it she is visibly shaken.

"Thank Pinini! (Raconteur the god of art, humor, music and poetry), That broach holds great sentimental value to me. My grandmother gave it to me when I was a young girl." A successful **Sense Motive** check (DC 14+APL) reveals she is less than sincere about them finding the broach. If caught in this, Felana gets very upset and chides the PCs for harassing her while she's in a difficult situation.

If the PCs agree to be blindfolded, the Brotherhood of the Broken Chain members take them a couple of blocks to a boarded up abandoned tavern. Once inside they remove the blindfold. Read the following.

"We apologize for the inconvenience but we must maintain our secrecy. Welcome to the 'Rat's Nest'. I am known to the Brotherhood of the Broken Chain as Redhawk. Thank you for your aid".

Redhawk introduces any members of the brotherhood that survived and asks the PCs to tell their story (how they started adventuring, tales of their homeland etc.). If the PCs decline to elaborate on their background, the unchainers understand. There are other members (equal to the amount of brotherhood members that were injured or slain in the introduction) here. Redhawk tells them what occurred and any injured brotherhood members leave to go to their homes as their duty is over. The PCs are offered lodging for the night and a modest meal.

While they rest Redhawk plans the Brotherhood's next move.

This brotherhood cell has a sufficient quantity of healing aid. They offer the PCs Ghunuk (See the appropriate certs) if they are wounded. They have enough to return the PCs to full hit points. The healing salve has a pungent odor and burns for a moment when applied.

Ideally, the brotherhood hopes to be able to reunite Felana with Darisek and get them out of the city. Unknown to all, Felana wants nothing of this but doesn't know what to do. Once the brotherhood has blindfolded Felana and the PCs, she drops a scarf in hopes that P'Ligal sends his men to rescue her. For now she is bidding her time to look for an opportunity to lose the brotherhood without being obvious about it.

If the PCs wish to leave the brotherhood, they are again blindfolded, taken a block from the 'Rat's Nest' and released. They can make a **Spot** check (DC 10+APL) to see P'Ligal's men approaching.

If the PCs stay more than an hour with the Brotherhood of the Broken Chain, go to **Encounter B2: "Gatecrashers"**

If the PCs leave the unchained before staying an hour, go to **Encounter B2B: "Urban Predators"**

If the PCs follow any injured brotherhood members that leave they notice that they split up, look annoyingly at the PCs and try to lose them. If the PCs go back to the Rat's Nest go to **Encounter B2B: "Urban Predators."**

Encounter B2A: Gatecrashers

The PCs find themselves in this encounter by staying with the Brotherhood of the Broken Chain for an hour or more (Encounter B2: "On the Run", Encounter R2B: "Bitter Parting" and/or Encounter R2H: "The Rat's Nest").

P'Ligal's men, by following leads and by spotting Felana's broach and/or scarf, have found the retreat of this cell. One of P'Ligal's men enters through the front door of the tavern above and makes enough noise to be heard. Hearing the noise, the brotherhood think their hideout's security has been breached and flee via a street exit where they find the rest of P'Ligal's men

waiting for them. Felana, figuring what is about to happen, goes with the Brotherhood. Use **Judge's Map #3** for the combat. The PCs may stay behind if they wish but will miss most of the action and experience from the encounter by doing so.

If the PCs go with the Brotherhood read the following.

As you leave the brotherhood's hideout for the surface, you hear a soft chuckle ahead of you. Suddenly several battle scarred men surround you!

The PCs can make **Spot** checks if they wish (DC 4 + APL) to know that the men were those that fought against the brotherhood in the introduction (only if there were any survivors in the introduction). Before combat starts read the following.

"One of the men, apparently the leader, spits in your direction and speaks. "I believe you have property that belongs to our master. Save yourself a world of pain and give her to us NOW!"

Give the PCs a chance to reply.

P'Ligal's men attack if the PCs take offensive action, prepare to cast spells and/or refuse to give Felana to them. The men are resolved in their pursuit of Felana, and are quite aware that the law is on their side. Although a diplomatic approach may be able to stave off combat, the men do not leave without Felana. They are considered "Unfriendly" and gain bonuses to their Will saves against charms as if they were engaged with the PCs.

Should the PCs be victorious go to **Encounter #B3: "Felana's Gambit"**

If the PCs are defeated but not slain they spend 35 day units as slaves until the opportunity presents itself to make good their escape (total DU cost for this module is 49).

If the PCs negotiate with the thugs and agree to allow Felana to go to P'Ligal's, go to **Encounter B5: "Kindred Spirits"**

Encounter B2B: Urban Predators

The PCs find themselves in this encounter if they stay with the Brotherhood of the Broken Chain for less than an hour (Encounter B1: "On the Run", Encounter R2B: "Bitter Parting" or Encounter R2H: "The Rat's Nest").

Read the following.

Seeing that you wish to leave, one of your masked hosts rises. "While we'd wished to gain allies, we understand that this is our battle and not everyone's problem. Of course you may leave but we must blindfold you again to assure our secrecy."

If the PCs do not agree, the brotherhood becomes very upset, but since they are liberators and not murderers, they allow the PCs to leave.

If the PCs allow themselves to be blindfolded go to **Encounter B2A: "Gatecrashers"**

If the PCs do not agree to be blindfolded go to **Encounter R2: "Bitter Parting"**

Encounter B3: Felana's Gambit

The PCs arrive at this encounter from B2A; "Gatecrashers", Encounter B2B: "Urban Predators" or Encounter R2E: "On Even Ground" by defeating P'Ligal's Men.

If the PCs are victorious Felana seems grateful (**Sense Motive** DC15+ APL). Read the following.

"I was afraid P'Ligal wouldn't let this go away peacefully. As much as I wish to stay clear of him, I must clear my father's debt. The only way I can see to take care of this is to submit to P'Ligal's will." She then looks at the PCs. ***"I can not ask the brotherhood to help me for fear of their execution if caught. Would you please escort me to P'Ligal's house? If I am destined to be his, I feel more comfortable having you deliver me instead of the likes of those craven men"*** (she points to P'Ligal's henchmen). ***"Would you be so kind to give me and my family the honor of your aid again?"***

If the PCs agree, go to **Encounter B4: "Treachery!"**

If the PCs try to restrain Felana, she calls for the watch. Go to **Encounter R4F: "Trying to Get Away"**

If the PCs refuse and let Felana go on her own, the module is over.

Encounter B4: Treachery!

The PCs make it to this encounter from Encounter B3: "Felana's Gambit".

Along the way to P'Ligal's house, the PCs are met by another cell of the Brotherhood of the Broken Chain. Any wounded members of the brotherhood leave and are replaced by fresh people. The wounded bid the PCs good luck. Use **Judge's Map #4** for this encounter.

In spite of fate and the intervention of the unchainers and the PCs, Felana may still accomplish her goal. If the PCs agree to accompany her to P'Ligal's house, they are shown surprisingly civil manners AND given them 100GP as a reward. Once inside they see the house is set up for a wedding and that Felana's father is there also and is having a heated argument with P'Ligal. Upon a successful Listen check (DC6 + APL) they can hear the following.

"Come now, my dear father-in-law to be. Can't we do without the unpleasantness and enjoy my pending marriage? It would mean so much to Felana and show that you respect her feelings," P'Ligal says with a slight touch of sarcasm.

Staring at the object of his pain, Minon Ragosip speaks in a soft, yet angered voice. ***"I've given my blessing to your marriage to make up for my business incompetence. Do NOT ask me to enjoy it. The sooner this is over the better. Sobati*** (The Founder, god of law, order and cities) ***help you if I find you had anything to do with my current shortage of funds."***

Smiling wickedly, P'Ligal looks Minon directly in the eye. "That's the whole point isn't it. Because of your failings, your daughter and I have what we want. Do us all a favor and keep to yourself after the wedding is over."

Ah, the priest has arrived. Places everyone! Felana and I are to be Married today!"

Go to **Encounter B5: "Kindred Spirits"**

Encounter B5: Kindred Spirits

The PCs get to this encounter by escorting Felana to go to P'Ligal's house to be wed to him and accepting his invitation to attend the wedding (Encounter B4; "Treachery!").

His house, while not opulent, definitely shows he does well for himself. The house appears to be set up for a wedding. After the PCs and Felana arrive messengers are sent out to bring a priest of Kasatori, the Laugher, to his home to marry them.

DM NOTE: Any PCs that received Ghanuk have a –4 Circumstance penalty to **Charisma** checks and any social-based skills, which may come into play during the wedding.

In short order the small crowd
(Felana's father and four of P'Ligal's men) ***gathers around P'Ligal, Felana and their priest. After a modest ceremony, he finally says the magic words. "I now pronounce you man and wife."***

Upon hearing this Darisek nearly goes berserk and rushes into the room from the kitchen.

"No. NOOOO! Felana my beloved tell me I'm not too late!" he screams.

"Of course you are. Felana is my legally wedded wife as I planned all along. Come my 'love' pour me a glass of wine;" P'Ligal says, while looking like the cat who ate the proverbial canary. Demurely Felana obeys him while he motions for everyone to drink. Then her new husband raises his glass for a toast. "To my marriage. An event that fate, gods and (looking sarcastically at Darisek) misguided love could not prevent."

At this point the PCs may make a **Spot** check DC 8 + APL. If they make the check they see an oddly dull area on the lip of P'Ligal's glass. Should they call out or try to stop him he pauses before taking a drink and looks at the glass. Go to **Encounter C1D: "Felana's Plans Unravel"**.

"Everyone drink!" With the grace of a wounded duck, he looks at the wedding party and quaffs the wine. However before he can put the glass down his face turns pale and he grasps his throat. Waving others away, the priest of the Laugher tries to aid him but it is far too late. With a grim look he faces Felana. "I'm sorry but he is gone."

Allow the PCs time to take in the situation and to check P'Ligal if they wish. Both Darisek and Felana's father, while not overly gloating the man's death, can hardly believe their luck. Surprisingly, neither Felana nor

P'Ligal's men seem all that alarmed by the PCs presence. They know the following if asked.

- Everyone drank from the same wine.
- One of his enemies must have gotten to the staff.
- Right now the PCs and Darisek are the prime suspects for the murder.

After a few minutes Felana takes charge of the crowd and speaks.

"I grow tired of my late husband being poked and prodded upon." She looks at one of P'Ligal's former men. ***"Seize the intruders. Surely the authorities will want to talk with them."***

Combat should ensue at this point. Darisek is strictly non-combative. The Brotherhood members do not want to do anything more than fight their way clear to an exit. If possible they try to take the PCs with them but do not overly risk themselves.

DM NOTE: P'Ligal's former men do not use lethal force on the PC unless the PCs initiate it. The men are in fact a bit confused about the situation, knowing that Felana is now the one that's going to pay their wages, but at the same time still taken off-guard that P'Ligal is dead.

PCs automatically gain initiative in the first round. Successfully worded **Diplomacy checks** (DC 20) for two concurrent rounds (this can be done while fighting), causes the henchment to allow the PCs to escape. They continue to fight if the PCs attempt to stay.

APL 1 (EL4)

See Appendix III

Brotherhood of the Broken Chain: FTR1; (5 @ 10HP) or COM1; (5 @ 4HP)

P'Ligal's Men: ROG1; (5 @ 6HP) or COM1; (5 @ 4HP)

Felana Ragosip: COM1; 4 HP

APL 2 (EL5)

See Appendix IV

Brotherhood of the Broken Chain: FTR1; (5 @ 12HP) or COM1; (5 @ 6HP)

P'Ligal's Men: ROG1; (5 @ 8HP) or COM1; (5 @ 6HP)

Felana Ragosip: COM1; 4 HP

APL 3 (EL7)

See Appendix V

Brotherhood of the Broken Chain: FTR3; (5 @ 22HP) or COM3; (5 @ 10HP)

P'Ligal's Men: ROG3; (5 @ 14HP) or COM3; (5 @ 10HP)

Felana Ragospip: COM3; 10 HP

APL 4 (EL8)

See Appendix VI

Brotherhood of the Broken Chain: FTR3; (5@ 28HP) or COM3; (5 @ 16HP)

P'Ligal's Men: ROG3; (5 @ 20HP) or COM3; (5 @ 16HP)

Felana Ragospip: COM3; 10 HP

APL 5 (EL9)

See Appendix VII

Brotherhood of the Broken Chain: FTR5; (5@ 34HP) or COM5; (5 @ 16HP)

P'Ligal's men: ROG5; (5 @ 22HP) or COM5 (5 @ 16HP)

Felana Ragospip: COM5; 16HP

APL 6 (EL10)

See Appendix VIII

Brotherhood of the Broken Chain: FTR5; (5@ 44HP) or COM5; (5 @ 26HP)

P'Ligal's men: ROG5; (5 @ 32HP) or COM5 (5 @ 26HP)

Felana Ragospip: COM5; 16HP

If the PCs escape go to **Encounter C1A: "Fugitives"**

If the PCs are captured go to **Encounter C1B: "Detained"**

SECTION 2: THE "P" ENCOUNTERS

These are used if the PCs side with P'Ligal and his men.

Encounter P1: In the Company of Swine

The PCs get into the encounter by helping P'Ligal's men in the fight in the Baneta Introduction.

Use **Judge's Map #2** for this encounter. The PCs get into the encounter by helping P'Ligal's men in the fight in the introduction. Use **Judge's Map #2** for this encounter. Felana has left with the masked men. Darisek ran off as soon as the city watch arrives. P'Ligal's men thank the PCs for their help and try to get them to flee with

them. Typical comments to use on the players to get them to go along are

- Thanks for the help. You're pretty good to have around in a fight.
- You helped us and now we're gonna look out for you.
- The city's dungeon is a bad place to spend the rest of your life. C'mon before the watch hauls everyone in!
- No doubt our boss'll want to toss some coin your way for helping out.

If the PCs go with P'Ligal's men read the following:

Following your newfound friends you quickly lose the city watch as they decide to choose slower, easier prey to arrest. After running a couple of blocks, you slow down to a walking pace as you head towards the seedier side of town. After looking to see that no one is following you, your friends head down a narrow alley and stop in front of one of the more run down estates. After knocking three times quickly and then twice slowly the door opens as a bald, time-worn butler lets you in.

"I trust all went well?" the butler asks.

"Hardly. The blasted unchainers stuck their noses in where they didn't belong and the city watch showed up. Is the boss back yet?" asks one of your new companions.

"Yes, he arrived a little while ago.

Here is your stipend (the butler hands each of P'Ligal's men a small sack). ***I trust you'll be leaving now?"*** the butler says haughtily.

"Sure, we're out of here but the boss should meet our friends. They can pull their weight in a hot spot. Maybe he'll put 'em on the payroll," one of the battle-scarred men says.

If the PCs decide to leave instead of meeting P'Ligal, their new friends are more than happy to go drinking with them but try to encourage the PCs to meet their boss first.

If the PCs go drinking with P'Ligal's men instead of meeting P'Ligal, go to **Encounter 4J: "Darisek"**. They meet Darisek after their new friends part company with them or drink themselves into a stupor.

"Of course. More 'thugs' to look after. I'll let master Gomanas know," the butler says as he rolls his eyes. ***Moments pass then he returns to escort you to the boss."***
Surprisingly, you've seen this gentleman

before. Several thick-necked men stand between you.

“Greetings, I am P’Ligal Gomanas. Why do you have the pleasure of meeting me?”

P’Ligal keeps his men between him and the PCs at all times. He has been told about the PC’s usefulness (P’Ligal saw the PCs help his men against the Brotherhood of the Broken Chain when they interfered in the sale but didn’t stay around during the fight to get details). After hearing his men’s account he speaks.

“So my men vouch for you being good in a fight. Please take this with my thanks. (P’Ligal takes several small bags and puts coins in each. The amount is 10 Victories per bag.)

If you’re not otherwise occupied there’s more where that came from. I have had men looking for the Brotherhood and have been given information as to their possible whereabouts. Would you be so kind as to help take care of this problem for me and put an end to their lawlessness?”

P’Ligal offers the PCs 20 Victories each for their services but will go as high as 30 Victories with a successfully worded **Diplomacy check** (DC 19).

If the PCs go with P’Ligal’s men to take care of the Brotherhood of the Broken Chain, read the following:

“Thank you. I appreciate your help. Unfortunately I have pressing business elsewhere. Should this go well, I’ll probably have other work for you. Good day.”

As a token of good will P’Ligal instructs his men to give the PCs a sufficient amount of Ghunuk (See the appropriate certs) to heal their wounds entirely. The healing salve has a pungent odor and burns for a moment when applied.

As the PCs are escorted from the room, a successful **Spot check** (DC15 + APL) shows P’Ligal pushing on a specific section of the wall as part of it slides away.

If the PCs agree to help P’Ligal, go to **Encounter P2: “The Hit”**

Should the PCs decline P’Ligal’s offer, read the following.

“This is quite unfortunate,” P’Ligal says as he pushes a on a specific section of the wall and part of it slides away (Spot check DC 15 + APL to see where exactly he pushed). As he steps into the passage he speaks to one of his men. “I’m not accustomed to having people say no to me. I

believe it’s time for you to leave Baneta. My men will escort you to the city limit. If they give you any trouble,” he says to his men, “dispose of them in the bay. I do not wish to hear from them again.”

Combat with P’Ligal’s men ensues. If the PCs defeat them they can learn the following information by threatening the defeated men on a successful **Intimidate check**. The DC is 5 + APL to get them to spill the brotherhood’s location. For every point over the DC reveal another piece of information.

- They know roughly where the Brotherhood is hiding
- P’Ligal had a hand in ruining Felana’s father’s business
- Felana helped P’Ligal ruin her father

DM NOTE: If the PCs choose not to fight and allow P’Ligal’s men to escort them to the city’s edge, they may attempt to make a **Gather Information check** on the way (DC 20). If successful, they glean the same as above. If they reenter Baneta, though, they no longer have the option of negotiating with P’Ligal’s men when combat is a possibility. The PCs had their chance to leave and didn’t take it.

If they do not attempt to gain some kind of information from P’Ligal’s men but still sneak back into the city, the PCs wander about unable to find anyone related to this event again (unless they choose to go back to P’Ligal’s house. In that circumstance, combat ensues. Continue on with this encounter as if combat had originally taken place).

APL1 (EL3)

See Appendix III

P’Ligal’s Men: ROG1; (4 @ 6HP)

P’Ligal Gomanas: EXP3; 17 HP

APL2 (EL4)

See Appendix IV

P’Ligal’s Men: ROG1; (4 @ 8HP)

P’Ligal Gomanas: EXP3; 23 HP

APL3 (EL6)

See Appendix V

P’Ligal’s Men: ROG3; (4 @ 14HP)

P’Ligal Gomanas: EXP5; 27 HP

APL4 (EL7)

See Appendix VI

P’Ligal’s Men: ROG3; (4 @ 20HP)

P'Ligal Gomanas: EXP5; 37 HP

APL5 (EL8)

See Appendix VII

P'Ligal's Men: ROG5; (4 @ 22HP)

P'Ligal Gomanas: EXP7; 37 HP

APL6 (EL9)

See Appendix VIII

P'Ligal's Men: ROG5; (4 @ 32HP)

P'Ligal Gomanas: EXP7; 51 HP

If the PCs try to catch P'Ligal go to
Encounter R1C: "Pursuit"

Using clues gathered from P'Ligal's men they can make it to **Encounter R2A: "We Meet Again."**

Encounter P2: The Hit

The PCs get to this encounter by agreeing to accompany P'Ligal's men.

Relieved to have such competent help, P'Ligals people introduce themselves. Read the following.

After accepting P'Ligal's offer he hands one of his men a piece of parchment. He looks at the paper and tosses it into the fireplace. His face showing diabolical confidence, he tells his master he knows the location and that business will be taken care of. He looks at you and his other comrades and speaks. "We must be off, friends. There's a reckoning brewin".

As the PCs travel, they can talk with their new "friends." Pick two of P'Ligal's men that are traveling with the PCs for this. They are semi-friendly and talk to the PCs as they travel. Pick two PCs for them to talk to. If they respond, give one **Player Handout #1** and the other **Player Handout #2**. Give the players time to digest the material from the handouts and read the following but let the PCs interrupt you if they wish to act.

Quickly P'Ligal's men lead you to an older part of town. Pausing for a moment, the lead man chuckles "They're close by; I can feel it. For a moment he looks around. There! See that broach (or scarf if the PCs noticed Felana dropping the broach). He points at one of

P'Ligal's men. ***"You! See if you can pick up their trail." For long moments the man stares at the ground then smiles. "This way," he says with a sneer. He leads you towards what appears to be an abandoned, boarded-up tavern. Silently he leads you around to the left side. "Wait here and I'll flush them out."***

By now the PCs should know they are with the wrong sort of people. If they continue with P'Ligal's men go to **Encounter P3: "The Assault"**

If they decide to stop P'Ligal's men now, go to **Encounter R3A: "A Broken Contract"**

Encounter P3: The Assault

As your scout works his way through the "abandoned" tavern, you hear him make a lot more noise than you'd figure for one of his skill. P'Ligal's men tells you that the scout's flushing out the rabbits so be on your toes. Soon, a "boarded-up" cellar entrance flies open and several masked men erupt from the hole.

One of them looks your way in anger and says, "Looks as if we've got to cut our way to freedom."

Use **Judge's Map #2** for this Encounter. Roll for initiative. During the fray Felana strikes the person escorting her and runs away. It should be noted that both sides of this conflict are not exactly lawful so PCs wanting to uphold the law may be conflicted.

If the Brotherhood of the Broken Chain are defeated and any of P'Ligal's men live, they begin to kick and inflict as much sub dual damage on any unconscious Brotherhood members as they can. Should the PCs intervene, they can stop P'Ligal's men from inflicting any more harm, although the thugs mutter about not having any fun.

APL1 (EL4)

See Appendix III

Brotherhood of the Broken Chain: FTR1; (5 @ 10 HP)

APL2 (EL5)

See Appendix IV

Brotherhood of the Broken Chain: FTR1; (5 @ 12 HP)

APL3 (EL7)

See Appendix V

Brotherhood of the Broken Chain: FTR3; (6 @ 22HP)

APL4 (EL8)

See Appendix VI

Brotherhood of the Broken Chain: FTR3; (6 @ 28HP)

APL5 (EL9)

See Appendix VII

Brotherhood of the Broken Chain: FTR5; (6 @ 34 HP)

APL6 (EL10)

See Appendix VIII

Brotherhood of the Broken Chain: FTR5; (6 @ 44 HP)

If the PCs are defeated by the Brotherhood of the Broken Chain, go to **Encounter R4A: “Chastised!”**

If the PCs defeat the Brotherhood of the Broken Chain and allow P’Ligal’s men to beat up on unconscious unchainers, go to **Encounter R4B: “Birds of a Feather”**

If the PCs defeat the Brotherhood of the Broken Chain but stop P’Ligal’s men from beating up on unconscious brotherhood members, go to **Encounter R4C: “Fair Weather Friends”**

If the PCs decide to side with the Brotherhood of the Broken Chain before combat starts, go to **Encounter R4D: “Turncoats!”**

SECTION 3: THE “C” ENCOUNTERS

These are the probable conclusions to the module.

Encounter C1A: Fugitives

Should the PCs escape from P’Ligal’s house, they can make good their escape as long as they were wearing a mask while being in P’Ligal’s house. Should they try to return, they are not given access to Felana. Otherwise, the module ends.

If they didn’t wear a mask, their description is given to the constabulary. The PCs have the only a few hours to escape the city. Typically such a search would take much more time, but with the military escalation with

Tokis, Banaeta is on high alert in anticipation of a naval assault by the Vast.

If the PC didn’t wear a mask and do not leave Banaeta after escaping P’Ligal’s house go to **Encounter C1B: “Detained”**

If the PCs did not wear a mask and leave Banaeta after escaping P’Ligal’s house go to **Encounter C1C: “A Close Call”**

Encounter C1B: Detained

If P’Ligal’s men capture the PCs, the players are held until the constabulary picks them up. They are questioned about P’Ligal’s death, the Brotherhood of the Broken Chain and their actions in the last 48 hours. They are kept in a different area than any surviving members of the Brotherhood. Suelet is with the PCs.

Once questioning is concluded they are held in jail until the next morning when they have a visitor. Surprisingly it is Felana. Read the following.

“After speaking with P’Ligal’s men, it appears that you’ve been duped by the brotherhood. I have no wish to see you imprisoned, as it seems the only crime you’ve committed is one of ignorance. I will speak with the city watch on your behalf if you agree to never bother me again. You’ve intervened in my life enough as it is. While I didn’t ‘love’ P’Ligal, I do intend to respect his memory,” she says in a calm, even tone.

“But what about us? We were to be married!” Darisek cries.

Felana looks coldly at the crestfallen Darisek. *“Things have changed and you must move on. I have exactly what I want now,”* she says coldly and then looks at the PCs. *“If you accept my terms I will see about getting you set free.”*

Being heartbroken and in shock by her actions, Darisek agrees to not contact Felana again.

If the PCs agree then Felana is good to her word, the PCs are set free in two hours. The constabulary tells the PCs they are keeping an eye on them.

If the PCs do not agree to Felana’s terms, they are held in confinement for a week while the investigation concludes and they are released. The constabulary tells them they are keeping an eye on them. (This adds 7 DUs to the total cost of the module.)

DM NOTE: The PCs may, at this point, pick up the rainbow eel venom from Malvus and return to Bet Rogala where Ehvano pays them the 100 Victories as promised. She is not at all pleased with the delay though.

Thus ends Baneta: The City of the Whale

Encounter C1C: A Close Call

Felana does not wish to call undue attention to herself about P'Ligal's apparent assassination and the PCs have presented themselves as ideal scapegoats. Playing the distraught widow, she buys them time to exit the city and/or find a safe place to hide. She has instructed P'Ligal's men to give vague descriptions of the PCs. The priest of the Laughter was only concerned with the wedding, wasn't paying attention to the PCs and ducked for cover once fighting broke out so is not a witness of any value.

DM NOTE: If the PCs are discreet, they may pick up the rainbow eel venom from Malvus and return to Bet Rogala where Ehvano pays them the 100 Victories as promised.

Thus ends Baneta: The City of the Whale

Encounter C1D: Felana's Plans Unravel

The PCs get to this encounter if they make the Spot check to notice the oddly dull area on P'Ligal's glass and alert him.
--

If P'Ligal needs to defend himself, he calls on his guards. Otherwise, read the following:

For long seconds the man known as P'Ligal Gomanas stares at his goblet as all grow silent. Slowly Felana shrinks away. Angrily he looks at her. "Seize the harlot!" A short undignified inspection reveals a half empty vial of the same material coating part of his glass. Growing nearly purple in rage he speaks. "What....what is the meaning of this?"

DM NOTE: A PC may take the remaining poison and attempt to identify it if he has the proper equipment. If he doesn't have the proper equipment, a cursory inspection allows an **Alchemy check** (DC 21) to reveal the poison as

Black Lotus Extract. P'Ligal takes the bottle and smashes it at Felana's feet.

If she is questioned as to how she could afford such an expensive concoction, she replies that money isn't the only thing that can buy poison, especially from those people that would see P'Ligal dead.

Steeling herself, Felana says, "Please, you don't think I'd honestly care for a toad like yourself. Your power, money and position were the only attractive things you have. I simply wanted to remove the bothersome part."

Stunned Felana's father looks at his daughter in horror. "Why would you do such a thing? Our family is on the brink of ruin but nothing is worth this."

"Please father, this has nothing to do with saving the family. You would have given all our wealth to my idiot brother, Sulet, and I would have been pawned off on some fossil. Hardly what I'd hoped for. Fear not, this is simply a misunderstanding between friends. P'Ligal understands this just as he understands I won't divulge information I know about his involvement in ruining our family's fortune. In fact," she says, walking over to a cabinet, "I believe this is the missing sculpture you're looking for. It was sooo nice for P'Ligal to locate it for you."

P'Ligal Gomanas turns as white as a sheet while Minon Ragosip turns red in anger. For long moments all is silent then P'Ligal speaks.

"W-w-why yes I see this was all an unfortunate misunderstanding. My dear Minon, I don't know how this could have slipped my mind. Please take it with my compliments. Felana, please give the statue to your father." Minon Ragosip slowly finds the composure to speak. "I warned you Gomanas. This is far from over. Daughter, we are leaving. NOW!"

Seizing the moment, P'Ligal speaks. ***"Yes, I believe we all should retire as this has been a trying day."*** As the guests leave P'Ligal's house, he hands a small sack to the PCs. ***"You saved my life. I do not forget things like this. Please take this with you."*** In the bag are 100 Victories.

DM NOTE: The PCs may, at this point, pick up the rainbow eel venom from Malvus and return

to Bet Rogala where Ehvano pays them the 100 Victories as promised.

Thus ends Baneta: The City of the Whale

THE “R” ENCOUNTERS

These are the redirect/contingency encounters to use to get the PCs back on course to finish the module.

Encounter R1A: BUSTED!

The PCs get into this encounter by not fleeing with either the Brotherhood of the Broken Chain, P'Ligal's men or by themselves

Read the following.

Suddenly the chaotic melee that was once the auction crowd starts to thin rapidly. Someone passes you and say “Lets get out of here! The City Watch has shown up.”

Give the PCs one last chance to flee. If they do so, go to **Encounter R2A: “We meet again”**. If they still do not leave the auction area read the following.

As the crowd thins you see several stern men pushing their way forward. Behind them are others wearing the city's colors. They appear to be talking with the crowd and arresting most of the people they talk with. A couple of the stern men point in your direction as one of them speaks. “YOU! what is your business in the city?”

Give the PCs a chance to speak. A successful **Diplomacy** check (DC 12 + APL) keeps them from a night in jail. Otherwise, they are charged with “Civil Disturbance” (page 30 of the *Pekal Gazetteer*), are fined 20 Victories and spend the night in jail. (Add 1 DU to the total cost of this module.)

Should the PCs flee after the watch speaks to them, they manage to escape (go to **Encounter R2A: “We Meet Again”**) but are wanted in the city (this can be taken care of during the module if the PCs turn themselves in. They are charged with “Civil Disturbance”, fined 20 Victories and spend the night in jail. If the PCs do not turn themselves in, give them the “Wanted for ‘Fraud Against the Crown’ cert.

ENCOUNTER R1B: Darisek

The PCs get to this encounter from Encounter E4: “Welcome to Baneta”.

Should the PCs go after Darisek, they find he runs for a couple of blocks and then ducks into the Grinning Goblin Tavern. If the PCs go in after him, read the following.

Entering the Grinning Goblin Tavern, you see the man who fled from the auction. He looks vaguely in your direction as if he's looking past you. (He's trying to see if the PCs were followed.) ***Moments later he rises and comes your way.***

If the PCs let him approach, read the following:

“Hello, are you following me for a reason or is this just a happy coincidence?”

If the PCs do not say anything about catching him for the City Watch, Darisek is relieved and speaks with them. Should the PCs try to take Darisek to the watch, the tavern's patrons ALL glare in their direction. The bartender also glares and points to the door. Darisek is well liked at the Grinning Goblin.

If the PCs do not appear to threaten Darisek or try to take him to the City Watch, read the following:

“If I can plead to your good nature, perhaps you can help my beloved and I. My fiancée, Felana, was placed upon the auction block to save her family from ruin. When the masked men took her I came here to gather aid. Unfortunately most of the people here are drinkers not warriors. I have a rough idea of where they took Felana. Would you please help me?”

Should the PCs accept, they are offered a drink on the house by the bartender upon their return.

If the PCs decline to help Darisek read the following:

“I'm sorry for bothering you and must be on my way. I had mistakenly took you for heroes. My apologies.”

He then turns from the PCs and walks to the door. At any time before he leaves, the PCs may change their minds and offer to help him. If they change their minds, read the following:

“I KNEW it! Thank you, kind souls. Let us be on our way.”

If the PCs agree to help Darisek, go to Encounter R2G: “Hot on the trail”

Encounter R1C: Pursuit

The PCs arrive at this encounter by trying to catch P'Ligal (Encounter P1: "In the Company of Swine").

Use **Judge's Map #3** for this encounter. Depending on how much time he had, they can either catch P'Ligal as he is going through the secret door or open the secret door and go after him. The secret door he left **Encounter P1: In the Company of Swine** through can be found on a successful **Search** result of 5 + APL (this is because the PCs have a circumstance bonus to the **Search** check because they know the general area to look at). To find the trigger mechanism to open the secret door requires a **Search** result of 10 or better (if the PCs spotted where P'Ligal pushed in **Encounter P1: "In the Company of Swine"**, they don't need to search to find it again).

Modify the following to suit the current situation:

For a moment, you see a strange look in P'Ligal's eyes as you come for him. Those of you who have slaughtered animals for food have seen it before. It is definitely the look of fear. "Blast! I paid my men a fair wage to protect me from such common thugs. No matter. I have 'other' friends in here"

Quickly the toadish little man ducks into the secret door. "We have guests my pets. See to it that they are occupied."

Unknown to the PCs, they are about to enter a brothel. P'Ligal's 'pets' are the current workers. Right now business is slow and there are no customers here. The 'pets' try to slow the PCs down by interposing themselves in the PC's paths and trying to grapple the PCs.

APL1 (EL3)

See Appendix III

Brothel Workers: EXP1; (6 @ 4HP)
P'Ligal: EXP3; 17 HP

APL2 (EL3)

See Appendix IV

Brothel Workers: EXP1; (6 @ 5HP)
P'Ligal: EXP3; 23 HP

APL3 (EL5)

See Appendix V

Brothel Workers: EXP3 (6 @ 13HP)
P'Ligal: EXP5; 27 HP

APL4 (EL6)

See Appendix VI

Brothel Workers: EXP3 (6 @ 16HP)
P'Ligal: EXP5; 37 HP

APL5 (EL7)

See Appendix VII

Brothel Workers: EXP5; (6 @ 19HP)
P'Ligal: EXP7; 37HP

APL6 (EL8)

See Appendix VIII

Brothel Workers: EXP5; (6 @ 25HP)
P'Ligal: EXP7; 51HP

If P'Ligal escapes, his workers leave the PCs alone and ask them to leave or before they call the City Watch. While they are part of a disreputable enterprise, there is no proof at hand for the PCs to find. The PCs may go back to question any of P'Ligal's men that survived **Encounter P1: "In the Company of Swine"**, providing they either restrained the men and/or they were left unconscious. Any of P'Ligal's men that were left conscious have fled the area.

P'Ligal's men know the following information. They tell the PCs what they know if the PCs threaten or intimidate them. The DC for either check is 9 +APL to get them to spill the brotherhood's location. For every point over the DC reveal another piece of information.

- They know roughly where the Brotherhood is hiding
- P'Ligal had a hand in ruining Felana's father's business
- Felana helped P'Ligal ruin her father

By using clues gathered from P'Ligal's men, they can make it to **Encounter R2A: "We Meet Again"**

If the PCs catch P'Ligal, go to **Encounter R2C: "P'Ligal at Bay"**

Encounter R1D: What Now?

The PCs make it to this encounter if they helped the side of the Brotherhood of the Broken Chain AND all of the Brotherhood members in the encounter were captured and/or slain.

Have the PCs make a **Spot** check (DC 6 + APL). If successful they see someone down the street trying to get their attention. Should they fail the check their new friend comes closer to speak with them. He is a member of the Brotherhood of the Broken Chain (use the next name available on the list in Appendix #1). If they fail the **Spot** check read the following.

“Tis a sad day for the faithful of Relivik (the Guardian, god of Freedom, liberty and happiness). I had heard this cell was going to interrupt the auction and I was coming to help but it appears I’m too late. Still there are those that would applaud your courage. Would you please come with me? My friends would like to meet heroes such as yourself.”

The PCs new friend explains that he must blindfold them later when they get closer to the brotherhood to assure their secrecy.

If the PCs go visit the Brotherhood of the Broken Chain, go to **Encounter R2H: “The Rat’s Nest”**

If they do not agree to be blindfolded, they are not taken to the Bbrotherhood. If Darisek has survived go to **Encounter R4K: “Fate is Kind”**

Encounter R1E: Talent Scout

The PCs make it to this encounter if they helped P’Ligal’s men AND all of P’Ligal’s men were captured and/or slain.

As the City Watch is about to close in on the PCs, one of the auction attendees steps forward to speak with the watch. Read the following:

“Excuse me but these people were helping me when my life was in danger from those ruffians. You need not concern yourselves with them as I can vouch for their integrity.”

The watch looks at you for a moment and then returns to finish up their business with the melee’s aftermath. After they leave your benefactor looks your way and smiles a bit.

“That was close. I could be wrong but it appears you got into this mess by accident and I didn’t want to see you spend the night in jail. I am (use the next available name on the list of Auction Attendees in Appendices III-VIII) , With whom do I have the pleasure of speaking with?”

Allow the PCs to introduce themselves. After allowing them to speak with their benefactor read the following.

“If you’re interested in a bit of work I could introduce you to a gentleman who is always looking for those of your talent. Would you be interested in meeting him?”

If the PCs agree to go meet their potential employer go to **Encounter R2I: “An Honest Job?”**

If the PCs do not take the offer for employment AND Darisek has survived go to **Encounter R4K: “Fate is Kind”**

Encounter R2A: We Meet Again

The PCs can make it to this encounter by a variety of means. They can:

- Beat or intimidate the needed information to get here from P’Ligal’s men in Encounter P1: “In the Company of Swine”, Encounter R1C: “Pursuit” or Encounter R3A: “A Broken Contract”.
- They can catch P’Ligal and get him to give them the information in Encounter R2C: “P’Ligal at Bay”.
- The PCs can be fleeing from the city watch. The path open to them leads them to this encounter.
- The PCs could offer to help Darisek and he leads them here.

The PCs, by following clues given to them by P’Ligal and/or his men, come across the Brotherhood of the Broken Chain after they have just left the “Rat’s Nest”. They can also get here by helping Darisek and he leads them here. Although Felana appears to be grateful to have been rescued from the slave auction, she’s told the unchainers that her only chance to save her family’s business is to marry P’Ligal. She’s convinced them to escort her there.

DM NOTE: Felana does not except any money offered by anyone. She has grown cynical and believes that charity is just another way of enslaving her. She intends to earn money her own way, without the help of anyone else.

Give the PCs a **Spot** check (DC 12 + APL) to notice the Brotherhood without being surprised.

If the PCs spot the brotherhood without being surprised by them, go to **Encounter R2E: “On Even Ground”**

If the PCs fail to spot the brotherhood, go to **Encounter R2F: “They’ve Got the Drop on You”**

Encounter R2B: Bitter Parting

The PCs arrive at this encounter by not agreeing to be blindfolded to ensure the brotherhood’s secrecy (Encounter B2B: “Urban Predators”).

Read the following:

With a disgusted look his face, the leader of the brotherhood rises and glares at you. “Just the FACT that we have treated you civilly would prompt NORMAL people to honor our modest wish. However we are not common thugs and have other lairs to plan our liberations from. We wish you would reconsider but the choice of course is yours. Leave now or allow us to blindfold you to escort you out.”

If the PCs change their mind and agree to be blindfolded, go to **Encounter B2A: “Gatecrashers”**. If they stay with the brotherhood for an hour or more.

If the PCs change their mind and agree to be blindfolded, go to **Encounter B2B: “Urban Predators”** if they stay with the brotherhood for less than an hour.

If the PCs do not decide to be blindfolded and wish to leave, go to **Encounter R2G: “Hot on the Trail”**

Encounter R2C: P’Ligal at Bay

The PCs get to this encounter by successfully catching P’Ligal (Encounter R1C: “Pursuit”).

What you actually tell them depends on how P’Ligal was caught. Unless successfully **Intimidated**, he is FURIOUS that the PCs have treated him this way.

Judge options for P’Ligal

- He can threaten to call the city watch (he is bluffing as the City Watch doesn’t normally care for him, and he doesn’t want them to investigate his business anyway. Due to his experience in situations such as these, he

receives a +4 Circumstance modifier to the roll.)

- He again offers the PCs the chance to work for him (he offers them 20 Victories to work with other associates of his). If the PCs take his offer go to **Encounter R2D: “If the PCs Have a Change of Heart”**.
- He threatens the PCs with SERIOUS repercussions if they interfere with him further.
- Thinking the situation hopeless, he curls up into a ball on the ground (or goes limp if someone is holding him) and sobs uncontrollably. Threatening him further causes him to faint.

P’Ligal knows enough information to get the PCs to **Encounter R2A: “We Meet Again”**. He tells the PCs the information if they agree to work for him and/or they **Intimidate** him into telling them the information.

Encounter R2D: The PCs have a Change of Heart

The PCs get to this encounter by reconsidering P’Ligal’s offer.

Seeing that his immediate problems are over, a very relieved P’Ligal escorts the PCs back to the run down estate where the deal originally went sour in **Encounter P1: “In the Company of Swine”**.

Along the way, he compliments the PCs on their prowess and admits they had him severely worried (unless he soiled himself in which he won’t state the obvious). Upon reaching the run down estate, he offers the PCs a drink, gets a fresh change of clothing (if needed) and has a servant bring in other men to replace those lost in **Encounter P1: “In the Company of Swine”**.

DM NOTE: Should the PCs **Sense Motive**, they can tell he is on the level about wanting their services and would like them to work for him in the future

The PCs also notice that morale among P’Ligal’s men is dropping. Gomanas has expressed little concern over his men that have died, simply replacing them and moving on.

After accepting P’Ligal’s offer, he hands one of his men a piece of parchment. The thug

looks at the paper and tosses it into the fireplace. He tells his master he knows the location and that business will be taken care of. He looks at you and his other comrades and speaks. "We must be off friends. There's a reckoning brewin'".

As the PCs travel, they can talk with their new "friends". Pick two of P'Ligal's men that are travelling with the PCs for this. They are semi-friendly and talk to the PCs as they travel. Pick two PCs for them to talk to. If they respond give one **Player Handout #1** and the other **Player Handout #2**. Give the players time to digest the material from the handouts and read the following but let the PCs interrupt you if they wish to act.

Quickly P'Ligal's men lead you to an older part of town. Pausing for the moment the lead man chuckles "They're close by I can feel it. For a moment he looks around. There! See that broach (or scarf if the PCs noticed Felana dropping the broach). He points at one of P'Ligal's men "You! See if you can pick up their trail." For long moments the man stares at the ground then smiles. "This way." He says with a sneer. He leads you towards what appears to be an abandoned, boarded-up tavern. Silently he leads you around to the left side. "Wait here and I'll flush them out."

By now the PCs should know they are with the wrong sort of people. If they continue with P'Ligal's men go to **Encounter P3: "The Assault"**

If they decide to stop P'Ligal's men now go to **Encounter R3A: "A Broken Contract"**

Encounter R2E: On Even Ground

The PCs get here by spotting the Brotherhood of the Broken Chain escorting Felana to P'Ligal's house.

Being very cautious, the brotherhood has spotted the PCs and is headed in their direction. One of them speaks. Read the following.

"A'hem! It's rare that we see strangers in this neighborhood. Why do we have the pleasure of your company?"

The Brotherhood is not against having allies and listens to what the PCs have to say. If they mention having an altercation with P'Ligal and/or his men the rest of the Brotherhood take extra interest and the PCs are asked to join them. They explain that they will not be going into P'Ligal's dwelling but merely bringing Felana close enough to ensure she is safe. The offer to join them is not extended if P'Ligal is with the PCs.

If P'Ligal is not with the PCs and they agree to work with the Brotherhood, go to **Encounter B3: "Felana's Gambit"**

If P'Ligal is with the PCs, go to **Encounter R3B: "Dealing With the Toad"**

If the PCs do not wish to work with the Brotherhood the module is over.

Encounter R2F: They've Got the Drop on You

The PCs get here by failing to spot the Brotherhood of the Broken Chain as they are escorting Felana to P'Ligal's house.

Being on guard and very cautious, the Brotherhood has spotted the PCs and surrounded them. They wish to determine whether or not they've been sent to stop the brotherhood. Read the following.

As you travel through Banaeta's run down section of town, you hear someone behind you. "It's doubtful you're here for a friendly visit. Sticking your nose in the brotherhood's business can be a dangerous thing. Why are you here?"

The brotherhood is not against having allies and listens to what the PCs have to say. If they mention having an altercation with P'Ligal and/or his men, the rest of the brotherhood take extra interest and the PCs are asked to join them. They explain that they are not going into P'Ligal's dwelling but merely bringing Felana close enough to ensure she is safe. The offer to join them is not extended if P'Ligal is with the PCs.

If P'Ligal is not with the PCs and they agree to work with the Brotherhood go to **Encounter B3: "Felana's Gambit"**

If P'Ligal is with the PCs go to **Encounter R3B: "Dealing With the Toad"**

If the PCs do not wish to work with the brotherhood, the module is over.

Encounter R2G: Hot on the Trail

The PCs get to this encounter by agreeing to help Darisek (Encounter R1B: "Darisek").

He knows roughly where an unchainer hideout is and figures that would be the best place to look for Felana.

Go to **Encounter R2A: "We Meet Again"**

Encounter R2H: The Rat's Nest

The PCs get to this encounter by following the Brotherhood of the Broken Chain member they met in Encounter R1D: "What Now?".

During the confusion of the melee, Felana has disappeared. Darisek ran off as soon as the city watch arrives. Read the following

As you thread your way through the chaos to avoid the City Watch, your new friend helps you elude the guards and you soon find yourselves in the poorer section of the city. As you round a corner, your new friend stops and apologetically says he must blindfold you to ensure their secrecy.

If the PCs agree to be blindfolded, the Brotherhood of the Broken Chain member takes them a couple of blocks to a boarded-up, abandoned tavern. Once inside, the blindfolds are removed and the PCs see several men (5 total including their guide.) Read the following:

"We apologize for the inconvenience but we must maintain our secrecy. Welcome to the 'Rat's Nest'. Thank you for your aid"

The brotherhood is remorseful for their members and any PCs that have died. The guide from Encounter E4 tells them of the PC's aid. They are grateful and ask the PCs to tell their story (how they started adventuring, tales of their homeland, etc.). If the PCs decline to elaborate on their background they understand.

If the PCs wish to leave the brotherhood's lair, they are again blindfolded, taken a block from the "Rat's Nest" and released. They can spot P'Ligal's men approaching with a result of 10+APL.

If the PCs stay more than an hour with the Brotherhood of the Broken Chain, go to **Encounter B2A: "Gatecrashers"**

If the PCs leave the brotherhood before staying an hour, go to **Encounter B2B: "Urban Predators"**

If the PCs follow any injured unchainers, that leave, they notice that they split up, look annoyingly at the PCs and try to lose them. If the PCs go back to the "Rat's Nest," go to **Encounter B2B: "Urban Predators."**

Encounter R2I: An Honest Job?

The PCs get into the encounter by being bailed out by one of the auction attendee's (Encounter R1E: "Talent Scout").

Felana left with the masked men. Darisek ran off as soon as the City Watch arrived.

The PCs benefactor has offered to show them where they can find employment. If they agree to go with him, read the following:

Following your newfound friend, you head down a narrow alley and stop in front of one of the more run down estates. After knocking three times quickly and then twice slowly, the door opens as a bald, time-worn butler lets you in.

"Is P'Ligal Gomanas in? I have some people with me that he could definitely use in his employ," your friend says.

"Yes, he arrived a little while ago. Will you be coming in also?" the butler asks.

"No, I have things I need to attend to but I felt my friends here were worth introducing to Gomanas. They can pull their weight in a hot spot. Maybe he will put them on the payroll," your friend says as he prepares to leave. (If the PCs decide to leave with him, he tries to talk them into meeting P'Ligal first. If they would still rather go with him he takes them on a tour of the city and the module is over.)

"Of course. More 'thugs' to look after. I'll let master Gomanas know," the butler says as he rolls his eyes. ***Moments pass then he returns to escort you to Gomanas. Surprisingly, you've seen this gentleman before. Several thick-necked men stand between you.***

"Greetings, I am P'Ligal Gomanas. Why do you have the pleasure of meeting me?"

P'Ligal keeps his men between him and the PCs at all times. He has been told about the PCs' usefulness (P'Ligal saw the PCs help his men against the Brotherhood of the Broken Chain when they interfered in the sale but didn't stay around during the fight to get details). After hearing his men's account, he speaks.

“So my men vouch for you being good in a fight. Please take this with my thanks. (P'Ligal takes several small bags and puts coins in each. The amount is 10 Victories per bag.) ***If you're not otherwise occupied, there's more where that came from. I have had men looking for the brotherhood and have been given information as to their possible whereabouts. Would you be so kind as to help take care of this problem for me and put an end to their lawlessness?”***

P'Ligal offers the PCs 20 Victories each for their services but will go as high as 30 Victories with a successfully worded **Diplomacy** check (DC 19).

If the PCs go with P'Ligal's men to take care of the Brotherhood of the Broken Chain, read the following:

“Thank you. I appreciate your help. Unfortunately I have pressing business elsewhere. Should this go well I'll probably have other work for you. Good day.”

As the PCs are escorted from the room, a successful **Spot check** (DC15 + APL) shows P'Ligal pushing on a specific section of the wall as part of it slides away.

If the PCs agree to help P'Ligal, go to **Encounter P2: “The Hit”**

Should the PCs decline P'Ligal's offer, read the following:

“This is quite unfortunate,” P'Ligal says as he pushes a on a specific section of the wall and part of it slides away (Spot check DC 15 + APL to see where exactly he pushed). As he steps into the passage he speaks to one of his men. “I'm not accustomed to having people say no to me. I believe it's time for you to leave Baneta. My men will escort you to the city limit. If they give you any trouble,” he says to his men, “dispose of them in the bay. I do not wish to hear from them again.”

Combat with P'Ligal's men most likely ensues. If the PCs defeat them they can learn the following information by threatening the defeated men on a successful **Intimidate** check. The DC is 5 +APL to get them to spill the

brotherhood's location. For every point over the DC reveal another piece of information.

- They know roughly where the Brotherhood is hiding
- P'Ligal had a hand in ruining Felana's father's business
- Felana helped P'Ligal ruin her father

DM NOTE: If the PCs choose not to fight and allow P'Ligal's men to escort them to the city's edge, they may attempt to make a **Gather Information check** on the way (DC 20). If successful, they glean the same as above. If they reenter Baneta, though, they no longer have the option of negotiating with P'Ligal's men when combat is a possibility. The PCs had their chance to leave and didn't take it.

If they do not attempt to gain some kind of information from P'Ligal's men but still sneak back into the city, the PCs wander about unable to find anyone related to this event again (unless they choose to go back to P'Ligal's house. In that circumstance, combat ensues. Continue on with this encounter as if combat had originally taken place).

APL1 (EL3)

See Appendix III

P'Ligal's Men: ROG1; (4 @ 4 HP)
P'Ligal Gomanas: EXP3; 17 HP

APL2 (EL4)

See Appendix IV

P'Ligal's Men: ROG1; (4 @ 6 HP)
P'Ligal Gomanas: EXP3; 23 HP

APL3 (EL5)

See Appendix V

P'Ligal's Men: ROG3; (4 @ 14 HP)
P'Ligal Gomanas: EXP5; 27 HP

APL4 (EL6)

See Appendix VI

P'Ligal's Men: ROG3; (4 @ 20 HP)
P'Ligal Gomanas: EXP5; 37 HP

APL5 (EL7)

See Appendix VII

P'Ligal's Men: ROG5; (4 @ 22 HP)
P'Ligal Gomanas: EXP7; 31 HP

APL6 (EL8)

See Appendix VIII

P'Ligal's Men: ROG5; (4 @ 32 HP)

P'Ligal Gomanas: EXP7; 51 HP

If the PCs try to catch P'Ligal, go to **Encounter R1C: "Pursuit"**

Using clues gathered from P'Ligal's men, the PCs can make it to **Encounter R2A: "We Meet Again"**

Encounter R3A: A Broken Contract

The PCs make it to this encounter by actively trying to stop P'Ligal's men and/or refusing to help them (Encounter P2: "The Hit" and/or Encounter R2D: "If the PCs Have a Change of Heart").

DM NOTE: The read aloud text of course needs to be tailored to the situation.

When the PCs actively try to stop P'Ligal's men and/or refuse to help them, read the following:

With a look of disgust, they glare at you. "I should have known this was a set-up. Gut 'em boys!"

APL1 (EL3)

See Appendix III

P'Ligal's Men: ROG1; (4 @ 4 HP)

APL2 (EL4)

See Appendix IV

P'Ligal's Men: ROG1; (4 @ 6 HP)

APL3 (EL5)

See Appendix V

P'Ligal's Men: ROG3; (4 @ 14 HP)

APL4 (EL6)

See Appendix VI

P'Ligal's Men: ROG3; (4 @ 20 HP)

APL5 (EL7)

See Appendix VII

P'Ligal's Men: ROG5; (4 @ 22 HP)

APL6 (EL8)

See Appendix VIII

P'Ligal's Men: ROG5; (4 @ 32 HP)

P'Ligal's men have no desire to be turned over to the authorities and fight until they are incapacitated. If any of the thugs survive, they give the PCs enough information to get to

Encounter R2A: "We Meet Again" if the PCs **Intimidate** them (the PCs receive a +4 Circumstance bonus while trying to **intimidate** any of P'Ligal's minions that were defeated in this encounter).

If the PCs are defeated but not slain, they spend 35 day units as slaves until the opportunity presents itself to make good their escape. (The total cost of this module is thus 49 DUs.)

Encounter R3B: Dealing With the Toad

The PCs get to this encounter by defeating P'Ligal and/or his men and following clues to get to the Brotherhood of the Broken Chain cell that is helping Felana (Encounter R2E: "On Even Ground" or Encounter R2F: "They've Got the Drop on You").

If P'Ligal is conscious, he can't believe his good fortune and starts chuckling under his breath (this happens even if the PCs **Intimidated** him to get to this point). Read the following:

With a twinkle in his eye that seems a bit unsettling, P'Ligal looks at you and smiles. "If I had only known it would be this easy, I wouldn't have resisted." He then looks at Felana. "Come, my dear. We have a wedding to attend. Your father is already there. Feel free to bring your friends. On such a happy occasion, the past must be forgiven."

Demurely Felana walks toward P'Ligal and tries to resist any attempt's to restrain her.

While distressed, the brotherhood goes along with Felana's wishes. They do NOT wish to attend the wedding however. Felana becomes VERY upset if the PCs do not allow her to go with P'Ligal.

If the PCs allow Felana to go with P'Ligal and accompany them, go to **Encounter R7B: "The Wondrous Occasion"**

If the PCs allow Felana to go with P'Ligal but do not accompany them, they may wait until the next day and collect the rainbow eel venom, returning to Bet Rogala. The module is over.

If the PCs do not let Felana and P'Ligal go, they both call out for the City Watch. At this

point the brotherhood insists the PCs let them go.

Encounter R3C: A Change of Heart

The PCs make it to this encounter by changing their mind and actively trying to stop P'Ligal's men.

DM NOTE: The read aloud text needs to be tailored to the particular situation.

When the PCs actively try to stop P'Ligal's men and/or refuse to help them, read the following: ***With a look of disgust, they glare at you. "I should have known this was a set-up. Gut 'em boys!"***

P'Ligal's men have no desire to be turned over to the authorities and fight until they are incapacitated.

If the PCs are defeated but not slain, they spend 35 day units as slaves until the opportunity presents itself to make good their escape. (The total cost of the module increases to 49 DUs.)

As the PCs travel through the city, they run into Darisek. Go to **Encounter R4J: "The Other Fiancée"**

Encounter R4A: Chastised!

The PCs arrive at this encounter from Encounter P3: "The Assault").

Read the following:

For long moments the masked man/men look at you with disgust. Then one of them/he speaks "You are different than P'Ligal's men but not by much. Because of you, an innocent has been cast upon the streets to fend for herself. I have no doubt that other scum in P'lugal's employ will harvest her. Prove yourselves to be worth more than the filth in the gutter and help me/us find her and help her out of the city."

If the PCs refuse or ask for payment for their services, go to **Encounter R5A: "Disgust!"**

If the PCs agree, go to **Encounter R6: "Uninvited Guests"**

Encounter R4B: Birds of a Feather

The PCs get to this encounter by letting P'Ligal's men rough up fallen Brotherhood members after the Brotherhood was defeated (Encounter P3: "The Assault").

Read the following:

After P'Ligal's men get bored roughing up the fallen brotherhood members one of them looks your direction and snorts. "You guys are all right. You'd go far in P'Ligal's employ. Let's gut these losers, dump 'em in the bay and get back to the boss's house. He's getting married today!"

The PCs should feel they need to make a decision. Before them lay helpless people that P'Ligal's men mean to kill in cold blood.

If the PCs try to stop P'Ligal's men from slaying the fallen brotherhood members, go to **Encounter R4C: "Fair Weather Friends"**

If the PC's allow P'Ligal's men to slay the fallen brotherhood members, go to **Encounter R4G: "Tainted"**

Encounter R4C: Fair Weather Friends

The PCs get to this encounter from Encounter P3: "The Assault" or Encounter 4B: "Birds of a Feather".

Read the following.

P'Ligal's men look at you in disgust. One of them stares in your direction and says, "Sheesh! Just when you think you find people you can work with, they turn out to be lily-livered otter food. Feh! Gut these fools too. The fish'll feed good tonight!"

APL 1 (EL3)

See Appendix III

P'Ligal's Men: (4 @ 6 HP)

APL 2 (EL4)

See Appendix IV

P'Ligal's Men: (4 @ 8 HP)

APL 3 (EL5)

See Appendix V

P'Ligal's Men: (4 @ 14 HP)

APL 4 (EL7)

See Appendix VI

P'Ligal's Men: (4 @ 20 HP)

APL 5 (EL8)

See Appendix VII

P'Ligal's Men: (4 @ 22 HP)

APL 6 (EL9)

See Appendix VIII

P'Ligal's Men: (4 @ 32 HP)

At this point combat should ensue between P'Ligal's men and the PCs. Should the PCs be victorious they can gather the following information from them if any survive the encounter.

- Where P'Ligal's wedding takes place
- Felana's been in on this the whole time. Who do you think gave P'Ligal the inside information he needed to ruin her father's business?
- No doubt Felana is on her way to P'Ligal's now

From the information gathered from P'Ligal's men, the PCs can make it to **Encounter B5:** "Kindred Spirits"

Encounter R4D: Turncoats!

The PCs get to this encounter by siding with the Brotherhood of the Broken Chain before combat starts (Encounter P3: "The Assault").

Read the following.

With disgust P'Ligal's men look at you and one of them speaks. "Blast! We should have known you wouldn't have the stomach for this. Get em boys!"

APL 1 (EL4)

See Appendix III

Brotherhood of the Broken Chain: FTR1; (5 @ 10HP) or COM1; (5 @ 4HP)

P'Ligal's Men: ROG1; (5 @ 6HP) or COM1; (5 @ 4 HP)

Felana Ragosip: COM1; 4 HP

APL 2 (EL5)

See Appendix IV

Brotherhood of the Broken Chain: FTR1; (5 @ 12HP) or COM1; (5 @ 6HP)

P'Ligal's Men: ROG1; (5 @ 8HP) or COM1; (5 @ 4HP)

Felana Ragosip: COM1; 4 HP

APL 3 (EL7)

See Appendix V

Brotherhood of the Broken Chain: FTR3; (5 @ 22 HP) or COM3; (5 @ 10HP)

P'Ligal's Men: ROG3; (5 @ 14HP) or COM3; (5 @ 10 HP)

Felana Ragosip: COM3; 10 HP

APL 4 (EL8)

See Appendix VI

Brotherhood of the Broken Chain: FTR3; (5 @ 28 HP) or COM3; (5 @ 16HP)

P'Ligal's Men: ROG3; (5 @ 20HP) or COM3; (5 @ 16 HP)

Felana Ragosip: COM3; 10 HP

APL 5 (EL9)

See Appendix VII

Brotherhood of the Broken Chain: FTR5 (5 @ 34 HP) or COM5; (5 @ 16HP)

P'Ligal's men: ROG1; (5 @ HP) or COM1 (5 @ 32 HP)

Felana Ragosip: COM5; 16HP

APL 6 (EL10)

See Appendix VIII

Brotherhood of the Broken Chain: FTR5 (5 @ 46 HP) or COM5; (5 @ 26HP)

P'Ligal's men: ROG5; (5 @ 32HP) or COM1 (5 @ 26 HP)

Felana Ragosip: COM5; 16HP

At this point combat should ensue between P'Ligal's men and the PCs. Should the PCs be victorious, they can gather the following information from them if any survive the encounter.

- Where P'Ligal's wedding takes place
- Felana's been in on this the whole time. Who do you think gave P'Ligal the inside information he needed to ruin her father's business?
- No doubt Felana is on her way to P'Ligal's now

From the information gathered from P'Ligal's men the PCs can make it to **Encounter B6:** "Kindred Spirits"

Encounter R4F: Trying to Get Away

The PCs get to this encounter by trying to keep Felana from going to P'Ligal (Encounter B3: Felana's Gambit).

Read the following as Felana speaks to them.

"Look, I appreciate your concern but there is nothing to be done to change things. PLEASE let me go. I can take care of myself."

Give the PCs a chance to respond. If they do not agree to let Felana go, read the following:

"I hoped you'd listen to reason but I have no other choice. HELP! HELP ME PLEASE HELP ME!!!"

If the PCs do not flee the area, go to **Encounter R4H: "The City Watch"**

If the PCs flee, go to **Encounter R4I: "Darisek"**

Encounter R4G: Tainted

The PCs get to this encounter by allowing P'Ligal's men to brutalize fallen members of the Brotherhood of the Broken Chain (Encounter R4B: "Birds of a Feather").

Once his men are finished, they invite the PCs to P'Ligal's house to attend his wedding. They tell the PCs that Felana should either make her way back to their master and/or other men in P'Ligal's employ pick her up. After all, she's been in on the setup all along.

If the PCs decide not to go to the wedding, they may pick up the rainbow eel venom and return to Bet Rogala. The module is over.

If the PCs decide to turn on P'Ligal's men got to **Encounter R3C: "A Change of Heart"**

Encounter R4H: The City Watch

If the PCs stick around after Felana calls for help they are greeted by the City Watch in 3d4 rounds after Felana calls for help. Typically, it takes 1d4 minutes for the guard to arrive in any given module, but the watch is on high alert as Baneta is Pekal's largest port city.

A round before it arrives, the PCs can hear whistles and the watch's approach. If the PCs are still around when it arrives, they are questioned and forced to give custody of Felana

to the watch. If asked, they plan to honor Felana's wishes. If the PCs refuse, they are warned that obstructing justice will lead to their arrest and to please step down. If the PCs still insist on keeping Felana in their custody, they are charged with creating a "Civil Disturbance" and taken to jail for the night and fined 20 Victories (Add 1 DU to the total cost of the module).

If the PCs let Felana go into the City Watch's custody, go to **Encounter R4I: "Darisek"**

If the PCs are imprisoned, the module is over.

Encounter R4I: Darisek Again

If the PCs let Felana go, they run into Darisek as they travel (Encounter R4H: "The City Watch").

He remembers them and is very worried about Felana. Should the PCs tell him what has occurred between Felana and the City Watch, Darisek is crestfallen but is sure Felana is being forced to go to P'Ligal. He pleads with the PCs to help him rescue her.

If the PCs agree to help Darisek, they can make it to **Encounter R7C: "Darisek to the Rescue!"**

If the PCs refuse to help Darisek, they may retrieve the rainbow eel venom and return to Bet Rogala. The module is over.

Encounter R4J: The Other Fiancée

The PCs get to this encounter by turning on P'Ligal's men and winning the conflict (Encounter R3C: "If the PCs Have a Change of Heart").

As they travel away from the battle scene, they run into Darisek as they travel. He remembers them and is very worried about Felana. Should the PCs tell him what has occurred between Felana and the City Watch, Darisek is crestfallen but is sure Felana is being forced to go to P'Ligal. He pleads with the PCs to help him rescue her.

If the PCs agree to help Darisek, they can make it to **Encounter R7C: "Darisek to the Rescue!"**

If the PCs refuse to help Darisek, the module is over.

Encounter R4K: Fate is Kind

If the PCs refuse to be blindfolded to meet the Brotherhood (**Encounter R1D: “What Now?”**) or they turn down the chance for employment (**Encounter R1E: “Talent Scout”**) they run into Darisek later in the day as they travel.

He remembers them and is very worried about Felana. Unless Felana is with the PCs Darisek is sure she is with P'Ligal. He pleads with the PCs to help him rescue her.

If the PCs agree to help Darisek they can make it to **Encounter R7C: “Darisek to the Rescue!”**

If the PCs refuse to help Darisek the module is over.

Encounter R5A: Disgust!

The PCs make it to this encounter by refusing to help the Brotherhood of the Broken Chain or asking for payment for their services (Encounter R4A: “Chastised!”).

For long moments the masked man/men look at you with contempt. “I should have known better than to think there was any redeeming qualities about you.” He spews. “Fortunately for you, while there are risks in crossing the Brotherhood of the Broken Chain we are not murderers. Leave my/our sight and consider yourself lucky. Should you slink back to that cur P'Ligal let him know his days of enslaving the weak are numbered!”

The surviving members of the Brotherhood stare at the PCs and wait for a moment for them to leave. Should the PCs change their mind go to **Encounter R5B: “The Guardian be praised!”**

If they still do not wish to help in the rescue of Felana any surviving members of the Brotherhood bolt from the scene and once out of sight remove their masks to mingle with the crowd. The module is over.

Encounter R5B: The Guardian be Praised!

The PCs get to this encounter by deciding to help the Brotherhood rescue Felana.

Read the following.

Warily the Brotherhood member(s) look at you and one of them speaks. Praise the Guardian that you've changed your minds and chose the correct path. We may still save the day but you must be courageous and quick. You'll need them later.”

Go to **Encounter R6: “Uninvited Guests”**

Encounter R6: Uninvited Guests

The PCs get to this encounter by offering to help the Brotherhood (in Encounter R4A: “Chastised!” Or Encounter R5B: “The Guardian be Praised!”).

Their new friends lead them toward the lower end of the merchant district (this is a different house than in **Encounter P1: “In the Company of Swine”**) as they approach P'Ligal's house the Brotherhood member(s) pause and speak.

“You'll need these (they hand each PC a mask). We have a friend in the kitchen. And should be able to get to Felana before P'ligal knows what is happening. Only use force if absolutely needed.”

Then suddenly a voice comes from the bushes. “Stop! She's my beloved. You're not going in there without me!” Darisek says as he steps forward.

The Brotherhood knows Darisek and has no problem with him joining you to rescue Felana as long as he doesn't get in the way. Allow the PCs time to prepare themselves. (Use Judge's Map #4 for this encounter. If they go with the Brotherhood read the following.

As you approach the house the Brotherhood motion for all to be silent. Moving as silently as possibly you go through the back door. What lies ahead is very surprising. Amidst the preparation of large meal several servants appear to have died peacefully. One of the servants however is alive, well and appears to be waiting for you. She holds her left hand at face level, curls her fingers into a claw-like grasp. “The other staff is merely asleep. Long live the Brotherhood.” She says proudly and takes a sip from her drink. Slowly her body slides to the floor.

“Sleep well sister. The path is clear. Soon Felana will breathe free.”

Go to **Encounter R7A: “Rude Revelations”**

Encounter R7A: Rude Revelations

The PCs get to this encounter from Encounter R7G: “Uninvited Guests”.

As the brotherhood, Darisek and the PCs cross the kitchen, they hear the following.

“I now pronounce you man and wife.”

Upon hearing this Darisek nearly goes berserk and rushes into the room. Before him is the wedding party which includes a priest of the Laughter, Felana, her father, P’Ligal and four of his men.

“No. NOOOO! Felana my beloved tell me I’m not too late!” He screams.

“Of course you are. Felana is my legally wedded wife as I planned all along. Come my ‘love,’ pour me a glass of wine” P’Ligal says while looking like the cat that ate the proverbial canary. Demurely, Felana obeys him while he motions for everyone to drink. Then her new husband raises his glass for a toast. “To my marriage. An event that fate, gods and (looking sarcastically at Darisek) misguided love could not prevent.”

DM NOTE: At this point, the PC may make a **Spot** check DC 8 + APL. If they make the check they see an oddly dull area on the lip of P’Ligal’s glass. Should they call out or try to stop him, he pauses before taking a drink and looks at the glass. Go to **Encounter C1D: “Felana’s Plans Unravel”**.

“Everyone drink!” With the grace of a wounded duck, he looks at the wedding party and quaffs the wine. However, before he can put the glass down, his face turns pale, and he grasps his throat. Waving others away, the priest of the Laughter tries to aid him but is far too late. With a grim look, he faces Felana. “I’m sorry, but he is gone.”

Allow the PCs time to take in the situation and to check P’Ligal if they wish. Both Darisek and Felana’s father, while not overly gloating the man’s death, can hardly believe their luck. Surprisingly, neither Felana nor P’Ligal’s men

seem all that alarmed by the PCs’ presence. They know the following if asked.

- They drank from the same wine P’Ligal did
- One of his enemies must have gotten to the staff
- Right now the PCs and the Brotherhood are the prime suspects for the murder

After a few minutes Felana takes charge of the crowd and speaks.

“I grow tired of my late husband being poked and prodded upon.” She looks at one of P’Ligal’s men. ***“Seize the intruders. Surely the authorities will want to talk with them.”***

Combat should ensue at this point. Darisek is strictly non-combative. The brotherhood members do not want to do anything more than fight their way clear to an exit. If possible, they try to take the PCs with them but do not overly risk themselves.

DM NOTE: P’Ligal’s former men do not use lethal force on the PCs unless the PCs initiate it. The men are in fact a bit confused about the situation, knowing that Felana is now the one that’s going to pay their wages, but at the same time still taken off-guard that P’Ligal is dead.

PCs automatically gain initiative in the first round. Successfully worded **Diplomacy checks** (DC 20) for two concurrent rounds (this can be done while fighting), causes the henchment to allow the PCs to escape. They continue to fight if the PCs attempt to stay.

APL 1 (EL4)

See Appendix III

Brotherhood of the Broken Chain: FTR1; (5 @ 10HP) or COM1; (5 @ 4HP)

P’Ligal’s Men: ROG1; (5 @ 6HP) or COM1; (5 @ 4HP)

Felana Ragosip: COM1; 4 HP

APL 2 (EL5)

See Appendix IV

Brotherhood of the Broken Chain: FTR1; (5 @ 12HP) or COM1; (5 @ 6HP)

P’Ligal’s Men: ROG1; (5 @ 8HP) or COM1; (5 @ 6HP)

Felana Ragosip: COM1; 4 HP

APL 3 (EL7)

See Appendix V

Brotherhood of the Broken Chain: FTR3; (5 @ 22HP) or COM3; (5 @ 10HP)

P'Ligal's Men: ROG3; (5 @ 14HP) or COM3; (5 @ 10HP)

Felana Ragosip: COM3; 10 HP

APL 4 (EL8)

See Appendix VI

Brotherhood of the Broken Chain: FTR3; (5@ 28HP) or COM3; (5 @ 16HP)

P'Ligal's Men: ROG3; (5 @ 20HP) or COM3; (5 @ 16HP)

Felana Ragosip: COM3; 10 HP

APL 5 (EL9)

See Appendix VII

Brotherhood of the Broken Chain: FTR5; (5@ 34HP) or COM5; (5 @ 16HP)

P'Ligal's men: ROG5; (5 @ 22HP) or COM5 (5 @ 16HP)

Felana Ragosip: COM5; 16HP

APL 6 (EL10)

See Appendix VIII

Brotherhood of the Broken Chain: FTR5; (5@ 46HP) or COM5; (5 @ 26HP)

P'Ligal's men: ROG5; (5 @ 32HP) or COM5 (5 @ 26HP)

Felana Ragosip: COM5; 16HP

If the PCs escape, go to **Encounter C1A: "Fugitives"**

If the PCs are captured, go to **Encounter C1B: "Detained"**

Encounter R7B: The Wondrous Occasion

The PCs get to this encounter by allowing Felana to go to P'Ligal's house to be wed. (Encounter R3B: "Dealing With the Toad").

His house, while not opulent, definitely shows he does well for himself. The house appears to be set up for a wedding. After the PCs and Felana arrive messengers are sent out to bring a priest of the Laughter to his home to marry them.

Read the following:

In short order, the small crowd (Felana's father and four of P'Ligal's men) gathers around P'Ligal, Felana and their priest. After a modest ceremony, he finally says the magic words. "I now pronounce you man and wife."

Upon hearing this Darisek nearly goes berserk and rushes into the room from the kitchen.

"No. NOOOO! Felana my beloved tell me I'm not too late!" He screams.

"Of course you are. Felana is my legally wedded wife as I planned all along. Come my 'love,' pour me a glass of wine," P'Ligal says while looking like the cat that ate the proverbial canary. Demurely, Felana obeys him while he motions for everyone to drink. Then her new husband raises his glass for a toast. "To my marriage. an event that fate, gods and (looking sarcastically at Darisek) misguided love could not prevent.

DM NOTE: At this point, the PC may make a **Spot** check DC 8 + APL. If they make the check, they see an oddly dull area on the lip of P'Ligal's glass. Should they call out or try to stop him, he pauses before taking a drink and looks at the glass. Go to **Encounter C1D: "Felana's Plans Unravel"**.

"Everyone drink!" With the grace of a wounded duck, he looks at the wedding party and quaffs the wine. However, before he can put the glass down, his face turns pale, and he grasps his throat. Waving others away, the priest of the Laughter tries to aid him but is far too late. With a grim look, he faces Felana. "I'm sorry, but he is gone."

Allow the PCs time to take in the situation and to check P'Ligal if they wish. Both Darisek and Felana's father, while not overly gloating the man's death, can hardly believe their luck. Surprisingly, neither Felana nor P'Ligal's men seem all that alarmed by the PCs' presence. They know the following if asked.

- They drank from the same wine P'Ligal did
- One of his enemies must have gotten to the staff
- Right now the PCs and Darisek are the prime suspects for the murder

After a few minutes Felana takes charge of the crowd and speaks.

"I grow tired of my late husband being poked and prodded upon." She looks at one of P'Ligal's men. ***"Seize the intruders. Surely the authorities will want to talk with them."***

Combat should ensue at this point. Darisek is strictly non-combative. The

brotherhood members do not want to do anything more than fight their way clear to an exit. If possible they try to take the PCs with them, but will do overly risk themselves.

DM NOTE: P'Ligal's former men do not use lethal force on the PCs unless the PCs initiate it. The men are in fact a bit confused about the situation, knowing that Felana is now the one that's going to pay their wages, but at the same time still taken off-guard that P'Ligal is dead.

PCs automatically gain initiative in the first round. Successfully worded **Diplomacy checks** (DC 20) for two concurrent rounds (this can be done while fighting), causes the henchment to allow the PCs to escape. They continue to fight if the PCs attempt to stay.

APL 1 (EL4)

Appendix III

Brotherhood of the Broken Chain: FTR1; (5 @ 10HP) or COM1; (5 @ 4HP)

P'Ligal's Men: ROG1; (5 @ 6HP) or COM1; (5 @ 4HP)

Felana Ragosip: COM1; 4 HP

APL 2 (EL5)

See Appendix IV

Brotherhood of the Broken Chain: FTR1; (5 @ 12HP) or COM1; (5 @ 6HP)

P'Ligal's Men: ROG1; (5 @ 8HP) or COM1; (5 @ 6HP)

Felana Ragosip: COM1; 4 HP

APL 3 (EL7)

See Appendix V

Brotherhood of the Broken Chain: FTR3; (5@ 22HP) or COM3; (5 @ 10HP)

P'Ligal's Men: ROG3; (5 @ 14P) or COM3; (5 @ 10HP)

Felana Ragosip: COM3; 10 HP

APL 4 (EL8)

See Appendix VI

Brotherhood of the Broken Chain: FTR3; (5@ 28HP) or COM3; (5 @ 16HP)

P'Ligal's Men: ROG3; (5 @ 20HP) or COM3; (5 @ 16HP)

Felana Ragosip: COM3; 10 HP

APL 5 (EL9)

See Appendix VII

Brotherhood of the Broken Chain: FTR5; (5@ 34HP) or COM5; (5 @ 16HP)

P'Ligal's men: ROG5; (5 @ 22HP) or COM5 (5

@ 16HP)

Felana Ragosip: COM5; 16HP

APL 6 (EL10)

See Appendix VIII

Brotherhood of the Broken Chain: FTR5; (5@ 46HP) or COM5; (5 @ 26HP)

P'Ligal's men: ROG5; (5 @ 32HP) or COM5 (5 @ 26HP)

Felana Ragosip: COM5; 16HP

If the PCs escape, go to **Encounter C1A: "Fugitives"**

If the PCs are captured, go to **Encounter C1B: "Detained"**

Encounter R7C: Darisek to the Rescue!

The PCs get to this encounter by following Darisek to P'Ligal's house where Felana is to be wed (Encounter R4I: "Darisek", Encounter R4J: "The Other Fiancé" or Encounter R4K: "Fate is Kind").

Nearing the house, the PCs notice several masked men going in the back door. They could be other members of the brotherhood (they don't wear the same type of mask or have a uniform).

Darisek is adamant about going into P'Ligal's house regardless of what the PCs do.

If the PCs go into the house, they see the masked men and a servant conversing. All the rest of the servants lie on the floor and appear dead. Read the following:

What lies ahead is very surprising. Amidst the preparation of a large meal, several servants appear to have died peacefully. One of the servants, however, is alive, = conversing with the masked men. She holds her left hand at face level, curls her fingers into a claw-like grasp. "All is well. The other staff is merely asleep. Long live the brotherhood." She says proudly, taking a sip from her drink. Slowly her body slides to the floor.

"Sleep well sister. The path is clear. Soon Felana will breathe free."

At this point unless the PCs are actively hiding and not in the house, the masked men (the brotherhood) notice them. One of the masked men slowly opens the door to the next room.

The PCs can hear a voice from beyond the door. Read the following.

“I now pronounce you man and wife.”

Hearing this, Darisek nearly goes berserk and rushes into the room from the kitchen.

“No. NOOOO! Felana my beloved tell me I’m not too late!” He screams.

“Of course you are. Felana is my legally wedded wife as I planned all along. Come my ‘love,’ pour me a glass of wine.” P’Ligal says while looking like the cat that ate the proverbial canary. Demurely, Felana obeys him while he motions for everyone to drink. Then her new husband raises his glass for a toast. “To my marriage. an event that fate, gods and (looking sarcastically at Darisek) misguided love could not prevent.

DM NOTE: At this point the PC may make a **Spot** check DC 8 + APL. If they make the check, they see an oddly dull area on the lip of P’Ligal’s glass. Should they call out or try to stop him, he pauses before taking a drink and looks at the glass. Go to **Encounter C1D: “Felana’s Plans Unravel”**.

Everyone drink!” With the grace of a wounded duck, he looks at the wedding party and quaffs the wine. However, before he can put the glass down, his face turns pale, and he grasps his throat. Waving others away, the priest of the Laughter tries to aid him but is far too late. With a grim look, he faces Felana. “I’m sorry, but he is gone.”

Allow the PCs time to take in the situation and to check P’Ligal if they wish. Both Darisek and Felana’s father, while not overly gloating the man’s death, can hardly believe their luck. Surprisingly, neither Felana nor P’Ligal’s men seem all that alarmed by the PCs’ presence. They know the following if asked.

- They drank from the same wine P’Ligal did
- One of his enemies must have gotten to the staff
- Right now the PCs, the Brotherhood members and Darisek are the prime suspects for the murder

After a few minutes Felana takes charge of the crowd and speaks.

“I grow tired of my late husband being poked and prodded upon.” She looks at

one of P’Ligal’s men. ***“Seize the intruders. Surely the authorities will want to talk with them.”***

Combat should ensue at this point. Darisek is strictly non-combative. The brotherhood members do not want to do anything more than fight their way clear to an exit. If possible, they try to take the PCs with them but do not overly risk themselves.

DM NOTE: P’Ligal’s former men do not use lethal force on the PCs unless the PCs initiate it. The men are in fact a bit confused about the situation, knowing that Felana is now the one that’s going to pay their wages, but at the same time still taken off-guard that P’Ligal is dead.

PCs automatically gain initiative in the first round. Successfully worded **Diplomacy checks** (DC 20) for two concurrent rounds (this can be done while fighting), causes the henchment to allow the PCs to escape. They continue to fight if the PCs attempt to stay.

APL 1 (EL4)

See Appendix III

Brotherhood of the Broken Chain: FTR1; (5 @ 10HP) or COM1; (5 @ 4HP)

P’Ligal’s Men: ROG1; (5 @ 6HP) or COM1; (5 @ 4HP)

Felana Ragosip: COM1; 4 HP

APL 2 (EL5)

See Appendix IV

Brotherhood of the Broken Chain: FTR1; (5 @ 12HP) or COM1; (5 @ 6HP)

P’Ligal’s Men: ROG1; (5 @ 8HP) or COM1; (5 @ 6HP)

Felana Ragosip: COM1; 4 HP

APL 3 (EL7)

See Appendix V

Brotherhood of the Broken Chain: FTR3; (5 @ 22HP) or COM3; (5 @ 10HP)

P’Ligal’s Men: ROG3; (5 @ 14HP) or COM3; (5 @ 10HP)

Felana Ragosip: COM3; 10 HP

APL 4 (EL8)

See Appendix VI

Brotherhood of the Broken Chain: FTR3; (5 @ 28HP) or COM3; (5 @ 16HP)

P’Ligal’s Men: ROG3; (5 @ 20HP) or COM3; (5 @ 16HP)

Felana Ragosip: COM3; 10 HP

APL 5 (EL9)

See Appendix VII

Brotherhood of the Broken Chain: FTR5; (5 @ 34HP) or COM5; (5 @ 16HP)

P'Ligal's men: ROG5; (5 @ 22HP) or COM5 (5 @ 16HP)

Felana Ragosip: COM5; 16HP

APL 6 (EL10)

See Appendix VIII

Brotherhood of the Broken Chain: FTR5; (5 @ 46HP) or COM5; (5 @ 26HP)

P'Ligal's men: ROG5; (5 @ 32HP) or COM5 (5 @ 26HP)

Felana Ragosip: COM5; 16HP

If the PCs escape, go to **Encounter R1A: "Fugitives"**

If the PCs are captured, go to **Encounter R1B: "Detained"**

Encounter R7E: Bluffing It

The PCs arrive at this encounter from Encounter R4D: "Fair Weather Friends".

They still can save the day, but they'll have to work at it. They can go through the back door, break down the front door or simply knock on the front door.

If the PCs go in the back door, go to **Encounter R7F: "Last Minute Meeting"**

If the PC knock on the front door and/or try to break it down, go to **Encounter R7G: "Uninvited Guests"**

Encounter R7F: Last Minute Meeting

The PCs arrive at this encounter from Encounter R7E: "Bluffing It" and deciding to go into his house via the back door.

As the PCs go to the back door of P'Ligal's house, they run into Darisek. He remembers them and is very worried about Felana. Should the PCs tell him what has occurred between Felana and the City Watch, Darisek is crestfallen but is sure Felana is being forced to go to P'Ligal. He pleads with the PCs to help him rescue her.

If the PCs agree to help Darisek, they can make it to **Encounter R7D: "Darisek to the Rescue!"**

Encounter R7G: Uninvited Guests

The PCs arrive at this encounter from Encounter R7E: "Bluffing It" and deciding to either break down the front door or knock on it.

As they approach the front door it opens, and they are greeted by the scowling face of P'Ligal Gomanas. As he looks at them, read the following:

"I thought I heard something outside. What are YOU doing here?"

Before you can answer, Felana appears with a pair of wine glasses. She looks at you and tries to ease P'Ligal's temper as she speaks. "I'm sure they're here to congratulate you. Have another glass of wine to calm yourself." Deferring to her wisdom, he takes his glass.

DM NOTE: At this point the PC may make a **Spot check** DC 8 + APL. If they make the check, they see an oddly dull area on the lip of P'Ligal's glass. Should they call out or try to stop him, he pauses before taking a drink and looks at the glass. Go to **Encounter C1D: "Felana's Plans Unravel"**.

With the grace of a wounded duck, he looks at the wedding party and quaffs the wine. However, before he can put the glass down, his face turns pale, and he grasps his throat. Waving others away, the priest of the Laughter tries to aid him but is far too late. With a grim look, he faces Felana. "I'm sorry, but he is gone."

Allow the PCs time to take in the situation and to check P'Ligal if they wish. Both Darisek and Felana's father, while not overly gloating the man's death, can hardly believe their luck. Surprisingly, neither Felana nor P'Ligal's men seem all that alarmed by the PCs presence. They know the following if asked:

- They were drinking the same wine P'Ligal did
- One of his enemies must have gotten to the staff
- Right now the PCs and Darisek are the prime suspects for the murder

After a few minutes Felana takes charge of the crowd and speaks.

“I grow tired of my late husband being poked and prodded upon.” She looks at one of P’Ligal’s men. ***“Seize the intruders. Surely the authorities will want to talk with them.”***

Combat should ensue at this point. Darisek is strictly non-combative. The brotherhood members do not want to do anything more than fight their way clear to an exit. If possible, they try to take the PCs with them but do not overly risk themselves.

DM NOTE: P’Ligal’s former men do not use lethal force on the PCs unless the PCs initiate it. The men are in fact a bit confused about the situation, knowing that Felana is now the one that’s going to pay their wages, but at the same time still taken off-guard that P’Ligal is dead.

PCs automatically gain initiative in the first round. Successfully worded **Diplomacy checks** (DC 20) for two concurrent rounds (this can be done while fighting), causes the henchment to allow the PCs to escape. They continue to fight if the PCs attempt to stay.

APL 1 (EL4)

See Appendix III

Brotherhood of the Broken Chain: FTR1; (5 @ 10HP) or COM1; (5 @ 4HP)

P’Ligal’s Men: ROG1; (5 @ 6HP) or COM1; (5 @ 4HP)

Felana Ragosip: COM1; 4 HP

APL 2 (EL5)

See Appendix IV

Brotherhood of the Broken Chain: FTR1; (5 @ 12HP) or COM1; (5 @ 6HP)

P’Ligal’s Men: ROG1; (5 @ 8HP) or COM1; (5

@ 6HP)

Felana Ragosip: COM1; 4 HP

APL 3 (EL7)

See Appendix V

Brotherhood of the Broken Chain: FTR3; (5 @ 22HP) or COM3; (5 @ 10HP)

P’Ligal’s Men: ROG3; (5 @ 14HP) or COM3; (5 @ 10HP)

Felana Ragosip: COM3; 10 HP

APL 4 (EL8)

See Appendix VI

Brotherhood of the Broken Chain: FTR3; (5 @ 28HP) or COM3; (5 @ 16HP)

P’Ligal’s Men: ROG3; (5 @ 20HP) or COM3; (5 @ 16HP)

Felana Ragosip: COM3; 10 HP

APL 5 (EL9)

See Appendix VII

Brotherhood of the Broken Chain: FTR5; (5 @ 34HP) or COM5; (5 @ 16HP)

P’Ligal’s men: ROG5; (5 @ 22HP) or COM5 (5 @ 16HP)

Felana Ragosip: COM5; 16HP

APL 6 (EL10)

See Appendix VIII

Brotherhood of the Broken Chain: FTR5; (5 @ 46HP) or COM5; (5 @ 26HP)

P’Ligal’s men: ROG5; (5 @ 32HP) or COM5 (5 @ 26HP)

Felana Ragosip: COM5; 16HP

If the PCs escape, go to **Encounter**

C1A: Fugitives

If the PCs are captured, go to

Encounter C1B: Detained

APPENDIX I: TREASURE SUMMARY

Unlike most modules, Baneta: City of the Whale takes place in the middle of a city. Not in an abandoned warehouse or deserted street, but in the midst of a crowded square and along streets that are used on a regular basis. Looting slain opponents has become a standard default in Living campaigns to the point where PCs no longer even have to claim that they're looting bodies. It's simply an inherent part of combat.

In the situations presented in this module, though, there are spectators for almost every combat and the threat of the city watch arresting all involved a constant threat. Although PCs may still take coin pouches and weapons carried by their fallen opponents, the amount of time it takes to remove armor from a corpse would delay the PCs to the point that the city watch would arrive. The treasure summary for this module does not include armor and if PCs insist on taking it, they either have to take the entire body (approximate 200-250 pounds per dead body including gear) or they have to be arrested and have all loot seized by the city.

Encounter E1B: Excuse Me?

Accepting the job and pre-payment from Ehvono: 50 gp each (75 if the PCs negotiated)
Total possible gold is 300 gp (450 gp if they negotiated)

Encounter P1: In the Company of Swine or Encounter R2J: An Honest Job

P'Ligal pays the PCs for helping his thugs: 10 gp each
Total possible gold is 50 gp

If the PCs fought the Brotehrhood of the Broken Chain

Disguise Kit x3 (can be sold for 25 gp each)
Saps x5 (can be sold for 2 total gp)
50 gp in assorted coin
Possible gold is 52 gp and three disguise kits *Total possible gold is 127 gp*

If the PCs fought P'Ligal's Men

Rapiers x5 (can be sold for 9 gp each)
Masterwork Thieves Tools x2 (can be sold for 50 gp each)
50 gp in assorted coin
Possible gold is 95 gp and two set of thieves tools *Total possible gold is 195 gp*

Through assorted combats with either P'Ligal's Men or the Unchainers

Ghunuk x6 (can be sold for 20 gp each)
Total possible gold is 120 gp

Encounter C1D: Felana's Plans Unravel

Reward for saving P'Ligal from Felana's poison: 100 gp
Total possible gold is 100 gp

Conclusion: (7 Day Units)

Returning the rainbow eel venom to Ehvono: 100 gp each
Total possible gold is 600 gp

Sum possible treasure: 1197 gp (or 1347 gp if they negotiated), 6 doses of Ghunuk, 3 Disguise Kits and
Two sets of Masterwork Thieves Tools

Total possible treasure: 1492 gp (or 1642 gp if they negotiated)

THESE REWARDS COME AT THE EXPENSE OF 14* DAY UNITS

*This number increases equally to any days spent resting or for any other delays in the PCs progress. If the module ends early, modify the expenditure of day units accordingly.

APPENDIX II: EXPERIENCE POINT SUMMARY

—Encounter E4: Welcome to Baneta	
Defeating P'Ligal's men or the Brotherhood of the Broken Chain	20 xp
Avoiding Arrest	10 xp
—Encounter B2A: Gatecrashers, Encounter B2B: Urban Predators, Encounter P2: The Hit or Encounter 3B: The Assault	
Defeating P'Ligal's men or the Brotherhood of the Broken Chain	10 xp
—Encounter B5: Kindred Spirits, Encounter R7A: Rude Revelations, Encounter R7B: The Wondrous Occasion or Encounter R7D: Darisek to the Rescue	
Defeating P'Ligal's men or the Brotherhood of the Broken Chain	10 xp
—Encounter C1D: Felana's Plans Unravel	
Saving P'Ligal from Being Poisoned	40 xp
—Conclusion	
Delivering the Rainbow Eel Venom to Ehvono	60 xp
<i>*Discretionary Experience for Role Playing</i>	<u>0-150 xp</u>
Maximum Experience Possible	300xp

APPENDIX III: NPC STATISTICS (APL 1)

Use the following stats for each encounter. You'll note that there are two sets for the Brotherhood of the Broken Chain and P'Ligal's men. Use the weaker stats for the group the PCs aid and the stronger stats for their opponents. If the PCs should happen to split their aid between both groups use the stronger stats for both groups.

Auctioneer

Vitisar Heran; EXP 7; CR3 1/2; Human Male; HD 7d6+14; HP 44; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex) ; Atk: +8 melee (1d4+3 Dagger [17-20x2]), +8 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +4; Ref +5; Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 14

Skills and Feats: Appraise +8, Climb +8, Knowledge: Baneta Law +8, Knowledge: Baneta +8, Listen +9, Spot +10, Profession: Auctioneer +8, Sense Motive +8, Speak: Low Kalamaran, Merchant's Tongue, Swim +3, Use Rope +9, Alertness, Endurance, Run, Weapon Finesse (dagger)

Possessions: Artisan's Outfit, 2 Daggers, 10 GP

Description: Vitisar over time has become desensitized to the plight of those he auctions off. It's not that he doesn't care it's just that he's heard far too many sob stories to feel anything anymore. Time has caused his modest frame (5ft 10 in) to stoop slightly. age has taken his hair and turned his eyebrows and mustache gray. He views the world through sky blue eyes. Years in the sun have turned his skin to near leather like consistency.

Auction Attendees

Asa Ku'Ato, Inala Balan and Ki'lisa Dilomas (Human females), **Pitar Sakeri, Resemer P'Folosip, Pilamel Balemo, Parama Hap'Nam and Fanam Saketi** (human males) **ARI 1;** CR4; HD 1d4+2; HP 6; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +2 melee (1d4+2 Dagger [19-20x2]), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +2; Ref +2 Will +4; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Appraise +4, Diplomacy +6, Gather Information +4, Knowledge: Baneta +4, Speak: High Kalamaran, Low Kalamaran, Merchant's Tongue, Swim +4, Dodge, Run

Possessions: Courtier's Outfit, Dagger, 1 GP

Description: These people represent some of the upper middle class of Baneta. They are here for a good time and the challenge of overbidding their peers. Being spectators for the most part instead of hands-on type people they are susceptible to intimidation (which is why they quit bidding when P'Ligal's men tried to intimidate the crowd in the introduction). Once fighting breaks out in the streets they take the first opportunity to leave. Home of course is much safer. These people are of mixed decent and vary in appearance. If not for their clothes they would be easy to lose in a crowd.

Auction Guards

Balimar Remosa and Morisato Pateris; FTR 5; CR7; Human Males; HD 5d10+10; HP 44; Init +2; Spd 30ft; AC 19 (+5 Chainmail, +2 Large Wooden Shield, +2 Dex); Atk: +8 melee (1d8+2 Longsword [19-20x2]), +7 ranged (whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +6; Ref +3; Will +4; Str 14, Dex 15, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +8, Ride +9, Speak: Low Kalamaran, Merchant's Tongue; Spot +6, Swim +6, Cleave, Dodge, Great Cleave, Iron Will, Power Attack, Weapon Focus (Longsword)

Possessions: Chainmail, Large Wooden Shield, Longsword, 5 GP

Description: Balamir Remosa and Morisato Pateris are battle-worn men at arms. Their life experience allows them to give incidental troublemakers a look to freeze their soul. They are here to protect Vitisar Heran and nothing will keep them from this task. When chaos breaks loose in the introduction they escort their charge in an orderly, expedient manner. Balamir is a tall (6ft, 2in), lanky, brooding man with shoulder length brown hair and hazel eyes. Morisato is slightly shorter (6ft) but makes is every bit as fearsome as his comrade. Morisato has short black hair and brown eyes.

Brothel Workers

Dela Saketa, Gimane Kotheki, Isala Esamil, Lisanara Pateris and Pakara Balero ; EXP 1; CR1/2; Human Female; HD 1d4; HP 4; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex) ; Atk: +1 melee (1d4+1 Dagger

[19-20x2]), +3 ranged (1d4+1 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +0; Ref +3 Will +2; Str 12, Dex 16, Con 11, Int 13, Wis 8, Cha 16

Skills and Feats: Appraise +5, Bluff +7, Diplomacy +5, Gather Information +7, Listen +3, Profession: Harlot +5, Sense Motive +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Combat Reflexes, Dodge

Possessions: Entertainer's Outfit, Dagger

Description: P'Ligal's women have been through rough times and are satisfied where they are now as he rescued them from poverty and/or abusive relationships. They are protective of him as he pays well and leaves them alone to do their business. If forced into combat they try to leave their foes alive to be sold as slaves later. Their job is to pose as escorts to cover their true manner of work. They speak only after viewing the situation, take a non-threatening posture when not in combat situations, they know how to get their clients to trust them are trying to impress and are generally pleasant to be around. They appear to be of Kalamaran decent but if this is due to hair coloring and makeup is anyone's guess.

The Brotherhood of the Broken Chain (strong stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; FTR 1**; CR5; Human Male; HD 1d10; HP 10; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex) ; Atk: +3 melee (1d6+2 Quarterstaff [x2]), +3 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +2; Ref +2 Will +1; Str 13, Dex 14, Con 11, Int 13, Wis 12, Cha 15

Skills and Feats: Climb +5, Disguise +4, Heal +2, Speak: Low Kalamaran, Merchant's Tongue, Spot +2, Swim +3, Cleave, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope, 1 dose of Ghunuk (in Encounter R7A: Rude Revelations, Encounter R7B: The Wondrous Occasion, Encounter B5: Kindred Spirits or Encounter R7D: Darisek to the Rescue only)

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The Brotherhood of the Broken Chain (weak stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; COM 1**; CR3; Human Male; HD 1d4; HP 4; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex) ; Atk: +3 melee (1d6+2 Quarterstaff [x2]), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +0; Ref +2 Will +1; Str 14, Dex 14, Con 11, Int 12, Wis 13, Cha 15

Skills and Feats: Climb +6, Disguise +5, Heal +2, Speak: Low Kalamaran, Merchant's Tongue, Spot +2, Swim +4, Dodge, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, 7 GP, 50' Rope

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real

station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The City Watch

Malaran Hap'nam, Pitar Leseper, Balan Dilomas and Resemer Sethiran, COM 1; CR1/2; Human Male; HD 1d4+3; HP 7; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex) ; Atk: +3 melee (1d6+3 Club [x2]), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +3; Ref +2 Will +0; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +7, Profession: Lawman +4, Speak: Low Kalamaran, Merchant's Tongue, Use Rope +5, Swim +5, Dodge, Power Attack

Possessions: City Watch Uniform, Club, 2 GP, 20' Rope

Description: The City Watch are the protectors of the citizens of Baneta. Although fairly stalwart they aren't above taking a discreet bribe (Listed fine + 2 GP per APL). They will not take a bribe to ignore any crime with a fine of more than 30GP.

Darisek Semiter; EXP 1; CR1/2; Human Male; HD 1d6+1; HP 8; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +3 melee (1d4 Dagger [19-20x2]), +3 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +1; Ref +4 Will +1; Str 10, Dex 14, Con 12, Int 16, Wis 8, Cha 16

Skills and Feats: Bluff +7, Diplomacy +7, Gather Information +7, Handle Animal +5, Innuendo +3, Knowledge: Social Customs +7, Listen +3, Read Lips +7, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +4, Lightning Reflexes, Weapon Finesse (Dagger)

Possessions: Courtier's Outfit, 2 Daggers, Diary, Inkwell, Quill, 8 GP

Description: Darisek is an Aristocrat want-to-be. While coming from an above average family he has nowhere near the means his "fiancée", Felana Ragosip desires. Unfortunately for him she's been using the man to pass the time while her plans with P'Ligal come to fruition. He dresses in clothing due his station, has blonde hair, green eyes, tan skin, stands 5ft 10in tall and weighs 189Lbs.

Felana Ragosip; COM 1; CR ½; Human Female; HD 1d4, HP 4; Init +0; Spd 30ft; AC 10; Atk: -1 melee (Whatever is available), +0 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: N; SV Fort: +2; Ref +0 Will +2; Str 8, Dex 10, Con 10, Int 16, Wis 10, Cha 18

Skills and Feats: Craft: Weaver +7, Knowledge: Baneta Social Customs +7, Listen +4, Profession: Accountant +7, Speak: Low Kalamaran, Merchant's Tongue, Spot +4, Swim +2 Great Fortitude, Iron Will

Possessions: Courtier's Outfit, Small Mirror, Comb, Handbag, 3 GP

Description: Felana is a predatory social climber. Having become furious with her father's insistence on willing the family's business to her older brother Sulet she struck a bargain with the nefarious P'Ligal. Although she's strung along Darisek Sepiter to believe she will wed him she has no intention of marrying a polished cretin. She has shoulder length light brown hair, brown eyes, pale skin, stands 5ft 9in tall, weighs 132Lbs and typically is seen in public wearing a dress fitting to her station

P'Ligal Gomanas; EXP 3; CR1½; Human Male; HD 3d6+3; HP 17; Init +1 (Dex) ; Spd 30ft; AC 11 (+1 Dex) ; Atk: +6 melee (1d4+3 Dagger [19-20x2]), +3 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +3; Ref +2; Will +5; Str 17, Dex 13, Con 13, Int 11, Wis 15, Cha 9

Skills and Feats: Appraise +6, Forgery +6, Knowledge: Baneta Law +6, Knowledge: Baneta +6, Listen +10, Speak: Low Kalamaran, Merchant's Tongue, Spot +10, Swim +7, Alertness, Run, Weapon Focus (dagger)

Possessions: Courtier's Outfit, 3 Daggers, 15 GP

Description: Fencer, Forger, Illegal slave trader.... P'Ligal's done it all to his rise to the top of his corner of Baneta's underworld. Thus far he's remained clean legally and while not respected as the businessman he desires to be those that have seen his men's handiwork fear him. This toadish bloated tin god stands 5ft 8in tall, as balding brown hair, brown eyes and liver spotted tanned skin

P'Ligal's men (strong stats)

Balamir Vitar, Fanam Seviter, Silapar Kuvaki, Minon Puhon, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Felemar B'Peratak, Fonamar Saketi, Balan

Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; ROG 1; CR1; Human Male; HD 1d6; HP 6; Init +3 (Dex); Spd 30ft; AC 16 (+3 Studded Leather Armor, +3 Dex) ; Atk: +3 melee (1d6+1 Rapier [18-20x2]), +3 ranged (1d4, Dart [x2]); SA: Rogue Sneak Attack 1d6; SQ: None; SR: None; AL: CN; SV Fort: +0; Ref +5; Will +2; Str 12, Dex 16, Con 11, Int 11, Wis 14, Cha 13

Skills and Feats: Balance +7, Bluff +5, Climb +4, Disable Device +4, Disguise +5, Escape Artist +7, Listen +5, Open Lock +4, Search +4, Speak: Low Kalamaran, Merchant's Tongue, Spot +6, Swim +3, Run, Weapon Finesse (Rapier)

Possessions: Peasant's Clothes, Rapier, Dagger, 5 Darts, Masterwork Thieve's Tools, Studded Leather Armor, 3 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

P'Ligal's men (weak stats)

Balamir Vitisar, Fanam Seviter, Silapar Kuveki, Minon Puhan, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Felemer B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; COM 1; CR ½; Human Male; HD 1d4; HP 4; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex); Atk: +3 melee (1d6+1 Club [x2]), +3 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +0; Ref +3; Will +2; Str 12, Dex 16, Con 11, Int 11, Wis 15, Cha 12

Skills and Feats: Climb +3, Disable Device +4, Listen +4, Open Lock +4, Speak: Low Kalamaran, Merchant's Tongue, Spot +4, Dodge, Weapon Finesse (club)

Possessions: Peasant's Clothes, Masterwork Thieve's Tools, Club, 3 GP, 50' Rope

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

The Priest of the Laughter

Silamar Lepitar; CLR1; CR 1; Human Male; HD 1d8-1; HP 7; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +1 melee (whatever is available), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +4; Will +5; Str 12, Dex 14, Con 8, Int 10, Wis 16, Cha 16

Skills and Feats: Concentration +5, Heal +5, Knowledge: Religion +4, Speak: Low Kalamaran, Merchant's Tongue, Spellcraft +2, Combat Casting, Lightning Reflexes

Possessions: Cleric's Vestment, Silver Holy Symbol of the Laughter, 12 GP

Domain: Chaos, Trickery

Spells (0/4+ Domain Spell, DC 13+Spell level 0>Create Water, Light, Mending, Level- 1st Bless, Comprehend Languages, Sanctuary + Detect Law

Description: Selemar has benefited from his association with P'Ligal Gomanas' for several years and is loyal to him. Currently he's been P'Ligal's houseguest in anticipation of his marriage to Felana. The priest of the Laughter will not risk his neck in combat.

APPENDIX IV: NPC STATISTICS (APL 2)

Auctioneer

Vitisar Heran; EXP 7; CR3 1/2; Human Male; HD 7d6+14; HP 44; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex) ; Atk: +8 melee (1d4+3 Dagger [17-20x2]), +8 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +4; Ref +5; Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 14

Skills and Feats: Appraise +8, Climb +8, Knowledge: Baneta Law +8, Knowledge: Baneta +8, Listen +9, Spot +10, Profession: Auctioneer +8, Sense Motive +8, Speak: Low Kalamaran, Merchant's Tongue, Swim +3, Use Rope +9, Alertness, Endurance, Run, Weapon Finesse (dagger)

Possessions: Artisan's Outfit, 2 Daggers, 10 GP

Description: Vitisar over time has become desensitized to the plight of those he auctions off. It's not that he doesn't care it's just that he's heard far too many sob stories to feel anything anymore. Time has caused his modest frame (5ft 10 in) to stoop slightly. age has taken his hair and turned his eyebrows and mustache gray. He views the world through sky blue eyes. Years in the sun have turned his skin to near leather like consistency.

Auction Attendees

Asa Ku'Ato, Inala Balan and Ki'lisa Dilomas (Human females), **Pitar Sakeri, Resemer P'Folosip, Pilamel Balemo, Parama Hap'Nam and Fanam Saketi** (human males) **ARI 1;** CR4; HD 1d4+2; HP 6; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +2 melee (1d4+2 Dagger [19-20x2]), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +2; Ref +2 Will +4; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Appraise +4, Diplomacy +6, Gather Information +4, Knowledge: Baneta +4, Speak: High Kalamaran, Low Kalamaran, Merchant's Tongue, Swim +4, Dodge, Run

Possessions: Courtier's Outfit, Dagger, 1 GP

Description: These people represent some of the upper middle class of Baneta. They are here for a good time and the challenge of overbidding their piers. Being spectators for the most part instead of hands-on type people they are susceptible to intimidation (which is why they quit bidding when P'Ligal's men tried to intimidate the crowd in the introduction). Once fighting breaks out in the streets they take the first opportunity to leave. Home of course is much safer. These people are of mixed decent and vary in appearance. If not for their clothes they would be easy to lose in a crowd.

Auction Guards

Balimar Remosa and Morisato Pateris; FTR 5; CR7; Human Males; HD 5d10+10; HP 44; Init +2; Spd 30ft; AC 19 (+5 Chainmail, +2 Large Wooden Shield, +2 Dex); Atk: +8 melee (1d8+2 Longsword [19-20x2]), +7 ranged (whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +6; Ref +3; Will +4; Str 14, Dex 15, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +8, Ride +9, Speak: Low Kalamaran, Merchant's Tongue; Spot +6, Swim +6, Cleave, Dodge, Great Cleave, Iron Will, Power Attack, Weapon Focus (Longsword)

Possessions: Chainmail, Large Wooden Shield, Longsword, 5 GP

Description: Balamir Remosa and Morisato Pateris are battle-worn men at arms. Their life experience allows them to give incidental troublemakers a look to freeze their soul. They are here to protect Vitisar Heran and nothing will keep them from this task. When chaos breaks loose in the introduction they escort their charge in an orderly, expedient manner. Balamir is a tall (6ft, 2in), lanky, brooding man with shoulder length brown hair and hazel eyes. Morisato is slightly shorter (6ft) but makes is every bit as fearsome as his comrade. Morisato has short black hair and brown eyes.

Brothel Workers

Dela Saketa, Gimane Kotheki, Isala Esamil, Lisanara Pateris and Pakara Balero ; EXP 1; CR1/2; Human Female; HD 1d4+1; HP 5; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex) ; Atk: +1 melee (1d4+1 Dagger [19-20x2]), +3 ranged (1d4+1 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +1; Ref +3 Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 8, Cha 16

Skills and Feats: Appraise +5, Bluff +7, Diplomacy +5, Gather Information +7, Listen +3, Profession: Harlot +5, Sense Motive +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Combat Reflexes, Dodge

Possessions: Entertainer's Outfit, Dagger

Description: P'Ligal's women have been through rough times and are satisfied where they are now as he rescued them from poverty and/or abusive relationships. They are protective of him as he pays well and leaves them alone to do their business. If forced into combat they try to leave their foes alive to be sold as slaves later. Their job is to pose as escorts to cover their true manner of work. They speak only after viewing the situation, take a non-threatening posture when not in combat situations, they know how to get their clients to trust them are trying to impress and are generally pleasant to be around. They appear to be of Kalamaran decent but if this is due to hair coloring and makeup is anyone's guess.

The Brotherhood of the Broken Chain (strong stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; FTR 1**; CR5; Human Male; HD 1d10+2; HP 12; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex) ; Atk: +4 melee (1d6+2 Quarterstaff [x2]), +3 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +4; Ref +2 Will +1; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +6, Disguise +4, Heal +2, Speak: Low Kalamaran, Merchant's Tongue, Spot +2, Swim +4, Cleave, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The Brotherhood of the Broken Chain (weak stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; COM 1**; CR3; Human Male; HD 1d4+2; HP 6; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex) ; Atk: +3 melee (1d6+2 Quarterstaff [x2]), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +2; Ref +2 Will +1; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +6, Disguise +5, Heal +2, Speak: Low Kalamaran, Merchant's Tongue, Spot +2, Swim +4, Dodge, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, 7 GP, 50' Rope

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The City Watch

Malaran Hap'nam, Pitar Leseper, Balan Dilomas and Resemer Sethiran, COM 1; CR1/2; Human Male; HD 1d4+3; HP 7; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex) ; Atk: +3 melee (1d6+3 Club [x2]), +2

ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +3; Ref +2 Will +0; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +7, Profession: Lawman +4, Speak: Low Kalamaran, Merchant's Tongue, Use Rope +5, Swim +5, Dodge, Power Attack

Possessions: City Watch Uniform, Club, 2 GP, 20' Rope

Description: The City Watch are the protectors of the citizens of Baneta. Although fairly stalwart they aren't above taking a discreet bribe (Listed fine + 2 GP per APL). They will not take a bribe to ignore any crime with a fine of more than 30GP.

Darisek Semiter; EXP 1; CR1/2; Human Male; HD 1d6+1; HP 8; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +3 melee (1d4 Dagger [19-20x2]), +3 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +1; Ref +4 Will +1; Str 10, Dex 14, Con 12, Int 16, Wis 8, Cha 16

Skills and Feats: Bluff +7, Diplomacy +7, Gather Information +7, Handle Animal +5, Innuendo +3, Knowledge: Social Customs +7, Listen +3, Read Lips +7, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +4, Lightning Reflexes, Weapon Finesse (Dagger)

Possessions: Courtier's Outfit, 2 Daggers, Diary, Inkwell, Quill, 8 GP

Description: Darisek is an Aristocrat want-to-be. While coming from an above average family he has nowhere near the means his "fiancée", Felana Ragosip desires. Unfortunately for him she's been using the man to pass the time while her plans with P'Ligal come to fruition. He dresses in clothing due his station, has blonde hair, green eyes, tan skin, stands 5ft 10in tall and weighs 189Lbs.

Felana Ragosip; COM 1; CR ½; Human Female; HD 1d4, HP 4; Init +0; Spd 30ft; AC 10; Atk: -1 melee (Whatever is available), +0 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: N; SV Fort: +2; Ref +0 Will +2; Str 8, Dex 10, Con 10, Int 16, Wis 10, Cha 18

Skills and Feats: Craft: Weaver +7, Knowledge: Baneta Social Customs +7, Listen +4, Profession: Accountant +7, Speak: Low Kalamaran, Merchant's Tongue, Spot +4, Swim +2 Great Fortitude, Iron Will

Possessions: Courtier's Outfit, Small Mirror, Comb, Handbag, 3 GP

Description: Felana is a predatory social climber. Having become furious with her father's insistence on willing the family's business to her older brother Sulet she struck a bargain with the nefarious P'Ligal. Although she's strung along Darisek Sepiter to believe she will wed him she has no intention of marrying a polished cretin. She has shoulder length light brown hair, brown eyes, pale skin, stands 5ft 9in tall, weighs 132Lbs and typically is seen in public wearing a dress fitting to her station

P'Ligal Gomanas; EXP 3; CR1½; Human Male; HD 3d6+9; HP 23; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +6 melee (1d4+3 Dagger [19-20x2]), +3 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +4; Ref +2; Will +5; Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 8

Skills and Feats: Appraise +6, Forgery +6, Knowledge: Baneta Law +6, Knowledge: Baneta +6, Listen +10, Speak: Low Kalamaran, Merchant's Tongue, Spot +10, Swim +7, Alertness, Run, Weapon Focus (dagger)

Possessions: Courtier's Outfit, 3 Daggers, 15 GP

Description: Fencer, Forger, Illegal slave trader.... P'Ligal's done it all to his rise to the top of his corner of Baneta's underworld. Thus far he's remained clean legally and while not respected as the businessman he desires to be those that have seen his men's handiwork fear him. This toadish bloated tin god stands 5ft 8in tall, as balding brown hair, brown eyes and liver spotted tanned skin

P'Ligal's men (strong stats)

Balamir Vitar, Fanam Seviter, Silapar Kuvaki, Minon Puhan, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Felemar B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; ROG 1; CR1; Human Male; HD 1d6+2; HP 8; Init +3 (Dex); Spd 30ft; AC 16 (+3 Studded Leather Armor, +3 Dex); Atk: +3 melee (1d6+1 Rapier [18-20x2]), +3 ranged (1d4, Dart [x2]); SA: Rogue Sneak Attack 1d6; SQ: None; SR: None; AL: CN; SV Fort: +2; Ref +5; Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Balance +7, Bluff +5, Climb +4, Disable Device +4, Disguise +5, Escape Artist +7, Listen +5, Open Lock +4, Search +4, Speak: Low Kalamaran, Merchant's Tongue, Spot +6, Swim +3, Run, Weapon Finesse (Rapier)

Possessions: Peasant's Clothes, Rapier, Dagger, 5 Darts, Masterwork Thieve's Tools, Studded Leather Armor, 3 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

P'Ligal's men (weak stats)

Balamir Vitisar, Fanam Seviter, Silapar Kuveki, Minon Puhan, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Feleamar B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; COM 1; CR ½; Human Male; HD 1d4+2; HP 6; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex); Atk: +3 melee (1d6+1 Club [x2]), +3 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +2; Ref +3; Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Climb +3, Disable Device +4, Listen +4, Open Lock +4, Speak: Low Kalamaran, Merchant's Tongue, Spot +4, Dodge, Weapon Finesse (club)

Possessions: Peasant's Clothes, Masterwork Thieve's Tools, Club, 3 GP, 50' Rope

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

The Priest of the Laughter

Silamar Lepitar; CLR1; CR 1; Human Male; HD 1d8-1; HP 7; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +1 melee (whatever is available), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +4; Will +5; Str 12, Dex 14, Con 8, Int 10, Wis 16, Cha 16

Skills and Feats: Concentration +5, Heal +5, Knowledge: Religion +4, Speak: Low Kalamaran, Merchant's Tongue, Spellcraft +2, Combat Casting, Lightning Reflexes

Possessions: Cleric's Vestment, Silver Holy Symbol of the Laughter, 12 GP

Domain: Chaos, Trickery

Spells (0/4+ Domain Spell, DC 13+Spell level 0>Create Water, Light, Mending, Level- 1st Bless, Comprehend Languages, Sanctuary + Detect Law

Description: Selemar has benefited from his association with P'Ligal Gomanas' for several years and is loyal to him. Currently he's been P'Ligal's houseguest in anticipation of his marriage to Felana. The priest of the Laughter will not risk his neck in combat.

APPENDIX V: NPC STATISTICS (APL 3)

Auctioneer

Vitissar Heran; EXP 7; CR3 1/2; Human Male; HD 7d6+14; HP 44; Init +3 (Dex) ; Spd 30ft; AC 13 (+31 Dex) ; Atk: +8 melee (1d4+3 Dagger [17-20x2]), +8 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +4; Ref +5; Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 14

Skills and Feats: Appraise +8, Climb +8, Knowledge: Baneta Law +8, Knowledge: Baneta +8, Listen +9, Spot +10, Profession: Auctioneer +8, Sense Motive +8, Speak: Low Kalamaran, Merchant's Tongue, Swim +3, Use Rope +9, Alertness, Endurance, Run, Weapon Finesse (dagger)

Possessions: Artisan's Outfit, 2 Daggers, 10 GP

Description: Vitissar over time has become desensitized to the plight of those he auctions off. It's not that he doesn't care it's just that he's heard far too many sob stories to feel anything anymore. Time has caused his modest frame (5ft 10 in) to stoop slightly. age has taken his hair and turned his eyebrows and mustache gray. He views the world through sky blue eyes. Years in the sun have turned his skin to near leather like consistency.

Auction Attendees

Asa Ku'Ato, Inala Balan and Ki'lisa Dilomas (Human females), **Pitar Sakeri, Resemer P'Folosip, Pilamel Balemo, Parama Hap'Nam and Fanam Saketi** (human males) **ARI 1;** CR4; HD 1d4+2; HP 6; Init +2 (Dex); Spd 30ft; AC 13 (+2 Dex, Dodge); Atk: +2 melee (1d4+2 Dagger [19-20x2]), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +2; Ref +2 Will +4; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Appraise +4, Diplomacy +6, Gather Information +4, Knowledge: Baneta +4, Speak: High Kalamaran, Low Kalamaran, Merchant's Tongue, Swim +4, Dodge, Run

Possessions: Courtier's Outfit, Dagger, 1 GP

Description: These people represent some of the upper middle class of Baneta. They are here for a good time and the challenge of overbidding their piers. Being spectators for the most part instead of hands-on type people they are susceptible to intimidation (which is why they quit bidding when P'Ligal's men tried to intimidate the crowd in the introduction). Once fighting breaks out in the streets they take the first opportunity to leave. Home of course is much safer. These people are of mixed decent and vary in appearance. If not for their clothes they would be easy to lose in a crowd.

Auction Guards

Balimar Remosa and Morisato Pateris; FTR 7; CR9; Human Males; HD 7d10+14; HP 60; Init +2; Spd 30ft; AC 19 (+5 Chainmail, +2 Large Wooden Shield, +2 Dex); Atk: +10/+5 melee (1d8+2 Longsword [19-20x2]), +9/+4 ranged (whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +7; Ref +6; Will +5; Str 14, Dex 15, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +9, Ride +10, Speak: Low Kalamaran, Merchant's Tongue; Spot +7, Swim +8, Cleave, Dodge, Great Cleave, Iron Will, Lightning Reflexes, Mounted Attack, Power Attack, Weapon Focus (Longsword)

Possessions: Chainmail, Large Wooden Shield, Longsword, 5 GP

Description: Balamir Remosa and Morisato Pateris are battle-worn men at arms. Their life experience allows them to give incidental troublemakers a look to freeze their soul. They are here to protect Vitissar Heran and nothing will keep them from this task. When chaos breaks loose in the introduction they escort their charge in an orderly, expedient manner. Balamir is a tall (6ft, 2in), lanky, brooding man with shoulder length brown hair and hazel eyes. Morisato is slightly shorter (6ft) but makes is every bit as fearsome as his comrade. Morisato has short black hair and brown eyes

Brothel Workers

Dela Saketa, Gimane Kotheki, Isala Esamil, Lisanara Pateris and Pakara Balero ; EXP 3; CR1 1/2; Human Female; HD 3d4; HP 13; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex) ; Atk: +3 melee (1d4+1 Dagger [19-20x2]), +3 ranged (1d4+1 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +0; Ref +3 Will +2; Str 12, Dex 16, Con 11, Int 13, Wis 8, Cha 16

Skills and Feats: Appraise +7, Bluff +9, Diplomacy +7, Gather Information +9, Listen +5, Profession: Harlot +7, Sense Motive +5, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Combat Reflexes, Dodge, Toughness

Possessions: Entertainer's Outfit, Dagger

Description: Evening Clothes, Dagger Description: P'Ligal's women have been through rough times and are satisfied where they are now as he rescued them from poverty and/or abusive relationships. They are protective of him as he pays well and leaves them alone to do their business. If forced into combat they try to leave their foes alive to be sold as slaves later. Their job is to pose as escorts to cover their true manner of work. They speak only after viewing the situation, take a non-threatening posture when not in combat situations, they know how to get their clients to trust them are trying to impress and are generally pleasant to be around. They appear to be of Kalamaran decent but if this is due to hair coloring and makeup is anyone's guess.

The Brotherhood of the Broken Chain (strong stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; FTR 3**; CR8; Human Male; HD 3d10; HP 22; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex) ; Atk: +5 melee (1d6+2 Quarterstaff [x2]), +5 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +3; Ref +5 Will +4; Str 13, Dex 14, Con 11, Int 13, Wis 12, Cha 15

Skills and Feats: Climb +5, Disguise +5, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +3, Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The Brotherhood of the Broken Chain (weak stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; COM 3**; CR1 ½; Human Male; HD 3d4; HP 10; Init +2 (Dex); Spd 30ft; AC 13 (+2 Dex, Dodge) ; Atk: +4 melee (1d6+2 Quarterstaff [x2]), +3 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +1; Ref +3 Will +2; Str 14, Dex 14, Con 11, Int 12, Wis 13, Cha 15

Skills and Feats: Climb +6, Disguise +5, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +4, Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, 7 GP, 50' Rope

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The City Watch

Malaran Hap'nam, Pitar Leseper, Balan Dilomas and Resemer Sethiran, COM 3; CR1½; Human Male; HD 3d4+9; HP 19; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +4 melee (1d6+3 Club [x2]), +3 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +4; Ref +3 Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +7, Profession: Lawman +5, Speak: Low Kalamaran, Merchant's Tongue, Use Rope +6, Swim +5, Dodge, Improved Unarmed Strike, Power Attack

Possessions: City Watch Uniform, Club, 2 GP, 20' Rope

Description: The City Watch is the protector of the citizens of Baneta. Although fairly stalwart they aren't above taking a discreet bribe (Listed fine + 2 GP per APL). They will not take a bribe to ignore any crime with a fine of more than 30GP

Darisek Semiter; EXP 3; CR 1 ½; Human Male; HD 3d6+3; HP 18; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +5 melee (1d4 Dagger [19-20x2]), +5 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +2; Ref +5 Will +2; Str 10, Dex 14, Con 12, Int 16, Wis 8, Cha 16

Skills and Feats: Bluff +9, Diplomacy +9, Gather Information +9, Handle Animal +7, Innuendo +5, Knowledge: Baneta Social Customs +9, Listen +5, Read Lips +9, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +4, Dodge, Lightning Reflexes, Weapon Finesse (Dagger)

Possessions: Courtier's Outfit, 2 Daggers, Diary, Inkwell, Quill, 8 GP

Description: Darisek is an Aristocrat want-to-be. While coming from an above average family he has nowhere near the means his "fiancée", Felana Ragosip desires. Unfortunately for him she's been using the man to pass the time while her plans with P'Ligal come to fruition. He dresses in clothing due his station, has blonde hair, green eyes, tan skin, stands 5ft 10in tall and weighs 189Lbs.

Felana Ragosip; COM 3; CR 1½; Human Female; HD 3d4, HP 10; Init +0; Spd 30ft; AC 10; Atk: +0 melee (Whatever is available), +1 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: N; SV Fort: +3; Ref +1 Will +3; Str 8, Dex 10, Con 10, Int 16, Wis 10, Cha 18

Skills and Feats: Craft: Weaver +9, Knowledge: Baneta Social Customs +9, Listen +6, Profession: Accountant +9, Speak: Low Kalamaran, Merchant's Tongue, Spot +6, Swim +2 Great Fortitude, Iron Will

Possessions: Courtier's Outfit, Small Mirror, Comb, Handbag, 3 GP

Description: Felana is a predatory social climber. Having become furious with her father's insistence on willing the family's business to her older brother Sulet she struck a bargain with the nefarious P'Ligal. Although she's strung along Darisek Sepiter to believe she will wed him she has no intention of marrying a polished cretin. She has shoulder length light brown hair, brown eyes, pale skin, stands 5ft 9in tall, weighs 132Lbs and typically is seen in public wearing a dress fitting to her station

P'Ligal Gomanas; EXP 5; CR2½; Human Male; HD 5d6+5; HP 237; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +7 melee (1d4+3 Dagger [19-20x2]), +4 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +4; Ref +2; Will +6; Str 17, Dex 13, Con 13, Int 11, Wis 14, Cha 9

Skills and Feats: Appraise +8, Forgery +8, Knowledge: Baneta Law +8, Knowledge: Baneta +8, Listen +12, Speak: Low Kalamaran, Merchant's Tongue, Spot +12, Swim +7, Alertness, Run, Weapon Focus (dagger)

Possessions: Courtier's Outfit, 3 Daggers, 15 GP

Description: Fencer, Forger, Illegal slave trader.... P'Ligal's done it all to his rise to the top of his corner of Baneta's underworld. Thus far he's remained clean legally and while not respected as the businessman he desires to be those that have seen his men's handiwork fear him. This toadish bloated tin god stands 5ft 8in tall, as balding brown hair; brown eyes and liver spotted tanned skin

P'Ligal's men (strong stats)

Balamir Vitisar, Fanam Seviter, Silapar Kuveki, Minon Puhan, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Felemar B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; ROG 3; CR3; Human Male; HD 3d6; HP 14; Init +7 (Dex, Improved Initiative); Spd 30ft; AC 16 (+3 Studded Leather Armor, +3 Dex); Atk: +5 melee (1d6+1 Rapier [18-20x2]), +5 ranged (1d4, Dart [x2]); SA: Rogue Sneak Attack 1d6; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +6; Will +3; Str 12, Dex 16, Con 11, Int 11, Wis 15, Cha 12

Skills and Feats: Balance +9, Climb +7, Bluff +7, Disguise +7, Escape Artist +9, Listen +8, Search +6, Speak: Low Kalamaran, Merchant's Tongue, Spot +8, Swim +3, Improved Initiative, Run, Weapon Finesse (Rapier)

Possessions: Peasant's Clothes, Rapier, Dagger, 5 Darts, Masterwork Thieve's Tools, Studded Leather Armor, 3 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

P'Ligal's men (weak stats)

Balamir Vitisar, Fanam Seviter, Silapar Kuveki, Minon Puhan, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Feleamar B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; COM 3; CR 1½; Human Male; HD 3d4; HP 10; Init +7 (Dex, Improved Initiative); Spd 30ft; AC 13 (+3 Dex); Atk: +4 melee (1d6+1 Club [x2]), +4 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +4; Will +3; Str 12, Dex 16, Con 11, Int 11, Wis 15, Cha 12

Skills and Feats: Climb +3, Disable Device +4, Listen +4, Speak: Low Kalamaran, Merchant's Tongue, Open Lock +4, Spot +4, Dodge, Improved Initiative, Weapon Finesse (club)

Possessions: Masterwork Thieve's Tools, Peasant's Clothes, Club, 3 GP, 50' Rope

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

The Priest of the Laughter

Silamar Lepitar; CLR1; CR 1; Human Male; HD 1d8-1; HP 7; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +1 melee (whatever is available), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +4; Will +5; Str 12, Dex 14, Con 8, Int 10, Wis 16, Cha 16

Skills and Feats: Concentration +5, Heal +5, Knowledge: Religion +4, Speak: Low Kalamaran, Merchant's Tongue, Spellcraft +2, Combat Casting, Lightning Reflexes

Possessions: Cleric's Vestment, Silver Holy Symbol of the Laughter, 12 GP

Domain: Chaos, Trickery

Spells (0/4+ Domain Spell, DC 13+Spell level 0-Create Water, Light, Mending, Level- 1st Bless, Comprehend Languages, Sanctuary + Detect Law

Description: Selemar has benefited from his association with P'Ligal Gomanas' for several years and is loyal to him. Currently he's been P'Ligal's houseguest in anticipation of his marriage to Felana. The priest of the Laughter will not risk his neck in combat

APPENDIX VI: NPC STATISTICS (APL 4)

Auctioneer

Vitsar Heran; EXP 7; CR3 1/2; Human Male; HD 7d6+14; HP 44; Init +3 (Dex) ; Spd 30ft; AC 13 (+31 Dex) ; Atk: +8 melee (1d4+3 Dagger [17-20x2]), +8 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +4; Ref +5; Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 14

Skills and Feats: Appraise +8, Climb +8, Knowledge: Baneta Law +8, Knowledge: Baneta +8, Listen +9, Spot +10, Profession: Auctioneer +8, Sense Motive +8, Speak: Low Kalamaran, Merchant's Tongue, Swim +3, Use Rope +9, Alertness, Endurance, Run, Weapon Finesse (dagger)

Possessions: Artisan's Outfit, 2 Daggers, 10 GP

Description: Vitsar over time has become desensitized to the plight of those he auctions off. It's not that he doesn't care it's just that he's heard far too many sob stories to feel anything anymore. Time has caused his modest frame (5ft 10 in) to stoop slightly. age has taken his hair and turned his eyebrows and mustache gray. He views the world through sky blue eyes. Years in the sun have turned his skin to near leather like consistency.

Auction Attendees

Asa Ku'Ato, Inala Balan and Ki'lisa Dilomas (Human females), **Pitar Sakeri, Resemer P'Folosip, Pilamel Balemo, Parama Hap'Nam and Fanam Saketi** (human males) **ARI 1;** CR4; HD 1d4+2; HP 6; Init +2 (Dex); Spd 30ft; AC 13 (+2 Dex, Dodge); Atk: +2 melee (1d4+2 Dagger [19-20x2]), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +2; Ref +2 Will +4; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Appraise +4, Diplomacy +6, Gather Information +4, Knowledge: Baneta +4, Speak: High Kalamaran/Low Kalamaran, Merchant's Tongue, Swim +4, Dodge, Run

Possessions: Courtier's Outfit, Dagger, 1 GP

Description: These people represent some of the upper middle class of Baneta. They are here for a good time and the challenge of overbidding their piers. Being spectators for the most part instead of hands-on type people they are susceptible to intimidation (which is why they quit bidding when P'Ligal's men tried to intimidate the crowd in the introduction). Once fighting breaks out in the streets they take the first opportunity to leave. Home of course is much safer. These people are of mixed decent and vary in appearance. If not for their clothes they would be easy to lose in a crowd.

Auction Guards

Balimar Remosa and Morisato Pateris; FTR 7; CR9; Human Males; HD 7d10+14; HP 60; Init +2; Spd 30ft; AC 19 (+5 Chainmail, +2 Large Wooden Shield, +2 Dex); Atk: +10/+5 melee (1d8+2 Longsword [19-20x2]), +9/+4 ranged (whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +7; Ref +6; Will +5; Str 14, Dex 15, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +9, Ride +10, Speak: Low Kalamaran, Merchant's Tongue; Spot +7, Swim +8, Cleave, Dodge, Great Cleave, Iron Will, Lightning Reflexes, Mounted Attack, Power Attack, Weapon Focus (Longsword)

Possessions: Chainmail, Large Wooden Shield, Longsword, 5 GP

Description: Balamir Remosa and Morisato Pateris are battle-worn men at arms. Their life experience allows them to give incidental troublemakers a look to freeze their soul. They are here to protect Vitsar Heran and nothing will keep them from this task. When chaos breaks loose in the introduction they escort their charge in an orderly, expedient manner. Balamir is a tall (6ft, 2in), lanky, brooding man with shoulder length brown hair and hazel eyes. Morisato is slightly shorter (6ft) but makes is every bit as fearsome as his comrade. Morisato has short black hair and brown eyes

Brothel Workers

Dela Saketa, Gimane Kotheki, Isala Esamil, Lisanara Pateris and Pakara Balero; EXP 3; CR1 1/2; Human Female; HD 3d4+3; HP 16; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex); Atk: +3 melee (1d4+1 Dagger [19-20x2]), +3 ranged (1d4+1 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +1; Ref +3 Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 8, Cha 16

Skills and Feats: Appraise +7, Bluff +9, Diplomacy +7, Gather Information +9, Listen +5, Profession: Harlot +7, Sense Motive +5, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Combat Reflexes, Dodge, Toughness

Possessions: Entertainer's Outfit, Dagger

Description: Evening Clothes, Dagger Description: P'Ligal's women have been through rough times and are satisfied where they are now as he rescued them from poverty and/or abusive relationships. They are protective of him as he pays well and leaves them alone to do their business. If forced into combat they try to leave their foes alive to be sold as slaves later. Their job is to pose as escorts to cover their true manner of work. They speak only after viewing the situation, take a non-threatening posture when not in combat situations, they know how to get their clients to trust them are trying to impress and are generally pleasant to be around. They appear to be of Kalamaran decent but if this is due to hair coloring and makeup is anyone's guess.

The Brotherhood of the Broken Chain (strong stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; FTR 3; CR8; Human Male; HD 3d10+6; HP 28; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex) ; Atk: +6 melee (1d6+2 Quarterstaff [x2]), +5 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +5; Ref +5 Will +4; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14**

Skills and Feats: Climb +6, Disguise +5, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +4, Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The Brotherhood of the Broken Chain (weak stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; COM 3; CR1 ½; Human Male; HD 3d4+6; HP 16; Init +2 (Dex); Spd 30ft; AC 13 (+2 Dex, Dodge) ; Atk: +4 melee (1d6+2 Quarterstaff [x2]), +3 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +3; Ref +3 Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14**

Skills and Feats: Climb +6, Disguise +5, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +4, Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, 7 GP, 50' Rope

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The City Watch

Malaran Hap'nam, Pitar Leseper, Balan Dilomas and Resemer Sethiran, COM 3; CR1½; Human Male; HD 3d4+9; HP 19; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +4 melee (1d6+3 Club [x2]), +3 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +4; Ref +3 Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +7, Profession: Lawman +5, Speak: Low Kalamaran, Merchant's Tongue, Use Rope +6, Swim +5, Dodge, Improved Unarmed Strike, Power Attack

Possessions: City Watch Uniform, Club, 2 GP, 20' Rope

Description: The City Watch is the protector of the citizens of Baneta. Although fairly stalwart they aren't above taking a discreet bribe (Listed fine + 2 GP per APL). They will not take a bribe to ignore any crime with a fine of more than 30GP

Darisek Semiter; EXP 3; CR 1 ½; Human Male; HD 3d6+3; HP 18; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +5 melee (1d4 Dagger [19-20x2]), +5 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +2; Ref +5 Will +2; Str 10, Dex 14, Con 12, Int 16, Wis 8, Cha 16

Skills and Feats: Bluff +9, Diplomacy +9, Gather Information +9, Handle Animal +7, Innuendo +5, Knowledge: Baneta Social Customs +9, Listen +5, Read Lips +9, Speak: Low Kalamaran, Merchant's Tongue, Spot +3, Swim +4, Dodge, Lightning Reflexes, Weapon Finesse (Dagger)

Possessions: Courtier's Outfit, 2 Daggers, Diary, Inkwell, Quill, 8 GP

Description: Darisek is an Aristocrat want-to-be. While coming from an above average family he has nowhere near the means his "fiancée", Felana Ragosip desires. Unfortunately for him she's been using the man to pass the time while her plans with P'Ligal come to fruition. He dresses in clothing due his station, has blonde hair, green eyes, tan skin, stands 5ft 10in tall and weighs 189Lbs.

Felana Ragosip; COM 3; CR 1½; Human Female; HD 3d4, HP 10; Init +0; Spd 30ft; AC 10; Atk: +0 melee (Whatever is available), +1 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: N; SV Fort: +3; Ref +1 Will +3; Str 8, Dex 10, Con 10, Int 16, Wis 10, Cha 18

Skills and Feats: Craft: Weaver +9, Knowledge: Baneta Social Customs +9, Listen +6, Profession: Accountant +9, Speak: Low Kalamaran, Merchant's Tongue, Spot +6, Swim +2 Great Fortitude, Iron Will

Possessions: Courtier's Outfit, Small Mirror, Comb, Handbag, 3 GP

Description: Felana is a predatory social climber. Having become furious with her father's insistence on willing the family's business to her older brother Sulet she struck a bargain with the nefarious P'Ligal. Although she's strung along Darisek Sepiter to believe she will wed him she has no intention of marrying a polished cretin. She has shoulder length light brown hair, brown eyes, pale skin, stands 5ft 9in tall, weighs 132Lbs and typically is seen in public wearing a dress fitting to her station

P'Ligal Gomanas; EXP 5; CR2½; Human Male; HD 5d6+15; HP 37; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +7 melee (1d4+3 Dagger [19-20x2]), +4 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +4; Ref +2; Will +6; Str 16, Dex 12, Con 16, Int 11, Wis 14, Cha 8

Skills and Feats: Appraise +8, Forgery +8, Knowledge: Baneta Law +8, Knowledge: Baneta +8, Listen +12, Speak: Low Kalamaran, Merchant's Tongue, Spot +12, Swim +7, Alertness, Run, Weapon Focus (dagger)

Possessions: Courtier's Outfit, 3 Daggers, 15 GP

Description: Fencer, Forger, Illegal slave trader.... P'Ligal's done it all to his rise to the top of his corner of Baneta's underworld. Thus far he's remained clean legally and while not respected as the businessman he desires to be those that have seen his men's handiwork fear him. This toadish bloated tin god stands 5ft 8in tall, as balding brown hair; brown eyes and liver spotted tanned skin

P'Ligal's men (strong stats)

Balamir Vitisar, Fanam Seviter, Silapar Kuveki, Minon Puhon, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Felemar B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; ROG 3; CR3; Human Male; HD 3d6+6; HP 20; Init +7 (Dex, Improved Initiative); Spd 30ft; AC 16 (+3 Studded Leather Armor, +3 Dex); Atk: +5 melee (1d6+1 Rapier [18-20x2]), +5 ranged (1d4, Dart [x2]); SA: Rogue Sneak Attack 1d6; SQ: None; SR: None; AL: CN; SV Fort: +3; Ref +6; Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Balance +9, Climb +7, Bluff +7, Disguise +7, Escape Artist +9, Listen +8, Search +6, Speak: Low Kalamaran, Merchant's Tongue, Spot +8, Swim +3, Improved Initiative, Run, Weapon Finesse (Rapier)

Possessions: Peasant's Clothes, Rapier, Dagger, 5 Darts, Masterwork Thieve's Tools, Studded Leather Armor, 3 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

P'Ligal's men (weak stats)

Balamir Vitisar, Fanam Seviter, Silapar Kuveki, Minon Puhan, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Feleamar B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; COM 3; CR 1½; Human Male; HD 3d4+6; HP 20; Init +7 (Dex, Improved Initiative); Spd 30ft; AC 13 (+3 Dex); Atk: +4 melee (1d6+1 Club [x2]), +4 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +3; Ref +4; Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Climb +3, Disable Device +4, Listen +4, Speak: Low Kalamaran, Merchant's Tongue, Open Lock +4, Spot +4, Dodge, Improved Initiative, Weapon Finesse (club)

Possessions: Masterwork Thieve's Tools, Peasant's Clothes, Club, 3 GP, 50' Rope

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

The Priest of the Laughter

Silamar Lepitar; CLR1; CR 1; Human Male; HD 1d8-1; HP 7; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +1 melee (whatever is available), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +4; Will +5; Str 12, Dex 14, Con 8, Int 10, Wis 16, Cha 16

Skills and Feats: Concentration +5, Heal +5, Knowledge: Religion +4, Speak: Low Kalamaran, Merchant's Tongue, Spellcraft +2, Combat Casting, Lightning Reflexes

Possessions: Cleric's Vestment, Silver Holy Symbol of the Laughter, 12 GP

Domain: Chaos, Trickery

Spells (0/4+ Domain Spell, DC 13+Spell level 0-Create Water, Light, Mending, Level- 1st Bless, Comprehend Languages, Sanctuary + Detect Law

Description: Selemar has benefited from his association with P'Ligal Gomanas' for several years and is loyal to him. Currently he's been P'Ligal's houseguest in anticipation of his marriage to Felana. The priest of the Laughter will not risk his neck in combat.

APPENDIX VII: NPC STATISTICS (APL 5)

Auctioneer

Vitisar Heran; EXP 7; CR3 1/2; Human Male; HD 7d6+14; HP 44; Init +3 (Dex); Spd 30ft; AC 13 (+31 Dex); Atk: +8 melee (1d4+3 Dagger [17-20x2]), +8 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +4; Ref +5; Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 14

Skills and Feats: Appraise +8, Climb +8, Knowledge: Baneta Law +8, Knowledge: Baneta +8, Listen +9, Spot +10, Profession: Auctioneer +8, Sense Motive +8, Speak: Low Kalamaran, Merchant's Tongue, Swim +3, Use Rope +9, Alertness, Endurance, Run, Weapon Finesse (dagger)

Possessions: Artisan's Outfit, 2 Daggers, 10 GP

Description: Vitisar over time has become desensitized to the plight of those he auctions off. It's not that he doesn't care it's just that he's heard far too many sob stories to feel anything anymore. Time has caused his modest frame (5ft 10 in) to stoop slightly. Age has taken his hair and turned his eyebrows and mustache gray. He views the world through sky blue eyes. Years in the sun have turned his skin to near leather like consistency.

Auction Attendees

Asa Ku'Ato, Inala Balan and Ki'lisa Dilomas (Human females), **Pitar Sakeri, Resemer P'Folosip, Pilamel Balemo, Parama Hap'Nam and Fanam Saketi** (human males) **ARI 1;** CR4; HD 1d4+2; HP 6; Init +2 (Dex); Spd 30ft; AC 13 (+2 Dex, Dodge); Atk: +2 melee (1d4+2 Dagger [19-20x2]), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +2; Ref +2 Will +4; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Appraise +4, Diplomacy +6, Gather Information +4, Knowledge: Baneta +4, Speak: High Kalamaran, Low Kalamaran, Merchant's Tongue, Swim +4, Dodge, Run

Possessions: Courtier's Outfit, Dagger, 1 GP

Description: These people represent some of the upper middle class of Baneta. They are here for a good time and the challenge of overbidding their peers. Being spectators for the most part instead of hands-on type people they are susceptible to intimidation (which is why they quit bidding when P'Ligal's men tried to intimidate the crowd in the introduction). Once fighting breaks out in the streets they take the first opportunity to leave. Home of course is much safer. These people are of mixed decent and vary in appearance. If not for their clothes they would be easy to lose in a crowd.

Auction Guards

Balimar Remosa and Morisato Pateris; FTR 9; CR11; Human Males; HD 9d10+18; HP 76; Init +2; Spd 30ft; AC 20 (+5 Breastplate, +2 Large Wooden Shield, +3 Dex); Atk: +12/+7 melee (1d8+2 Longsword [19-20x2]), +11/+6 ranged (whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +8; Ref +7; Will +6; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +11, Ride +12, Speak: Low Kalamaran, Merchant's Tongue; Spot +8, Swim +8, Cleave, Dodge, Great Cleave, Iron Will, Lightning Reflexes, Mounted Attack, Power Attack, Ride-By Attack, Trample, Weapon Focus (Longsword)

Possessions: Chainmail, Large Wooden Shield, Longsword, 5 GP

Description: Balamir Remosa and Morisato Pateris are battle-worn men at arms. Their life experience allows them to give incidental troublemakers a look to freeze their soul. They are here to protect Vitisar Heran and nothing will keep them from this task. When chaos breaks loose in the introduction they escort their charge in an orderly, expedient manner. Balamir is a tall (6ft, 2in), lanky, brooding man with shoulder length brown hair and hazel eyes. Morisato is slightly shorter (6ft) but makes is every bit as fearsome as his comrade. Morisato has short black hair and brown eyes

Brothel Workers

Dela Saketa, Gimane Kotheki, Isala Esamil, Lisanara Pateris and Pakara Balero ; EXP 5; CR2 1/2; Human Female; HD 5d4; HP 1924; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex) ; Atk: +4 melee (1d4+1 Dagger [19-20x2]), +3 ranged (1d4+1 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +0; Ref +3 Will +2; Str 12, Dex 16, Con 11, Int 13, Wis 8, Cha 16

Skills and Feats: Appraise +7, Bluff +11, Diplomacy +9, Gather Information +11, Listen +7, Profession: Harlot +9, Sense Motive +7, Speak: Low Kalamaran, Merchant's Tongue, Spot +5, Combat Reflexes, Dodge, Toughness

Possessions: Entertainer's Outfit, Dagger

Description: Evening Clothes, Dagger Description: P'Ligal's women have been through rough times and are satisfied where they are now as he rescued them from poverty and/or abusive relationships. They are protective of him as he pays well and leaves them alone to do their business. If forced into combat they try to leave their foes alive to be sold as slaves later. Their job is to pose as escorts to cover their true manner of work. They speak only after viewing the situation, take a non-threatening posture when not in combat situations, they know how to get their clients to trust them are trying to impress and are generally pleasant to be around. They appear to be of Kalamaran decent but if this is due to hair coloring and makeup is anyone's guess.

The Brotherhood of the Broken Chain (strong stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; FTR 5**; CR10; Human Male; HD 5d10; HP 34; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex) ; Atk: +7 melee (1d6+2 Quarterstaff [x2]), +7 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +5; Ref +6 Will +5; Str 13, Dex 15, Con 11, Int 13, Wis 13, Cha 15

Skills and Feats: Climb +7, Disguise +6, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +4, Swim +3, Cleave, Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The Brotherhood of the Broken Chain (weak stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; COM 3**; CR1 ½; Human Male; HD 5d4; HP 16; Init +2 (Dex); Spd 30ft; AC 13 (+2 Dex, Dodge) ; Atk: +5 melee (1d6+2 Quarterstaff [x2]), +4 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +3; Ref +3 Will +2; Str 14, Dex 14, Con 11, Int 12, Wis 13, Cha 15

Skills and Feats: Climb +8, Disguise +6, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +4, Swim +4, Dodge, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, 7 GP, 50' Rope

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real

station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The City Watch

Malaran Hap'nam, Pitar Leseper, Balan Dilomas and Resemer Sethiran, COM 5; CR2½; Human Male; HD 5d4+15; HP 32; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +5 melee (1d6+3 Club [x2]), +4 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +4; Ref +3 Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +7, Profession: Lawman +6, Speak: Low Kalamaran, Merchant's Tongue, Use Rope +7, Swim +5, Dodge, Improved Unarmed Strike, Power Attack

Possessions: City Watch Uniform, Club, 2 GP, 20' Rope

Description: The City Watch is the protector of the citizens of Baneta. Although fairly stalwart they aren't above taking a discreet bribe (Listed fine + 2 GP per APL). They will not take a bribe to ignore any crime with a fine of more than 30GP.

Darisek Semiter; EXP 5; CR 2 ½; Human Male; HD 5d6+5; HP 28; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +6 melee (1d4 Dagger [19-20x2]), +6 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +2; Ref +5 Will +3; Str 10, Dex 14, Con 12, Int 16, Wis 8, Cha 17

Skills and Feats: Bluff +11, Diplomacy +11, Gather Information +11, Handle Animal +7, Innuendo +7, Knowledge: Baneta Social Customs +11, Listen +7, Read Lips +11, Speak: Low Kalamaran, Merchant's Tongue, Spot +5, Swim +6, Dodge, Lightning Reflexes, Weapon Finesse (Dagger)

Possessions: Courtier's Outfit, 2 Daggers, Diary, Inkwell, Quill, 8 GP

Description: Darisek is an Aristocrat want-to-be. While coming from an above average family he has nowhere near the means his "fiancée", Felana Ragosip desires. Unfortunately for him she's been using the man to pass the time while her plans with P'Ligal come to fruition. He dresses in clothing due his station, has blonde hair, green eyes, tan skin, stands 5ft 10in tall and weighs 189Lbs.

Felana Ragosip; COM 5; CR 2½; Human Female; HD 5d4, HP 16; Init +0; Spd 30ft; AC 10; Atk: +1 melee (Whatever is available), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: N; SV Fort: +3; Ref +1 Will +3; Str 8, Dex 10, Con 10, Int 16, Wis 10, Cha 19

Skills and Feats: Craft: Weaver +11, Knowledge: Baneta Social Customs +11, Listen +10, Profession: Accountant +11, Speak: Low Kalamaran, Merchant's Tongue, Spot +8, Swim +2 Great Fortitude, Iron Will

Possessions: Courtier's Outfit, Small Mirror, Comb, Handbag, 3 GP

Description: Felana is a predatory social climber. Having become furious with her father's insistence on willing the family's business to her older brother Sulet she struck a bargain with the nefarious P'Ligal. Although she's strung along Darisek Sepiter to believe she will wed him she has no intention of marrying a polished cretin. She has shoulder length light brown hair, brown eyes, pale skin, stands 5ft 9in tall, weighs 132Lbs and typically is seen in public wearing a dress fitting to her station

P'Ligal Gomanas; EXP 7; CR3½; Human Male; HD 7d6+7; HP 37; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +8 melee (1d4+3 Dagger [17-20x2]), +5 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +3; Ref +3; Will +7; Str 17, Dex 13, Con 13, Int 11, Wis 14, Cha 9

Skills and Feats: Appraise +10, Forgery +10, Knowledge: Baneta Law +10, Knowledge: Baneta +10, Listen +14, Speak: Low Kalamaran, Merchant's Tongue, Spot +14, Swim +7, Alertness, Improved Critical (Dagger), Run, Weapon Focus (dagger)

Possessions: Courtier's Outfit, 3 Daggers, 15 GP

Description: Fencer, Forger, Illegal slave trader.... P'Ligal's done it all to his rise to the top of his corner of Baneta's underworld. Thus far he's remained clean legally and while not respected as the businessman he desires to be those that have seen his men's handiwork fear him. This toadish bloated tin god stands 5ft 8in tall, as balding brown hair, brown eyes and liver spotted tanned skin

P'Ligal's men (strong stats)

Balamir Vitar, Fanam Seviter, Silapar Kukeki, Minon Puhan, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Felemar B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; ROG 5; CR5; Human Male; HD 5d6;

HP 22; Init +7 (Dex, Improved Initiative); Spd 30ft; AC 16 (+3 Studded Leather Armor, +3 Dex) ; Atk: +6 melee (1d6+1 Rapier [18-20x2]), +6 ranged (1d4, Dart [x2]); SA: Rogue Sneak Attack 1d6; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +7; Will +3; Str 12, Dex 17, Con 11, Int 11, Wis 14, Cha 15

Skills and Feats: Climb +3, Disable Device +4, Listen +4, Speak: Low Kalamaran, Merchant's Tongue, Open Lock +4, Spot +4, Dodge, Improved Initiative, Weapon Finesse (club)

Skills and Feats: Balance +11, Bluff +9, Climb +5, Disable Device +4, Disguise +9, Escape Artist +10, Listen +9, Open Locks +4, Search +8, Speak: Low Kalamaran, Merchant's Tongue, Spot +10, Swim +3, Improved Initiative, Run, Weapon Finesse (Rapier)

Possessions: Masterwork Thieve's Tools, Peasant's Clothes, Rapier, Dagger, 5 Darts, Studded Leather Armor, 3 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred

P'Ligal's men (weak stats)

Balamir Vitisar, Fanam Seviter, Silapar Kuveki, Minon Puhan, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Feleamar B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; COM 5; CR 2½; Human Male; HD 5d4; HP 16; Init +7 (Dex, Improved Initiative); Spd 30ft; AC 13 (+3 Dex); Atk: +5 melee (1d6+1 Club [x2]), +5 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +4; Will +3; Str 12, Dex 17, Con 11, Int 11, Wis 15, Cha 12

Skills and Feats: Climb +5, Disable Device +4, Listen +7, Open Locks +4, Speak: Low Kalamaran, Merchant's Tongue, Spot +10, Dodge, Improved Initiative, Weapon Finesse (club)

Possessions: Peasant's Clothes, Club, 3 GP, 50' Rope

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

The Priest of the Laughter

Silamar Lepitar; CLR1; CR 1; Human Male; HD 1d8-1; HP 7; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +1 melee (whatever is available), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +4; Will +5; Str 12, Dex 14, Con 8, Int 10, Wis 16, Cha 16

Skills and Feats: Concentration +5, Heal +5, Knowledge: Religion +4, Speak: Low Kalamaran, Merchant's Tongue, Spellcraft +2, Combat Casting, Lightning Reflexes

Possessions: Cleric's Vestment, Silver Holy Symbol of the Laughter, 12 GP

Domain: Chaos, Trickery

Spells (0/4+ Domain Spell, DC 13+Spell level 0>Create Water, Light, Mending, Level- 1st Bless, Comprehend Languages, Sanctuary + Detect Law

Description: Selemar has benefited from his association with P'Ligal Gomanas' for several years and is loyal to him. Currently he's been P'Ligal's houseguest in anticipation of his marriage to Felana. The priest of the Laughter will not risk his neck in combat

APPENDIX VIII: NPC STATISTICS (APL 6)

Auctioneer

Vitisar Heran; EXP 7; CR3 1/2; Human Male; HD 7d6+14; HP 44; Init +3 (Dex); Spd 30ft; AC 13 (+31 Dex); Atk: +8 melee (1d4+3 Dagger [17-20x2]), +8 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +4; Ref +5; Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 14

Skills and Feats: Appraise +8, Climb +8, Knowledge: Baneta Law +8, Knowledge: Baneta +8, Listen +9, Spot +10, Profession: Auctioneer +8, Sense Motive +8, Speak: Low Kalamaran, Merchant's Tongue, Swim +3, Use Rope +9, Alertness, Endurance, Run, Weapon Finesse (dagger)

Possessions: Artisan's Outfit, 2 Daggers, 10 GP

Description: Vitisar over time has become desensitized to the plight of those he auctions off. It's not that he doesn't care it's just that he's heard far too many sob stories to feel anything anymore. Time has caused his modest frame (5ft 10 in) to stoop slightly. Age has taken his hair and turned his eyebrows and mustache gray. He views the world through sky blue eyes. Years in the sun have turned his skin to near leather like consistency.

Auction Attendees

Asa Ku'Ato, Inala Balan and Ki'lisa Dilomas (Human females), **Pitar Sakeri, Resemer P'Folosip, Pilamel Balemo, Parama Hap'Nam and Fanam Saketi** (human males) **ARI 1;** CR4; HD 1d4+2; HP 6; Init +2 (Dex); Spd 30ft; AC 13 (+2 Dex, Dodge); Atk: +2 melee (1d4+2 Dagger [19-20x2]), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +2; Ref +2 Will +4; Str 14, Dex 14, Con 14, Int 10, Wis 14, Cha 14

Skills and Feats: Appraise +4, Diplomacy +6, Gather Information +4, Knowledge: Baneta +4, Speak: High Kalamaran, Low Kalamaran, Merchant's Tongue, Swim +4, Dodge, Run

Possessions: Courtier's Outfit, Dagger, 1 GP

Description: These people represent some of the upper middle class of Baneta. They are here for a good time and the challenge of overbidding their peers. Being spectators for the most part instead of hands-on type people they are susceptible to intimidation (which is why they quit bidding when P'Ligal's men tried to intimidate the crowd in the introduction). Once fighting breaks out in the streets they take the first opportunity to leave. Home of course is much safer. These people are of mixed decent and vary in appearance. If not for their clothes they would be easy to lose in a crowd.

Auction Guards

Balimar Remosa and Morisato Pateris; FTR 9; CR11; Human Males; HD 9d10+18; HP 76; Init +2; Spd 30ft; AC 20 (+5 Breastplate, +2 Large Wooden Shield, +3 Dex); Atk: +12/+7 melee (1d8+2 Longsword [19-20x2]), +11/+6 ranged (whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +8; Ref +7; Will +6; Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +11, Ride +12, Speak: Low Kalamaran, Merchant's Tongue; Spot +8, Swim +8, Cleave, Dodge, Great Cleave, Iron Will, Lightning Reflexes, Mounted Attack, Power Attack, Ride-By Attack, Trample, Weapon Focus (Longsword)

Possessions: Chainmail, Large Wooden Shield, Longsword, 5 GP

Description: Balamir Remosa and Morisato Pateris are battle-worn men at arms. Their life experience allows them to give incidental troublemakers a look to freeze their soul. They are here to protect Vitisar Heran and nothing will keep them from this task. When chaos breaks loose in the introduction they escort their charge in an orderly, expedient manner. Balamir is a tall (6ft, 2in), lanky, brooding man with shoulder length brown hair and hazel eyes. Morisato is slightly shorter (6ft) but makes is every bit as fearsome as his comrade. Morisato has short black hair and brown eyes

Brothel Workers

Dela Saketa, Gimane Kotheki, Isala Esamil, Lisanara Pateris and Pakara Balero ; EXP 5; CR2 1/2; Human Female; HD 5d4+5; HP 24; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex) ; Atk: +4 melee (1d4+1 Dagger [19-20x2]), +3 ranged (1d4+1 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +1; Ref +3 Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 8, Cha 16

Skills and Feats: Appraise +7, Bluff +11, Diplomacy +9, Gather Information +11, Listen +7, Profession: Harlot +9, Sense Motive +7, Speak: Low Kalamaran, Merchant's Tongue, Spot +5, Combat Reflexes, Dodge, Toughness

Possessions: Entertainer's Outfit, Dagger

Description: Evening Clothes, Dagger Description: P'Ligal's women have been through rough times and are satisfied where they are now as he rescued them from poverty and/or abusive relationships. They are protective of him as he pays well and leaves them alone to do their business. If forced into combat they try to leave their foes alive to be sold as slaves later. Their job is to pose as escorts to cover their true manner of work. They speak only after viewing the situation, take a non-threatening posture when not in combat situations, they know how to get their clients to trust them are trying to impress and are generally pleasant to be around. The women have olive skin, blonde hair, hazel eyes and stand 5ft 5in tall. They appear to be of Kalamaran decent but if this is due to hair coloring and makeup is anyone's guess.

The Brotherhood of the Broken Chain (strong stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; FTR 5**; CR10; Human Male; HD 5d10+10; HP 46; Init +2 (Dex); Spd 30ft; AC 15 (+3 Studded Leather Armor, +2 Dex) ; Atk: +8 melee (1d6+2 Quarterstaff [x2]), +7 ranged (1d4, Sling [x2]); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +6; Ref +6 Will +5; Str 14, Dex 15, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +8, Disguise +6, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +4, Swim +4, Cleave, Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, Sap, Short Sword, Sling w/15 Bullets, Studded Leather Armor, 7 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The Brotherhood of the Broken Chain (weak stats)

Vanamir (Redhawk) **Seritan, Balan** (The Tower) **Dilomas, Nelata** (Sparrow) **Fapeki, Pilamel** (Falcon) **Patris, Feledar** (Orca) **Remosa, Fotikar** (Mastiff) **Lespar, Horovan** (Hard Line) **Ku'Ato, Pulan** (Tough Luck) **Ragarela, Satira** (Rover) **Esamil, Selemar** (Storm Cloud) **Hap'nam, Parama** (Traveling Man) **Saked, Uul'Mar** (The Ogre) **Remel, Fomedar** (The Roc) **P'Mare; Lakaran** (Thunderhead) **Heran and Morisato** (Willow) **Balemo; COM 3**; CR1 ½; Human Male; HD 3d4+6; HP 16; Init +2 (Dex); Spd 30ft; AC 13 (+2 Dex, Dodge) ; Atk: +5 melee (1d6+2 Quarterstaff [x2]), +4 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +3; Ref +3 Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Climb +8, Disguise +6, Heal +3, Speak: Low Kalamaran, Merchant's Tongue, Spot +4, Swim +4, Dodge, Power Attack, Weapon Focus (quarterstaff)

Possessions: Disguise Kit, Healer's Kit, Peasant's Outfit, Quarterstaff, 7 GP, 50' Rope

Description: Members of the Brotherhood of the Broken Chain rely on being able to fade in and out of the crowd. To aid this they wear loose fitting commoner's clothes and cloaks. Although most have some sort of facial hair it is uncertain if this is natural or part of their disguise. They go by nicknames rather than their own for security's sake. Most of the Brotherhood worships the Guardian. Typical brotherhood members chafe at the many injustices that 'civilized' society has to offer. They appear to

have amazing self-restraint and it is extremely rare for one to act against injustice while at their real station in life. Once darkness falls and they are wearing the garb of the brotherhood however, they readily deal with those that prey on the weak and unfortunate.

The City Watch

Malaran Hap'nam, Pitar Leseper, Balan Dilomas and Resemer Sethiran, COM 5; CR2½; Human Male; HD 5d4+15; HP 32; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +5 melee (1d6+3 Club [x2]), +4 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CG; SV Fort: +4; Ref +3 Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +7, Profession: Lawman +6, Speak: Low Kalamaran, Merchant's Tongue, Use Rope +7, Swim +5, Dodge, Improved Unarmed Strike, Power Attack

Possessions: City Watch Uniform, Club, 2 GP, 20' Rope

Description: The City Watch is the protector of the citizens of Baneta. Although fairly stalwart they aren't above taking a discreet bribe (Listed fine + 2 GP per APL). They will not take a bribe to ignore any crime with a fine of more than 30GP.

Darisek Semiter; EXP 5; CR 2 ½; Human Male; HD 5d6+5; HP 28; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +6 melee (1d4 Dagger [19-20x2]), +6 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: LN; SV Fort: +2; Ref +5 Will +3; Str 10, Dex 14, Con 12, Int 16, Wis 8, Cha 17

Skills and Feats: Bluff +11, Diplomacy +11, Gather Information +11, Handle Animal +7, Innuendo +7, Knowledge: Baneta Social Customs +11, Listen +7, Read Lips +11, Speak: Low Kalamaran, Merchant's Tongue, Spot +5, Swim +6, Dodge, Lightning Reflexes, Weapon Finesse (Dagger)

Possessions: Courtier's Outfit, 2 Daggers, Diary, Inkwell, Quill, 8 GP

Description: Darisek is an Aristocrat want-to-be. While coming from an above average family he has nowhere near the means his "fiancée", Felana Ragosip desires. Unfortunately for him she's been using the man to pass the time while her plans with P'Ligal come to fruition. He dresses in clothing due his station, has blonde hair, green eyes, tan skin, stands 5ft 10in tall and weighs 189Lbs.

Felana Ragosip; COM 5; CR 2½; Human Female; HD 5d4, HP 16; Init +0; Spd 30ft; AC 10; Atk: +1 melee (Whatever is available), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: N; SV Fort: +3; Ref +1 Will +3; Str 8, Dex 10, Con 10, Int 16, Wis 10, Cha 19

Skills and Feats: Craft: Weaver +11, Knowledge: Baneta Social Customs +11, Listen +10, Profession: Accountant +11, Speak: Low Kalamaran, Merchant's Tongue, Spot +8, Swim +2 Great Fortitude, Iron Will

Possessions: Courtier's Outfit, Small Mirror, Comb, Handbag, 3 GP

Description: Felana is a predatory social climber. Having become furious with her father's insistence on willing the family's business to her older brother Sulet she struck a bargain with the nefarious P'Ligal. Although she's strung along Darisek Sepiter to believe she will wed him she has no intention of marrying a polished cretin. She has shoulder length light brown hair, brown eyes, pale skin, stands 5ft 9in tall, weighs 132Lbs and typically is seen in public wearing a dress fitting to her station

P'Ligal Gomanas; EXP 7; CR3½; Human Male; HD 7d6+21; HP 51; Init +1 (Dex); Spd 30ft; AC 11 (+1 Dex); Atk: +8 melee (1d4+3 Dagger [17-20x2]), +5 ranged (1d4 Dagger [19-20x2]); SA: None; SQ: None; SR: None; AL: NE; SV Fort: +5; Ref +3; Will +7; Str 16, Dex 12, Con 16, Int 11, Wis 14, Cha 8

Skills and Feats: Appraise +10, Forgery +10, Knowledge: Baneta Law +10, Knowledge: Baneta +10, Listen +14, Speak: Low Kalamaran, Merchant's Tongue, Spot +14, Swim +7, Alertness, Improved Critical (Dagger), Run, Weapon Focus (dagger)

Possessions: Courtier's Outfit, 3 Daggers, 15 GP

Description: Fencer, Forger, Illegal slave trader.... P'Ligal's done it all to his rise to the top of his corner of Baneta's underworld. Thus far he's remained clean legally and while not respected as the businessman he desires to be those that have seen his men's handiwork fear him. This toadish bloated tin god stands 5ft 8in tall, as balding brown hair, brown eyes and liver spotted tanned skin

P'Ligal's men (strong stats)

Balamir Vitar, Fanam Seviter, Silapar Kuvaki, Minon Puhon, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Felemar B'Peratak, Fonamar Saketi, Balan

Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; ROG 5; CR5; Human Male; HD 5d6+10; HP 32; Init +7 (Dex, Improved Initiative); Spd 30ft; AC 16 (+3 Studded Leather Armor, +3 Dex); Atk: +6 melee (1d6+1 Rapier [18-20x2]), +6 ranged (1d4, Dart [x2]); SA: Rogue Sneak Attack 1d6; SQ: None; SR: None; AL: CN; SV Fort: +3; Ref +7; Will +3; Str 12, Dex 17, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Climb +3, Disable Device +4, Listen +4, Speak: Low Kalamaran, Merchant's Tongue, Open Lock +4, Spot +4, Dodge, Improved Initiative, Weapon Finesse (club)

Skills and Feats: Balance +11, Bluff +9, Climb +5, Disable Device +4, Disguise +9, Escape Artist +10, Listen +9, Open Locks +4, Search +8, Speak: Low Kalamaran, Merchant's Tongue, Spot +10, Swim +3, Improved Initiative, Run, Weapon Finesse (Rapier)

Possessions: Masterwork Thieve's Tools, Peasant's Clothes, Rapier, Dagger, 5 Darts, Studded Leather Armor, 3 GP, 50' Rope, 1 dose of Ghunuk (in Encounter 7A: Rude Revelations, Encounter 7B: The Wondrous Occasion, Encounter 7C: Kindred Spirits or Encounter 7D: Darisek to the Rescue only)

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred

P'Ligal's men (weak stats)

Balamir Vitisar, Fanam Seviter, Silapar Kuveki, Minon Puhan, Parama Hap'nam, Haraman Esamil, Resemer P'Folosip, Nelata Fapeki, Horovan Balemo, Felemar B'Peratak, Fonamar Saketi, Balan Setiran, Norisato Leseper, Fanam Hethan and Lakaran P'Mare; COM 5; CR 2½; Human Male; HD 3d4+6; HP 20; Init +7 (Dex, Improved Initiative); Spd 30ft; AC 13 (+3 Dex); Atk: +5 melee (1d6+1 Club [x2]), +5 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +3; Ref +4; Will +3; Str 12, Dex 17, Con 14, Int 10, Wis 14, Cha 12

Skills and Feats: Climb +5, Disable Device +4, Listen +7, Open Locks +4, Speak: Low Kalamaran, Merchant's Tongue, Spot +10, Dodge, Improved Initiative, Weapon Finesse (club)

Possessions: Peasant's Clothes, Club, 3 GP, 50' Rope

Description: P'Ligal's men have three things in common. They are all ruthless, low moral character and are very loyal to P'Ligal Gomanas. Those that are lacking in any of these traits soon find themselves floating in the bay as fish food. Typically they are tattooed and battle scarred.

The Priest of the Laughter

Silamar Lepitar; CLR1; CR 1; Human Male; HD 1d8-1; HP 7; Init +2 (Dex); Spd 30ft; AC 12 (+2 Dex); Atk: +1 melee (whatever is available), +2 ranged (Whatever is available); SA: None; SQ: None; SR: None; AL: CN; SV Fort: +1; Ref +4; Will +5; Str 12, Dex 14, Con 8, Int 10, Wis 16, Cha 16

Skills and Feats: Concentration +5, Heal +5, Knowledge: Religion +4, Speak: Low Kalamaran, Merchant's Tongue, Spellcraft +2, Combat Casting, Lightning Reflexes

Possessions: Cleric's Vestment, Silver Holy Symbol of the Laughter, 12 GP

Domain: Chaos, Trickery

Spells (0/4+ Domain Spell, DC 13+Spell level 0>Create Water, Light, Mending, Level- 1st Bless, Comprehend Languages, Sanctuary + Detect Law

Description: Selemar has benefited from his association with P'Ligal Gomanas' for several years and is loyal to him. Currently he's been P'Ligal's houseguest in anticipation of his marriage to Felana. The priest of the Laughter will not risk his neck in combat

Appendix IX: The Brotherhood of the Broken Chain

Dedicated to the freedom of all regardless of laws, money or intimidation this far left organization often finds themselves dodging the authorities. To their credit the brotherhood only uses non-edged weapons in their raids and have never slain anyone. To help assure their safety they wear masks while working as the brotherhood and do their best to blend in with the local population of where they plan to raid. The exact size of the organization is unknown due to how it is structured. All members of the Brotherhood of the Broken Chain belong to a cell of no more than twelve people. Only one member of a cell knows the location of the nearest cell. If this member is slain the cell disbands or functions on it's own until another cell makes contact with them. Most of the Brotherhood members are lower to middle class citizens. They predominately worship the Guardian and live to be the embodiment of his ideals. Often cells that lose their contact members hook up with new cells they meet though worship of the Guardian.

APPENDIX X: FINDING OUT INFORMATION ABOUT BET ROGALA

It should be expected that the PCs may want to gather information about Bet Rogala. Use the following for a guideline and to base other queries upon. The DCs are listed before the information bits. Remember you cannot take 20 on a Knowledge or Gather Information check. You also cannot take 10 or 20 on a Bardic Knowledge check.

Abbreviations used:

BK: Bardic Knowledge

INT: Intelligence check (Max DC of 10)

GI: Gather Information

KBR: Knowledge (Bet Rogala)

KP: Knowledge (Pekal)

A successful GI (DC 5), INT (DC 5), KBR (DC 3), KP (DC 7) and/or a BK check (DC 10) reveals any of the following information.

- There are at least 15,000 living in Bet Rogala
- Bet Rogala trades with the small communities encircling Lake Eb'Sobet. They receive unfinished goods from these communities and provide finished ones such as wagons, boats, furnishings and tools.
- Half of its citizens are humans of various races. The other half is evenly split between halflings, gnomes and elves.
- Bet Rogala is located on the northeaster shores of Lake Eb'Sobet
- The Pekal Prince Kafen rules the city and enlisted demihumans to help him rule
- Most of the city's residents are artisans, farmers or fishermen.
- The people live comfortably due to the plentiful supply of fish and the moderate climate.
- Small natural and artificial hills are home to the city's halflings and dwarves.
- Soldiers bivouac outside the city's walls
- The middle and upper class citizens live in large brick homes.
- Smaller Pekalese merchant caravans from Baneta and other cities trade with Bet Rogala. They find the wealth of the exotic city warrants the overland journey and the caravans often continue north to Koreta and Bet Rogala after stopping in Bet Rogala.
- Exotic goods are available in Bet Rogala but at inflated prices.
- Humanoids of all sorts populate the army. The core of the army is made up of human foot and horsemen. They are rounded out by halfling slingers, gnomish engineers, elven scouts and elven archers. War wizards stand by battle priest to sway combat towards Bet Rogala's cause.
- Bet Rogala sees little foreign trade because the larger merchant trains find it easier to travel along the Banader and Renador rivers, thus bypassing Bet Rogala.
- Adventurers bring a good deal of wealth into the city.
- The poorer citizens of the city live in ancient Dejay lake houses.
- Pipido is a full day's ride from Bet Rogala.
- There are more wizards in Bet Rogala than anywhere on Tellene.
- The College of Magic calls Bet Rogala home.
- The College of Magic hosts an annual fair which lasts a week
- There is an annual event held in a flat area simply called "the Green" which is an annual wrestling competition. It is hosted by the Temple of Three Strengths, has hundreds of entrants and thousands attend it

A successful GI (DC10), INT (DC10), KBR (DC8), KP (DC12) check and/or BK check (DC15) reveals any of the following information.

- The Archmage Zenith is the Dean of the College of Magic
- Graduates of the College of Magic often become leaders of the city and of the nation.
- Tomas Palinwayt is the chancellor of the college of magic. Palinwayt is the highest cleric of the
- Temple of Enchantment and is the Holder of the Platinum Key.

- Prince Kafen's time is split between maintaining trade, advancing the war with Tokis and his own plan to convince Adoku Sorbia to leave the Kalamaran Empire.
- There are 20,900 people living in Bet Rogala
- Dejay architecture is prominent in the poorer section of the city
- There are a lot of affluent mages in the city. It is not uncommon for them to sponsor adventuring companies.
- On occasion Kalamaran spies have been caught in the Pekalese military
- The elven troops are led by the a prince of their own race by the name of Elevation Solivandrial.
- Elevation is fiercely protective of his troops
- The halfling troops are led by Nolan Brightstar.
- Prince Kafen's collection of demihuman advisors consists of three elves, two gnomes and four halflings
- Archmage Zenith is quick to forgive slight but has often taken long-term offense to seemingly minor incidents.
- Graman Harukan is deeply respected by the College of Magic and is Prince Kafen's Bodyguard
- Zo'Amas the Lame was Prince Kafan's fortuneteller. Zo'Amas is a master of curses, wards and magical spells.
- The book "Shielding the Mind and the Body" was written by Zo'Amas and is considered to be one of the best-known tomes of magical defenses.
- Bet Rogala's thieves' guild is an exclusively an human organization and hunt down demihuman freelancers because the humans fear their natural abilities.
- All magic performed in Pecal must be approved and licensed by the college.

A GI check (DC15), KBR (DC13), KP (DC17), and/or BK check (DC19) reveals any of the information listed in the INT check section plus the following

- Elevation boldly wears a gold diadem which he took on a raid on Pipido
- The College of Magic has two-dozen instructors and near fifty dedicated students at any given time.
- Prince Kafen's uses his demihuman advisors mainly to police their own semi-independent races.
- The Temple of Enchantment has 200-300 worshipers. There are far more when the College of Magic has its annual magic fair as wizards and apprentices pack its hall.
- Nolan Brightstar plans to add another 400 troops to his command, which will almost double their number.
- Graman Harukan uses Prince Kafen's bodyguards as a shield to cast his lethal magic. He is rumored to have several lethal spells of short range.
- Zo'Amas lost his position as Prince Kafan's fortuneteller for taking more interest in personal matters than he did in the prince's welfare.
- A woman by the name of Ziril is rumored to lead the thieves' guild
- The College of Magic was built during the Reign of Kolokar.

APPENDIX XI: FINDING OUT INFORMATION ABOUT BANETA

It should be expected that the PCs will want to gather information about Baneta. Use the following for a guideline and to base other queries upon. The DC are listed before each information bit. Remember you cannot take 20 on a Knowledge or Gather Information check.

Abbreviations used:

BK: Bardic Knowledge

INT: Intelligence check (Max DC of 10)

GI: Gather Information

KB: Knowledge (Baneta)

KP: Knowledge (Pekal)

A successful GI or INT check (DC5), KB, (DC3), KP check (DC7) and/or a BK check (DC10) reveals any of the following information.

- The ruler's name is Lord B'Pareso
- Otter furs are Baneta's best known product
- Most of the homes are one or two story buildings
- Baneta has a garrison of troops
- Their navy is quite large
- Weddings are often performed in a cemetery.
- The city of the whale takes its name from the annual migration of whales a pod apparently makes its home in Elos Bay and appears just outside the city each spring. Hunting the whales is punishable by death.
- The Banader River supplies Baneta with some of their goods.

A successful GI or INT check (DC10), KB check (DC8), KP check (DC12) and/or BK check (DC15) reveals any of the following information.

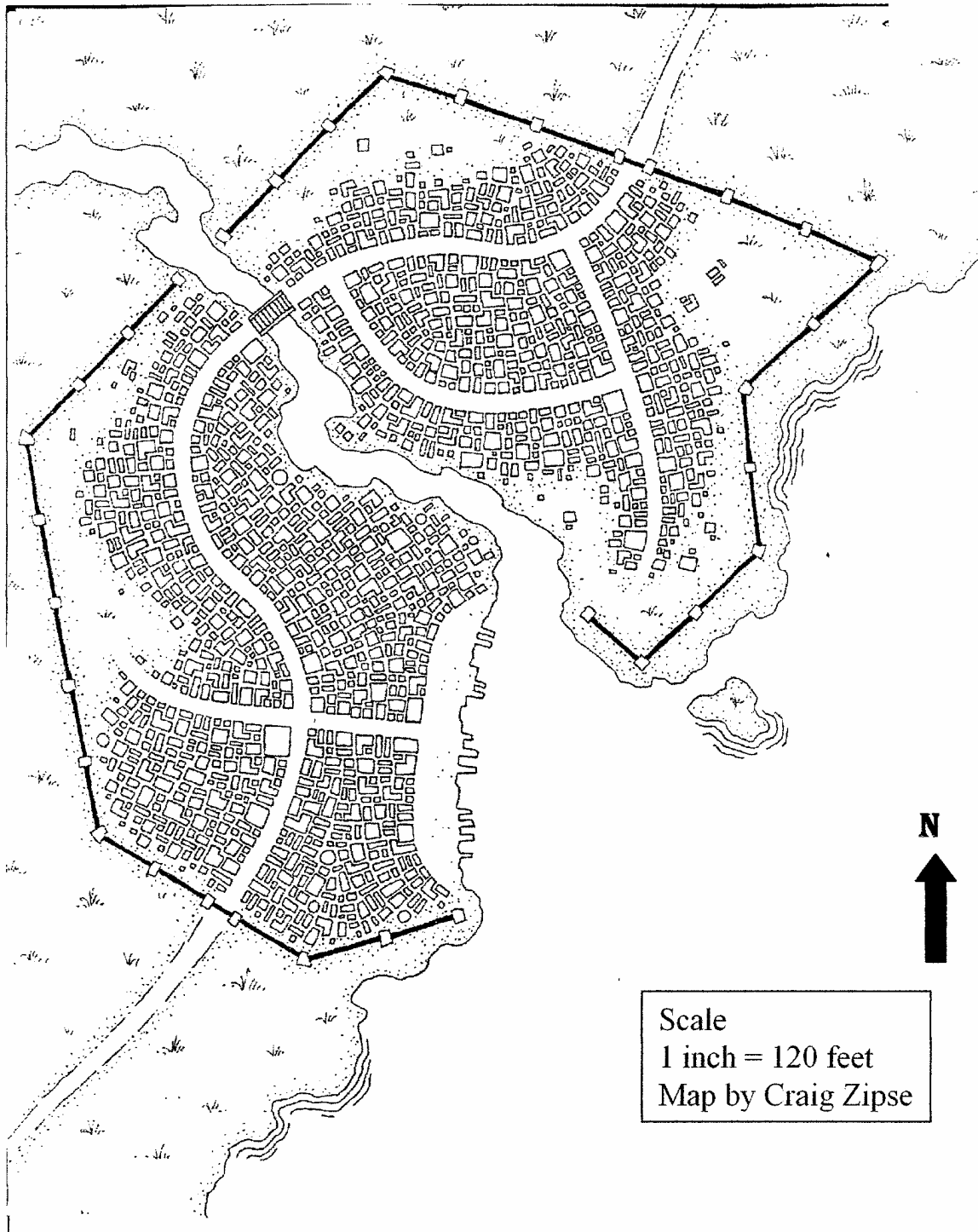
- The population is at least 10,000 people.
- The residents are mostly human with a strong Brandobain and Dejy influence.
- Lakaran the wizard is consulted before any significant changes are made
- Lakaran is the supreme wizard in the city
- The citizens dress in plain clothes but use feathers, jewelry, scarves, beads and bags to highlight their garb.
- Almost every day the sky and sea are a rich blue color.
- The citizens worship in modest temples
- The constabulary comes down hard on those disturbing the peace
- While there is theft and violence, crime is a rare thing in Baneta.
- The people show no prejudice toward demihumans.
- Dwarves are scarce in Baneta and people are curious about them because of this.

A GI check (DC15), KP (DC17), KB (DC13) and/or BK check (DC20) reveals any of the information listed in the INT check section plus the following

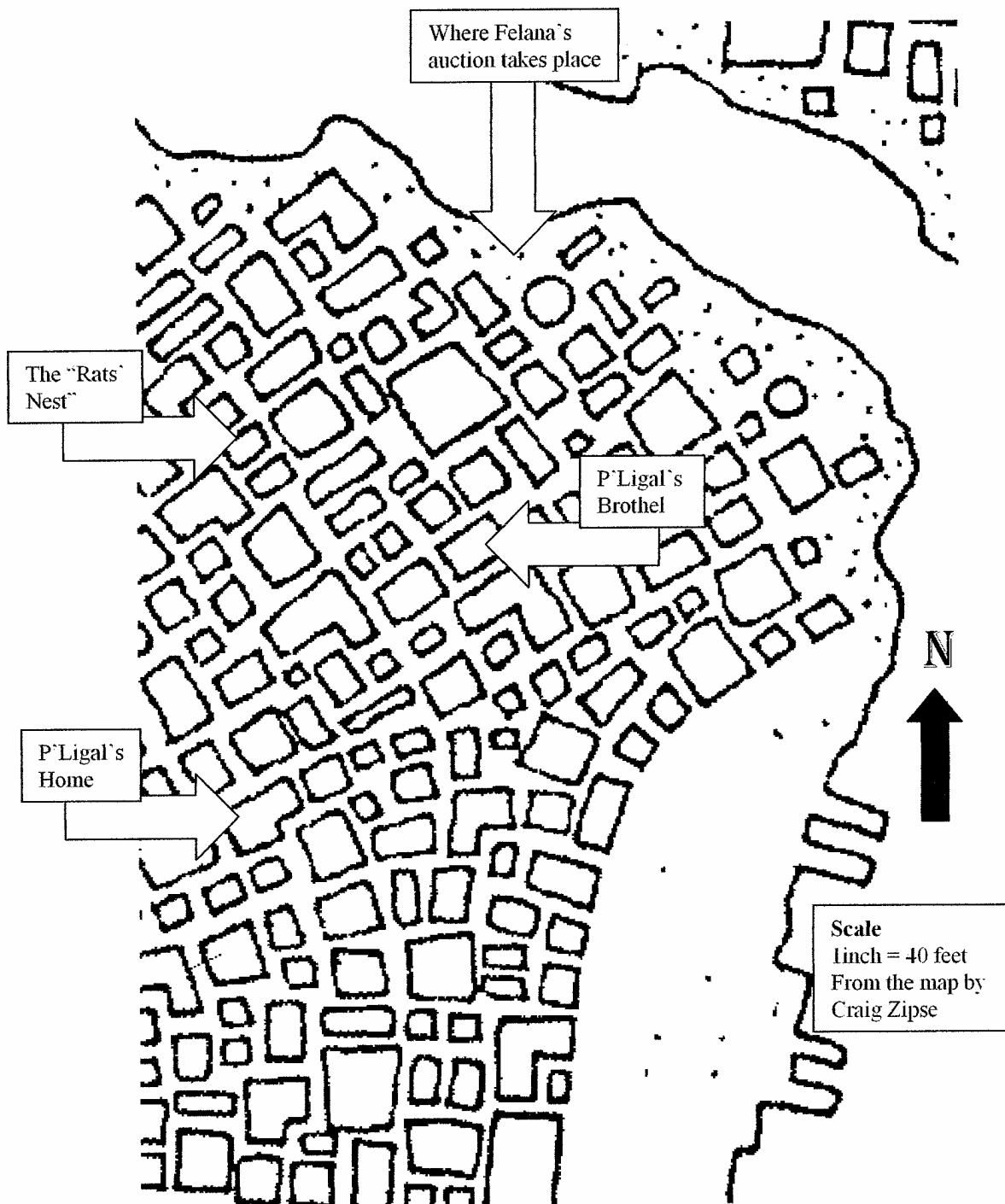
- The population of the city is 16,000
- A few Fhokki took exile in the city but the only remnant of their presence is the occasional fair-haired Banetan.
- Demihumans keep to themselves for the most part but are civil to other residents.
- Lord B'Pareso relies on his capable, matronly wife Fitolima for advice. Fitolima, or "Fima" for short, is widely respected for her diplomatic skills but snickered at (even by some of the locals) for her outrageous costumes.
- Baneta relies on ships coming down the Banader River for most of their supplies including gems and other mineral wealth from P'Bapar.
- Baneta also exports fish oils and the poison of the rainbow eel, which is a mild anesthetic.

- The garrison holds 300 troops
- Baneta is the homeport of the Pekalese navy, which is 90 ships strong. At any given time a third of the vessels are out at sea with the rest in the harbor for rest, repairs, or refitting.
- Rumor has it that the navy is slowly losing the war with Tokis.
- Repairs to the fleet keeps the docks busy.
- Admiral Ruwasan is an incompetent leader who has squandered opportunities given to him
- After the Admiral had a pirate leader publicly flogged several pirate ships joined the Tokite fleet.
- Baneta has modest temples to the Halls of the Valiant, the Assembly of Light and the Parish of Love.
- The Order of Thought used to have a temple here until the cleric was removed due to scandal.
- It is rumored Lakaran the wizard fears he is near the end of his days and therefore, has taken on an apprentice.
- Bandorain the Bold was chosen from over 600 applicants to be Lakaran the wizard's apprentice.
- The tradition of getting married in the cemetery containing Hivlas and Hilu'A's tomb came from the tragic circumstances surrounding the couple's marriage. They were married in battle by the town's only cleric to avoid dying unmarried. They and the cleric died from an orc attack.
- The Parish of Love where the cemetery rests keeps the Tomb of Hivlas and Hilu'A immaculate.
- Rumor has it that long ago an elf tried to slay one of the whales in the bay. As he was about to strike a freak wave carried him back to his village and crashed him against a large rock. Until the whales returned a year later any boats moored near the dock drifted away or sank. Because of this legend no Banetan will allow a stranger to harm the giants.

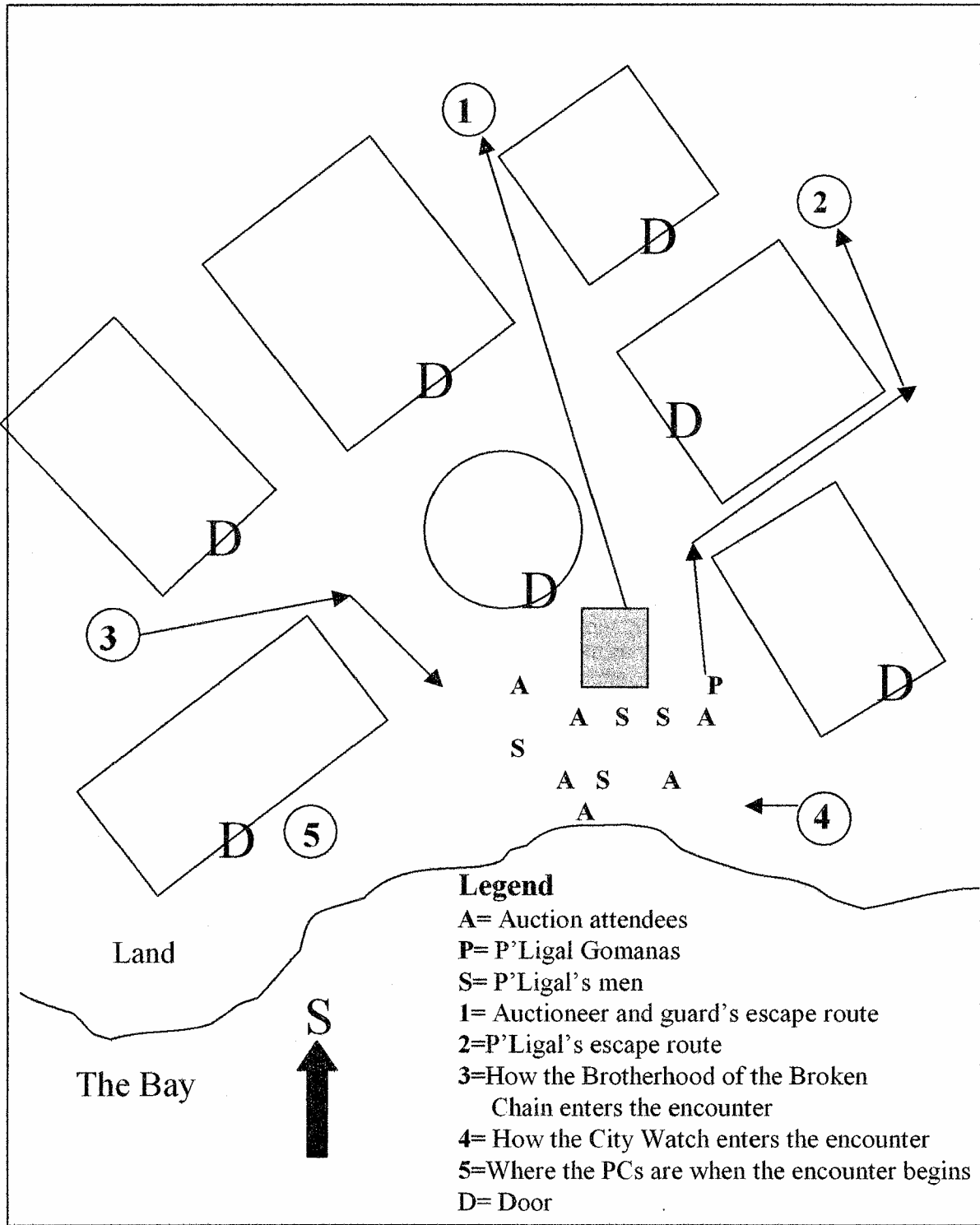
Judge's Map #1: Baneta-The City of the Whale



Judge's Map #2: Encounter Locations

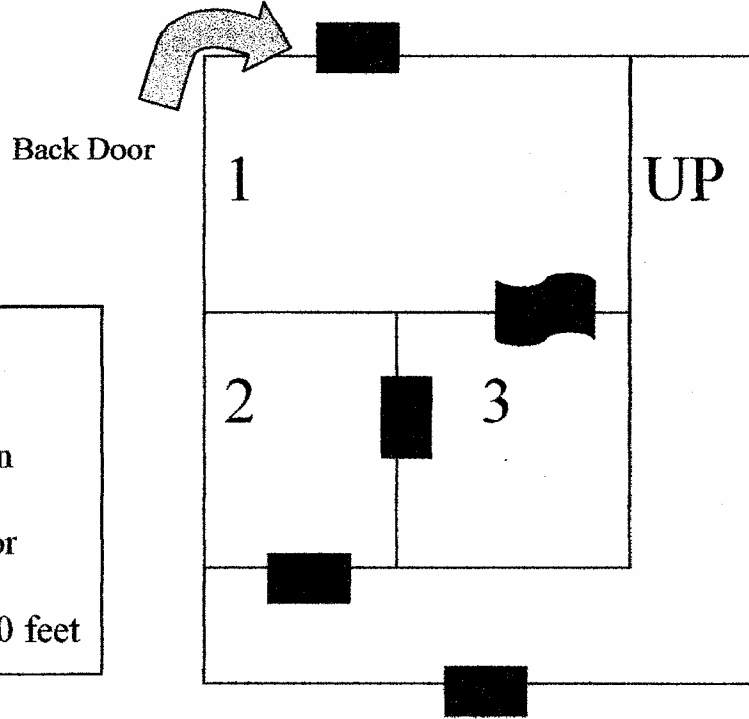


Judge's Map 2.5: The Auction



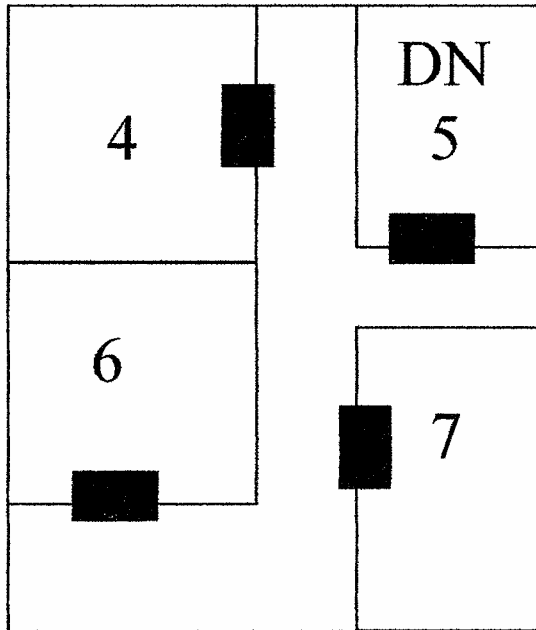
Judge's Map #4: Layout of P'Ligal's Brothel

First Floor

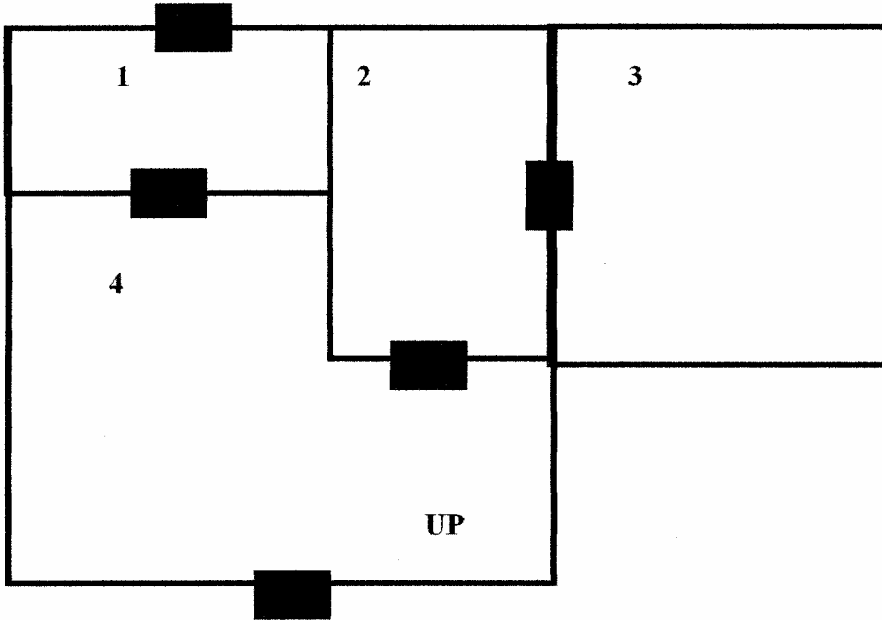


Legend
UP: Stairs up
DN: Stairs Down
■ Door
▬ Secret Door
Scale: 1 inch = 10 feet

Second Floor



Judge's Map #5: P'Ligal's House



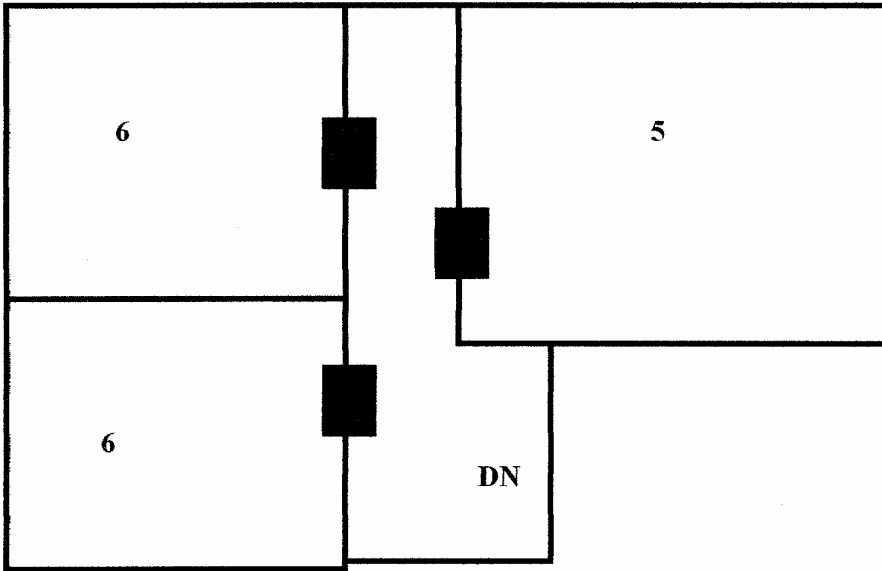
Front Door

P'Ligal's House (1st floor)

Legend
 UP/DN-Stairs Up & Down
 ■ Door
 Scale: 1inch = 5Feet

Rooms:

- 1) Kitchen
- 2) Sitting Room
- 3) Dining Room
- 4) Sitting Room
- 5) P'Ligal's Bedroom
- 6) Guest's Rooms



Player Handout #1: Travelling Talk With Your New Friend

_____ tries to start up a conversation with you while travelling on the behalf of P'Ligal to take care of the lawless Brotherhood of the Broken Chain. Apparently for some reason he's taken a liking to you. He's been working for P'Ligal for several months now and speaks highly of his prompt payment and bonuses for a job well done. LLLL doesn't see this job taking long as Felana is in on the whole operation. Last month she apparently approached P'Ligal with an offer to change her father's mind about his marriage proposal. Whatever she said must've done the trick because before LLLL could gather his wits, P'Ligal had summoned him and his comrades to go on a mission for him. Supposedly Felana had given his boss information about a risky investment her father had made to pay off a family debt quicker. LLLL's job was to keep a shipment of supplies from getting to the city. Without the supplies Felana's father would find it impossible to honor the contract and would send the family into financial ruin.

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Player Handout #2: Road Wisdom

Some people just have to run their mouth. You've been fortunate enough to be walking next to one of those people. After keeping to himself for most of the trip _____ can't restrain himself any longer and begins to speak with you.

"It's good to get new blood into the organization. Especially with the wedding coming up. Oh, you probably don't know about that yet. Our boss'll soon be a happily married man once we get Felana from the Brotherhood. I bet she's steamed that they stuck their nose in things to 'save' her. Oh yeah it was Felana's plan all along. Y'see P'Ligal offered to marry her but her father didn't care to have that type of son-in-law so he turned the boss down. About a month ago Felana struck up a plan with him. She gave P'Ligal information on how to ruin her father financially. In order to save her family she'd place herself on the auction block to be sold into indentured servitude. The boss of course planned to be the highest bidder. They figured Felana's father would reconsider P'Ligal's marriage proposal when faced with the choice of his daughter being either the property or the wife of the boss. A sweet plan but my what a calculating woman. I hope he knows what he's got himself into!"

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 participate in the fight during the slave auction?
- If so, did they side with the Brotherhood of the Broken Chain or P'Ligal Gomanas?
- If they sided with P'Ligal, did they later change allegiances?
- Did Darisek survive the entire module?
- Did any PCs bid on slaves? (Please provide the player's name, email address and the particular character played.)
- Did the PCs stop Felana from poisoning P'Ligal?
- Were the PCs arrested at any time during the module?
- Are the PCs "Wanted" in Baneta?
- Were the PCs sold into slavery? (Please provide the player's name, email address and the particular character played.)

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to joe@kenzerco.com with "City of the Whale AAR" in the subject line.