



Otter Side of the Coin

A One-Round D&D Living Kingdoms of Kalamar Adventure

An Adventure for 1st- to 5th-Level Characters

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The Furrier's Guild, the College of Magic, the House of Scale, and Talarin Notiro, a marshal of the Kalokopeli Forest all have something to lose and something to gain. Unfortunately, no one can agree with one another and the dispute is becoming problematic. Who do you help? Who do you trust? And what's with all the otters? An adventure for ATLS 1, 2, 3, and 5.

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

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by **six** regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of 4.

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

ATL _____

Adventure Notes

This is a stand-alone module for use in the Living™ Kingdoms of Kalamar campaign setting. Designed for 4 to 6 characters ranging from 1st-level to 5th-level, it is advised that PCs begin this module with a full party, capable of character negotiation as the role-playing challenges presented may present added difficulty for a less diplomatic party. 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* (3.5), *Dungeon Master's Guide* (3.5), and *Monster Manual* (3.5) for the events presented.

All the adventures take place in the Kingdoms of Kalamar setting within the Principality of Pekal. Therefore, the DM should

also have the *Kingdoms of Kalamar® Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide* for reference. Since the adventure begins in areas surrounding Bet Rogala, the city of Baneta, and Kalokopeli Forest, the DM should have the *Pekal Gazetteer* as well, for additional reference.

Each encounter presented includes abbreviated monster and 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 keyed to the module are also included and are free to photocopy. The DM should read this adventure entirely in order to ensure a precise flow of movement, as there are many important aspects of flavor and culture relating to the Living™ Kingdoms of Kalamar campaign and to this adventure.

On many occasions, the careers of the adventuring party involve high adventure, political intrigue, and encounters pivotal to the flow and movement of the world. While such adventure is welcomed and serves to define the heroic role of the player characters, it is the dynamic of low-level adventure that often defines the tone and overall success of the PC in the early years of his career. It is the early successes and failures, alliances and rivalries, and life-altering choices serving to generate both immediate excitement and long-term intrigue for the PC.

It is true that many PCs strive to affect the ebb and flow of the Living campaign, whether through success or failure. While many search for glory, power, and personal wealth, such honors are achieved through the accomplishment of smaller goals that build upon each other. With this adventure, the interaction of the PCs with key NPCs that aid in building the foundations for future adventures brings higher stakes, increased responsibility, and greater dangers. It is through small victories that PCs become heroes of legend.

BACKGROUND

The Baneta chapter of the Furrier's Guild faces a serious problem. Several weeks ago, the office of Prince Kafen delivered an edict to the Furrier Guildmaster, Bamel Jiromas. The edict detailed complaints of several organizations within Baneta and Bet Rogala regarding the increased otter harvesting from the Banader

River and Kalokopeli Forest. Among the complaints, several key organizations stand out such as the College of Magic, the House of Scale (Merchant's Guild), and the Pekalese Army.

It cannot be disputed that the demand for otter-related products is on the rise throughout the region. The Furrier's Guild is definitely reaping the benefits of the situation, and see these complaints as base jealousy over their good fortune rather than unbiased concerns. As such, the Furrier's Guild has been unwilling to seriously curb their hunting efforts.

Last week, however, a wolf severely mauled a Royal Courier, and the Prince has decreed a solution be reached within the week. To that end, he has dispatched a powerful sorcerer to mediate the dispute. Furthermore, the sorcerer has been empowered to speak with the voice of the Prince in this matter, and he has been instructed to simply impose a decision on the Furrier's Guild, should a mutual agreement be impossible to reach.

For the College of Magic in Bet Rogala, the prized otters of the Banader River are valued as familiars for their intelligence and resiliency. The increased amount of harvesting greatly reduces the number of otter familiars for new students, creating a greater amount of competition for not only otter familiars, but for the other animals sought as familiars as well. This competition places a strain on the amount of available animals and serves as a catalyst for rivalries among the student body. In addition to the strenuous effects on the students, Professor Evle Toreldon, a student and protector of nature in her own right, is aware of the situation in Baneta and took the initiative to begin the petition against Guildmaster Jiromas and the Furrier's Guild.

The involvement of the House of Scale and Ananloyd Hickle is the result of political pressure from Ananloyd's fellow Guildmasters. The initial involvement of Prince Kafen and his aides serves as a message to the House of Scale and the guild masters within. Ignoring the words of Prince Kafen creates a state of unrest and additional "effort" on the part of the Prince and his aides. The additional effort eventually creates problems for the House of Scale, as the pressure to comply typically comes in the guise of additional audits and trade. Ananloyd decided it was in the best interest of the House of Scale, so they signed on in an attempt to diffuse the potentially damaging financial situation.

The Pekalese Army's concern is much more basic. With the decrease in otters along the rivers, predators are now ranging farther out in search of food – which at least partially explains the attack on the Courier. Additionally, the Tokis border requires a large number of standing soldiers, so the Army cannot spare any additional men to patrol the region around Baneta. Should the situation not improve, the Army is prepared to move men away from guard duty in the harbor of Baneta to patrol the roads. The commanders of the Army are quite content to let a solution be imposed, as they believe it will benefit them in the long run.

ADVENTURE SYNOPSIS

Unlike many Living adventures, Otter Side of the Coin presents the Judge and PCs with several options for entering the situation in Baneta with the Furrier's Guild. While each of the introductions begins from differing points of view, the goal is generally the same: a reasonable resolution to the situation with the Furrier's Guild.

The judge should present all meeting options to the PCs, and allow them to decide which to pursue.

When selecting the adventure introduction, several different factors may be considered, such as the histories of the PCs. For example, if any of the PCs encountered Professor Evle Toreldon during *Hurry up and Wait*, it is possible that she will be the chief contact to the PCs, and serve as the appropriate introduction to the adventure. Likewise, if they seem to be more "mercenary" than "hero" characters, perhaps the Judge should use the House of Scale path.

Regardless, this is an opportunity for the PCs to set their own path. Be flexible but firm. The NPCs in this module are looking for help, not looking for the PCs

—Introduction—

Path A: The PCs are approached by the College of Magic for a job negotiation.

Path B: The PCs are approached by the House of Scale for a job negotiation.

Path C: The PCs are approached by the Pekalese Army for a job negotiation.

—**Encounter 1**—

Path A: The PCs have a meeting with Teanoo Rentor, from the College of Magic.

Path B: The PCs have a meeting with Anonloyd Hickle, guildmaster of the House of Scale.

Path C: The PCs have a meeting with Vice Admiral Grachus of the Pekalese Navy.

—**Encounter 2**—The road to Baneta leads the PCs south, along the South Merchant Way and uncomfortably close to infamous Ghost Woods. When the PCs approach the western border of the woodland, screams of panic fill the air as a small Kalamaran girl rushes from the woods to seek the aid of the PCs.

—**Encounter 3**—After the events within the Ghost Woods, the PCs continue the journey to the city Baneta with the Derin family. The road is peaceful and somewhat enjoyable until the PCs approach the borders of Baneta. From the road, a large gathering of people rally together in protest of the excessive otter harvesting conducted by the Furrier's Guild. At the heart of the rally, Talarin Notiro and his aids voice protests as several agitated members of the Furrier's Guild threaten to bring the confrontation to a physical level and endanger the citizens present. If the PCs do not act quickly, the rally becomes a riot, injuring (and potentially killing) many innocent bystanders.

—**Encounter 4**—With the chaotic events of the protest rally subsiding, the PCs enter the city of Baneta to locate the Furrier's Guild lodge and guild master Jiromas. Through the crowded streets of the city, the PCs must travel by foot, as all carriages crossing the city are otherwise unavailable. During the journey, the PCs encounter the criminal element of Baneta, in the form of The Market Street Union, a small band of petty thieves and pickpockets.

—**Encounter 5**—The PCs proceed to the lodge house of the Furrier's Guild and attempt to gain audience with guild master Jiromas. However, the recent hostilities motivate the members of the Furrier's Guild to enforce a higher level of restriction to the access of the lodge. The PCs

have two options; negotiate a peaceful means of entrance or enter the lodge through stealth to gain an unexpected audience with guild master Jiromas.

—**Encounter 6**—This encounter takes place once the characters reach the audience hall, and allows them to try and convince Jiromas to decrease the otter harvest.

—**Conclusion**—

Appendix I: Treasure Summary

Appendix II: Experience Point Summary

Appendix III: Heroes and Villains

Appendix IV: NPC Statistics (ATL 1)

Appendix V: NPC Statistics (ATL 2)

Appendix VI: NPC Statistics (ATL 3)

Appendix VII: NPC Statistics (ATL 5)

Calendar and Climate

It is the middle of Frosting (roughly mid to late November) and the temperature is $35^{\circ} + 3d6^{\circ}$ Fahrenheit. The temperature drops 20 to 25 degrees at night. The endless rains that plagued the principality for months have not been replicated in the country's snowfall.

The first frosts of the year arrived just days after the House of Life's Fire managed to save the principality's harvest with a new-found artifact. Snows have fallen a couple times, but nothing that has remained.

Veshemo (Tellene's largest moon) is full and the priests of the Shimmering One are celebrating on the streets of Bet Rogala. Pelselond and Diadolai (Tellene's smallest moon) are running their normal courses, and the fortune tellers in Independence Square are noticeably quieter once their predictions of a Tokite invasion failed.

INTRODUCTION

SUMMARY: As the PCs move through the busy streets of Bet Rogala, they are approached by a number of people, all with business propositions.

With a brisk wind cutting through the crowded streets of Bet Rogala, the day passes slowly. Children entertain themselves among the patrons of the marketplace, while vendors sell their wares to natives and visitors alike. With the smell of sweet breads and smoking meats hovering in the air, the atmosphere of the marketplace is festive, despite the whispered rumors of war, conflict, and internal struggle within the ruling body of the Principality. Today, the cares of the world seem to simply wash over the citizens of Bet Rogala; for them, the world is at peace, and it seems life can bring no measure of trouble or sorrow large enough to dampen their spirits.

DM NOTE: The following three encounters take place consecutively. Path A approaches and requests the PCs' aid. Allow the PCs to state what they're doing after the encounter and then begin Path B. Allow the PCs to choose what they're doing again and then begin Path C.

It's important to note that all three meetings are set at sunset in three different parts of the city (with at least 45 minutes walking distance between them). Savvy players may still be able to convince the various parties to hire them, but this is a difficult task. The PCs aren't the only people contacted for the job and when they don't show up on time, they offer the jobs to other groups.

Path A: Teanoo Rentor

Through the noise of the marketplace, the voice of a young woman cries out to you in an accent uncommon to the city of Bet Rogala, "Ah, friends! Please, stop for a moment so that I may speak with you. I am Teanoo Rentor, a student of the arts from the College of Magic. My instructor, Professor Evle Toreldon requests that you join her this evening for a late dinner at the Emerald Eye Inn to discuss a business matter. I hope that you will consider coming, I have searched for you all day and missed two of my classes

as a result. What say you, will you join Professor Toreldon this evening?"

—PCs Answer is "No"—

"Well, I am disappointed. I'll be here a few more minutes if you reconsider your choice."

—PCs Answer is "Yes"—

"I am relieved. I feared my day wasted but I am very glad to see that my fears were misplaced. Professor Toreldon should arrive at the Emerald Eye Inn shortly after dusk. Good luck to you all."

DM NOTE: Rather than describing the responses for the questions most commonly asked of Teanoo by the PCs, the list below describes the knowledge that Teanoo possesses in regards to the meeting with Professor Toreldon.

- Teanoo knows of the situation in Baneta vaguely. She understands that it involves the Furrier's Guild but not to the exact capacity or circumstance.
- Teanoo knows that Professor Toreldon will pay the PCs for any services rendered, but she is unaware of the exact amount offered.
- Professor Toreldon is an instructor of Transmutation magic and herbalism for the College of Magic.

Path B: Gulmar Hickie

Through the noise of the marketplace, the gnome's voice raises in greeting, "My friends! I was just considering approaching you. If you have a moment, I have something that might interest persons of your obvious prowess and experience. My name is Gulmar Hickie, nephew of Ananloyd Hickie, Guild master of the House of Scale. My uncle sent me here to find a selection of individuals with specific skills of persuasion and negotiation. If you be such people, and I'm sure you are, would you accept my invitation for dinner at our Manor here in the city. There is not only the possibility of gold coin, but also the gratitude of my uncle, a rich and powerful man. What say you?"

—PCs Answer is "No"—

"I am disappointed. Here I was hoping to get finished at a reasonable hour. Well, I'll be

looking around here for a while yet, so let me know if you reconsider. Good evening.”

—PCs Answer is “Yes”—

Relieved, Gulmar smiles and breathes a sigh of relief. **“Wonderful. I am pleased that you have good business sense and I am sure that my uncle will appreciate your time as well. Let us be away soon, as my mother is not kind when I’m late for dinner!”**

DM NOTE: The list below describes the knowledge that Gulmar possesses in regards to the meeting with Ananloyd Hickle.

- Ananloyd Hickle is the head of the House of Scale but resides primarily in the city of Baneta in his family manor. He is in Bet Rogala to attend to Guild business.
- Gulmar knows that the business meeting involves the Furrier’s Guild and a matter concerning Prince Kafen but he is vague on precise details. Gulmar retrieves the PCs and nothing else.
- Ananloyd has a reputation for precise detail but also a reputation for generous compensation with exceptional work.

Path C: Corporal Caleni

As the leader’s gaze falls on your group, his eyes narrow a bit. Abruptly ordering a halt, he holds up his hand in salute. “Greetings, I am Corporal Caleni, and have been ordered to find a group of loyal Pekalese citizens for a possible job with the Army. You seem to be the type of individuals that my superiors would appreciate. Would you consider a fine dinner ample payment for hearing about a potential job offer? If you agree, we must leave immediately, as I must accompany you. Should you wish to decline, I must move along and find others.” Lowering his hand, the young soldier waits for your response.

Caleni is under orders not to reveal his superior.

—PCs Answer is “No”—

Caleni stares at you, “Are you sure that is your final answer, I cannot wait around for you to change your minds.”

—PCs Answer is still “No”—

“Very well.” Turning back to his troops, he barks a command, and they begin to move away.

DM Note: PCs who refuse twice are not allowed to get another opportunity.

—PCs Answer is “Yes”—

“Excellent. Please follow me.” Turning back to his troops, Caleni barks a command and they begin moving away from the market.

DM NOTE: Corporal Caleni is currently serving under Vice-Admiral Grachus. The list below describes the knowledge that Caleni possesses in regards to the meeting.

- There has been some unrest on the roads near Baneta over the past few weeks. A Royal Courier was recently attacked by a wolf. That is a bit disturbing as wolves usually hunt deeper in the Forest.
- There may be a job offer, but that decision rests in the hands of his superiors—he was just ordered to find some men who appeared dependable and capable of handling themselves.
- Caleni does not reveal too much more about himself or his orders

ENCOUNTER 1: Meetings

SUMMARY: The PCs meet their employers. They are provided the issues facing each employer, and a suggested solution for solving the problems.

Path A: Teanoo Rentor/Professor Toreldon

For the Emerald Eye Inn, the shower of dusk light bathes this deep green masonry and rich oak structure. An example of classic architecture, the Emerald Eye Inn is a three-story structure of modest size resting on the corner of two large thoroughfares.

The main entrance for the Emerald Eye Inn rests on the corner of the thoroughfares. Two large oaken doors, accented with highly polished brass fixtures and a fresh coat of wax, create a rich and lustrous appearance. Extending from the front of the building to the street, a small porch with cascading

steps constructed from the same highly polished oak, accented with brass handrails for those of an infirm and aged disposition creates a welcoming atmosphere reminiscent to an old country store.

Hanging above the front steps, a large wooden sign constructed of the same washed wood and brass accents hangs with the words Emerald Eye intricately engraved into the woodwork. The engraved lettering of the sign is highlights with a green wash identical to the wash used on the exterior woodwork of the inn itself.

DM NOTE: Casual observation of the Emerald Eye Inn reveals a steady flow of clientele entering and exiting from the building. Currently, Kuranel Ru'Etí, the owner of the Emerald Eye Inn employs no bouncers, as he maintains a friendly atmosphere and the presence of several regular customers ensures a less rowdy clientele.

Once the PCs enter the Emerald Eye Inn, read the following aloud:

Passing through the front doors of the Emerald Eye Inn creates a feeling reminiscent to entering the home of a beloved relative. The sweet smell of rich ales, exquisite food, and spiced candles fills the air. As dusk passes into night, a buxom woman with dark hair passes around the inn, igniting small lanterns covered with green, smoked glass covers, creating an soothing illumination of emerald throughout the lower floor of the inn. The sound of casual merriment echoes throughout the tavern area, as hearty patrons raise light-hearted toasts to one another and enjoy the end of hard day's work. To the left of the ground floor brass-accented stairs ascend to an open dining area on the second floor balcony, overlooking the tavern area. To the right, a large tavern area accented with oak tables and tasteful décor serves as the celebration area for regular patrons. The tavern area is accentuated by a large oak bar extending across the back wall, tended by a large, barrel-chested man wearing a smile and sharing a hearty laugh with several of the patrons.

Taking in the scene, the young lantern lighter approaches with a smile and ask, "Hello

dears. What can the Emerald Eye Inn do for you this evening?"

DM NOTE: This is Airoo Jeila. As a waitress and hostess for the Emerald Eye Inn, her friendly nature is contagious. Professor Toreldon awaits the PCs in the upstairs dining area. Airoo, aware of the Professors expected dinner guests, will happily escort the PCs to the Professor is so asked to do so by the PCs. Otherwise, Airoo asks if the PCs arrived for spirits or dinner (their choice) and escorts them to the appropriate area.

To expedite the flow of game play, allow the PCs to interact with members of the staff and partake of the food and spirits offered but eventually, Professor Toreldon notices the PCs from above and (by recognizing the PC descriptions provided by Teanoo Rentor) invites them to her table. Once the PCs arrive in the upstairs area read the following aloud:

Ascending to the second floor dining area, tasteful décor and casual lighting similar to the tavern area welcomes you. Sitting at a large, round oak dining table, a relatively plain woman. With an olive colored skin, and shoulder length, dark curly hair, she wears traveling breeches and soft brown boots, accented by a deep green blouse and a vest covered in a variety of pockets, varying in size and shape. Even in the dim light, the stains of light soil under her fingernails easily attracts the eye and the faint smell of alchemical mixtures fills the air around her as perfume would a debutante. Upon arrival, she smiles, and stands to greet you with an outstretched hand, "Hello, I am Professor Toreldon. It is an honor to meet you. Would you care to join me for dinner? I have a business matter of great importance to discuss with you. Come, sit, and allow me to purchase dinner in exchange for you time and willingness to listen to my offer."

DM NOTE: Initially, Professor Toreldon explains the situation in Baneta to the PCs. Once the introductions are complete and orders placed, read the following:

With a deep breath, Professor Toreldon leans forward in her chair, "There is a situation in the city of Baneta, located to the south, along the South Merchant Way, nestled near the coast of the Elos Bay. For several months, the amount of otter harvesting from

the Banader River and the Kalokopeli Forest has tripled. The increase is a result of a growing fashion trend in Baneta and several surrounding communities, including a large portion of exports to Bet Kalamar. Normally, such trends would not affect the College of Magic but as it stands, students of the arts prize otters as familiars and with a new school year looming on the horizon, Headmaster Zenith fears the worst.

Regardless of the familiar shortage, the real issue is the change in balance of nature for the Kalokopeli Forest. With the decreased amount of otters, the natural predators of the area are becoming more aggressive and attacking creatures otherwise ignored. The change in behavior alerted hunters from neighboring regions. My former apprentice, Talarin Notiro, a marshal of the Kalokopeli Forest sent word to me three weeks ago regarding the increased amount of poachers entering the woodland area. These poachers are dangerous with little regard for nature or the authority of the woodland marshals.

While my concerns rest with Talarin, my larger priority is to negotiate a peaceful resolution with the Furrier's Guild and guild master Jiromas. Normally, such a matter bring no great difficulty, but in this situation, guild master Jiromas refuses to speak with anyone from the College of Magic, for reasons I am unclear on, and refuses to reduce the amount of otters harvested, despite a royal edict from Prince Kafen, expressing accusations of unfair treatment on the highest level.

My attempts failed, but guild master Jiromas, despite his stubbornness, agreed to speak with a non-partial, third party emissary. That is why I have contacted you. I need someone who is impartial in the matter to travel to Baneta and speak with guild master Jiromas. The College of Magic requests a 20% reduction in overall otter harvesting with a small number of the annual harvest reserved for the use of the College of Magic's students and faculty. Headmaster Zenith authorized me to offer an annual fee of 100 victories for the reserved otters and the overall reduction in annual harvesting. This is the only offer the College will make on the matter. If guild master Jiromas refuses this

offer, we have no choice but to file a formal complaint with the Royal House.

While the College of Magic will pay you for these services, I am not asking for special treatment, only for our voice heard by guild master Jiromas and a mutually beneficial resolution to the matter. Our new students depend on many of the otters from that area for familiars and study. In addition to this dilemma, the aggressive nature of the local predators and overzealous poachers increases with each week, creating turmoil in the surrounding wilderness.

Will you help us? Will you travel to Baneta and speak with guild master Jiromas on my behalf?"

—PCs Answer is "No"—

Disappointed, Professor Toreldon expresses her gratitude for the PCs time and politely excuses herself to locate other potential emissaries. The PCs may have the opportunity to try and find other employment.

—PCs Answer is "Yes"—

"Wonderful! I shall inform the headmaster of the situation and await your return. Here is half of the agreed amount for your travel expenses or other requirements. As I am sure you are aware, the road to Baneta can be dangerous at night. As a sign of appreciation, I have arranged for your boarding tonight at the Emerald Eye. Rest for the night and depart for Baneta in the morning. I wish you well and good fortune."

As an aid for the DM, Professor Toreldon supplies the following pieces of information to the PCs if asked during role-playing:

- Professor Toreldon attempted to speak with guild master Jiromas one week ago, but failed to enter the lodge and gain an audience due to Jiromas' personal feelings toward the College of Magic.
- Professor Toreldon is unclear on the reasoning behind guild master Jiromas' hostility toward the College of Magic, although Jiromas may explain the reasoning during the events of **Encounter 6**.
- The College of Magic rushes to resolve the situation personally before the

involvement of the Royal House, fearing a heavy handed resolution to the situation that may penalize the College of Magic, as well as the Furrier's Guild.

- Professor Toreldon is aware of the protest rallies organized by Talarin Notiro, thus increasing the urgency to resolve the matter before the attention attracts the Royal House.
- While Professor Toreldon does not wish to cause concern, a shortage of otters for the new term leads to the shortage of other familiars as well. Such a shortage could create hostility among the students and faculty, disrupting the entire term.
- For the arcane spellcasting PCs without a familiar, a successful outcome during the adventure prompts Professor Toreldon to arrange for the acquisition of an otter familiar for the PC, should they desire it.
- In some cases, representatives of the House of Solace mediate such disagreements. While PCs within the party may follow the Peacemaker, the emissaries from the local temples work with other matters at this time.
- While rallies against the excessive otter harvesting in Baneta are common knowledge, the potentially disastrous situation with the Furrier's Guild, the College of Magic, the House of Scale, and the Royal House remains confidential, at least for the moment.

DM NOTE: Professor Toreldon is willing to offer 50 Victories per PC initially for the services of traveling to Baneta and acting as emissaries for the College of Magic in the negotiations with guild master Jiromas. Half of the payment is delivered as a deposit, with the other half delivered upon completion of the task. With a successful **Diplomacy Check (DC 20 + ATL)**, Professor Toreldon agrees to pay 60 Victories per PC. If the PC worked for Professor Toreldon during the *Hurry up and Wait* adventure, she adds a +2 bonus to her Diplomacy Check.

Path B: Gulmar Hickle/House of Scale

The gnome leads you quickly through the marketplace, often taking narrow alleys to cut through more congested areas. As you

cross and ornate stone bridge, Gulmar speaks, "The manor isn't far from here. It should only take a few moments to get there. We should move quickly if we are to join my family for dinner. A warm meal would be most welcome."

During the trip, Gulmar may discuss several rumors about what is going on in Baneta. Described below are examples of the landmarks Gulmar talks about, with short stories for each.

- **The Willow:** Rumors persist this large weeping willow near the center of Baneta is the haunting ground for a cursed member of the former city administration. The unnamed apparition haunts the small courtyard randomly, carrying a small lantern and staggering with no direction. The ghost never speaks and disappears when spoken to.
- **Kariak's Retreat:** A small tavern near Elos Bay, established in the remains of the former city treasury, Kariak's Retreat serves as the stomping ground for several of the local mercenaries. Rumors tell of the owners' former station as a ranking member of the Bet Kalamar Guild of Assassins, but no fact exists to prove such allegations.
- **Hobbin's Turn:** Located near the main market thoroughfare, this narrow alleyway allegedly serves as the meeting place for several criminal organizations within the city of Baneta. In recent months, city watch members discovered several young women of various races slain in the street, with no suspects or clues to lead the city watch to the culprit or culprits involved.

None of these have anything to do with anything, except for possibly catching red herrings.

After an appropriate amount of time, continue below:

With the final rays of sunlight vanishing behind the architecture of the city, Gulmar Hickle breathes a sigh of relief. An impressive structure constructed of stone, masonry, and sturdy wood framing, Hickle Manor blends seamlessly into the landscape

of the city while maintaining an independent beauty. Adorned with white washed window shutters and ivy, the two-story Hickle Manor presents itself not as a housing for a gnome family, but as a home for anyone of notable social standing and good fortune.

Gulmar sighs, "Well, it's not exactly home, but it's not too bad!" As he concludes his statement, the large front door of the home opens as a gnome woman exits onto the front stoop of the structure. An attractive gnome woman of advancing years with dark hair and the apron of a baker smiles as she cries out, "Gulmar, my sweet boy, you are home. I trust that everything proceeded as planned?" she speaks in a warm and motherly voice. "Please, everyone, I am Valia Hickle. Come inside and warm yourself before dinner. It appears that a storm is approaching."

DM NOTE: As stated, this is Valia Hickle (see **APPENDIX III: NPCs**) the eldest daughter of Ananloyd Hickle. Welcoming everyone into the Hickle household, Valia accompanies the housemaid, Rolaina (see **APPENDIX III: NPCs**), whom she instructs to take any cloaks and hats the PCs carry for storage in the front foyer.

Despite the expansiveness of Hickle Manor, allow role-playing between the PCs and Valia. When Valia leads the PCs into the dining hall, read the following:

The décor and presentation of the house is impressive. With stained wood floors and tasteful paintings accented with floral arrangements, it is clear that both love and an attention to detail are responsible for the beauty of the manor. The smells of roasted meats and fine wine intertwine with a perfumed scent as you move through the house. Entering the dining hall, the voice of a female gnome calls to you in happiness. "Oh, you've arrived! I am so relieved that you accepted our dinner invitation. Allow me to introduce myself, I am Olea Hickle." As her introduction concludes, she approaches each of you with light and motherly embrace of welcome. "Please, sit down and make yourselves comfortable. My husband shall arrive shortly and we can begin dinner. In the meantime, please tell me about yourselves."

DM NOTE: As described, Olea, excels as a consummate hostess and loves to indulge in interesting conversation. If the PCs indulge Olea, allow time for role-play. When role-play concludes, read the following:

With a slight cough and a grumble, an older gnome enters the dining hall. Wearing the clothes of a businessman, he stops for a moment to quickly look around the room and at each of you. The moment passes slowly. Finally, the silence breaks with the voice of Olea, "Husband, our guests have arrived. Everyone, I would like to introduce you to my husband, Ananloyd Hickle." With another slight grumble, Ananloyd continues on his path to his chair at the end of the dining table. Sitting down, he speaks, "It is good of you to come. I will dispense with the pleasantries and get right to business..."

"There is a serious problem with the Furrier's Guild, particularly the guild master, Balamel Jiromas. During the past several weeks, otters have reached a point of popularity among the social elite. Normally, this is good business for the Furrier's Guild and for the House of Scale. Unfortunately, it appears several interested parties object to the increased amount of otter harvesting from the Banader River in the Kalokopeli Forest.

Here is the situation: Jiromas is a stubborn man, and recently expressed concerns of a conspiracy at work between Prince Kafen and headmaster Zenith of the College of Magic. I have no knowledge of such a conspiracy and I do not care. What I do care about is the settlement of this issue.

As the head of the House of Scale, it is my responsibility to ensure a quiet and beneficial end to this but complications. Typically, Jiromas is a cooperative man but his pride and paranoia complicate this issue. Prince Kafen issued a royal order to Jiromas and myself, calling for a resolution to the issue. Guild master Jiromas has ignored the order for the time being and refuses to negotiate with anyone from the House of Scale or the College of Magic directly. The House of Solace could handle the matter but other affairs pulled their clergy away from the city. I have no choice but to use the services of third-party emissaries, preferably

individuals who hold no strong investments in the situation directly. That is why I summoned you.”

“I want you to travel to the Furrier’s Guild lodge and speak with Jiromas on behalf of the House of Scale. I am prepared to pay each of you 60 victories for a successful resolution to this matter. After discussing the situation with both my colleagues and a representative from the College of Magic, I have an offer to present to guild master Jiromas that should rectify the situation. Will you accept my proposal?”

—PCs say “No”—

“I expected you to accept my offer. Many lives may be lost if this situation continues unchecked. In addition to the loss of life, the loss of revenue to the House of Scale and the city of Baneta will be great as well. I am sorry to waste you time. Gulmar, please show our guests to the door. I have work to do.”

The module is over unless the PCs change their minds or the judge chooses to begin another path.

—PCs ask for more money—

If the PCs attempt to negotiate for more money, a successful **Diplomacy check (DC 20)** provokes Ananloyd to offer 70 victories to each PC. This is the maximum amount that Ananloyd will pay for the services of the PCs in this matter.

—PCs say “Yes”—

“Excellent. I am pleased to see that you possess good business sense. I request the Furrier’s Guild reduce the amount of otter harvesting by 20 percent to compensate for the requests of the Army and the College of Magic.

To compensate for a portion of the lost profits, the city and the Prince have agreed to lower the annual taxes for the Furrier’s Guild by 20 percent for one year. During this year, our analysts predict a change in social trends, thus removing the great demand for otters.

You should also emphasize to Guild master Jiromas that his continued defiance of the Prince’s wishes will bring harsh ramifications for himself, the Furrier’s Guild,

and the House of Scale. Once the task is complete, return here and I shall deliver your payment. In the meantime, please accept my hospitality and rest here for the evening. In the morning, you can depart for Baneta.”

Hickle supplies the following pieces of information to the PCs if asked:

- The College of Magic has filed a formal protest against the Furrier’s Guild, further infuriating Jiromas
- A marshal, something of a trouble-maker, has been causing problems for Jiromas.
- Jiromas may cause you problems when you reveal you are working for me. He wasn’t happy when I signed the edict, and I believe he may suspect I’m in league with the Mages and Royals.
- Rallies against the excessive otter harvesting in Baneta are common knowledge, but the explosive situation with the Furrier’s Guild, the College of Magic, the House of Scale, and the Royal House remains confidential, at least for the moment.

Path C: Corporal Caleni/Army—Navy

Your escorts lead you swiftly through the night sky toward the military campus in the middle of Bet Rogala. As the normal citizens begin returning to their homes, more than a few watchmen are seen dispersing through the city for their rounds. A few nod toward your escort, but most simply turn down dark alleys to start their shifts.

Somewhat surprisingly, your escort turns down a side street a few blocks away from the Military Headquarters. Halting his soldiers, Caleni turns to you, “Before we continue, I must have your word not to repeat anything you hear tonight. I give you my word that nothing illegal is occurring, but I have certain interests that must be protected.”

Sense Motive DC 10 indicates that Caleni is quite serious about this, and he refuses to move any further without agreeing to his terms. Any characters with military-type skills realize this is something important, if a bit odd. If asked, he is

willing to swear oaths that nothing he is leading them toward is illegal or harmful to Pekal, etc.

“Thank you. I do not like having to ask for your oaths, but it is necessary.” Caleni turns and begins marching down a narrow public street, full of homes for people of moderate wealth. After a few blocks, you notice that a few of the soldiers have broken away from your group, and have turned down other streets. Soon, it is just your small group and the corporel.

Turning abruptly down a side street, Caleni pauses by an iron gate. Looking around, he opens the gate and ushers you inside. You enter a small courtyard surrounded by a high brick wall. The only other exit is a wooden door leading into the back of a two-story brick building.

Caleni moves quickly to the door, opens it, and looks inside. Turning to look at you he whispers, “Hurry, get inside!”

Inside at a large table sits an older Fhokki man, the insignia of a Vice-Admiral evident on his neat uniform. As you enter, he rises to his full height and bows low. “Thank you for coming, and I apologize for the circumspect nature of tonight’s events,” he says in Merchant’s Tongue (he also speaks Low Kalamaran, High Kalamaran and Fhokki, if necessary).

As dinner is brought forward, he motions you to sit around the table. “We don’t have much time, so I’ll be brief. I am Vice-Admiral Grachus, and I have need of loyal citizens of Pekal for an assignment. The Furrier’s Guild out of Baneta is harvesting so many otters out of the surrounding lands that the local predators have begun moving out to civilized areas to hunt. Other than the obvious reasons for civil safety, I’ve encountered a serious threat to Pekal in all this.” He tears off a piece of dark bread, takes a sip of wine, and continues.

“The Army has been talking about moving some of its men out of Baneta for extended guard duty on the trade routes to protect the citizens. Frankly, the Navy can’t lose those guards. With the increased Basiran presence in Elos Bay, I need every sailor I’ve got on my ships; I don’t have any to spare guarding

docks and supply warehouses – but that is exactly what the Army is suggesting.”

“Now, to my problem and how you can help: I need to get Guild master Jiromas to decrease the number of otters he’s trapping. Tell him whatever you want, but he’s not likely to be too patriotic about this whole mess. I’ve even heard some nosy sorceress filed a formal complaint against his guild because they don’t have enough otters for new students to have familiars! What rubbish! Anyway, what do you say? I’ll offer you 40 victories a piece, half now, if you take the job.”

If the PCs say “No”

Grachus looks at you a bit stiffly. “Well, good evening, then.” He rises and exits through another door. Caleni snorts behind you, “Remember you gave your oaths. Do not leave for another ten minutes.” He opens the door and exits into the courtyard.

If the PCs say “Yes”

“Excellent! Tell Jiromas the Navy is ready to contract for a set number of otter pelts every year for the next three years, assuming he cuts his current production by 25% over the next 6 months. Details can wait, but I need an agreement before the Prince imposes one on him. If the Prince’s Emissary mediates the situation, the Army is sure to move men out of Baneta, and I’ll be short men on the water. Stay here tonight, but get on the road tomorrow.”

If the PCs negotiate for more money

“Although this is most certainly a necessary task, I must still work within the confines of the royal budget. I offered you the maximum value that I can for mercenaries. I would not attempt to demean you by offering you any less.

Grachus supplies the following pieces of information to the PCs if asked:

- By taking direct action, Grachus runs the risk of embarrassing the Army. That’s the reason for all the secrecy. Avoid guards and army patrols if possible. (**Sense Motive** reveals there is a bit more to this story, though he is unwilling to reveal it, even should the PCs threaten refuse the job)

- If asked, Grachus states he has been ordered to do this, but he cannot reveal any more than that about the origins of this particular mission.
- Jiromas has real problems with the College of Magic, and the House of Scale, so you might be able to use these to your advantage.
- There are reports that a marshal of the Kalokopeli forest is staging demonstrations near the outskirts of Baneta. If you can find someone matching that description, they might be able to help you.

DM Note: If the PCs agree to the terms, they are bound by their oaths. Should they reveal anything about Grachus, the Navy, or their real mission to anyone besides Jiromas, all skill checks are thereafter assessed a circumstance penalty of -4. Additionally, they receive the Disgust of Grachus cert.

ENCOUNTER 2: The Ghost Woods

SUMMARY: The road to Baneta leads the PCs south, along the South Merchant Way and uncomfortably close to infamous Ghost Woods. When the PCs approach the western border of the woodland, screams of panic fill the air as a small Kalamaran girl rushes from the woods to seek the aid of the PCs.

The road south is a pleasant one, with the beautiful landscape of Pekal surrounding you, the pleasant weather and easy journey obvious blessings of The Traveler. Moving farther south, however, one sight that comes into view causes no end of discomfort. Like a blot of black ink dropped on a beautiful tapestry, the Ghost Woods loom upon the horizon. An infamous cove of rotted woodland, the Ghost Woods serve as the spawning ground for tales of hauntings, demonic rituals, and unspeakable evil. The dense woodland is comprised of dark trees, thick canopy, and an ever-present mist that clings to the trees like an infectious disease.

Through the calm of the surreal landscape, a nearby scream pierces the sky from the Ghost Woods. A young girl emerges from the woods, stumbling as branches and undergrowth cling to her feet, screaming and

running toward the road. In a tone bordering on hysteria, the girl cries out in the low Kalamaran tongue, "Help me! My mama...my papa...Help me!"

This is Matila Derin, the 12-year old daughter of Caran and Jamare Derin, a merchant couple trapped by the huge viper within the Ghost Woods. Matila is hysterical and bordering on panic when she runs to the PCs, unless calmed by a successful **Diplomacy Check (DC 15)**, or through other means (such as a *calm emotions* spell), she will only repeat the following:

"My mama...my papa...the monster...papa is hurt.... help...please help me..."

If successfully calmed, Matila reveals the following:

"My mama and papa were gathering herbs and berries for sale at the market when a giant snake attacked our horses! Papa told me and mama to hide in the wagon when the snake bit him and came after us. It turned the wagon over and mama hit her head. The snake tried to get to us but it couldn't reach and when the horses stirred, it attacked them again and I ran out her to find help. Help my mama and papa, please help them!"

If calmed, Matila agrees to accompany the PCs back into the woods, but she refuses to lead.

By following Matila's tracks, the PCs discover a wagon trail leading into the Ghost Woods. The trail leads to a clearing several hundred yards within the woodland area.

DM NOTE: Due to the dense tree growth and the mist, PCs attempting to **Hide** gain a +2 circumstance bonus. Additionally, due to the same factors, vision is limited to 100 feet while inside the Ghost Woods.

As the PCs follow the trail and approach the clearing, read the following:

The sun of the open plains quickly fades under the thick canopy of the Ghost Woods. Dark trees and evergreen foliage prevent quick movements and if not for the small trail, walking at more than a normal pace would be nearly impossible. Approaching the clearing, a grim sight reveals itself. A huge grey and blue viper is constricting a horse

lying in front of an overturned wagon. Several feet away, the body of a Kalamaran man lies motionless on the forest floor.

If the PCs made no efforts to quietly approach the scene, make a **Listen check (DC 10 + ATL)** for the viper. If successful, it hears the characters, releases the horse, and combat begins as normal.

If the PCs made some effort to conceal themselves, make opposed rolls for the viper to detect the characters. If successful, it notices the characters, releases the horse, and combat begins as normal. If the viper fails to notice the characters, they gain a surprise round.

—*Post Combat*—

With the huge viper slain or driven away, the matter of aiding Caran and Jamare awaits the PCs. Jamare Derin is unconscious with a superficial wound and requires little care to awaken. While Jamare is groggy and unbalanced from the sharp blow to the head, she is fine after a few minutes of rest.

Caran Derin suffered serious wounds from the huge viper's attack. As combat ends, Caran has 2 hit points (out of his maximum of 12) and still suffers from the poison of the huge viper. If unchecked, the secondary Constitution damage sets in against Caran. To treat the viper poison affecting Caran, a treating PC makes a **Heal Check**. Within a few moments, Caran makes a second **Fortitude save (DC 11)** and uses either the result of his saving throw or the result of the PCs **Heal Check**, whichever is higher. If successful, the secondary effect of the huge viper poison does not take effect. In addition to **Heal Checks**, a *delay poison* spell (PHB 217) delays the secondary effects of the poison for the duration of the spell. However, Caran suffers from the initial effects of the huge viper poison and requires aid in strenuous movement (such as righting the toppled wagon). PCs successful at a **DC 12 + ATL Search check** find a number of potions hidden in the snake's lair.

As Caran awakens, read the following:

With a cough and a stir of life, the wounded man gingerly sits up and opens his eyes. Blinking and wincing from lingering effects of his injuries, "...Cough... The snake....what?"

Caran is a bit disoriented, and looks questioningly to the PCs. Allow them to give a brief explanation of events. Assuming they tell the truth, continue below. Adjust as necessary depending on what the PCs actually tell him.

"Well met, then. I am Caran Derin and I owe you a great debt. It would appear that you have saved my life and the lives of my beloved family." ...Cough... "I believe our harvesting has ended for the day and I long to return to the safety of Baneta. Forgive my prying nature, but do you travel south as well? Might we travel in your company for the remainder of the journey?"

If asked, Caran Derin introduces his family and explains their presence within the Ghost Woods (as described above). The remainder of the journey to Baneta is uneventful allowing for role-playing and preparation for the next encounter at the entryway to the city of Baneta.

The only information on the otter situation that Derin has to offer is that the lands around Baneta have become a bit more dangerous in the past few weeks. Stories of animals attacking livestock, eating crops, and following small caravans for days are all common topics of conversation around the marketplace these days.

ENCOUNTER 3: Riot

SUMMARY: After the events within the Ghost Woods, the PCs continue the journey to the city Baneta with the Derin family. The road is peaceful and somewhat enjoyable until the PCs approach the borders of Baneta. From the road, a large gathering of people rally together in protest of the excessive otter harvesting conducted by the Furrier's Guild. At the heart of the rally, Talarin Notiro and his aids voice protests as several agitated members of the Furrier's Guild threaten to bring the confrontation to a physical level and endanger the citizens present. If the PCs do not act quickly, the rally becomes a riot, injuring (and potentially killing) many innocent bystanders.

With clear skies overhead, the southern horizon reveals a breathtaking view of Elos Bay and the outskirts of Baneta. A light breeze brings the smell of brine and coastal

waters, while the sound of raised voices permeates the air. The source of the angered voices becomes visible upon approaching the stone and masonry bridge that extends from the road across the Banader River to the main gates of Baneta.

A large crowd gathers on the northern side of the great bridge, shouting and cheering at the movements of one man, standing upon a small wooden crate. The young man, dressed in the familiar garb of a woodsman, speaks loudly and emotionally to the crowd of people...

“Citizens of Baneta! I am Talarin Notiro, a marshal of the Kalokopeli Forest and protector of the wildlife therein. A grave injustice occurs as we speak, as hunters from the Furrier’s Guild harvest otters from the Banader River for the flippant desires of the social elite within this fair city and abroad. I understand the need for commerce, but the excessive amounts harvested create an imbalance in nature, provoking the predators of the wild and endangering nearby communities. Join me in protest against the uninterested leaders of the Furrier’s Guild.”

As the PCs approach the bridge, Caran Derin expresses his gratitude to the PCs for their assistance and company during the journey to Baneta. After expressing his well wishes, Caran and his family continue forward across the great bridge to enter the gates of Baneta and return home.

The rally continues with the level of crowd support on the rise as Talarin Notiro pleads his case to the curious and largely supportive onlookers. It is during a momentary lull in the crowd noise that a raspy, male voice speaks the following aloud from within the crowd of protesters:

“Rubbish! The Furrier’s Guild only works to meet the demands of the people, as any good business should. The otters are just animals that deserve no special treatment or the angered words of a worthless tree runner like you, Notiro....”

As a hush falls over the crowd, several of the protesters part to reveal the presence of Aion, a reputed hunter, and ranking member of the Furrier’s Guild. Accompanied by several

members of the Furrier’s Guild, Aion arrived to disrupt the rally and voice the opinions of the Furrier’s Guild, despite guild master Jiromas’ lack of interest in the actions of Talarin Notiro and his protest efforts.

Aion is easily agitated and the counter debate of Talarin Notiro only provokes the already annoyed hunter. The situation, if unchecked, degenerates into a physical confrontation and transforms a peaceful protest rally into riot. Given the location of the rally and the number of citizens present, such a rally leads to the injury and death of several bystanders, bringing criminal implications upon everyone involved.

—*Negotiating a peaceful solution*—

Described below are several suggested options for the peaceful negotiation of this encounter, preventing a riot and the loss of life. Depending on the speed in which the situation diffuses, Aion grows angrier while Talarin (not intimidated by any means) pleads with Aion to calm himself and prevent a violent situation. Role-playing the argument between Aion and Talarin while the PCs work to calm the situation adds to the chaotic elements of the scene.

- A successful **Diplomacy Check (DC 20)** temporarily quells the anger of Aion and his fellow guild members. Mentioning their presence as emissaries for the College of Magic or the House of Scale provokes a –2 penalty to all Diplomacy Checks with Aion and the Furrier’s Guild members.
- A successful *calm emotions* spell (PHB 207) calms the crowd and Aion, allowing the opportunity for peaceful negotiation and a calm dispersal of the rally.
- The appearance of a follower of The Peacemaker diffuses the situation immediately, as per the background information described on Aion in **APPENDIX III: NPCs**.
- The judge should allow other creative solutions to be used as well

Failed attempts to calm the situation redirect Aion’s anger toward the PCs and the detection of failed spellcasting on the part of the PCs immediately provokes Aion into a physical encounter. Failure to calm the situation leads to a physical altercation between Aion and his allies from the Furrier’s Guild, and the PCs (see

below) with Talarin assisting the PCs and aiding the innocent bystanders.

—The rally ends peacefully—

With a peaceful end to the rally, tension remains high on the side of Aion and the Furrier's Guild members despite the calming influence of the PCs. With a cold look and a facial expression bordering on disappointment, Aion crosses the bridge into the city with his fellow hunters following closely behind. Aion returns to the Furrier's Guild lodge. For Talarin and his supporters, the message has spread for the day and a feeling of relief is obvious.

Talarin approaches you with a friendly smile and speaks, "My friends, I am most grateful to you for your intervention. I feared that I could not calm Aion and his allies. If unsuccessful, I fear that this peaceful rally would quickly become a riot to endanger the citizens of this city who support our cause. Life is preserved and I thank you."

—The rally erupts into a riot—

With unsuccessful attempts to diffuse the situation, Aion and his allies from the Furrier's Guild escalate the conflict to a physical level by attacking the PCs and Talarin Notiro, whom attract the negative opinion of Aion with poor attempts to calm the frustrated hunter.

While Aion possesses a short temper, his hearty and rustic sense of humility and justice provokes his action against the PCs, whom he feels are out of place in their attempted interference. Aion's allies are like-minded individuals and such acts of forced humility occur occasionally, with no serious injury intended against their opponents.

For Aion, the PCs are a bothersome annoyance and need to be humbled. An important note, Aion and his allies do not intend to kill the PCs, only defeat and humiliate them for delivery to the Baneta City Watch for arrest and detention. Such a result ends the module, as the Teremar, the emissary for the Royal House arrives during the PCs incarceration to resolve the situation. Review **Conclusion B** for details.

At the onset of combat, note with each individual attack the use of sheathed weapons for blunt damage and impact arrows (blunt arrows used for non-lethal combat). If the PCs overlook such actions from Aion and his allies, a successful **Sense Motive Check (DC 12 + ATL)** from a PC reveals the non-lethal intent of

Aion and his allies during battle. However, if the PCs initiate the use of lethal force, Aion and his allies react verbally in shock and fear at the sudden realization of the situation. At this moment, Aion calls off his men and attends to the injury suffered by his ally.

—Enemy Tactics—

Use appropriate Guild Hunters and/or guards from the Appendix. Aion and his allies from the Furrier's Guild are consummate hunters, utilizing skill and teamwork to overcome dangerous predators of the wilderness. Aion's first instinct directs his attention to any potential spellcasters among the PCs and moves to intercept their actions first. If possible, several of Aion's allies double-team the larger PCs with blunt damage.

—Post Combat—

With combat halted the city watch arrives to disperse the rally and to arrest any lawbreakers. As Aion and his allies from the Furrier's Guild provoked the encounter, the Furrier's Guild members go into custody for temporary restraint and questioning on the matter. The group of hunters orchestrated such events in the recent past and the city watch tolerates such action in favor of the Furrier's Guild, with its contributions to the city of Baneta.

—Discussions with Talarin—

Regardless of the rally outcome, if the PCs take the time to speak with Talarin, he is friendly, if not passionate (to a possible fault) in his beliefs. If the PCs elect to discuss the other situation in detail with Talarin (including mentioning their role and their employers), he is receptive and welcoming, offering any aid to the PCs possible. Otherwise, described below is a list of the knowledge and rumors Talarin possesses in regards to the Furrier's Guild and the other situation, if questioned by the PCs.

- The Furrier's Guild refuses to grant an audience to Talarin, despite his most courteous requests. He is prepared to barge into the lodge soon and demand action on the part of guild master Jiromas.
- The city watch typically frown upon such rallies but the recent apprehension of a boat bringing illicit materials into the harbor diverts their attention for the moment. While the city watch arrives soon, the rally concluded injury free (if applicable) with no arrests.

- Talarin heard rumors of a conspiracy involving the College of Magic and Prince Kafen, in a supposed plot to punish the Furrier's Guild.
- During the College of Magic encounter path, Talarin is very willing to travel to the Furrier's Guild lodge for the discussion with guild master Jiromas. The PCs determine the value or consequences of Talarin's presence at the meeting with guild master Jiromas.

If the PCs decide to be rude or belligerent toward Talarin, he simply turns and leaves. He doesn't waste time on people like that. In this case, the judge should allow PCs to use **Gather Information checks DC 15 + ATL** (if they think of it) to discover things which Talarin could have revealed. Each piece of information requires a separate check.

ENCOUNTER 4: Streets of Baneta

SUMMARY: With the chaotic events of the protest rally subsiding, the PCs enter the city of Baneta to locate the Furrier's Guild lodge and guild master Jiromas. Through the crowded streets of the city, the PCs must travel by foot, as all carriages crossing the city are otherwise unavailable. During the journey, the PCs encounter the criminal element of Baneta, in the form of The Market Street Union, a small band of petty thieves and pickpockets.

The streets of Baneta are alive with activity. With local citizens and visitors from afar, crowds of bustling people move about at a hurried pace, clogging many of the major thoroughfares. The smell of the marketplace is reminiscent to the streets of Bet Rogala, laced with spices, seafood, and grains. To the west, the sounds of blacksmithing echo across the streets, while to the east, clothing merchants haggle over vibrant fabrics from the Reanaarian city of Zoa.

DM NOTE: While the streets of Baneta are crowded, it is possible for the PCs to move along the thoroughfares toward the Furrier's Guild lodge, located on the western side of the city. For the purposes of this encounter, there are no carriages available to transport the PCs across the city (if the PCs arrived to Baneta on foot). If the PCs are on horseback, the trip is

shorter, but the encounter with the Market Street Union occurs, regardless of the presence of mounts.

—*Tactics of the Market Street Union*—
Members of the Market Street Union are relatively young and inexperienced thieves depending on petty crime for survival in the alleys of Baneta. Currently, the union members rely on pickpocket tactics within crowded areas for success. For this encounter, several union members target the PCs for thievery and execute several attempts to lift the coin purses of each PC within reach.

To mediate such attempts, randomly select a character as a target. A Union member has decided to target that PC for a pickpocket attempt. Allow the characters to make **Spot checks** against the Union's **Sleight of Hand check**.

If the Union member is successful, they gain 1d10+2 gold pieces from the character and escape.

If the characters succeed in their **Spot checks**, they notice the Union member making the attempt.

—*If the Union members are not detected*—
If the three members of the Market Street Union successfully lift items of value from the PC without detection, this encounter ends without incident.

—*If the Union members are detected*—
If detected by the PCs, the member presents one of the following statements in a purely comedic form and attempts to escape into the crowd of people on the busy street, cuing the same action from the other union members. The escape phrase chosen by the union members is determined randomly with 1d4 or chosen by the DM.

1. ***“Oh, you aren't my old cousin Maroloo. My apologies. I need a small loan and who better to ask than family?”***
2. ***“Hello there, my name is Nikor and I am collecting donations for the House of Solace within the city. You look like a generous person so I***

assumed that you would gladly give to a worthy cause. Am I right?"

3. *"Gasp...this isn't my coin purse!"*
4. Pointing behind the PCs, "Hey is that a giant centipede or what!?"

At this point, the caught individual attempts to flee. Characters should all get reflex saves to catch the person, should they choose to do so. If the Union member eludes the PCs, he disappears into the crowd (allow the PCs **Spot checks DC 20 + ATL**) and eventually escapes. If caught, continue below:

Ahhhh! Why you want to grab me like that!? Let me go, I'm just trying to make my bones with a gang, no harm done, your Honors!

The member then tries to convince the PCs to let him go. Members promise, swear, etc just about anything as long as the PCs don't turn them in. Of course, the thieves are not serious in these offers (don't even bother making bluff checks). This is something of a comical role-play encounter, so have fun with it!

Resolution of this encounter depends on what the characters decide to do with the thieves. They are free to turn them in, but that might bring unwelcome questions about their business in the city.

ENCOUNTER 5: Entering Guild Lodge

SUMMARY: The PCs proceed to the lodge house of the Furrier's Guild and attempt to gain audience with guild master Jiromas. However, the recent hostilities motivate the members of the Furrier's Guild to enforce a higher level of restriction to the access of the lodge. The PCs have two options; negotiate a peaceful means of entrance or enter the lodge through stealth to gain an unexpected audience with guild master Jiromas.

Despite the crowded streets and the abundance of commuting citizens, the journey to the lodge house of the Furrier's Guild ends with your arrival at the front entryway of the rustic structure. Constructed of wood and stone, the richly stained bracings of the lodge appear rustic and

weathered, but maintain a sense of sturdiness. A small set of stairs lead upward to a slightly elevated porch and arched entryway monitored by the presence of two large gentlemen. The two men carry on a conversation, giving regular glances to any passersby and nods of acknowledgement to a select few, perhaps customers or allies of the Furrier's Guild.

DM NOTE: The two men stationed on the front porch of the lodge are Korik and Lemio K'Dore, members of the Furrier's Guild with strict orders to turn away any non-members until the next day. The men are resistant to any offers to enter the lodge. While neither man is evil, they are dedicated to Jiromas and the Guild. Unless provoked, neither man seeks a physical altercation with the PCs, but if the PCs refuse to leave peacefully, the guild members use force to remove them from the premises.

—PCs attempt diplomacy—

"What business brings you here today?"

With several options available for use, the DM is encouraged to use his own good judgment in determining the authenticity of the case presented by the PCs to Korik and Lemio.

Unless otherwise altered, a successful **Diplomacy Check (DC 17 + ATL)** motivates Korik and Lemio to allow the PCs to enter the lodge. PCs who fail their check, but continue to make attempts are viewed with contempt by the two men. After three unsuccessful Diplomacy Checks, the two men tell the PCs to leave, and threaten to call the guards.

Bribery is viewed as an insult, so any PC attempting to bribe the men automatically fails their **Diplomacy check**.

—PCs bluff to gain entrance—

"What business brings you here today?"

As with diplomacy, several options are available to the PCs while attempting to fool Korik and Lemio for entrance into the lodge. By consulting the **Bluff** skill (PHB, skills), the DM determines the modifiers (if any) applied to the opposed **Sense Motive checks** made for Korik and Lemio. If the PCs succeed, both guild members reluctantly allow the PCs to enter the lodge. If unsuccessful, Korik and Lemio become angered and tell the PCs to leave.

—PCs use spells—

If the PCs elect to use spells (such as *sleep* or *charm person*) to gain entrance to the lodge, such attempts from a safe and discreet distance or Korik and Lemio act as though attacked (see below). If successful, unless otherwise hidden (which proves difficult on the busy city street) or occupied, both guild members are detained for the duration of the spell used and upon completion enter the lodge to raise the alarm.

—PCs attempt to overpower Korik and Lemio—
In the event of previous failures through diplomacy or trickery, this method of entrance is discouraged as neither Korik nor Lemio act with the intent to attack the PCs. If attacked by the PCs, both guild members defend themselves and cry out to summon the remaining 12 guild members (including guild master Jiromas) for aid. Such an altercation also attracts the attention of the city watch. This scenario ends the adventure, as guild master Jiromas refuses to speak with the PCs to any degree after their unnecessary attack against Korik and Lemio.

—PCs attempt to sneak into the lodge—
If the attempts to use diplomacy or trickery fail, the PCs may attempt to enter the lodge through stealth. Many windows are present on the ground level of the lodge, as well as one door located behind the lodge in an alleyway for deliveries. Locked from the inside, both the windows and back door require successful **Open Lock Checks (DC 15)** to open. If the attempt fails by 10 or more, a nearby member of the Furrier's Guild hears the noise and moves to investigate.

The audience chamber for the lodge is located on the ground floor. Currently, twelve members of the Furrier's Guild are present within the lodge at various locations. Guild master Jiromas and several of his aides are located in the audience chamber.

To avoid the wandering guild members (determined by the DM) the PCs must win opposed **Hide Checks** (against the **Spot Checks**) and **Move Silently Checks** (against the **Listen Checks**) against any nearby guild members. If detected, guild members insist that the PCs disarm and move to the audience chamber for the council of Jiromas.

Alternatively, the DM may just choose to role-play hiding and spot checks, insisting that players make them, pretend to roll your own,

and just make them have a stressful time of it. The guildhall is full of animal trophies, weapon racks, tapestries, and dimly lit corridors. As long as the judge sets the appropriate mood – smoky hallways, echoing voices and footsteps, etc – actual rolls are not needed. In this case, simply have the players sweat a bit, then move them to the audience chamber after a few minutes.

ENCOUNTER 6: Audience with Guildmaster Jiromas

SUMMARY: This encounter takes place once the characters reach the audience hall, and allows them to try and convince Jiromas to decrease the otter harvest.

The smell of fresh fire and treated wood fills your senses. The audience chamber of the Furrier's Guild is possibly the most impressive room of the rustic lodge, as high arched ceilings accented with large wooden support beams stand draped with exotic animal skins and furs to further accentuate the skill of the craftsmen within the guild. A large crescent oak table dominates the center of the room, surrounded by several large fire sconces and high-backed chairs, also accented by animal fur padding.

Sitting at the center of the crescent table and surrounded by several other men, a large bearded man, clearly of Fhokki heritage, wearing the garb of an experienced hunter tosses a piece of raw meat to a large wolf sitting within arms reach of his chair. With your entrance, he glares in your direction and speaks in a loud, yet civilized voice, "I told the men out front that I was not to be disturbed. Who are you and what are you doing here?"

DM NOTE: This encounter relies on role-playing and diplomacy for a successful outcome. The PCs are encouraged to role-play the discussion and counter the arguments of guild master Jiromas.

As with previous role-play encounters, guild master Jiromas holds many pieces of information and personal opinion. Described below are comments and information he reveals during role-play:

- As mentioned, guild master Jiromas believes that special favors and shady dealings are occurring between Prince Kafen and Headmaster Zenith of the College of Magic. Hence, the increased pressure placed on the Furrier's Guild by the Royal House.
- Jiromas greatly respects both Prince Kafen and the students of the college, but in this situation, he feels wronged and his pride refuses to accept a heavy-handed (and in his opinion, one-sided) order. If presented with another solution (such as the offer made by Headmaster Zenith and Professor Toreldon), he is willing to listen.
- Guild master Jiromas learned of the impending arrival of Teremar, an emissary for the Royal House. If the situation does not resolve itself, Teremar will, to the detriment of everyone involved.
- Guildmaster Jiromas understands the position of the House of Scale and the additional pressure his minor defiance creates on Ananloyd Hickle. While he understands the guild master's position, Jiromas feels slighted at Hickle's sudden change of attitude on the other situation by siding with the College of Magic so quickly.

—Resolving the situation through diplomacy—

Jiromas listens patiently to the offers presented by the PCs. The success of the PCs negotiations relies on two successful opposed **Diplomacy checks** against guildmaster Jiromas to sway his attitude on the matter and settle the matter. Several modifiers affect each **Diplomacy check**, either in favor of or against the PCs:

- +2 bonus for each Peace Lover (or cleric of The Peacemaker) in the party
- +2 bonus for each Apprentice (or cleric of The Landlord) in the party
- +2 bonus for each Fhokki PC in the party
- -2 penalty for mentioning the College of Magic (if acting as emissaries)
- -2 penalty for mentioning Talarin Notiro
- -2 penalty for each member of the Furrier's Guild injured during the rally or while attempting to enter the lodge

—Guild Tactics—

Guild master Jiromas and the members of the Furrier's Guild are seasoned hunters, capable of defeating experienced opponents. While Jiromas utilizes the aid of his animal companion, Jotarr to engage PC spellcasters, the remaining Furrier's Guild members use double and triple team tactics to incapacitate PCs for arrest and incarceration. A successful **Diplomacy Check (DC 25)** pauses the combative efforts of guild master Jiromas but does not allow for further negotiation on the other situation.

—If the PCs succeed—

Despite his resistance, Jiromas understands the arguments presented by the PCs and agrees to the terms presented. Proceed to **Conclusion A**.

—If the PCs fail—

The PCs attempts fail in their efforts, proceed to **Conclusion B**.

CONCLUSION A

SUMMARY: Through negotiation and role-play, guild master Jiromas agrees to the offer presented by the PCs. Just as the agreement passes, emissary Teremar of the Royal House arrives on behalf of Prince Kafen to mediate the rebellious guild master Jiromas and settle the other situation.

After several moments of contemplation, Jiromas produces a look of agreement, "Alright, you've made your case and I agree to the terms presented. Expect the other harvest to begin ebbing in short order."

As he extends a hand to seal the deal, the doors of the audience chamber burst open, revealing a handsomely dressed man, clearly of Elven heritage. Wearing the standard of the Royal House and Prince Kafen, the man speaks loudly and with a tone of authority, "Your time is up Jiromas! You have defied the Prince's order and now I will settle the matter! You may not be pleased with the outcome, but the word of the Prince is not up for debate and this matter demands closure."

DM NOTE: The Elven man is Teremar, a high elf emissary for Prince Kafen. If the PCs act

quickly and explain the independent resolution of the otter situation to Teremar, the harsh order of Prince Kafen does not occur. A successful **Diplomacy Check (DC 10)** prevents Teremar from mediating the situation. Guild master Jiromas offers his side of the negotiations to Teremar, granting the PCs a +2 bonus to the **Diplomacy Check**.

—PCs fail the Diplomacy Check—

Teremar executes the royal order described in **Conclusion B** and the adventure ends as specified.

—PCs attempt to bully or physically intimidate Teremar—

If the PCs attempt to physically assault or bully emissary Teremar, the Elven sorcerer gives one verbal warning, echoed by Jiromas (who still follows and respects the crown). If continually provoked, Teremar and the Furrier's Guild work to incapacitate the PCs for arrest and incarceration.

—Post Combat—

With the combined efforts of emissary Teremar, guild master Jiromas, and the members of the Furrier's Guild, the outnumbered PCs must fight or flee. If subdued, guild master Jiromas summons the city watch to arrest the PCs, ending the module. If the PCs flee successfully from the Furrier's Guild lodge, they are safe from incarceration, but the mission is a failure and the events of **Conclusion B** occur as written.

—PCs succeed in convincing Teremar to stay his interference—

With the situation resolved without interference from the Royal House, Teremar expresses his surprise and gratitude at the beneficial outcome.

"I am surprised that you managed to sway the attitude of Jiromas. I am impressed, and I am sure that the Prince will be as well. This matter, as inconsequential as it seems, created quite a stir. To see the parties involved resolving their own problems will ease the mind of the Prince. While I am sure that you are contracted for your services, please accept this as a token of appreciation from the Royal House for your services in this matter. Should the need arise, use them within the city of Bet Rogala. Good day."

Before departing, Teremar offers each of the PCs a small ribbon (see **Appendix I**).

With the negotiations completed successfully, the PCs are free to return to Bet Rogala and report their success. As agreed, the PCs are paid the remainder of the negotiated fee. For Path A, arcane spellcasters are also offered the special reward of an otter familiar (see **Otter Familiar in the Appendix**).

CONCLUSION B

After several moments of contemplation, guild master Jiromas' facial expression remains unchanged as he speaks, "No. I stand by my decision. This discussion is over..." Suddenly, the doors of the audience chamber burst open with the presence of two individuals standing in the doorway. Wearing the standard of the Royal House and Prince Kafen, an Elven man speaks loudly and with a tone of authority, "Your time is up Jiromas! You have defied the Prince's order and now we will settle this matter. You may not be pleased with the outcome but the word of the Prince is not up for debate."

This then, is the word of the Prince:

"The Furrier's Guild, College of Magic, and the House of Scale will each pay fines to the Royal House for this disturbance. Guild master Jiromas shall face an administrative warning for this childish display, while Professor Toreldon of the College of Magic shall face an academic evaluation for her serious lack of judgment."

"Furthermore, the harvesting of otters is suspended entirely until further notice, for both the Furrier's Guild and the College of Magic. If the students want a familiar, I suggest they trap a healthy rat. Failure to comply will result in incarceration and punishment. I suggest you find your adulthood, for your own sakes."

Turning to face you, Teremar strikes a superior pose, as one addressing troublesome children, "And I suggest you look for other matters which would welcome your interference." With that, he turns and strides out the door."

DM NOTE: The characters have now failed, and do not receive the second part of their reward, or the Special Rewards.

APPENDIX I: TREASURE SUMMARY

Encounter 1

50 gp each from the College of Magic (60 gp if the PCs successfully negotiated)
60 gp each from the House of Scale (70 gp if the PCs successfully negotiated)
40 gp each from the Pekalese military

Encounter 2

Potion of cure moderate wounds x6 (can be sold for 175 gp each)

Encounter 6

For completing the module, the PCs are rewarded with the following certs:

A potential Otter Familiar
The Ribbon Distinguished Service

For assisting the College of Magic, the PCs are rewarded with:

College of Magic Influence Point

For assisting the Pekalese Military, the PCs are rewarded with:

Admiration of Admira Grachus
If the PCs betray their oath, they receive the Disfavor cert instead

For assisting the House of Scale, the PCs are rewarded with:

A Vest of Many Pockets

The PCs are capable of receiving all of these awards but ONLY if they succeed at the difficult job of convincing all three groups to hire them.

THESE REWARDS COME AT THE EXPENSE OF 14* DAY UNITS

This number is reduced to 12 if all the PCs ride mounts.

*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

	Path A	Path B	Path C
Encounter 1			
1A: Meeting	30		
1B: Meeting		30	
1C: Meeting			30
Encounter 2			
Defeating the viper	50	50	50
Each family member saved (10 xp each – max 30 xp)	30	30	30
Encounter 3			
Stopping the riot	50	50	50
Getting information from Talarin (or through Gather Information)	10	10	10
Encounter 4			
Catching a Union member	10	10	10
Ending encounter without combat	10	10	10
Encounter 5			
Successfully gained entry without combat	50	50	50
Encounter 6			
Successfully negotiated a settlement with Jiromas	40	40	40
Successfully prevented Teremar from imposing mediation	20	20	20
Discretionary Role-playing	100	100	100
Total Possible Experience	400	400	400

APPENDIX III: HEROES AND VILLAINS

ENCOUNTER 1: Path A

—Teanoo Rentor (mixed Reanaarian), student of Transmutation from the College of Magic in Bet Rogala—

Teanoo is a relatively plain Reanaarian woman, standing 5'2 with long brown hair and brown eyes. In dress, Teanoo favors the deep green wizardly robes she wears during her classes at the College of Magic. An ambitious young woman of 21 years, Teanoo expects nothing from herself below perfection. Initially Teanoo felt an attraction to the school of Evocation, but quickly discovered her true love for the exacting precision of Transmutation magic. Currently, Teanoo has fallen under the tutelage of Professor Evle Toreldon.

**Role-playing Tips—*As a consummate perfectionist, Teanoo carries little patience for others, with the exception of her instructors. Despite this character trait, Teanoo can be incredibly friendly outside of the college campus in a social atmosphere. With a fondness for reading and poetry, Teanoo greatly enjoys the added attention her Reanaarese heritage brings within the walls of Bet Rogala.

—Professor Evle Toreldon (Brandobian), Instructor of Agriculture and Transmutation from the College of Magic—

Professor Toreldon is a Brandobian woman with a deceptively attractive presence. While she favors the green robes and occasionally soil-stained breeches of her work clothes, Professor Toreldon's exotic features, such as her olive skin and dark, curly hair, add to the overall attractiveness of this educated instructor. As a student of the arts and nature, Professor Toreldon possesses a rare range of knowledge, as she understands the balance between the power of nature and the power of the arcane.

**Role-playing Tips—*As a druid and active student of nature, Professor Toreldon's range of interest favors the side of the druidic arts and the study of plant life on Tellene. However, her knowledge in the arts (particularly the Transmutation school of magic) is extensive, especially when combined with the previously mentioned knowledge of nature. In person, Professor Toreldon is friendly, if not slightly eccentric. She rarely loses her temper and firmly believes in the resolution of conflicts through discussion, resorting to physical action as a last resort.

ENCOUNTER 1: Path B

—Gulmar Hickie (Rock Gnome), emissary of the Hickie household in Baneta—

Gulmar is extremely attractive by gnomish standards. With strawberry blonde hair and an athletic build, Gulmar dresses well as an emissary and member of the Hickie household. Raised on the streets of Baneta, Gulmar developed a love for the stealthier, seedier aspects of life at an early age. The son of an experienced burglar, Gulmar learned every trick his father would teach him, surpassing his mentor by the age of 20. After a failed robbery of the House of Scales coffers, Gulmar retired from active duty to serve as an emissary and aid to his uncle Ananloyd, who at the time operated a successful silversmithing operation. Rumors persist within the criminal underworld that Gulmar occasionally undertakes "special projects" for his uncle, now the head of the House of Scale, but such accusations remain unconfirmed.

**Role-playing Tips—*Gulmar is attractive and charismatic. In social situations, he thrives on attention and revels in good humor. As the life of the party, Gulmar always stands at the ready with a joke, an amusing anecdote, or an obscure piece of historical knowledge (displaying his social diversity). Professionally, Gulmar is a consummate worker, dedicated to perfection, and always willing to take the extra step to ensure success.

—Valia Hickle (Rock Gnome), eldest daughter of Ananloyd Hickle—

Valia is a homely woman, even by gnome standards. With a plump figure and short, dark hair, Valia inherited the business genes of the Hickle family. Favoring loose dresses and decorative aprons, Valia wears her hair up and away from her rosy cheeks. Born in Bet Rogala, Valia studied the practical application of business with her father. By early adulthood, Valia established a small bakery and cooking service for nobles within the city. As her business grew, so too did her bond with her father, as she learned all that he would teach her. Now, Valia continues to assist her father, allowing her own daughter to operate the family bakery.

**Role-playing Tips—*Valia is a pleasant woman with a mind for business. In social situations, she excels at making others feel welcome and delights in the appreciation of her cooking by others. Always willing to swap cooking stories and a few recipes, Valia is the embodiment of motherly love. In business, her kind-hearted nature carries over (unlike her father) but she is anything but gullible or overly generous. While she rewards good service, she expects the best from her family and employees.

—Olea Hickle (Rock Gnome), wife to Ananloyd Hickle—

Despite her age, Olea Hickle is moderately attractive by gnome standards. With graying dark hair and an age wrinkled by a lifetime of laughter, Olea, presents herself with dignity and elegance. Favoring elegant dresses and tasteful jewelry, an air of perfume is ever-present while Olea is in the room. Raised in Baneta by her mother, Olea met Ananloyd Hickle during his days as a delivery boy and never left his side. Through the difficult years, Olea held her family together with love, laughter, and an unbreakable spirit. Despite the financial success of the Hickle family, Olea remains content as the loving wife and mother, choosing to entertain guests and oversee social functions for the family.

**Role-playing Tips—*Olea loves to laugh and as a consummate hostess, she delights in good stories, fine wine, and agreeable company. Truthfully, Olea is the only person capable of putting a semi-regular smile on the hardened scowl of her husband, Ananloyd Hickle. With a quick joke, or a loving kiss she lights up a room and warms the heart.

ENCOUNTER 1: Path C

—Corporal Caleni (mixed Kalamaran), Marine Corporal serving under Vice-Admiral Grachus—

Caleni is a Kalamaran male from a small town near the Tokis border. He is of moderate height and build, with dark brown hair, and tanned skin. His features are sharp, and he has a small, but jagged, scar over his left eye. Caleni is a corporal in the Pekel Navy Marine detachment out of Baneta. He has served Vice-Admiral Grachus for three years now, and has devoted an extraordinary amount of loyalty for the senior officer.

Role-playing tips – Caleni is a crisp soldier, unused to pleasantries, civilized conversation, and the like. He should answer questions as briefly as possible, as well as refer to everyone as “sir” or “ma’am” depending on gender.

—Vice-Admiral Grachus (Fhokki), Vice-Admiral of the Pekalese Navy—

Stationed in Baneta, Grachus was captured by Basiran pirates over 3 years ago. He recently escaped, and rejoined his old mates in the Pekal Navy. An experienced sailor and commander, many senior officers are glad to have someone in command again with battle and sailing experience. For his own goals, Grachus has seen the decline of the Navy from what it was before his capture, and he has decided to do anything he can to bring it back to its former glory.

Role-playing tips: Grachus is a jovial man, who keeps much of his information to himself. He, much like Caleni, is more responsive to direct questions, and is a bit uncomfortable taking the lead during in-depth question and answer sessions.

ENCOUNTER 2

—Caran Derin (mixed Kalamaran), Baneta herb merchant injured in the Ghost Woods—

Caran Derin is a mixed Kalamaran in his late 50's with brown hair and blue eyes. Once a scout for the militia, Caran is knowledgeable in the skills of tracking and survival in the wilderness but years of

domestic life take their toll on his reflexes. After retiring from the militia, Caran settled down in Baneta as an herb merchant with his wife Jamare and daughter Matila.

**Role-playing Tips*—Caran is a kind-hearted family man. When interacting with younger adventurers (particularly rangers) he takes the roll of a father figure and mentor. His family means everything and he would gladly die to protect them from harm.

—Jamare Derin (mixed Reanaarian), wife of Caran Derin—

A former waitress from the city of Haanex, Jamare is an attractive woman for her advancing years. A shapely figure and auburn hair are two of her more prominent features, while her dark eyes create an air of mystique. After meeting Caran Derin on the roads bordering Reanaaria Bay, Jamare traveled west to be with him as a loving wife and the devoted mother for their daughter, Matila.

**Role-playing Tips*—Jamare is a strong woman capable of defending herself, thank in part to the lessons provided by her husband. In the defense of her daughter, she is fearless and willing to go to any length to ensure her safety. In conversations, she is friendly and honest, seeing fit to remain as straight forward as possible.

—Matila Derin (mixed human), daughter of Caran and Jamare Derin—

Matila Derin is a beautiful young girl approaching her teenage years. With light brown hair and her mother's eyes, Matila carries herself with the shy awkwardness of many young girls her age. While she understands the business of her parents, Matila desires the life of a dancer, accentuated after a brief encounter with a friendly member of the Merry Muses who encouraged her to reach for her dreams, no matter the odds placed against her.

**Role-playing Tips*—Matila is young, shy, and easily frightened. This awkward nature steps beyond the normal boundaries of pre-teen angst and may result in future emotional complications. Otherwise, Matila is friendly and ever curious of the teaching of The Eternal Bard.

ENCOUNTER 3

—Talarin Notiro (mixed human), marshal of the Kalokopeli Forest—

Talarin Notiro is relatively young man for his station in life at only 28 years of age. With short, dark hair and an athletic build, Talarin dresses in the uniform of a woodsman. With deep greens, leather wrappings, and a weathered appearance, Talarin's uniform presents an air of rustic endurance and dedicated service to the preservation of the woodlands. Among the survival equipment and uniforms dressings worn by Talarin, his most distinctive physical trait is the presence of a severe skin discoloration across the left side of this face, extending downward across his chest. The origin of the grey discoloration is a mystery even to Talarin, but his interest and investigation into such are ongoing.

**Role-playing Tips*—In terms of personality, Talarin is dedicated and well spoken. While his beliefs are strong and his dedication to service unmatched, Talarin is also impulsive and somewhat short tempered. Despite these character traits, he commands respect among his fellow marshals and from the directors of the local community.

—Ainon (mixed Kalamaran), member of the Baneta Furrier's Guild—

Ainon is a large, barrel-chested man of Kalamaran heritage. With long, auburn hair and the scars of a seasoned hunter. In dress, Ainon favors leatherwork clothing of dark brown and black, as he favors nighttime hunting expeditions. Unlike many hunters, Ainon carries a reputation for using minimal equipment, particularly his favored longsword, *Komor*. Ainon's past remains slightly shadowed to his allies, however, many know that Ainon spent his younger years as an orphan in the care of the House of Solace. The fate of his family and his past, remain unknown.

**Role-playing Tips*—Despite a childhood spent in the care of The House of Solace, Ainon's personality is anything but peaceful. With a short temper and an overwhelming sense of immediate justice, Ainon comes across as brash and unfriendly. His refusal to yield from confrontation accentuates his brash personality. Regardless of these character traits, Ainon despises evil and those who abuse the good name of the Furrier's Guild. For Ainon, the abuse of his surrogate family brings swift retribution.

ENCOUNTER 4

—Fenora (mixed human), member of the Market Street Union—

Fenora is a young woman of mixed heritage with long, dark hair and auburn eyes. Despite her uniquely

exotic features, Fenora suffers from severe burn scars suffered during the house fire that killed her parents and orphaned her.

**Role-playing Tips*—Fenora is quiet and often reclusive while not working with the Market Street Union. Her scars and tattered clothes lower her self-confidence, pushing her closer to a harsher life of crime.

—Alono (mixed Reanaarian), member of the Market Street Union—

A handsome orphan from the Reanaaria Bay area of Tellene, Alono wears long black hair and thin goatee to accent his blue eyes. Found on the doorstep of a basket maker in the city of Baneta, Alono lost his beloved adopted mother to sickness four years ago and found his way into the Market Street Union. With his charm and confidence, Alono is a natural leader, a fact that has come to the attention of the local thieves guild.

**Role-playing Tips*— Despite his ragged clothing, Alono is charismatic and likeable. When faced with a difficult task or dangerous situation he always remains calm and carries his dry sense of humor.

—Penaris (mixed Kalamaran), member of the Market Street Union—

Penaris is a relatively unattractive young man of Kalamaran decent. For his young age, Penaris already shows signs of hair loss and aging. His short, reddish-brown hair thins and spots of age become darker with each month. Penaris jokingly blames his appearance on a curse placed upon his family by a traveling sorceress shortly before his birth, followed soon after by the death of his parents. While Penaris is unclear on the circumstances that surround his family curse, he himself is beginning to believe the tale, with each grey hair.

**Role-playing Tips*—Despite his cursed state, Penaris remains optimistic and enthusiastic in his tasks within the Market Street Union. Over the course of a few years, Penaris developed an exceptional talent for lifting coin purses, a talent he is rumored to have inherited from his deceased mother.

ENCOUNTER 5

—Korik (mixed human), member of the Baneta Furrier's Guild—

Korik is a mountain of a man. With broad shoulders and a weather-hardened face, long, dark hair, and a full beard, Korik appears to be more at home in the wild than within the city walls of Baneta. In truth, Korik is the unclaimed son of a former Honorable of Pekal and wealthy cloth merchant. While Korik never speaks of his father or family, he does dream of the day when his accomplishments will overshadow his unloving family.

**Role-playing Tips*—Korik is intense, sullen, and otherwise unfriendly in social situations. While he prefers the company of the wild, Korik understands the necessity for social contact and friendships outside of the wilderness.

—Lemio K'Dore (Kalamaran), member of the Baneta Furrier's Guild —

The newest member of the Furrier's Guild, this auburn-haired son of a Kalamaran soldier carries himself much in the fashion of his retired father. With well-groomed hair and no facial hair, Lemio believes in keeping his clothing and equipment in excellent condition. Once a recruit for the militia, Lemio discovered a love for hunting and the wilderness while undergoing a scout-training program for the militia. After leaving the militia, Lemio found the Furrier's Guild.

**Role-playing Tips*—Lemio is young and energetic. He is truly excited to be a member of the Furrier's Guild and hopes to act as guild master someday, when his time comes.

ENCOUNTER 6

— Balamel Jiromas (mixed Fhokki), guild master of the Baneta Furrier's Guild —

Guild master Jiromas presents himself as an intimidating individual. Descended from Fhokki, Jiromas stands at an impressive 6 ft. and seven inches in height, with a largely proportioned frame to match. With a long red beard and hair, Jiromas rarely appears without his favored bearskin cloak and family weapons "Maiden" (a battleaxe) and "Iron-tooth" (a handaxe). Also close by is his trusted wolf companion, Jotarr.

While Jiromas' origin and family history are a mystery, it is known that he holds family connections to one of the leaders of the Fhokki lands, but to which is unknown. The only clue presented is the recent death of a family member at the hands of the witch, Daresh. The identity of the fallen family member is unknown.

**Role-playing Tips*—Guild master Jiromas is a stern but honest man who believes in respect and equal treatment. He does not tolerate unfair or biased treatment, against himself or any ally. In social situations, he is reserved and friendly when necessary. In the wild, Jiromas is a seasoned hunter and wilderness expert.

—Teremar (High Elf), Emissary for Prince Kafen —

Teremar is an attractive high elf with long hair (typically pulled back), fair skin, and grey eyes. In dress, Teremar favors the robes of his position as emissary to Prince Kafen. Teremar carries minimal equipment and wears no armor. The son of an unnamed Elven Archmage, Teremar displayed a natural talent for the arts at an early age, shortly before entering the world of humans. As Teremar came of age, he elected to remain in the human world and has since served in the courts of many leaders, learning the way of politics and man. In his devotion to Prince Kafen, he is unwavering and steadfast, all too willing to mediate any disputes or conflicts on behalf of his benefactor.

**Role-playing Tips*—Teremar is stern and forthcoming. In his opinion, he is the word of the Prince and he shall not be denied. While he tolerates counter opinions and independent ideas from disruptive parties, in the end, he is the word and law. Prince Kafen values Teremar for his openness and willingness to execute any order necessary to bring an end to conflict.

Appendix IV: NPC Stat Blocks (ATL 1)

Encounter 2

—The Ghost Woods—

Snake, Huge Viper: CR 2; Huge animal; HD 2d8+6; hp 17; Init +2; Spd 20 ft., climb 20 ft., swim 20ft.; AC 15, touch 10, flat-footed 15 (-2 size, +2 Dex, +5 natural) CP 0; Base Atk +2; Grp +14; Atk +5 melee (1d4+3, bite plus poison); Full Atk +5 melee (1d4+3, bite plus poison); Space/Reach 15 ft. x 10 ft.; SA Poison; SQ Scent; SV Fort +4, Ref +6, Will +2; Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11; Weapon Focus (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d3 Con. A successful Fortitude save (DC 12) avoids the poisonous effect.

Encounter 3

—Talarin Notiro—

Male, Medium-size Human (mixed Kalamaran) Drd 5; CR 5; HD 5d8+1; hp 9; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 studded leather armor) CP 0; Base Atk +3; Grp +4; Atk +4 melee (1d6+2/19-20, Medium short sword); Full Atk +4 melee (1d6+1/18-20, Medium scimitar) or +4 ranged (1d6/X3, shortbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ; AL LN (polytheistic); SV Fort +5, Ref +2, Will +9; Str 12, Dex 13, Con 12, Int 11, Wis 17, Cha 11.

Skills and Feats: Concentration +4, Craft (leatherworking) +4, Diplomacy +8, Handle Animal +11, Heal +11, Knowledge (nature) +9, Listen +7, Ride +4, Spellcraft +4, Spot +5, Survival +9, Swim +2; Alertness, Animal Affinity, Iron Will.

Languages: Druidic, Merchant's Tongue.

Special Abilities: Nature Sense, Resist Nature Lure, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0 – detect magic, detect poison, guidance, light, purify food and drink; 1st – *entangle*, *magic fang* (2), *obscuring mist*; 2nd – *barkskin*, *flame blade*, *resist energy*; 3rd – *protection from energy*, *neutralize poison*

Possessions: Scimitar, shortbow (w/ 20 arrows), leather armor, waterskin, pouch (belt), rope (hempen, 50 ft.), and 8 victories

—Ainon—

Male, Medium-size Human (mixed Kalamaran) Rgr 5; CR 5; HD 5d8+1; hp 31; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather armor) CP -1; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/19-20, Medium longsword); Full Atk +5 melee (1d8+2/19-20, Medium long sword) and +5 melee (1d6/X3, Medium handaxe); Space/Reach 5 ft. x 5 ft.; SA —; SQ favored enemy bears +4, favored enemy hobgoblin+2; AL CG (The Great Huntress); SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +4, Craft (bowmaking) +7, Craft (taxidermy) +4, Hide +8, Knowledge (nature) +6, Listen +6, Move Silently +8, Profession (furrier) +3, Ride +5, Search +8, Spot +7, Survival +12, Use Rope +4; Endurance, Improved Initiative, Power Attack, Rapid Shot, Stealthy, Track.

Languages: Low Kalamaran, Merchant's Tongue

Special Abilities: Combat Style: two-weapon fighting, Favored Enemy (bears/hobgoblins), Wild Empathy

Ranger Spells Prepared (1; save DC 12): 1st – *entangle*

Possessions: "Komor" (longsword), handaxe, short bow (w/ 20 arrows), potion of cure light wounds, 5 ball arrows (KPG 123), studded leather armor, backpack, fur-lined cloak with leather hood, and 15 victories.

—ATL 1 City Creatures: Novice Furrier's Guild Member/City Guard Trainee—

Male Medium-sized Humans (various) Rgr 1; CR 1; HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather armor) CP -1; Base Atk +1; Grp +3; Atk +3 melee (1d6+2/19-20, Medium short sword); Full Atk +3 melee (1d6+2/19-20, Medium short sword) or +3 ranged (1d6/X3, shortbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ favored enemy bears +2; AL CG (The Great Huntress); SV Fort +3, Ref +4, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +4, Craft (bowmaking) +4, Craft (taxidermy) +4, Hide +5, Knowledge (nature) +4, Listen +2, Move Silently +7, Profession (furrier) +3, Ride +3, Spot +2, Survival +8, Use Rope +3; Skill Focus (Survival), Stealthy, Track.

Languages: Low Kalamaran and Merchant's Tongue.

Special Abilities: Favored Enemy (animals), Wild Empathy

Possessions: Short sword, short bow (w/ 20 arrows), 10 ball arrows (KPG 123) studded leather armor, backpack, torch, fur-lined cloak, and 5 victories.

ENCOUNTER 4

—Fenora—

Female, Medium-size Human (mixed human) Rog 3; CR 3; HD 3d6+1; hp 16; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +3; Atk +3 melee (1d6+2/19-20, Medium shortsword); Full Atk +3 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CN (Risk); SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 9.

Skills and Feats: Appraise +5, Bluff +4, Climb +9, Disable Device +9, Escape Artist +7, Hide +9, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +9, Open Lock +8, Search +5, Sleight of Hand +9, Tumble +9; Acrobatic, Dodge, Mobility.

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered cloak, pouch (belt), worn thieves' tools, and 2 victories

—Alono—

Male, Medium-size Human (mixed Reanaarian) Rog 3; CR 3; HD 3d6+1; hp 18; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +2; Atk +2 melee (1d6+2/19-20, Medium shortsword); Full Atk +2 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CG (polytheistic); SV Fort +2, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 14, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +12, Climb +9, Disable Device +6, Escape Artist +7, Hide +9, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +9, Open Lock +8, Search +5, Sleight of Hand +11, Tumble +9; Acrobatic, Deft Hands, Skill Focus (Bluff).

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered clothing, pouch (belt), worn thieves' tools, and 2 victories.

—Penaris—

Male, Medium-size Human (mixed Kalamaran) Rog 3; CR 3; HD 3d6+1; hp 18; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +2; Atk +2 melee (1d6+2/19-20, Medium shortsword); Full Atk +2 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CG (polytheistic); SV Fort +2, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 14, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +9, Climb +9, Disable Device +6, Escape Artist +7, Hide +11, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +11, Open Lock +8, Search +5, Sleight of Hand +11, Tumble +9; Acrobatic, Deft Hands, Stealthy.

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered clothing, pouch (belt), worn thieves' tools, and 2 victories

ENCOUNTER 6

—Guild master Balamel Jiromas of the Baneta Furrier's Guild—

Male, Medium-size Human (mixed Fhokki) Ftr 2/Rgr5; CR 7; HD 2d10, 5d8+2; hp 50; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 13 (+3 studded leather armor); CP -1; Base Atk +5; Grp +7; Atk +7 melee (1d8+4/X3, Medium battleaxe); Full Atk +3 melee (1d8+4/X3, Medium battleaxe) and -1 melee (1d6+2/X3, Medium handaxe); Space/Reach 5 ft. x 5 ft.; SA—; SQ favored enemy orcs +4, favored enemy bears +2; AL CG (The Great Huntress); SV Fort +10, Ref +7, Will +4; Str 15, Dex 10, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Craft (taxidermy)+8, Handle Animal +8, Heal +4, Hide +6, Intimidate +3, Move Silently +6, Profession (furrier) +10, Ride +6, Spot +8, Survival +11; Animal Affinity, Blind-Fight, Endurance, Self-Sufficient, Stealthy, Track, Weapon Focus (Battleaxe).

Languages: Low Kalamaran, Fhokki, and Merchant's Tongue.

Special Abilities: Combat Style: two-weapon combat, Animal Companion, (wolf – Jotarr), Favored Enemy (orcs/bears), Link with Companion, Share Spells, Wild Empathy

Ranger Spells Prepared (1; save DC 12): 1st—*longstrider*.

Possessions: "Maiden" (battleaxe), "Iron-tooth" (handaxe), studded leather armor, potion of cure light wounds, cloak, pouch (belt), and 10 victories.

Jotarr, Wolf Animal Companion: CR —; Medium magical beast; HD 2d8+4; hp 13; Init +2, Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./ 5 ft.; SA trip; SQ bonus trick, evasion, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

Special Abilities: Trip, Seek, Evasion, Low-Light Vision, Scent

—Royal Emissary Teremar—

Male, Medium-size Elf (High) Sor 7; CR 7; HD 7d4+1; hp 26; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex) CP 0; Base Atk +3; Grp +3; Atk +3 melee (1d6/X2, Medium light mace); Full Atk +3 melee (1d6/X2, Medium light mace) or +5 ranged (1d8/19-20 X2, light crossbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ low-light vision, immunity to magical sleep; AL CG (polytheistic); SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Bluff +7, Concentration +7, Knowledge (arcana) +5, Listen +3, Search +2, Spellcraft +7, Spot +3; Extend Spell, Martial Weapon Proficiencies (longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow) Skill Focus (Spellcraft).

Languages: Low Kalamaran and Merchant's Tongue.

Special Abilities: Racial Immunities (elf), Racial Skill Bonuses (elf), Low-Light Vision

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0— *daze, ghost sound, mage hand, ray of frost, read magic, touch of fatigue*; 1st—*cause fear, mage armor, magic missile, sleep*; 2nd—*blur, flaming sphere*.

Possessions: Light mace, light crossbow (w/ 15 bolts), royal robes (w/ royal standard), component belt, travelers outfit, royal utilities and papers (such as the silver medallions) for services to the Prince and Pekal, and 20 victories

Appendix V: NPC Stat Blocks (ATL 2)

Encounter 2

—The Ghost Woods—

Snake, Huge Viper: CR 3; Huge animal; HD 4d8+4; hp 22; Init +6; Spd 20 ft., climb 20 ft., swim 20ft.; AC 15, touch 10, flat-footed 15 (-2 size, +2 Dex, +5 natural) CP 0; Base Atk +4; Grp +15; Atk +7 melee (1d6+4, bite plus poison); Full Atk +7 melee (1d6+4, bite plus poison); Space/Reach 15 ft. x 10 ft.; SA Poison; SQ Scent; SV Fort +6, Ref +7, Will +3; Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11; Improved Initiative, Weapon Focus (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. A successful Fortitude save (DC 17) avoids the poisonous effect.

Encounter 3

—Talarin Notiro—

Male, Medium-size Human (mixed Kalamaran) Drd 5; CR 5; HD 5d8+1; hp 9; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 studded leather armor) CP 0; Base Atk +3; Grp +4; Atk +4 melee (1d6+2/19-20, Medium short sword); Full Atk +4 melee (1d6+1/18-20, Medium scimitar) or +4 ranged (1d6/X3, shortbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ; AL LN (polytheistic); SV Fort +5, Ref +2, Will +9; Str 12, Dex 13, Con 12, Int 11, Wis 17, Cha 11.

Skills and Feats: Concentration +4, Craft (leatherworking) +4, Diplomacy +8, Handle Animal +11, Heal +11, Knowledge (nature) +9, Listen +7, Ride +4, Spellcraft +4, Spot +5, Survival +9, Swim +2; Alertness, Animal Affinity, Iron Will.

Languages: Druidic, Merchant's Tongue.

Special Abilities: Nature Sense, Resist Nature Lure, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0 – detect magic, detect poison, guidance, light, purify food and drink; 1st – *entangle*, *magic fang* (2), *obscuring mist*; 2nd – *barkskin*, *flame blade*, *resist energy*; 3rd – *protection from energy*, *neutralize poison*

Possessions: Scimitar, shortbow (w/ 20 arrows), leather armor, waterskin, pouch (belt), rope (hempen, 50 ft.), and 8 victories

—Ainon—

Male, Medium-size Human (mixed Kalamaran) Rgr 5; CR 5; HD 5d8+1; hp 31; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather armor) CP -1; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/19-20, Medium longsword); Full Atk +5 melee (1d8+2/19-20, Medium long sword) and +5 melee (1d6/X3, Medium handaxe); Space/Reach 5 ft. x 5 ft.; SA —; SQ favored enemy bears +4, favored enemy hobgoblin+2; AL CG (The Great Huntress); SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +4, Craft (bowmaking) +7, Craft (taxidermy) +4, Hide +8, Knowledge (nature) +6, Listen +6, Move Silently +8, Profession (furrier) +3, Ride +5, Search +8, Spot +7, Survival +12, Use Rope +4; Endurance, Improved Initiative, Power Attack, Rapid Shot, Stealthy, Track.

Languages: Low Kalamaran, Merchant's Tongue

Special Abilities: Combat Style: two-weapon fighting, Favored Enemy (animals/hobgoblins), Wild Empathy

Ranger Spells Prepared (1; save DC 12): 1st – *entangle*

Possessions: "Komor" (longsword), handaxe, short bow (w/ 20 arrows), potion of cure light wounds, 5 ball arrows (KPG 123), studded leather armor, backpack, fur-lined cloak with leather hood, and 15 victories.

—ATL 2 City Creatures: Furrier's Guild Member/City Guard—

Male, Medium-size Humans (various) Rgr 2; CR 2; HD 2d8+1; hp 15; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather armor) CP -1; Base Atk +2; Grp +4; Atk +4 melee (1d6+2/19-20, Medium short sword); Full Atk +4 melee (1d6+2/19-20, Medium short sword) or +4 ranged (1d6/X3, shortbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ favored enemy bears +2; AL CG (The Great Huntress); SV Fort +4, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +4, Craft (bowmaking) +4, Craft (taxidermy) +4, Hide +7, Knowledge (nature) +4, Listen +6, Move Silently +7, Profession (furrier) +3, Ride +4, Spot +2, Survival +8, Use Rope +3; Rapid Shot, Skill Focus (Survival), Stealthy, Track.

Languages: Low Kalamaran and Merchant's Tongue.

Special Abilities: Combat Style: archery, Favored Enemy (animals), Wild Empathy

Possessions: Short sword, short bow (w/ 20 arrows), 10 ball arrows (KPG 123) studded leather armor, backpack, torch, fur-lined cloak, and 5 victories.

ENCOUNTER 4

—Fenora—

Female, Medium-size Human (mixed human) Rog 3; CR 3; HD 3d6+1; hp 16; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +3; Atk +3 melee (1d6+2/19-20, Medium shortsword); Full Atk +3 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CN (Risk); SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 9.

Skills and Feats: Appraise +5, Bluff +4, Climb +9, Disable Device +9, Escape Artist +7, Hide +9, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +9, Open Lock +8, Search +5, Sleight of Hand +9, Tumble +9; Acrobatic, Dodge, Mobility.

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered cloak, pouch (belt), worn thieves' tools, and 2 victories

—Alono—

Male, Medium-size Human (mixed Reanaarian) Rog 3; CR 3; HD 3d6+1; hp 18; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +2; Atk +2 melee (1d6+2/19-20, Medium shortsword); Full Atk +2 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CG (polytheistic); SV Fort +2, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 14, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +12, Climb +9, Disable Device +6, Escape Artist +7, Hide +9, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +9, Open Lock +8, Search +5, Sleight of Hand +11, Tumble +9; Acrobatic, Deft Hands, Skill Focus (Bluff).

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered clothing, pouch (belt), worn thieves' tools, and 2 victories.

—Penaris—

Male, Medium-size Human (mixed Kalamaran) Rog 3; CR 3; HD 3d6+1; hp 18; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +2; Atk +2 melee (1d6+2/19-20, Medium shortsword); Full Atk +2 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CG (polytheistic); SV Fort +2, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 14, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +9, Climb +9, Disable Device +6, Escape Artist +7, Hide +11, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +11, Open Lock +8, Search +5, Sleight of Hand +11, Tumble +9; Acrobatic, Deft Hands, Stealthy.

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered clothing, pouch (belt), worn thieves' tools, and 2 victories

ENCOUNTER 6

—Guild master Balamel Jiromas of the Baneta Furrier's Guild—

Male, Medium-size Human (mixed Fhokki) Ftr 2/Rgr5; CR 7; HD 2d10, 5d8+2; hp 50; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 13 (+3 studded leather armor); CP -1; Base Atk +5; Grp +7; Atk +7 melee (1d8+4/X3, Medium battleaxe); Full Atk +3 melee (1d8+4/X3, Medium battleaxe) and -1 melee (1d6+2/X3, Medium handaxe); Space/Reach 5 ft. x 5 ft.; SA—; SQ favored enemy orcs +4, favored enemy bears +2; AL CG (The Great Huntress); SV Fort +10, Ref +7, Will +4; Str 15, Dex 10, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Craft (taxidermy)+8, Handle Animal +8, Heal +4, Hide +6, Intimidate +3, Move Silently +6, Profession (furrier) +10, Ride +6, Spot +8, Survival +11; Animal Affinity, Blind-Fight, Endurance, Self-Sufficient, Stealthy, Track, Weapon Focus (Battleaxe).

Languages: Low Kalamaran, Fhokki, and Merchant's Tongue.

Special Abilities: Combat Style: two-weapon combat, Animal Companion, (wolf – Jotarr), Favored Enemy (orcs/bears), Link with Companion, Share Spells, Wild Empathy

Ranger Spells Prepared (1; save DC 12): 1st—*longstrider*.

Possessions: "Maiden" (battleaxe), "Iron-tooth" (handaxe), studded leather armor, potion of cure light wounds, cloak, pouch (belt), and 10 victories.

Jotarr, Wolf Animal Companion: CR —; Medium magical beast; HD 2d8+4; hp 13; Init +2, Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./ 5 ft.; SA trip; SQ bonus trick, evasion, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

Special Abilities: Trip, Seek, Evasion, Low-Light Vision, Scent

—Royal Emissary Teremar—

Male, Medium-size Elf (High) Sor 7; CR 7; HD 7d4+1; hp 26; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex) CP 0; Base Atk +3; Grp +3; Atk +3 melee (1d6/X2, Medium light mace); Full Atk +3 melee (1d6/X2, Medium light mace) or +5 ranged (1d8/19-20 X2, light crossbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ low-light vision, immunity to magical sleep; AL CG (polytheistic); SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Bluff +7, Concentration +7, Knowledge (arcana) +5, Listen +3, Search +2, Spellcraft +7, Spot +3; Extend Spell, Martial Weapon Proficiencies (longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow) Skill Focus (Spellcraft).

Languages: Low Kalamaran and Merchant's Tongue.

Special Abilities: Racial Immunities (elf), Racial Skill Bonuses (elf), Low-Light Vision

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0—*daze, ghost sound, mage hand, ray of frost, read magic, touch of fatigue*; 1st—*cause fear, mage armor, magic missile, sleep*; 2nd—*blur, flaming sphere*.

Possessions: Light mace, light crossbow (w/ 15 bolts), royal robes (w/ royal standard), component belt, travelers outfit, royal utilities and papers (such as the silver medallions) for services to the Prince and Pekal, and 20 victories

Appendix VI: NPC Stat Blocks (ATL 3)

Encounter 2

—The Ghost Woods—

Snake, Huge Viper: CR 3; Huge animal; HD 6d8+6; hp 33; Init +6; Spd 20 ft., climb 20 ft., swim 20ft.; AC 15, touch 10, flat-footed 15 (-2 size, +2 Dex, +5 natural) CP 0; Base Atk +4; Grp +15; Atk +8 melee (1d6+4, bite plus poison); Full Atk +8 melee (1d6+4, bite plus poison); Space/Reach 15 ft. x 10 ft.; SA Poison; SQ Scent; SV Fort +6, Ref +7, Will +3; Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11; Improved Initiative, Run, Weapon Focus (bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. A successful Fortitude save (DC 17) avoids the poisonous effect.

Encounter 3

—Talarin Notiro—

Male, Medium-size Human (mixed Kalamaran) Drd 5; CR 5; HD 5d8+1; hp 9; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 studded leather armor) CP 0; Base Atk +3; Grp +4; Atk +4 melee (1d6+2/19-20, Medium short sword); Full Atk +4 melee (1d6+1/18-20, Medium scimitar) or +4 ranged (1d6/X3, shortbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ; AL LN (polytheistic); SV Fort +5, Ref +2, Will +9; Str 12, Dex 13, Con 12, Int 11, Wis 17, Cha 11.

Skills and Feats: Concentration +4, Craft (leatherworking) +4, Diplomacy +8, Handle Animal +11, Heal +11, Knowledge (nature) +9, Listen +7, Ride +4, Spellcraft +4, Spot +5, Survival +9, Swim +2; Alertness, Animal Affinity, Iron Will.

Languages: Druidic, Merchant's Tongue.

Special Abilities: Nature Sense, Resist Nature Lure, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0 – detect magic, detect poison, guidance, light, purify food and drink; 1st – *entangle*, *magic fang* (2), *obscuring mist*; 2nd – *barkskin*, *flame blade*, *resist energy*; 3rd – *protection from energy*, *neutralize poison*

Possessions: Scimitar, shortbow (w/ 20 arrows), leather armor, waterskin, pouch (belt), rope (hempen, 50 ft.), and 8 victories

—Ainon —

Male, Medium-size Human (mixed Kalamaran) Rgr 5; CR 5; HD 5d8+1; hp 31; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather armor) CP -1; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/19-20, Medium longsword); Full Atk +5 melee (1d8+2/19-20, Medium long sword) and +5 melee (1d6/X3, Medium handaxe); Space/Reach 5 ft. x 5 ft.; SA —; SQ favored enemy bears +4, favored enemy hobgoblin+2; AL CG (The Great Huntress); SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +4, Craft (bowmaking) +7, Craft (taxidermy) +4, Hide +8, Knowledge (nature) +6, Listen +6, Move Silently +8, Profession (furrier) +3, Ride +5, Search +8, Spot +7, Survival +12, Use Rope +4; Endurance, Improved Initiative, Power Attack, Rapid Shot, Stealthy, Track.

Languages: Low Kalamaran, Merchant's Tongue

Special Abilities: Combat Style: two-weapon fighting, Favored Enemy (bears/hobgoblins), Wild Empathy

Ranger Spells Prepared (1; save DC 12): 1st – *entangle*

Possessions: "Komor" (longsword), handaxe, short bow (w/ 20 arrows), potion of cure light wounds, 5 ball arrows (KPG 123), studded leather armor, backpack, fur-lined cloak with leather hood, and 15 victories.

—ATL 3 City Creatures: Experienced Furrier's Guild Member/ City Guard Veteran—

Male Medium-sized Humans (various) Rgr 3; CR 3; HD 3d8+1; hp 20; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather armor) CP -1; Base Atk +3; Grp +5; Atk +5 melee (1d6+2/19-20, Medium short sword); Full Atk +5 melee (1d6+2/19-20, Medium short sword) or +5 ranged (1d6/X3, shortbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ favored enemy bears +2; AL CG (The Great Huntress); SV Fort +4, Ref +5, Will +2; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +4, Craft (bowmaking) +4, Craft (taxidermy) +4, Hide +7, Knowledge (nature) +6, Listen +6, Move Silently +7, Profession (furrier) +3, Ride +4, Spot +7, Survival +8, Use Rope +3; Endurance, Improved Initiative, Rapid Shot, Skill Focus (Survival), Stealthy, Track.

Languages: Low Kalamaran and Merchant's Tongue.

Special Abilities: Combat Style: archery, Favored Enemy (animals), Wild Empathy

Possessions: Short sword, short bow (w/ 20 arrows), 10 ball arrows (KPG 123) studded leather armor, backpack, torch, fur-lined cloak, and 5 victories.

ENCOUNTER 4

—Fenora—

Female, Medium-size Human (mixed human) Rog 3; CR 3; HD 3d6+1; hp 16; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +3; Atk +3 melee (1d6+2/19-20, Medium shortsword); Full Atk +3 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CN (Risk); SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 9.

Skills and Feats: Appraise +5, Bluff +4, Climb +9, Disable Device +9, Escape Artist +7, Hide +9, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +9, Open Lock +8, Search +5, Sleight of Hand +9, Tumble +9; Acrobatic, Dodge, Mobility.

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered cloak, pouch (belt), worn thieves' tools, and 2 victories

—Alono—

Male, Medium-size Human (mixed Reanaarian) Rog 3; CR 3; HD 3d6+1; hp 18; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +2; Atk +2 melee (1d6+2/19-20, Medium shortsword); Full Atk +2 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CG (polytheistic); SV Fort +2, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 14, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +12, Climb +9, Disable Device +6, Escape Artist +7, Hide +9, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +9, Open Lock +8, Search +5, Sleight of Hand +11, Tumble +9; Acrobatic, Deft Hands, Skill Focus (Bluff).

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered clothing, pouch (belt), worn thieves' tools, and 2 victories.

—Penaris—

Male, Medium-size Human (mixed Kalamaran) Rog 3; CR 3; HD 3d6+1; hp 18; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +2; Atk +2 melee (1d6+2/19-20, Medium shortsword); Full Atk +2 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CG (polytheistic); SV Fort +2, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 14, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +9, Climb +9, Disable Device +6, Escape Artist +7, Hide +11, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +11, Open Lock +8, Search +5, Sleight of Hand +11, Tumble +9; Acrobatic, Deft Hands, Stealthy.

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered clothing, pouch (belt), worn thieves' tools, and 2 victories

ENCOUNTER 6

—Guild master Balamel Jiromas of the Baneta Furrier's Guild—

Male, Medium-size Human (mixed Fhokki) Ftr 2/Rgr5; CR 7; HD 2d10, 5d8+2; hp 50; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 13 (+3 studded leather armor); CP -1; Base Atk +5; Grp +7; Atk +7 melee (1d8+4/X3, Medium battleaxe); Full Atk +3 melee (1d8+4/X3, Medium battleaxe) and -1 melee (1d6+2/X3, Medium handaxe); Space/Reach 5 ft. x 5 ft.; SA—; SQ favored enemy orcs +4, favored enemy bears +2; AL CG (The Great Huntress); SV Fort +10, Ref +7, Will +4; Str 15, Dex 10, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Craft (taxidermy)+8, Handle Animal +8, Heal +4, Hide +6, Intimidate +3, Move Silently +6, Profession (furrier) +10, Ride +6, Spot +8, Survival +11; Animal Affinity, Blind-Fight, Endurance, Self-Sufficient, Stealthy, Track, Weapon Focus (Battleaxe).

Languages: Low Kalamaran, Fhokki, and Merchant's Tongue.

Special Abilities: Combat Style: two-weapon combat, Animal Companion, (wolf – Jotarr), Favored Enemy (orcs/bears), Link with Companion, Share Spells, Wild Empathy

Ranger Spells Prepared (1; save DC 12): 1st—*longstrider*.

Possessions: "Maiden" (battleaxe), "Iron-tooth" (handaxe), studded leather armor, potion of cure light wounds, cloak, pouch (belt), and 10 victories.

Jotarr, Wolf Animal Companion: CR —; Medium magical beast; HD 2d8+4; hp 13; Init +2, Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./ 5 ft.; SA trip; SQ bonus trick, evasion, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

Special Abilities: Trip, Seek, Evasion, Low-Light Vision, Scent

—Royal Emissary Teremar—

Male, Medium-size Elf (High) Sor 7; CR 7; HD 7d4+1; hp 26; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex) CP 0; Base Atk +3; Grp +3; Atk +3 melee (1d6/X2, Medium light mace); Full Atk +3 melee (1d6/X2, Medium light mace) or +5 ranged (1d8/19-20 X2, light crossbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ low-light vision, immunity to magical sleep; AL CG (polytheistic); SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Bluff +7, Concentration +7, Knowledge (arcana) +5, Listen +3, Search +2, Spellcraft +7, Spot +3; Extend Spell, Martial Weapon Proficiencies (longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow) Skill Focus (Spellcraft).

Languages: Low Kalamaran and Merchant's Tongue.

Special Abilities: Racial Immunities (elf), Racial Skill Bonuses (elf), Low-Light Vision

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0— *daze, ghost sound, mage hand, ray of frost, read magic, touch of fatigue*; 1st—*cause fear, mage armor, magic missile, sleep*; 2nd—*blur, flaming sphere*.

Possessions: Light mace, light crossbow (w/ 15 bolts), royal robes (w/ royal standard), component belt, travelers outfit, royal utilities and papers (such as the silver medallions) for services to the Prince and Pekal, and 20 victories

Appendix VII: NPC Stat Blocks (ATL 5)

Encounter 2

—The Ghost Woods—

Snake, Huge Viper: CR 6; Huge animal; HD 9d8+6; hp 48; Init +7; Spd 20 ft., climb 20 ft., swim 20ft.; AC 15, touch 10, flat-footed 15 (-2 size, +2 Dex, +5 natural) CP 0; Base Atk +7; Grp +18; Atk +10 melee (1d8+4, bite plus poison); Full Atk +10 melee (1d8+4, bite plus poison); Space/Reach 15 ft. x 10 ft.; SA Poison; SQ Scent; SV Fort +6, Ref +7, Will +3; Str 16, Dex 16, Con 13, Int 1, Wis 12, Cha 2

Skills and Feats: Balance +12, Climb +11, Hide +3, Listen +11, Spot +11, Swim +11; Improved Initiative, Run, Weapon Focus (bite), Power Attack.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. A successful Fortitude save (DC 17) avoids the poisonous effect.

Encounter 3

—Talarin Notiro—

Male, Medium-size Human (mixed Kalamaran) Drd 5; CR 5; HD 5d8+1; hp 9; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 studded leather armor) CP 0; Base Atk +3; Grp +4; Atk +4 melee (1d6+2/19-20, Medium short sword); Full Atk +4 melee (1d6+1/18-20, Medium scimitar) or +4 ranged (1d6/X3, shortbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ; AL LN (polytheistic); SV Fort +5, Ref +2, Will +9; Str 12, Dex 13, Con 12, Int 11, Wis 17, Cha 11.

Skills and Feats: Concentration +4, Craft (leatherworking) +4, Diplomacy +8, Handle Animal +11, Heal +11, Knowledge (nature) +9, Listen +7, Ride +4, Spellcraft +4, Spot +5, Survival +9, Swim +2; Alertness, Animal Affinity, Iron Will.

Languages: Druidic, Merchant's Tongue.

Special Abilities: Nature Sense, Resist Nature Lure, Trackless Step, Wild Empathy, Wild Shape, Woodland Stride

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0 – detect magic, detect poison, guidance, light, purify food and drink; 1st – *entangle*, *magic fang* (2), *obscuring mist*; 2nd – *barkskin*, *flame blade*, *resist energy*; 3rd – *protection from energy*, *neutralize poison*

Possessions: Scimitar, shortbow (w/ 20 arrows), leather armor, waterskin, pouch (belt), rope (hempen, 50 ft.), and 8 victories

—Ainon —

Male, Medium-size Human (mixed Kalamaran) Rgr 5; CR 5; HD 5d8+1; hp 31; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather armor) CP -1; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/19-20, Medium longsword); Full Atk +5 melee (1d8+2/19-20, Medium long sword) and +5 melee (1d6/X3, Medium handaxe); Space/Reach 5 ft. x 5 ft.; SA —; SQ favored enemy bears +4, favored enemy hobgoblin+2; AL CG (The Great Huntress); SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +4, Craft (bowmaking) +7, Craft (taxidermy) +4, Hide +8, Knowledge (nature) +6, Listen +6, Move Silently +8, Profession (furrier) +3, Ride +5, Search +8, Spot +7, Survival +12, Use Rope +4; Endurance, Improved Initiative, Power Attack, Rapid Shot, Stealthy, Track.

Languages: Low Kalamaran, Merchant's Tongue

Special Abilities: Combat Style: two-weapon fighting, Favored Enemy (bears/hobgoblins), Wild Empathy

Ranger Spells Prepared (1; save DC 12): 1st – *entangle*

Possessions: "Komor" (longsword), handaxe, short bow (w/ 20 arrows), potion of cure light wounds, 5 ball arrows (KPG 123), studded leather armor, backpack, fur-lined cloak with leather hood, and 15 victories.

—ATL 5 City Creatures: Grizzled Furrier's Guild Members/ City Guard Sergeant—

Male, Medium-size Human (mixed Kalamaran) Rgr 5; CR 5; HD 5d8+1; hp 31; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather armor) CP -1; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/19-20, Medium short sword); Full Atk +7 melee (1d6+2/19-20, Medium short sword) or +7 ranged (1d6/X3, shortbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ favored enemy bears +4, favored enemy orcs +2; AL CG (The Great Huntress); SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +4, Craft (bowmaking) +7, Craft (taxidermy) +4, Hide +8, Knowledge (nature) +6, Listen +6, Move Silently +8, Profession (furrier) +3, Ride +5, Search +8, Spot +7, Survival +12, Use Rope +4; Endurance, Improved Initiative, Rapid Shot, Skill Focus (Survival), Stealthy, Track.

Languages: Low Kalamaran and Merchant's Tongue.

Special Abilities: Combat Style: archery, Favored Enemy (bears/orcs), Wild Empathy

Ranger Spells Prepared (1; save DC 12): 1st—*entangle*

Possessions: Short sword, short bow (w/ 20 arrows), 10 ball arrows (KPG 123) studded leather armor, backpack, torch, fur-lined cloak, and 5 victories.

ENCOUNTER 4

—Fenora—

Female, Medium-size Human (mixed human) Rog 3; CR 3; HD 3d6+1; hp 16; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +3; Atk +3 melee (1d6+2/19-20, Medium shortsword); Full Atk +3 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CN (Risk); SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 9.

Skills and Feats: Appraise +5, Bluff +4, Climb +9, Disable Device +9, Escape Artist +7, Hide +9, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +9, Open Lock +8, Search +5, Sleight of Hand +9, Tumble +9; Acrobatic, Dodge, Mobility.

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered cloak, pouch (belt), worn thieves' tools, and 2 victories

—Alono—

Male, Medium-size Human (mixed Reanaarian) Rog 3; CR 3; HD 3d6+1; hp 18; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +2; Atk +2 melee (1d6+2/19-20, Medium shortsword); Full Atk +2 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CG (polytheistic); SV Fort +2, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 14, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +12, Climb +9, Disable Device +6, Escape Artist +7, Hide +9, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +9, Open Lock +8, Search +5, Sleight of Hand +11, Tumble +9; Acrobatic, Deft Hands, Skill Focus (Bluff).

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered clothing, pouch (belt), worn thieves' tools, and 2 victories.

—Penaris—

Male, Medium-size Human (mixed Kalamaran) Rog 3; CR 3; HD 3d6+1; hp 18; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex) CP 0; Base Atk +2; Grp +2; Atk +2 melee (1d6+2/19-20, Medium shortsword); Full Atk +2 melee (1d6+2/19-20, Medium shortsword); Space/Reach 5 ft. x 5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CG (polytheistic); SV Fort +2, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 14, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +9, Climb +9, Disable Device +6, Escape Artist +7, Hide +11, Jump +4, Knowledge (local) +5, Listen +2, Move Silently +11, Open Lock +8, Search +5, Sleight of Hand +11, Tumble +9; Acrobatic, Deft Hands, Stealthy.

Languages: Low Kalamaran, Reanaarese, and Merchant's Tongue.

Special Abilities: Evasion, Trap Sense, Trapfinding

Possessions: Shortsword, tattered clothing, pouch (belt), worn thieves' tools, and 2 victories

ENCOUNTER 6

—Guild master Balamel Jiromas of the Baneta Furrier's Guild—

Male, Medium-size Human (mixed Fhokki) Ftr 2/Rgr5; CR 7; HD 2d10, 5d8+2; hp 50; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 13 (+3 studded leather armor); CP -1; Base Atk +5; Grp +7; Atk +7 melee (1d8+4/X3, Medium battleaxe); Full Atk +3 melee (1d8+4/X3, Medium battleaxe) and -1 melee (1d6+2/X3, Medium handaxe); Space/Reach 5 ft. x 5 ft.; SA—; SQ favored enemy orcs +4, favored enemy bears +2; AL CG (The Great Huntress); SV Fort +10, Ref +7, Will +4; Str 15, Dex 10, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Craft (taxidermy)+8, Handle Animal +8, Heal +4, Hide +6, Intimidate +3, Move Silently +6, Profession (furrier) +10, Ride +6, Spot +8, Survival +11; Animal Affinity, Blind-Fight, Endurance, Self-Sufficient, Stealthy, Track, Weapon Focus (Battleaxe).

Languages: Low Kalamaran, Fhokki, and Merchant's Tongue.

Special Abilities: Combat Style: two-weapon combat, Animal Companion, (wolf – Jotarr), Favored Enemy (orcs/bears), Link with Companion, Share Spells, Wild Empathy

Ranger Spells Prepared (1; save DC 12): 1st—*longstrider*.

Possessions: "Maiden" (battleaxe), "Iron-tooth" (handaxe), studded leather armor, potion of cure light wounds, cloak, pouch (belt), and 10 victories.

Jotarr, Wolf Animal Companion: CR —; Medium magical beast; HD 2d8+4; hp 13; Init +2, Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach 5 ft./ 5 ft.; SA trip; SQ bonus trick, evasion, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

Special Abilities: Trip, Seek, Evasion, Low-Light Vision, Scent

—Royal Emissary Teremar—

Male, Medium-size Elf (High) Sor 7; CR 7; HD 7d4+1; hp 26; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex) CP 0; Base Atk +3; Grp +3; Atk +3 melee (1d6/X2, Medium light mace); Full Atk +3 melee (1d6/X2, Medium light mace) or +5 ranged (1d8/19-20 X2, light crossbow); Space/Reach 5 ft. x 5 ft.; SA —; SQ low-light vision, immunity to magical sleep; AL CG (polytheistic); SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Bluff +7, Concentration +7, Knowledge (arcana) +5, Listen +3, Search +2, Spellcraft +7, Spot +3; Extend Spell, Martial Weapon Proficiencies (longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow) Skill Focus (Spellcraft).

Languages: Low Kalamaran and Merchant's Tongue.

Special Abilities: Racial Immunities (elf), Racial Skill Bonuses (elf), Low-Light Vision

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0— *daze, ghost sound, mage hand, ray of frost, read magic, touch of fatigue*; 1st—*cause fear, mage armor, magic missile, sleep*; 2nd—*blur, flaming sphere*.

Possessions: Light mace, light crossbow (w/ 15 bolts), royal robes (w/ royal standard), component belt, travelers outfit, royal utilities and papers (such as the silver medallions) for services to the Prince and Pekal, and 20 victories

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 choose to work for the College of Magic?
- Did the PCs choose to work for the House of Scale?
- Did the PCs choose to work for the military?
- Were the PCs able to make arrangements to work for more than one faction?
- Did the PCs succeed in their negotiations with the Furiers Guild?
- If the PCs were employed by more than one group, did they accomplish the goals for each group they were working for?
- Did any characters receive the Disgust of Vice-Admiral Grachus?
- Was anyone convicted of Kidnapping? If so supply name, character name and email.

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to andrew@kenzerco.com with "Otter Side of the Coin AAR" in the subject line.