

The Beast

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

An Adventure for 1st- to 4th-Level Characters

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The Honorable Mayor Rogani Vitisar takes a Fhokki bride who towers over the tallest villager. Adventurers arrive to complete a simple task. But the breaking of tradition throws the entire village into chaos. An adventure for characters levels 1 through 5.

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

Calculating Average Table Level (ATL)

LKoK uses ATL rather than APL in an effort to offer challenging modules without massacring smaller or imbalanced tables. What this means is that, to factor 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 module, 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 equals 2 tables of 6 not 3 tables of 4.

Module Notes

The Beast is ostensibly concerned with the destruction of the Jabberwocky that plagues Dirunido, although the true beast is the lust-fired Honorable Rogini Vitisar, whose actions have provoked consequences from the "Arrows that See" as well as the ruin brought about by inattention to his feudal duties. Lust isn't an uncommon thing, but this time it has caused the breaking of traditions of a very proud race. Although heterogeneity isn't the norm in Tellene, it still exists with many cultures that are slow to change. To them it's an absolute, a way of life. And that way has been broken. Now they seek satisfaction.

Background

One month has passed since the Honorable Rogini Vitisar returned on the seasonal trade caravan from Tharggy to Pekal with his new wife, Thrayd. It is early fall in the village of

Dirunido. The Honorable Rogini has barely stirred from his hilltop manor since his arrival, despite warnings from the villagers that his Fhokki wife would bring trouble. The lord was smitten with Thrayd Ravaal, the 17-year-old second daughter of Lokkur Ravaal, and he kidnapped her. Lokkur, who is also the head of the "Arrows that See," a spy network for the Queendom of Tharggy, was furious with Rogini's total humiliation of Clan Ravaal in spurning all marital custom.

The abduction of Thrayd could easily have been avoided. Thrayd was attracted to the Honorable Rogini in the beginning, and she had agreed to consider marriage with the consent of her mother. Rogini, however, is a bit of a misogynist. When Rogini demanded that Thrayd return with him to Pekal, his would-be bride told him to seek her mother's permission. This advice was promptly disregarded when Rogini packed up the caravan and Thrayd as well, stealing off at nightfall on the road to Pekal. Although he did not know, Lokkur, Thrayd's mother, would have refused his request regardless. She would see her daughter married to a proud Fhokki man.

Lokkur was furious, and she became determined to exact revenge under the rights of Vendetta Law. Using her influence, Lokkur convened a tribunal to pronounce Rogini's guilt. She dispatched an agent of the "Arrows that See" to punish Rogini for his arrogance, pride and offense to Fhokki traditions and to exact *wergild* for the loss of her daughter.

Lokkur's interest in the return of her daughter is secondary. Her primary desire is the restoration of her honor and the honor of the Ravaal clan. The agent, a Fhokki rogue named Lthev Nieval, arrived at Dirunido a week after the Honorable Rogini's return. She was content to watch the village at first, renting a room at the Three Copper Sheaf. Lthev claims to be a pilgrim of the Raiser who is doing penance by helping the peasants of Dirunido to bring in the harvest. This is common enough. A few pilgrims arrive every season to perform similar works. Lthev has worked the fields for a week, talking to the people and learning the layout of the town.

Her first move was to set fires to the north of Dirunido. Due to the prevailing winds, this act has had two serious consequences. The first is that several of the outlying farms and croplands to the north have been burnt to the ground. The fire was contained and put out, mostly due to the

natural fire-break provided by the Caldas stream. Lthev has looted the burnt-out farms. She has collected enough valuables from the farmsteads to make up most of the Wergild dowry, murdering some peasants in the process. The fire has driven most of the local game further south. This has disrupted the hunting ground of a pack of wolves, forcing them to extend their territory to include the manorial fief of Dirunido. The wolves have killed several animals and savaged peasants in the fields. The people of Dirunido have refused to finish the harvest until the "beast" has been slain.

Thus far the Honorable Rogini has done nothing to resolve this problem other than to post a reward in the Three Copper Sheaf for the head of the "beast." The reward notice hangs directly above a proclamation stating that anyone who has refused to return to the fields three days hence is to be hanged. Though many of the peasants of Dirunido cannot read, the point has gotten across. Lthev has disguised the deaths of the peasants she robbed and murdered to look as if they were attacked by the "beast" (wolves). The wolves have built a new den near the Caldas stream and are thriving in their new territory.

When the party arrives, Lthev is planning her final act, the poisoning of the Honorable Rogini and an escape back to Tharggy with Thrayd.

Adventure Synopsis

This adventure is set in the manorial village of Dirunido, near the Pipitul Woodland. In order to run this adventure the GM should be familiar with the Principality of Pekal, Paru'Bor and the Queendom of Tharggy, referenced in the Pekal Gazetteer and the Kingdoms of Kalamar Campaign Sourcebook.

The scenario places the PCs on their way from Bet Rogala. They arrive in Dirunido and spend their first night in the Three Copper Sheaf Inn, where they have the opportunity to read the edicts posted by the Honorable Rogini and to question tavern patrons about local events. The immediate problem is getting the harvest in before it is ruined. The peasants do not return to the fields until the wolves are dealt with by the PCs.

Lthev Nieval attempts to poison the Honorable Rogini and escape with Thrayd on the third night after the PCs arrive. She attempts to frame the party members as Tharggy spies if they get too close to discovering her identity. She focuses on implicating any Fhokki party members first. The PCs may choose any of several routes. The encounters occur in the order that the PCs pursue them.

Introduction

The module begins with the PC arrival at Dirunido. It is close to nightfall and the only open establishment is a tavern called the Three Copper Sheaf. The PCs read the reward notice for the "beast" and the threat to the peasants who do not return to the fields. Several NPCs provide information concerning the situation in Dirunido. Lthev Nieval maintains her cover story as a pilgrim of the Raiser. A fight breaks out between several drunken patrons and Balan, the Honorable Rogini's yeoman. If the party involves themselves in the fight, Lthev takes the opportunity to pick pocket a personal item of one of the party members who is distracted. This item is insurance. Should anyone begin to suspect her, she plants the "evidence" that implicates the party member. The peasants are angry at Balan's inability to locate and destroy the beast. They suspect that Balan is afraid to face the creature that is savaging the community. Balan relates the exposition concerning Rogini's wife and the fires to the party if the party assists him.

Encounter 1

The PCs may choose to seek employment. If they approach Rogini Vitar, they are granted an audience. Rogini provides some information concerning events in Dirunido and negotiates the reward for the "beast."

Encounter 2

Examining the burnt farmhouses reveals the tracks of the wolves in the area. A careful search of the area north of the farmhouses reveals a few forgotten torches, signs that the fires were deliberately set.

Encounter 3

The wolves may be tracked back to their lair near Caldas Creek, where they attack the party. Partially consumed bodies discovered there bear the stab and slash wounds of a bladed weapon.

Encounter 4

After defeating the wolves, the PCs return as heroes. They may or may not suspect foul play in the matter of the peasant death and the fire. The Honorable Rogini rewards them, Balan tries to take credit, Lthev congratulates them, and the townsfolk treat them as heroes.

Encounter 5

On the night the PCs defeat the wolves, Lthev sets a fire at the Three Copper Sheaf. The PCs may assist the locals in attempting to put the fire out. Lthev takes advantage of the diversion to enter the manor through the front door. She exits with Thrayd after arranging the ransom note, and the two flee to the ransom site. The ransom note is left dramatically stuck to the bedpost with a black crossbow bolt for Rogini Vitisar to find when he returns. The room is disheveled as if a struggle occurred. Rogini seeks the assistance of the party in regaining Thrayd, promising them anything they want for her safe return.

Encounter 6

The ransom site has been prepared by Lthev in advance with numerous traps to slow down any pursuers. Thrayd is awaiting Lthev at a pre-established rendezvous point. If Lthev does not meet her by daybreak, or if the party does not track her, she returns to Tharggy. Lthev has disguised herself in Thrayd's wedding clothes and has rigged a trap that she appears to be affixed to. The trap can be triggered by Lthev and is intended to damage the party. Lthev attacks the first party member to come close enough to recognize her. Her only goal is to poison the Honorable Rogini. If the Honorable Rogini is present, Lthev focuses on getting close enough to use her crossbow on the Honorable Rogini, attempting to wound him with the poisoned bolt. If Rogini does not come to the ransom site, Lthev attempts to attack the party then flee, losing pursuit and making her way to the rendezvous point where Thrayd awaits her.

End Game

A: The PC's return Thrayd and are rewarded by the Honorable Rogini Vitisar. Gain favor with the Honorable Vitisar and Enmity with the "Arrows that See".

B: The PCs find Thrayd and allow her to return to Tharggy. Gain favor with the "Arrows that See".

C: The PC's do not find Thrayd and she escapes to Tharggy. No Favor or Enmity.

Adventure Hooks

The PCs enter the adventure at a time when the Honorable Rogini is not focused on his duties. The distraction of his wife has left the savagery of the wolves unchecked. The crops in the fields are over-ripe. The Honorable Rogini's yeoman Balan is a coward and has no intention of taking on the "beast." He has attempted to distract Rogini by dismissing the attacks and emphasizing the need to threaten the peasants with death in order to get them to return to the harvests.

—The players may have entered Dirunido on the seasonal caravans that pass through Dirunido. They may have been employed as mercenaries to the border of Pekal and then dismissed.

—The players may be passing through Dirunido on their way to Bet Rogala, returning from a previous adventure.

—The players may be working for one of Rogini Vitisar's lords, attempting to establish why the feudal obligations of Dirunido have not been sent with the last caravans to Bet Rogalas.

Calendar and Climate

It is the last days of Arid (roughly the beginning of September) and the temperature is 60° + 2d10° Fahrenheit. The temperature drops 10 to 15 degrees at night. It has been raining for the past few days, rounding off a two month span where the rains were nearly overwhelming.

Veshemo (Tellene's largest moon) is entering its new-moon phase and is barely visible. Pelselond and Diadolai (Tellene's smallest moon) are running their normal courses, but the fortune tellers are more focused on the never-ending rain rather than the phases of the moon. With Arid not living up to its name, many doomsayers are claiming that starvation and famine are to follow during the winter. Some go so far as to say Kabori struck an unholy pact to ensure Pekal's assimilation into the empire.

NOTE: The excessive rain in conjunction with the fires is meant to be a clue in this module.

Introduction

Summary: The module begins with the PC arrival at Dirunido. It is close to nightfall and the only open establishment is a tavern called the Three Copper Sheaf. The PCs may read the reward notice for the "beast" and the threat to the peasants who do not return to the fields. Several NPCs here provide information concerning the situation in Dirunido. Lthev Nieval attempts to strike up a conversation with the PCs to determine why they are in Dirunido. She maintains her cover as a pilgrim of the Raiser. A fight breaks out between several drunken patrons and Balan, the Honorable Rogini's yeoman. If the party involves themselves in the fight, Lthev takes the opportunity to steal a personal item of one of the party members who is distracted. The peasants are angry at Balan's inability to locate and destroy the beast. They suspect Balan is afraid to face the creature that is savaging the community. Balan relates the exposition concerning Rogini's wife and the fires to the party if the party assists Balan.

In your relentless quest for adventure, you've been drawn to a small Hamlet near the Paru'Bor border. Arriving at sunset, only the tavern remains open. The Three Copper Sheaf is as typical an inn as one might imagine. The crowd, however, is not as lively as a typical bunch of early evening revelers. Some are sitting sullenly in the corners, nursing ales. Others are talking loudly, but they seem angry. The patrons glare menacingly at a well-dressed Kalamaran man sitting by himself at a table having a meal. The only other person who stands out in the crowd is a Fhokki woman sitting at the bar, staring into her drink.

The crowd is comprised mainly of farmers unhappy about the new edict. Balan sits in a corner by himself. Lthev sits at the bar, acting nonchalant but furtively examining the situation. The PCs have several choices at this point. They can speak to Balan, Lthev, or a farmer—or they can find a place to sit by themselves and order a drink/food and let the action come to them.

If they approach Balan, he asks the PCs to join him, and he asks them about themselves, trying to see if he can use them to defeat the beast.

After he learns they are capable adventurers, the battle begins.

If they approach Lthev, she gives them her story about being a worshipper of the Raiser who is doing her duty by helping with the harvest. She claims she is not from the Fhokki tribe just across the border from this town, not has she heard of this tribe. After a few moments of chatting, the battle begins.

If they approach a farmer, or if they sit by themselves, they can speak to Johaki, a mixed-blood farmer. He asks the PCs if they are here to defeat the beast and take the reward. He then points out the announcements tacked to the wall. He will also say that all of this ill luck has come about because the Honorable Rogini married a Fhokki witch, and now the gods are punishing him for it. People around the bar will agree and spit on the floor in disgust when the farmer says the word "Fhokki." The farmer relates the story of the Fhokki tribe that lives across the border in Paru'Bor.

Those stinking barbarians come across the border and steal our crops. They poach our game, and a few years ago they even stole some of my sheep. I'm sure they are preparing more raids against us, and that's why they burned the land to the north. Worse yet, I bet they used their evil magic to summon the beast that is killing us.

The rant will continue as long as you are willing to let it. After a few minutes of talking, the battle begins:

Four burly field hands are standing around a pair of sheets of parchments tacked to a wall. One of them shouts, "It'll be your pretty neck stretching if we get our way, you coward" at the well-dressed Kalamaran man sitting at the table by himself. The Kalamaran man quickly stands and shouts, "I will teach you your place, curs!" They move toward each other with clenched fists, and the Fhokki woman moves away from the bar to try to intercede, but then she thinks better of it, stepping back.

The four commoners have picked a fight with Balan, the Yeoman of Dirunido. The fight is an unarmed subdual fight at this point. The statistics for the NPCs are listed in Appendix III.

ALL ATLS:

4 Commoners, hp 6, see Appendix III
Balan, hp 9, see Appendix III

Developments: If the PCs get involved in the fight, the commoners attack them unarmed. During the confusion, Lthev Nieval pretends to intervene and pull combatants away from the pile. During her grappling, she attempts to pick a pocket and get an item from a PC that she can later plant to frame the PC. The Sleight of Hand check gets a +10 circumstance bonus if the PC is in melee. The PC being robbed gets a Spot check against Lthev's Sleight of Hand check. The judge should make a point of NOT exposing Lthev Nieval to the PCs' suspicions. She does her best to appear peaceful while trying to break up the fight shouting, "stop this needless violence." If the PCs are especially vigilant toward Lthev, she does not attempt to pick a pocket. If she is caught, she claims that she is a down-on-her-luck thief, and she begs the PC not to turn her in to the authorities, hoping to fool them with twisted version of the truth. If they do turn her in, she is taken away but escapes as soon as she is out of the sight of the PCs.

DM NOTE: Lthev plants this item at the inn later during the fire and it is found by the Honorable Vitisar. If the PCs return Threyd to him, he ignores this piece of evidence. If they return without her, though, he accuses them of kidnapping. Unless the PCs succeed at a **Diplomacy check** DC 20 + ATL (and yes other party members can Assist the roll), the offending PC (whose item it was) is convicted by the Honorable for kidnapping, but the gp fine is waved for their service of slaughtering the beast. They must simply spend the DUs in jail.

If the PCs fight their way out of Dirunido instead, list it on the AAR.

If any PCs use weapons or magic that does lethal damage, the Honorable's guards come and arrest all the participants. As long as the PCs don't kill anyone, Balan gets them out of jail and talks to them about the situation in the area, as detailed below. If a PC kills anyone, that PC is executed.

Both the reward for the head of the beast and the edict threatening the peasants who refuse to return to the fields are written in Merchant's Tongue and displayed on the wall of the Three Copper Sheaf. These handouts are Appendix IV.

If the PCs rescue Balan from his well-deserved beating, he relates the tale of recent occurrences in Dirunido:

Many thanks, friend, for helping me against those ungrateful clods. The name is Balan. I am charged with the Honorable Rogini's confidence and can speak for him in matters of the town. It has been a hornet's nest here of late. With everything going on in Dirunido, it's nice to see folk with their wits still about them.

—PC questions: What about Dirunido?

Well, you're new to town and chances are you haven't heard tongues wagging yet, though I suspect you will shortly. The Honorable has recently wed himself to a Fhokki noblewoman he met on the Seasonal Caravan to Tharggy. Hasn't stirred much from the manor since he got back a month ago. There was a forest fire up by Caldas Creek that burnt down the north end of town and a beast has been scaring folk that ought to be about their business in the fields. If they don't get to work, we will miss the feudal rights and the lot of 'em will dance the gallows.

—PC Questions: Forest Fire?

Fires are not uncommon near the Pipitul Woodland. Most likely lightning sparked it further to the north. [If asked, no one has investigated the source of the fire. Balan insists there is no need.]

—PC Questions: Beast? Gallows?

The lord has posted a reward for the beast. I mean to collect it myself of course. I've just been too busy seeing to the other affairs of Dirunido. I have the Honorable's fullest confidence and a large share of the burden of rule falls to me. Well, its all posted up there, along with the threat to get back to work or get what's coming. Come by the manor in the morning if you want to take on the job of hunting down the beast for his lordship.

—PC Questions: Feudal Obligation?

Yes, the people and the land are beholden to the Honorable Rogini, and he has his lords in Bet Rogala. The harvest has to come in or there won't be food for the winter, let alone the obligations to be sent to the capital. I fear a storm coming. If that harvest isn't brought

in soon it may all be driven to the ground to rot or go to seed, then you'll see fire and fury from his lordship fit to drive most folk out for quite a time.

Encounter One: The Beast of Dirunido

SUMMARY: The PCs may choose to seek employment. If they approach Rogini Vitisar, they are granted an audience. Rogini provides some information concerning events in Dirunido and negotiates the reward for the "beast."

The Honorable appears after the party has waited for him in the great hall for 30 minutes. Rogini Vitisar is distracted and appears hastily dressed. He entertains questions from the party for a minimum of time with minimal attention. Rogini gazes longingly at the stairwell to the upper tower for the entirety of the (short) meeting.

—PC Questions: When did the beast first appear?

The attacks began about 2 weeks ago, after my return and the Caldas Creek fires. The beast has never troubled Dirunido before that time.

—PC Questions: Where to look for the beast?
The beast has been active in the north area near the burnt farms and woodlots. This is the area where attacks on peasants in the fields sparked a refusal to continue the harvest.

—PC Questions: What is the Beast?
No one who has been attacked has lived to tell. From the unconsumed portions of the victims and great clawed tracks left behind, Balan has determined that the creature is a Thunder Lizard...or perhaps a Slathering Gouger: big, ferocious, large fangs and claws that can shred cattle. (See *Dangerous Denizens: The Monsters of Tellene* for both of these creatures.)

—PC Questions: Can we exhume the victims of the attacks?

What? Dig up the properly buried dead and condemn their souls to torment? This would cause a riot in the already strained situation with the peasantry. (This is not allowed. If the

players insist on attempting to dig up bodies in the dead of night or some such, they are caught and expelled from Dirunido the next day by an angry mob.)

—PC Questions: More money?

I thought I was dealing with heroes, not highwaymen! (A Diplomacy check DC16 – ATL persuades his lordship to increase the reward to 110 Victories.)

—PC Questions: Equipment, resources, or manpower:

(In general, requests for additional aid causes the lord to doubt the competence of the group to accomplish the task of slaying the beast. Requests for additional equipment are granted only if the items are common PHB items. These items are deducted from the reward. The resources of the manor are needed for the harvest and cannot be spared. Rogini briefly considers requests for Balan to accompany the party. Balan, seeing this, quickly reminds the lord of his indispensable nature in allowing his Lordship time for "the comforts of his new union." This statement ends the discussion as his lordship leaves the meeting to make his way upstairs.)

Encounter Two: Investigation

SUMMARY: Examining the burnt farmhouses reveals the tracks of the wolves in the area. A careful search of the area north of the farmhouses reveals a few forgotten burnt torches, signs that the fires were deliberately set.

The best set of tracks happens to be located in the north, where all the burnt-out farms are also located. The PCs should eventually make their way to the north. When they do they easily find wolf prints, and they find burnt torches with a **Search check** DC 10 + ATL. A **Knowledge: Nature check** DC 12 + ATL informs a PC that there have been no lightning strikes in this area recently. Searching a burnt farmhouse reveals that someone has removed all the valuables from the buildings.

If the PCs wish to track the wolves to their lair north of Caldas Creek, it requires a **Survival check** DC 15 + ATL by a character with the **Track** feat. If no one in the party can track, the

PCs are attack by the wolves from Encounter Three out in the open.

Encounter Three: Lair of the Wolves

SUMMARY: Tracking the wolves to their lair provoke them to attack the party. If the PCs cannot track, the wolves come and find them.

If the PCs are able to track the wolves back to the lair, read the following:

The tracks lead north for at least two miles, but then the tracks get too numerous and jumbled to follow in any one direction. Ahead of you is a small hill with a cave opening clearly visible at the base.

The PCs can approach the den without being heard by beating a DC 14 + ATL with a **Move Silently** check. If they do so, they can surprise the wolves. Otherwise the wolves know something or someone approaches and are ready. The tunnel leading to the den is 40 feet long and 5 feet wide, curving slightly to the right. The den itself is roughly circle and 30 feet in diameter.

ATL 1

1 Wolf, hp 13, see Monster Manual

ATL 2

3 Wolves, hp 13, see Monster Manual

ATL 3

4 Wolves, hp 13, see Monster Manual

ATL 4

7 Wolves, hp 13, see Monster Manual

Developments: The remains of several villagers confirm that the beast is in fact this pack of wolves. The partially consumed bodies bear the stab and slash wounds of a bladed weapon (caused by Lthev). A **DC 20 Search** of the bodies will reveal a silver button with crossed arrows clutched in the deathgrip of one of the peasants. This was torn from Lthev's cloak during a struggle. There is nothing else of value here.

Alternate: If the PCs cannot track the wolves back to the lair, the wolves attack them in the open. The wolves attempt to sneak into charging

range and then attack quickly, hoping to gain surprise. The wolves **Hide** and **Move Silently** modifier is +2 and +3 respectively. Note that the PCs cannot find the bodies and the button if they do not track back to the lair, which will make the module a bit harder.

Further Development: At this point, the PCs may think that they have solved the problem. For the most part, they have. The "beast" is dead and the farmers can go back to their fields without fear. If the PCs found the bodies and the button, however, they know that something more is amiss.

Encounter Four: A Heroic Return

SUMMARY: The PCs return as heroes. They may or may not suspect foul play in the matter of the peasant death and the fire. The Honorable Rogini rewards them, Balan tries to take credit, Lthev congratulates them, and the townsfolk treat them as heroes.

On the trek back into the village after defeating the wolves, the PCs will meet Balan. Assuming they tell him about the defeat of the wolves, he is ecstatic. He ignores the other details (the burnt torches, the blade wounds in the wolf victims, and the button) as trivialities. He instructs the PCs to go to the Honorable and receive their reward. When they go, he goes to the Three Copper Sheaf to claim that he has "led the mercenaries in defeating the beast."

At the Honorable Rogini's manor, the Honorable is again distracted. He essentially pats the PCs on the back, gives them the gold, and hurries back upstairs to be with his new bride. He tells the PCs that they should go to the Three Copper Sheaf and have supper and a round of ale on him.

At the Three Copper Sheaf, a celebration is underway. As the PCs enter, the villagers hug them, thank them, ask them to kiss their children for good luck, etc. Balan tries to stay as close as possible to the PCs, hoping that some of the good feeling flowing to the PCs from the villagers will rub off on him. Lthev, assuming she was not turned in to the authorities earlier, congratulates the PCs and thanks them on behalf of the Raiser for allowing the workers to safely return to the fields.

If the PCs mention any of the things they found (torches, blade wounds, button), no one seems particularly concerned. They just claim it is the Fhokki clan residing across the border in Paru'Bor and continue with the celebration. Only Lthev says anything of substance about the button if asked about it, and she draws the PCs aside and tells them that Balan wears a cloak with buttons, but he stopped wearing it just a couple days ago. This is, of course, a lie, but the PCs may just be in the right frame of mind to distrust Balan as he tries to take credit for their victory. As soon as Lthev is out of the PCs sight, she runs to her room and hides the cloak with the missing button.

If the PCs search Lthev's room before mentioning the button in her presence, they will find the cloak with the missing button. If she is present when the party enters her room to search, she flees to carry out her plan later that evening. If she is not present when the party searches her room, she discovers the search later and proceeds in her attempt to frame the party in the eyes of the Honorable Rogini.

Encounter Five: Tavern Fire

SUMMARY: On the night that the PCs defeat the wolves, Lthev sets a fire at the Three Copper Sheaf. The PCs may assist the locals in putting the fire out. Lthev takes advantage of the diversion to enter the manor through the front door. She exits with Thrayd after arranging the ransom note. The two flee to the ransom site. The ransom note is left dramatically stuck to the bedpost with a black crossbow bolt for Rogini Vitisar to find when he returns. The room is disheveled as if a struggle occurred. Rogini will seek the assistance of the party in regaining Thrayd, promising them anything they want for her safe return.

DM NOTE: Depending on what the PCs have or have not learned in previous encounters, they may start to get a bit frustrated at this point. If they did were not able to track the prints back to the wolves' lair, they have no reason to suspect that anything other than the wolves had attacked the villagers. Let the PCs investigate, hit dead ends, and vent as they wish. If they get too frustrated, move the game along quickly until the

evening when the next phase in Lthev's plan is hatched.

The PCs may be sleeping in the Three Copper Sheaf when the fire starts. Anyone who is awake when the fire breaks out smells smoke and hears the crackling almost immediately. If all the PCs are sleeping, it takes a DC 10 **Con check** to wake up. Check each round after the fire starts (increasing the DC by +1 for each additional round). The PCs can exit the tavern safely if they get out within the first 20 rounds. After the first 20 rounds, the stairs are completely ablaze and the only exit is to drop 20 feet out the window to the ground below. If for some reason the party members are here after 20 rounds, smoke inhalation and fire consumes their miserable armor-donning souls. **Con checks** each round (DC 14) allow PCs to act normally. If they fail one Con check, they are limited to only 1 standard action per round. If they fail a second **Con check** (DC 14), they take 10 points of subdual damage that round and every round thereafter. If they are still in the inn after 60 rounds, the roof collapses on them and they are lost. The players can assist the Tavern keep and other volunteers in putting out the fire. This will take several hours of bucket work as the fire has been expertly set and aided with highly flammable liquid.

The Honorable Rogini appears on the scene, having been dragged out of bed by the fire. Unless the party members make a point of going to the opposite side of the town and observing the manor, they do not see Lthev and Thrayd going to the ransom site.

PCs might try to track the arsonist, but too many people have run around trying to put out the fire, and Lthev covered her tracks anyway. Investigating the burnt building reveals some empty flasks of lamp oil left behind (**Search check** DC 20 to find them).

If the PCs ask the assembled crowd if anyone saw anything, one young girl says that she saw a man running toward the manor when everyone was running to the fire. He was dressed in dark clothes, but she didn't get a good look at him. She will give this information after the fire has been put out. Neither Balan nor Lthev can be found.

It will take two full hours for the fire to be contained and the area searched. The

Honorable Rogini invites the PCs to stay at the manor (since their lodging just burnt down). If the PCs refuse to go with him, he will go back to the Manor, find the note, and send Balan to find the PCs.

If the PCs go with him to the Manor, he won't answer many questions, as he is eager to get back to his bride. He will insist "all this can be sorted out tomorrow." When the party reaches the manor, the Honorable Rogini leaves the PC to be attended by a servant, and he hurries back to his bedchamber. Give the PCs a few seconds to brood about the incident and then have Rogini come flying back down the stairs, shouting that his wife is missing.

If Lthev was able to pick an item off the PCs, Rogini insists that the players bring his wife back! He alternates between accusing the players of having a hand in the kidnapping and pleading with them to return her. Balan arrives at this time, calms Rogini down, and asks the players to investigate the bedchamber where they find the evidence of a struggle and the letter stuck through with a black crossbow bolt to the bedpost. If asked, Balan claims that he was patrolling the borders of the village, but in reality he was visiting the bedchamber of a married village woman while her husband is away on business.

The Honorable's bedchamber is in shambles. Clothes and furniture are strewn about the room, along with silverware, bits of food, and books. The window is open, and a length of rope is tied to the balcony, hanging down to the flowerbed below. Stuck to the bedpost with a black crossbow bolt is a note (see Appendix IV.)

The note says:

"Below you will find a map to a nearby glen in the Pipitul Woodland. Come alone, unarmed and bearing 300 gold to the site within one hour of finding this message. Fail to comply on any of the above points and your wife will die." [A crude but legible map is scrawled at the bottom of the note.]

PCs might try to find tracks in the flowerbed. They may be surprised to find none.

Rogini is completely distraught and doesn't appear capable of making a rational decision concerning the best course of action. He allows

the PCs to handle the problem. If the party believes that he should go along with them to the ransom site, he will. If they think he should stay at the manor, he will.

Balan, on the other hand, has no desire to go to the ransom site. He attempts to persuade the party that the safest place for the Honorable Rogini would be at the manor with Balan at his side to protect him. If the party insists that he should go, the Honorable Rogini will command him to do so. Balan then attempts to slip away and hide at the first possible opportunity. If he can't get away, he whines and complains about the risk to his Lord and himself, stating that it is foolhardy to risk the competent leadership of the fief. If he is dragged all the way to the ransom site, he faints as soon as the combat begins.

Encounter Six: The Ransom Site

SUMMARY: The ransom site has been prepared by Lthev in advance with numerous traps to slow down any pursuers. Thrayd awaits Lthev at a pre-established rendezvous point one league away from the ambush site. If Lthev does not meet Thrayd by daybreak, or if the party does not track her, Thrayd returns to Tharggy. Lthev has disguised herself in Thrayd's wedding clothes and has rigged a trap, appearing to be tied to a tree with her hands above her head.

The trap can be triggered by Lthev and is intended to damage the party with a spiked log that swings down directly in front of her. Lthev attacks the first party member to come close enough to recognize her. Her only goal is to poison the Honorable Rogini. She believes that Thrayd will escape with or without her. If the Honorable Rogini is present, Lthev focuses on getting close enough to use her crossbow on him, attempting to wound him with the poisoned bolt and coup de grace him. If Rogini does not come to the ransom site, Lthev attempts to attack the party and flee, losing pursuit and making her way to the rendezvous point where Thrayd awaits her. They return to Tharggy if possible.

Trap: The ambush site is covered with four pits. These four pits are described in Appendix III. Lthev also grasps the trigger mechanism to a spiked log trap in case she is rushed. All traps are detailed in Appendix III.

Creature: Roll a Disguise check for Lthev. This number is the DC for the Spot check the PCs will need to make to realize the person in the dress is Lthev. This Spot check is only made once, when each PC gets within 30 feet of her. Lthev appears to be wearing a gag (so that she doesn't have to speak and ruin the disguise.) The wedding dress has been rigged so that it does not hamper Lthev's movements. She drinks a *potion of mage armor* before the party arrives.

ATL 1

Lveth Nieval Rog3, hp 20, see Appendix III.

ATL 2

Lveth Nieval Rog4, hp 26, see Appendix III.

ATL 3

Lveth Nieval Rog5, hp 32, see Appendix III.

ATL 4

Lveth Nieval Rog7, hp 44, see Appendix III.

Tactics: Lthev wants to wait until a PC is right in front of her. As a standard action she can trigger the log trap. As a move action she can grab the crossbow from behind the tree. Her goal is to shoot the Honorable Rogini with the poisoned bolt. If he doesn't come forward, she will shoot whoever does. If someone charges her before she can act, she triggers the log trap on her action. If Lthev cannot harm the Honorable Rogini, she realizes this and flees. She doesn't want to fight the party unless they make it personal somehow—tracking her to the rendezvous site would fall into the personal category.

DM NOTE: if the PCs simply murder Lthev, there is no way for them to find Thrayd, which means the young Fhokki travels back to her tribe. If the PCs are able to subdue and then interrogate Lthev, they need to make two successful Intimidate checks in a row to get her to tell where Thrayd is. If they fail an Intimidate check, she won't talk. They can also try to Bluff Lthev into giving up the information, but it has to be a very good bluff based on role-playing. Lveth gets a +5 circumstance bonus to her Sense Motive check against a Bluff.

Conclusion: End Game

SUMMARY: There are many ways this could end. Below are some of the most common conclusions.

Releasing Thrayd: If the players find Thrayd at the rendezvous point after dealing with Lthev Nieval, she pleads with the PCs to be allowed to return home to Tharggy. Attempt to persuade the PCs by having Thrayd tell them that she was taken from her mother against her will and that Rogini doesn't truly care for her. She uses all the charm and charisma she can muster to convince the PCs to be let go. Gain Favor with the "Arrows that See".

- She loved Rogini when she first met him, but cannot stand to live without her mother. It is against Fhokki tradition for her to marry an outsider. The clan she belongs to is prevalent across southern Tharggy and Paru'Bor.

It is true that her people raid across the border, but this is a long standing tradition that both parties have always accepted before. It's the way things have always been and she wishes to return to her people and her mother.

Return Thrayd: The PCs return Thrayd and are rewarded by the Honorable Rogini Vitar. Gain Favor with the Honorable Vitar and Enmity with the "Arrows that See".

- Thrayd is lawfully married to Vitar, and as the Honorable of this hamlet, he is also the final judiciary authority. Although no specific law forbids it, there are a few that are broad enough that abetting her escape may be criminal.

Do Not Find Thrayd: The PC's do not find Thrayd and she escapes to Tharggy. No Favor or Enmity.

If the PCs kill the Honorable Rogini or Balan, the crime's punishment is unwavering. The killers of an Honorable are tracked down and executed by the crown.

If Thrayd is somehow killed by a character, the PC or PCs responsible earn the Enmity of the "Arrows that See" and are fined the amount promised to them by the Honorable (with further charges possible pending Vitar's investigation).

APPENDIX I: TREASURE SUMMARY

Encounter 6: Lthev Nieval's Gear (all are Medium-Size)

12 masterwork bolts worth 40 gold total if sold

Light crossbow worth 15 gold if sold

Masterwork short sword worth 50 gold if sold (see cert)

1 poisoned masterwork bolt worth 210 gold if sold

Potion of *cure moderate wounds* x3 worth 200 gold each if sold

5 gold coins in a worn purse

NOTE: Lthev consumes the potion of mage armor before the party reaches the ambush site. It is not available as treasure.

End Game: the Honorable Rogini's rewards:

For the death of the beast: 100 gold (110 haggle) each: max 600 (660 haggle) gold for a party of 6

For the return of Thrayd unharmed: 300 gold total (250 total if they haggled for the Beast reward)

Total treasure this module: 1920 in gold value.

THESE REWARDS COME AT THE EXPENSE OF 13* DAY UNITS

This number is reduced to 10 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

—Introduction: Stopping the fight short of lethal force	25 XP
—Encounter 1: Negotiating a contract to slay the beast with the Honorable Rogini	25 XP
—Encounter 2: Determining the cause of the forest fires	25 XP
—Encounter 3: Defeating the Wolves	25 XP
—Encounter 5: Helping to extinguish the tavern fire	25 XP
—Encounter 6: Defeating Lthev Nieval	100 XP
—End Game: Recovering Thrayd and returning her to Rogini *or* letting her return to Tharggy	25 XP
* Discretionary Experience for Role Playing	150 XP

400 Total possible XP

APPENDIX III: NPCs, Bestia, and Traps

Introduction:

4 Farmers: Male Human Com1; CR1/2; Medium Humanoid; HD 1d6+2; hp 6; AC 11, touch 11, flat-footed 10; Base Attack/Grapple +0/+1, Attack: unarmed +1 melee (1d3+1 non-lethal); Full Attack: unarmed +1 melee (1d3+1 non-lethal); AL LN; SV Fort +2, Ref +1, Will +0; STR 12 DEX 12 CON 14 INT 10 WIS 10 CHA 8.

Skills and Feats: Profession: Farmer +7, Handle Animal +6, Knowledge: Nature +4; Skill Focus: Handle Animal, Skill Focus: Profession: Farmer.

Personality: What can be said of the little people, the salt of Dirunido? Better not to be them. They are practical, hard working superstitious, suspicious, and firm practitioners of the art of taking delight in the misfortune of others. Their lives are full of backbreaking labor with very little leisure time. They entertain themselves with gossip and speculation concerning anyone new to Dirunido. They aren't particularly strong proponents of hygiene.

Balan: Male Human War1; CR1/2; Medium Humanoid; HD 1d8+1; hp 9; AC 14, touch 10, flat-footed 14; Base Attack/Grapple +1/+1; Attack: unarmed +1 melee (1d3 non-lethal); Full Attack: unarmed +1 melee (1d3 non-lethal); AL N; SV Fort +3, Ref +0, Will -1; STR 10 DEX 10 CON 12 INT 8 WIS 8 CHA 14.

Skills and Feats: Bluff +4, Handle Animal +6, Intimidate +11; Persuasive, Skill Focus: Intimidate.
Possessions: chain shirt, dagger.

Personality: Balan is a politician, though one who is self-important. He will volunteer others to risk danger while placing himself in the best possible situation. Balan is incompetent and makes mistakes often. He maintains his rank by the fine art of placing blame on others. Balan is fond of boasting of his accomplishments, both real and imagined. He mentions them often.

Encounter Six:

ATL1

Lthev Nieval: Female Human Rog3; medium humanoid; HD 3d6+6; hp 20; Init +6; Spd 30 ft; AC 12 (16), touch 12, flat-footed 10 (14); Base Attack/Grapple +2/+5; Attack: short sword +5 melee (1d6+3) or light crossbow +5 ranged (1d8); Full Attack: short sword +5 melee (1d6+3) or light crossbow +5 ranged (1d8); SA: sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL LN; SV Fort +3, Ref +5, Wil +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 12;

Skills and Feats: Bluff +7, Craft: Trapmaking +7, Disguise +9, Gather Information +7, Hide +8, Move Silently +8, Open Locks +8, Sleight of Hand +11, Sense Motive +6, Tumble +8; Improved Initiative, Quick Draw, Skill Focus: Sleight of Hand.

Possessions: short sword, light crossbow, 10 masterwork bolts, one masterwork poisoned bolt (see below), *potion of mage armor*, *potion of cure moderate wounds* x3, Poisoned Bolt: 1d8 plus Carrion Crawler Brain Juice (DMG p 297), Fort save DC 13 resists; paralysis 1d3 min/0

ATL2

Lthev Nieval: Female Human Rog4; medium humanoid; HD 4d6+8; hp 26; Init +6; Spd 30 ft; AC 12 (16), touch 12, flat-footed 10 (14); Base Attack/Grapple +3/+6; Attack: mw short sword +6 melee (1d6+3) or light crossbow +6 ranged (1d8); Full Attack: short sword +6 melee (1d6+3) or light crossbow +6 ranged (1d8); SA: sneak attack +2d6; SQ evasion, uncanny dodge, trapfinding, trap sense +1; AL LN; SV Fort +3, Ref +6, Wil +1; Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 12;

Skills and Feats: Bluff +8, Craft: Trapmaking +8, Disguise +10, Gather Information +8, Hide +9, Move Silently +9, Open Locks +9, Sleight of Hand +12, Sense Motive +7, Tumble +9; Improved Initiative, Quick Draw, Skill Focus: Sleight of Hand.

Possessions: short sword, light crossbow, 10 masterwork bolts, one masterwork poisoned bolt (see below), *potion of mage armor*, *potion of cure moderate wounds* x3, Poisoned Bolt: 1d8 plus Carrion Crawler Brain Juice (DMG p 297), Fort save DC 13 resists; paralysis 1d3 min/0

ATL3

Lthev Nieval: Female Human Rog5; medium humanoid; HD 5d6+10; hp 32; Init +6; Spd 30 ft; AC 12 (16), touch 12, flat-footed 10 (16); Base Attack/Grapple +3/+6; Attack: short sword +6 melee (1d6+3) or light crossbow +6 ranged (1d8); Full Attack: mw short sword +7 melee (1d6+3) or light crossbow +6 ranged (1d8); SA: sneak attack +3d6; SQ evasion, uncanny dodge, trapfinding, trap sense +1; AL LN; SV Fort +3, Ref +6, Wil +1; Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 12;

Skills and Feats: Bluff +9, Craft: Trapmaking +9, Disguise +11, Gather Information +9, Hide +10, Move Silently +10, Open Locks +10, Sleight of Hand +13, Sense Motive +8, Tumble +10; Improved Initiative, Quick Draw, Skill Focus: Sleight of Hand.

Possessions: mw short sword, light crossbow, 10 masterwork bolts, one masterwork poisoned bolt (see below), *potion of mage armor*, *potion of cure moderate wounds* x3, Poisoned Bolt: 1d8 plus Carrion Crawler Brain Juice (DMG p 297), Fort save DC 13 resists; paralysis 1d3 min/0

ATL4

Lthev Nieval: Female Human Rog7; medium humanoid; HD 7d6+14; hp 44; Init +6; Spd 30 ft; AC 12 (16), touch 12, flat-footed 10 (14); Base Attack/Grapple +5/+8; Attack: short sword +8 melee (1d6+3) or light crossbow +9 ranged (1d8); Full Attack: mw short sword +9 melee (1d6+3) or light crossbow +9 ranged (1d8); SA: sneak attack +4d6; SQ evasion, uncanny dodge, trapfinding, trap sense +2; AL LN; SV Fort +4, Ref +7, Wil +2; Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 12;

Skills and Feats: Bluff +11, Craft: Trapmaking +11, Disguise +13, Gather Information +11, Hide +12, Move Silently +12, Open Locks +12, Sleight of Hand +15, Sense Motive +10, Tumble +12; Improved Initiative, Quick Draw, Skill Focus: Sleight of Hand, Weapon Focus: Light Crossbow.

Possessions: short sword, light crossbow, 10 masterwork bolts, one masterwork poisoned bolt (see below), *potion of mage armor*, *potion of cure moderate wounds* x3, Poisoned Bolt: 1d8 plus Carrion Crawler Brain Juice (DMG p 297), Fort save DC 13 resists; paralysis 1d3 min/0

Personality: Lthev Nieval is an operative for the Tharggy spy network known as "The Arrows that See" (something similar to Pekal's Gray Legion). She is ruthless and cunning, completely dedicated to completing her mission. She cannot be dissuaded by any means short of death. She is intelligent and will not commit to a single round of combat if she does not have the advantage. Lthev will disengage and escape to attack the party later if she is losing, rather than be killed and fail her mission. Play Lthev as tactically savvy and competent.

Encounter Six Traps

4 Pits: These pits will be dug at sites predetermined by the judge on the Ransom Encounter Battle Map (Appendix V).

ATL1: 4 pits: 5' x 5' camouflaged pit trap: mechanical; location trigger; manual reset; Ref save DC 20 to avoid; 10 deep (1d6, fall); Search DC 24, Disable Device DC 20.

ATL2: 4 pits: 5' x 10' camouflaged pit trap: mechanical; location trigger; manual reset; Ref save DC 20 to avoid; 20 deep (2d6, fall) multiple targets: first target in each of two adjacent 5' squares; Search DC 24, Disable Device DC 20.

ATL3: 4 pits: 5' x 10' camouflaged pit trap: mechanical; location trigger; manual reset; Ref save DC 20 to avoid; 30 deep (3d6, fall) multiple targets: first target in each of two adjacent 5' squares; Search DC 24, Disable Device DC 20.

ATL4: 4 pits: 5' x 10' camouflaged pit trap: mechanical; location trigger; manual reset; Ref save DC 20 to avoid; 40 deep (4d6, fall) multiple targets: first target in each of two adjacent 5' squares; Search DC 24, Disable Device DC 20.

Spiked Log trap: This trap affects the square directly in front of Lthev Nieval and is triggered by her as a move equivalent action.

ATL1: Spiked log trap: mechanical, touch trigger, manual reset, one target, Attack +5 melee (2d6, spiked log); Search DC 20 Disable DC 20

ATL2: Spiked log trap: mechanical, touch trigger, manual reset, one target, Attack +7 melee (2d6, spiked log); Search DC 20 Disable DC 20

ATL3: Spiked log trap: mechanical, touch trigger, manual reset, one target, Attack +9 melee (2d6, spiked log); Search DC 20 Disable DC 20

ATL4: Spiked log trap: mechanical, touch trigger, manual reset, one target, Attack +11 melee (2d6, spiked log); Search DC 20 Disable DC 20

—**The Honorable Rogini Vitisar, (Pekalese) The Key of Dirunido**—

The lord of Dirunido is misogynistic, self-concerned and egocentric. He is from an old wealth gentry family and as such he has never had to strive too hard to succeed. While an adequate manager of the Dirunido fief, the Key of Dirunido has a major flaw: Lust. Throughout the module Rogini will barely give a thought to the players or anything else beyond his bedchamber. Play Rogini as preoccupied and short on time regardless as to the situation presented by the players. Only de-zombify Rogini at the end of the module when Thrayd is kidnapped. At this point, Rogini will become frantic and erratic in his behavior. He will not be restored to his sedate distracted self until Thrayd is returned to him. Both his generosity for those who serve him and his ire at those who cross him is monumental where Thrayd is concerned.

War 2 AL LN; STR 16 DEX 14 CON 16 INT 12 WIS 8 CHA 10 HP 22 AC 19 (with chainmail and shield which he will don if forced to accompany the party to the Ransom Site Encounter) the Honorable Rogini will not fight unless Thrayd is present and threatened. If Thrayd is not present, Rogini will flee if attacked.

—**Thrayd, (Fhokki) Lady of Dirunido, object of desire**—

Thrayd isn't necessarily dumb, she is just young and sheltered. She is extremely beautiful and has not had much opportunity to develop social skills with the opposite sex (Her mother has shielded her due to her unusual attractiveness.)

Com 2 AL N; STR 12 DEX 14 CON 10 INT 12 WIS 8 CHA 18 HP 8 AC 12

APPENDIX IV: HANDOUTS

—*Reward*—

For the head of the BFAST responsible for the attacks on the farms and persons of the hamlet Dirunido, I offer the reward of 100 Victories or Nobles to be paid upon confirmation of the completed task.

His Lordship the Key of Dirunido

The Honorable Rogini Vitisar

—**Notice**—

It is hereby decreed that any person beholden to the Key of Dirunido who has refused to return to the harvest by the third day of this edict shall be hanged until dead within the square upon daybreak of the fourth day.

His Lordship the Key of Dirunido
The Honorable Rogini Vitisar

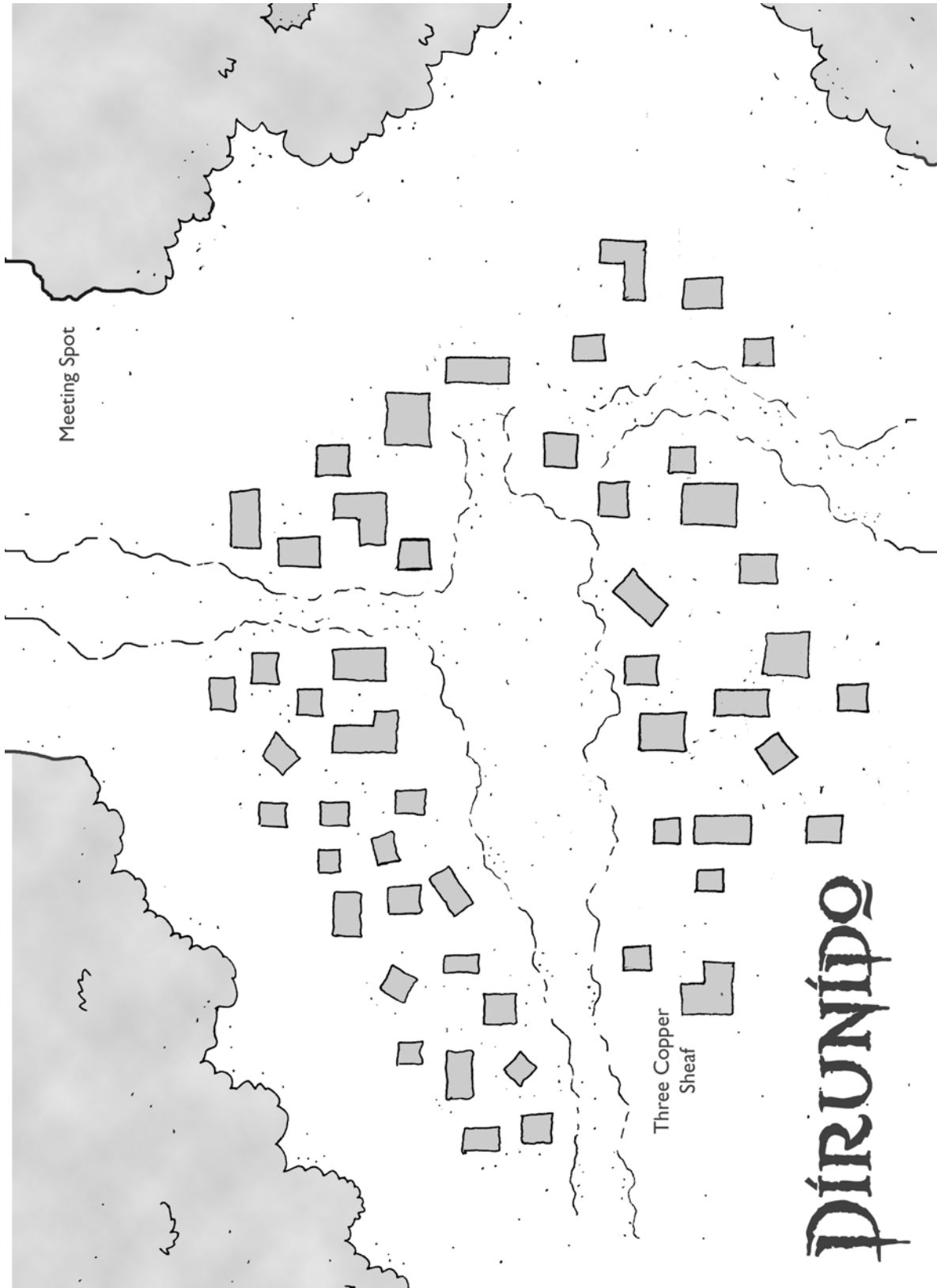
The Ransom Note:

Below you will find a map to a nearby glen in the Pipitus. Come alone, unarmed and bearing 300 Victories, Nobles or Queens to the site within one hour of finding this message. Fail to comply on any of the above points and your wife will die. I will know if you attempt to deceive me...*

(A map is enclosed and leads to a spot about a league away)

*A Noble is the official gold piece of Paru'Bor and a Queen is the official gold piece of Tharggy.

APPENDIX V: MAP OF DIRUNIDO



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 discover Lthev's plot?
- Did the PCs defeat her?
- Did they rescue Thrayd?
- Did Thrayd explain the situation regarding her marriage?
- Did the PCs return her to the Honorable Vitisar?
- Or did they allow her to return to Tharggy?
- Did they earn the favor or resentment of the Arrows That See?
- 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 joe@kenzerco.com with "The Beast AAR" in the subject line.