



A is for Assassin

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

Part One of *Strike to the Heart*

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The future of the Principality is now in the hands of the Prince and military. It appears as if the adventurers' participation in the effort will be found elsewhere. This event is the first in the series *Strike to the Heart*. It is recommended that all PCs who play have a degree of patriotism for Pecal. Non-patriots are welcome to play, however rewards may be limited and danger escalated. A Living Kingdoms of Kalamar adventure for ATLS 1, 3, 5, 7, 9, 11, and 13.

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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 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 four.

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

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and

the Kingdoms of Kalamar Player's Guide. It is not necessary but will end up being very useful for this series if the Judge also has a copy of the Kingdoms of Kalamar – Atlas or Kingdoms of Kalamar Dungeon Master's Screen since the majority of the adventure happens outside of Pekal.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

It is the end of Renewal. Spring is in full bloom, but the mood in Pekal is still much as it was during the winter months. The regular showers seem in keeping with the tension felt by the people of Bet Rogala: will the Tokites succeed in their invasion? Or will Pekal remain a nation of freemen? The Madam is the most dominant constellation in the night sky, and the Deji Soothsayers of Independence Square say that the rain—no more frequent now than in previous springs—is the weeping of this celestial lady of leisure, sure to bode ill for the Pekalese Army.

Module Notes

This event begins a long series of events which will place the PCs on an Epic long quest. PCs are encouraged to play these events in order, as that will aid in the build up of excitement toward their final goal.

This module has a large amount of potential combat in it, much of which is slightly over the typical Encounter Level for the PCs' ATL. Many of these combats can be avoided through creative play, and the Judge is encouraged to have PCs think outside of the box, rather than hack and slash their way through this module. The hack and slash approach is likely to lead to Total Party Kills, something Living Kingdoms of Kalamar hopes to avoid over the course of module play.

BACKGROUND

During this event a grave robber is apprehended. In his possession is a flayed piece of human flesh branded with the Flame Tattoo of the Guardians. Though largely unknown, the Guardians of the Hidden Flame have long worked toward undermining Emperor Kabori's authority in the Kalamaran Empire. Their goal is to restore the true bloodline of the Kalamaran throne, which they believe will return Kalamar to its golden age.

The Gray Legion became aware of this hint to the identity of the Guardians through their vast network of contacts. They have long been trying to locate the heads of this organization inside Pekal to combine forces in order to weaken Kalamar—and strengthen Pekal's position against the Empire. Though General Sulat P'Mare is not an agent of the Gray Legion, he has collaborated with the agency before to ensure the safety of Pekal. As the adventure begins, P'Mare contacts the PCs and tests their resolve and personal feelings toward the war between Pekal and the Empire. During this process he tasks them with traveling to Fidoka'omidu and retrieving the patch of skin and the information that has been gathered. Regardless of whether the PCs are found suitable for further work for Pekal, P'Mare hopes that the information they collect will prove useful for the war effort.

The PCs have the option of speaking with the officials in Kalokapeta. During this process they are followed by another agent of General P'Mare, who watches to make sure that there are no signs of treachery.

ADVENTURE SYNOPSIS

Introduction:

With the Kalamaran conflict coming to a head, the PCs each receive a strange request taking them in a surprising direction. They travel through box text and arrive in Gorido in time for the lecture and an interesting dinner.

Encounter 1:

Injustice – On the trip to Fidoka'omidu the PCs discover a traveling merchant who has a group of frustrated villagers surrounding his cart. This encounter is particularly important if any of the PCs has given the judge a The Blooded cert.

The Blooded is testing how this PC seeking their favor would react to an injustice.

Encounter 2:

Fidoka'omidu – Two groups await the PCs arrival in Fidoka'omidu. The first is General P'Mare's agent, who is ready to provide them with the information she has been able to gather prior to the PCs arrival. The other group is lead by a Kalamaran agent that discovered General P'Mare was sending agents to Kalokapeta. There are a number of sub-encounters in this area.

2A. The Frosty Mug. This is the tavern where the Kalamaran team is gathering information.

2B. The Corner Post. This small inn is where General P'Mare's agent is staying. It is also where the PCs may acquire rooms.

2C. The Iron Forge & Smithy. This small forge is the home of a very cranky but extremely talented blacksmith.

Encounter 3:

Inn of the Witch's Cackle. A very interesting man, Prince Ferasol of Ek'Kasel, awaits the PCs here with the captured grave robber. The son of King Erasar II is not pleased with his father's tight relationship with Kalamar. He firmly believes in an independent Ek'Kasel and believes that strong relations with Pekal will further that goal.

Encounter 4:

The Kalokapeta Graveyard. The graveyard is the site of the three graves that the robber identifies as the ones which might have held the remains with the tattoo.

4a. Grave 1 – regular grave – woman crying over the fact that her husband's body had been disturbed (actually taken)

4b. Grave 2 – a mausoleum whose desecration has prompted the rising of an angry spirit

4c. Grave 3 – a simple grave whose headstone may lead the PCs down the correct path with more research. However, a Kalamaran assassin is watching here and may attack depending on the previous actions of the PCs.

Conclusion:

Depending on the actions and decisions of the PCs General P'Mare acknowledges their actions. His reaction ranges from congratulations to disgust.

INTRODUCTION

Summary With the Kalamaran conflict coming to a head, the PCs each receive a strange request taking them in a surprising direction. They travel through box text and arrive in Gorido in time for the lecture and an interesting dinner.

NOTE: There is a good bit of boxed text in the event. Please feel free to use your own words when you feel it works best for your table.

Each of the PCs should receive somewhat different introduction. Handouts for their individual orders are provided in the appendix. You can either read these aloud, or give them their handouts without introduction. While they read, request that each player complete a 3"x5" card with the following:

Character Name
Character Class Level
Organization with the highest Rank
Rank in the Organization
Make (3) Spot checks
Make (3) Sense Motive checks
Make (2) Will saves

The General Introduction:

As dawn's early light peeks in through the Inn window you find yourselves replaying the events of the last week.

For Military Organization PCs

As you walked into your commander's office, she looked up from her work to meet your eyes. "As much as I might need you in the coming months, you have been requested for a special assignment. You are to report to Gorido. A room will be reserved for you at the Dusty Pony Inn. There is a special seminar that you have been ordered to attend. Don't ask me any questions—I don't have any answers other than the order came from a lot higher than I can touch. Good luck, and don't let the reputation of this regiment down."

For Municipal Organizations PCs

Another double watch. The war was definitely thinning the ranks of all of the city organizations, and everyone from the Lamplighters to the Dungeoneers to the City

Guard has been called to pitch in wherever they can to keep the city running. However, instead of a soft bed or tasty meal you found yourself in the office of your superior. He offered you a cool mug of ale and bid you sit. "I know you have been pulling more than your normal duties. You are commended. I wish I had six more of you. Instead it seems I will be yet another member short. I have received a very specific request for my best. A specific task authorized at the highest levels. If you accept you will be traveling to Gorido to attend a seminar. I know there has to be more to the task but I obviously do not have a need to know. You will have a room reserved for you and a place here when you return. I don't have any answers for the many questions you must have but I trust you will do your best. Good luck."

For College of Magic PCs

The note that appeared was simple, "We have been requested to make available one of our members for a special mission for the Crown. Your name was mentioned in high regard, and as such, you have been selected to undertake this mission. I would understand if you hesitated as I know how you value your studies, however I have been assured that the mission is important. We have made arrangements to have you transported to the Dusty Pony Inn in the town of Gorido. Once there you are to attend a seminar. Despite our best efforts and the questions we asked the representative of the Crown, we have been able neither to divine nor to ascertain any further information. Report to the College of Magic administration building as soon as possible for teleportation. Good luck"

For Divine Organization PCs

Your normal duties were interrupted by one of the higher ranking members, who you thought meant to offer spiritual guidance. Instead, they offered a mission. "There seems that there may be a light in these times of darkness. There has been a vision as well as a message from the Prince. Although the vision was cloudy as expected, the portents clearly indicated that great events were about to begin. The message from the Prince simply confirmed this. The Crown would like you to attend a seminar in

the town of Gorido. We have been told that a room at the Dusty Pony Inn has already been reserved for you and more information will be available once you arrive. Good luck and may you find success in your endeavors.”

Unaffiliated and Independent Organization PCs

The courier’s arrival was not unexpected. The city was a buzz with activity. The message that you received had you traveling with the first caravan west. Although the countryside seems normal, there was still a sense of the unknown in those citizens you met. You arrived without issue in the town of Gorido and checked into your room at the Dusty Pony.

Once the PCs have read their introduction you can continue with the text as indicated below. Make sure that each PC is actually going to attend the seminar – don’t assume! If they choose not to attend, they may explore the small town of Gorido, but at the time of the seminar, most shops are closed, and the NPCs hoping to observe them from various inns pay no attention to those who don’t attend.

The town of Gorido is tiny by Bet Rogalan standards, but has several businesses and shops, all closed for the night but the few inns located near the center of town. The Dusty Pony Inn actually has a small dining room, with a table moved to the side to allow all the chairs to face the room’s fireplace. A comfortable looking chair to the right of the fire, filled by an older gentleman, still projecting a fit physique. A couple of others are already in the room take seats facing the older man.

Go ahead and allow the PCs to describe their characters. Keep them out of character for just a little while.

As what appears to be the last of you sits the older man stands. “Good evening. I am the Honorable Retired General Sulat P’Mare. I am also a Colonel of the Order of the Pike. You are welcome to simply call me either General or Sulat.”

He stands just over six feet in height and wears a fine doublet over his barrel chest. Short gray hair covers most of his clean shaven face. “I know you must have a great number of questions for me; however I must

start first with a question for each of you. I have not met any of you and don’t know if you know each other. So please introduce yourselves and state why you are a patriot for the Pekalese cause.”

This is where the players should get into character and introduce their characters. It is very important what they claim is their reason for being a Pekalese patriot. If you feel that their reason leaves a lot to be desired, have Sulat question them from the recommended list below. Sulat makes sense motive checks (which the judge may preroll), so if any of the PCs might be blowing smoke let them attempt to make a Bluff check. His Sense Motive is at +16. Rate the answer from each PC on the tracking form found in the Appendix on a scale of 1 to 10, 10 being the most loyal to the Pekalese cause. While being loyal to Pekal is the objective, some players may be defending Pekal due to their loyalty to other nations (Cilorealon) or groups (the Dejy tribes who will be negatively impacted if Kalamar moves into Pekal and begins to put pressure on the Wild Lands). These are acceptable enough answers to give the PC a middling rating.

- Were you born in Pekal or did you choose to come to Pekal or some reason? What was the reason?
- Have you ever lived in a Kalamaran city? How would you think they would compare to Bet Rogala?
- What is the greatest injustice you have ever witnessed? What about the greatest you have read or heard about?
- If Pekal was an animal what animal do you think it would be? How about Tokis? How about Kalamar?

Once you have gotten the introductions continue with the following:

The man sits again in his chair, “Thank you for your honest answers.” (Glare at anyone he has suspected to be lying) “I am sure you have some questions but first let me repeat a story told me when I was a child. I apologize if you have already heard it but it goes to the heart of the task.

“During the seventy year period known as the Age of Great Anguish the Kalamaran Empire crumbled into fragmented kingdoms ruled by lesser lords. The land fell into

decay. One petty lord from the south, Prince Theodorus, claimed to be a direct descendant of Emperor Kolokar and a member of the royal House of Inakas. He had a small army of loyal troops, including many dwarves from the Ka'Asa Mountains. With dwarven weaponry and an excellent commander, Rovak Fen'dora, a paladin who rode a silver dragon, Vevisalakale, into battle, Theodorus defeated the other southern lords and reunited the main Kingdom of Kalamar."

P'Mare rises, withdrawing from his coat a small portrait of a silver clad warrior upon a wondrous dragon. He continues, "King Theodorus wished to reward Rovak Fen'doral for his loyalty and bravery and ordered a silver coin struck with Rovak's likeness on one side and Vevisalakale's on the other. Today, these coins are called 'Silver Dragons' by collectors and are priceless for their sentiment, if not their market value.

"Overwhelmed with love for his king, Rovak Fen'doral swore eternal fealty to good King Theodorus I. He swore that he and every firstborn of his lineage would forever be the king's champion. That very night, Rovak was visited by his patron god, Deb'fo, the Swift Sword, who was accompanied by Forinori, the Speaker of the Word. They informed Rovak that he would never father a child and, therefore, could not keep his oath. Rovak that night pledged his life and soul to keep his oath. The gods turned him into a sword, the Sword of Kings.

"Under the leadership of King Theodorus I was able to vanquish the remaining lords and reunite the Empire. Theodorus I reigned for fifty-seven years, controlling all the lands from the Legasus to the Ka'Asas. During his reign, the humanoids and barbarians were defeated and the old Kalamaran borders were re-established. At the age of eighty-nine, Theodorus I, the most popular emperor in the history of Tellene, died peacefully in his sleep.

"His son was found brutally murdered the day before his coronation. Within hours of the news, Vilik, the senior member of the House of Bakar seized the throne and butchered Theodorus' remaining children and grandchildren.

"So what do you think of this story? It is a very important event that affects us all."

Let the PCs discuss this story with P'Mare. Here are some points that P'Mare will bring up during the discussion:

- It is rumored that the group responsible for delivering the coins to the Emperor is called the Guardians of the Flame.
- Wholesale slaughter of a righteous family could be the cause of a serious curse, however it seems that the people of Kalamar and those outlying countries are paying for the slaughter with their blood.
- Prince Kafen's duty is first to protect the people of Pekal, not take Kalamar head on. The Empire is too strong and has too many allies.
- You should never take an oath lightly for in all oaths the gods are watching.

"Well said!" the General says as he pours himself some water and passes the pitcher to you. As you finish your discussion, the innkeeper brings in a fresh venison stew. "Now to the task at hand. You may suspect that the Prince himself is interested in this investigation. A man was recently apprehended in Kalokapeta. In his possession he had this."

The general passes over what appears to be a section of dark stained parchment. On the parchment is the skilled drawing of a dagger and flame.

"That is actually a piece of flesh. Quite dried, of course. The image is the rumored tattoo that the Guardians of the Flame wear. The mission that I wish you to undertake is to investigate the source of this tattoo and return with as much information regarding the person, their death and any other pertinent histories.

"It may seem an insignificant task but please treat it as you would any truly critical task. I am finishing up my business here then proceeding to the Inn of the Witch's Cackle on the Ek'Kasel border. I have an agent awaiting you in Fidoka'omidu. He will be wearing the surcoat of a red gryphon. If you tell him that the Old Man sent you he should

respond using non-verbal communications. Do you have any questions?"

Some pieces of information that the General can relate if directly asked:

Personal Questions:

- **Why aren't you on the roll of Honorable?** – "I preferred to stay behind the scenes, choosing my role in the church over my position in the government. The time has come when my duty to my nation has become more important, however, and I feel it is time to come forward. I must put the welfare of the people above my own."
- **Are you with the Gray Legion?** – He smirks at this one. "And if I were, would I tell you? Don't over think this: I am not a member of the Legion, however, the Prince has been kind enough to allow me access to some of the information that they are able to collect. I actually suspect that the man waiting for you in Fidoka'omidu is a member, but not even I can be sure of this."
- **What is a Colonel of the Pike?** – (PCs who can pass a Knowledge: Religion check DC 10 already know. DC 15 tells them that Colonel is a high ranking member of the church.) "It means that I am prelate of the Church of the Old Man in Pekal. There are only a few shrines in Pekal so much of my time is spent talking to followers who are still performing their military service."
- **Why can't I read your thoughts?** – (Okay not a likely or subtle question but who knows) – "Because I have knowledge of the Pekalese defenses, and the Prince's security experts have fashioned me mental protections."

Mission Questions:

- **What do you mean non-verbal communications?** – The General laughs – "He will give you a friendly punch in the gut."
- **Isn't Pekal the home quarters for the Guardians of the Flame?** – "That is the rumor, although I suppose only the Guardians themselves know for sure."

- **What will you do with the information?** – "If we can contact the Guardians it may be possible to coordinate information if not strategies. We don't expect them to give us the method they use to sneak into the Emperor's Throne Room; however, there is information that might be shareable."

The General's statistics are found in the appendix. He does not know a great deal of additional information; however it is quite possible that a PC might ask him about reward. If one does continue with the following:

"Ah you are interested in rewards not just the privilege of working for the free and just Principality of Pekal. I am not without means both politically as well as financially. I had not planned on providing for your financial future at this point; however, I will make some inquiries on your behalf. Now I believe you should either retire for the night or make ready to leave; it is a full day's journey to the village Fidoka'omidu, and you'll want to arrive tomorrow before the sun sets."

(The PC that asks should have their patriotic rating lowered by one in the appendix)

Gorido is not a large town, but the PCs can pick up mundane supplies

ENCOUNTER 1

Summary: Injustice – On the trip to Fidoka'omidu the PCs discover a traveling merchant who has a group of frustrated villagers surrounding his cart. This encounter is particularly important if any of the PCs has given the judge a The Blooded cert. The Blooded is testing how this PC seeking their favor would react to an injustice.

Due to the varying times of day that the PCs may be leaving Gorido, feel free to adjust the text accordingly. This either happens at evening, in which case the situation is illuminated by torchlight.

The gates of Gorido have just disappeared on the eastern horizon. As you round the bend in the road you quickly spot a broken down wagon. A man is attempting to fix the

broken wheel with the assistance of a half dozen women.

The fact of the situation is the “merchant” is a slave trader, following all the rules that allow such trade to be legal in Pekal. The women and their families owe the Bet Kasel Thieves Guild a very large quantity of coin. In order to pay off their debts the women have “agreed” to work for the Guild in Pekal. The man was charged with transporting them to their destination in Lebolelegido. Unfortunately for the wagon owner, a number of people noticed the wagon as it traveled the countryside. One of them was B'Turlin “Truth” Delfido, a talented bard and a member of The Blooded, who has overheard the plight of the women when the group stopped in Dinimeka'ido the night before. Truth went ahead to Gorido, still making her plans on how to best handle the situation, and noticed the PCs in the city. If any members of the group are currently being watched by the Blooded, she recognized them; if not, she thought she might offer the PCs a test of their merit. Thus, instead of taking care of this situation herself, she has hidden herself after arranging for the wheel problem.

Her statistics can be found at the end of the module in Appendix I.

The man goes by the name of P'Bretti. He will tell the PCs:

- The wheel just seemed to pop off the wagon. He just feels lucky that he was not thrown from the seat without injuring himself. (true)
- The ladies are traveling to Pekal to learn a trade. (false)
- They are daughters of a number of Ek'Kasel families. They each paid a small sum to travel with him. (true)

If a PC Senses Motive make an opposed check against his Bluff skill of +8.

The ladies are all of Kalamaran families, and speak only low Kalamaran. There are six of them, and, if questioned, they agree with P'Bretti. PCs passing a spot check DC 10+ATL notice that though the women are dressed in sturdy clothing, the fabric is worn, while P'Bretti is dressed more fashionably. PCs may make a heal check DC 10+ATL to learn that the young women are near exhaustion (a side effect of their travels). PCs from Pekal, or with Knowledge (Local: Pekal) may also make a

Listen check DC 10+ATL to recognize that the women speak with accents similar to the northwestern areas of Pekal or Ek'Kasel.

If the PCs want to try to get any of the ladies alone (by distracting P'Bretti, etc.), then they may attempt to Intimidate the young women or use Diplomacy to convince them to tell the truth. The women all have a Bluff modifier of +2. Their Sense Motive modifier is also +2. If they are successfully Intimidated or comforted, they have the following information:

- Their families were in debt. The daughters were given an opportunity to work for a year in Pekal in order to pay off their parents' debts.
- They each have a variety of skills. Most are in the domestic or manufacturing areas.
- The six of them will be working off a total of 100x ATL gp.
- They do not feel comfortable returning if they cannot pay off the debt that their parents owe.
- They do know other families that have been forced to allow one of their sons or daughters leave to work for the guilds, or have been impressed into the Ek'Kasel army. Many of these never return home, and though the women have heard rumors that some do, they have never met anyone who has been impressed and survived.

It is up to the PCs to decide whether or not they get involved in the situation. Despite the Blooded's war-like reputation, this encounter should not turn into combat. If the PCs succeed in freeing the women from slavery in an honorable fashion, they receive the *Notice of the Blooded* cert.

ENCOUNTER 2

Summary: Fidoka'omidu – Two groups await the PCs arrival in Fidoka'omidu. The first is General P'Mare's agent, who is ready to provide them with the information she has been able to gather prior to the PCs arrival. The other group is lead by a Kalamaran agent that discovered General P'Mare was sending agents to Kalokapeta. There are a number of sub-encounters in this area.

2A. The Frosty Mug. This is the tavern where the Kalamaran team is gathering information.

2B. The Corner Post. This small inn is where General P'Mare's agent is staying. It is also where the PCs may acquire rooms.

2C. The Iron Forge & Smithy. This small forge is the home of a very cranky but extremely talented blacksmith.

Fidoka'omidu is a small roadside village surrounded by farms and a small wooden stockade. The gates are still open, although there appears to be a number of militia getting set to begin watches and close the gates.

As stated in the summary there are only a couple of buildings of note in the village. The largest building in the village is actually the blacksmith shop and stables, then the inn and tavern, which are directly across from each other. The militia members tell the PCs if asked that they sometimes have issues with goblins, but not very often. Each of the areas is detailed below.

Fidoka'omidu

Village size: 250 people

Total Militia: 110 people, lead by a 4th level fighter

Encounter 2A **The Frosty Mug**

This small tavern has a sign in the shape of a mug of ale. In black paint it reads "Frosty Mug" in low Kalamaran. The inside of the tavern is typical of a small taproom. Four large tables, a bar, and a fireplace provide the main fixtures of the interior. The tavern is currently home to a bartender and two groups enjoying a couple of drinks at their respective tables.

The bartender is named Artur, and he knows that the table of workers are from the Silpoka farm. The others are new in town. He also can tell the PCs about the Inn.

Silpoka Workers: These three farm workers have been enjoying some time off after harvesting their fields. They are also waiting for a couple of new tools to be finished at the blacksmith's before heading back to town. The

smith takes a little longer to finish her work, however the work is of the best quality. They also mention her as a font of wisdom—she tends to more about what's going on in Pecal than anyone who spends that much time in a forge should! (This is only partially true, as the workers are easily impressed by the dwarf's knowledge about the outside world. It's also meant to entice the PCs into visiting the forge.)

Kalamaran Team: These men are here since they have been following General P'Mare's agent. They are planning on waylaying him later to determine what is going on.

Development: The Kalamaran team at this point doesn't know anything about the PCs, so they have no reason to approach the group. If the PCs have already gotten the note from the Red Gryphon in Encounter 2B, it is up to them whether they try to capture/incapacitate the Kalamarans here or at their camp (see below).

The quickest way to get the Kalamarans to open up about their actual purpose is to pose as supporters of the Empire. They have no ranks in Sense Motive, and as such, are not difficult to bluff.

Another option for getting their attention is to condemn the Kalamaran Empire. Though these men are spies, they are also patriots to their cause and not entirely bright. They will defend their honor as Kalamarans, posing as supporters—just short of admitting their true allegiance.

They try to remain non-combative, although they do have an attitude, especially against Pekalese army forces. If they are attacked or substantially provoked their statistics are found below. NOTE: In the bar the team does NOT draw weapons unless they are attacked with weapons. The fact that the Kalamaran Team is not planning on causing a scene in the bar is the reason that the ELs are slightly elevated over the level of the party.

If combat does begin, the Frosty Mug is a rectangular room 25'x40'. The bar itself takes up a 5'x10' space in the northwest corner of the room. Four tables take up a 5' square each, and are spread throughout. The fireplace is in the center of the eastern wall, and a door at the end of the bar in the northern wall leads into the

kitchen. Judges may improvise further details as necessary for arranging their battlemaps.

ATL 1: (EL 2)

Kalamaran Team (3): human (Kalamaran)
Rogue 1: HD 1; hp 6.

ATL 3: (EL 5)

Kalamaran Team (4): human (Kalamaran)
Rogue 2: HD 2; hp 9.

ATL 5: (EL 8)

Kalamaran Team (4): human (Kalamaran)
Rogue 2/Fighter 2: HD 3; hp 30.

ATL 7: (EL 11)

Kalamaran Team (5): human (Kalamaran)
Rogue 2/Fighter 4: HD 6; hp 44.

ATL 9: (EL 13)

Kalamaran Team (6): human (Kalamaran)
Rogue 2/Fighter 4: HD 6; hp 44.

Kalamaran Leader (1): human (Kalamaran)
Infiltrator 10 / Assassin 3: HD 13; hp 67.

ATL 11: (EL16)

Kalamaran Team (6): human (Kalamaran)
Rogue 2/Fighter 4: HD 6; hp 44.

Kalamaran Leader (2): human (Kalamaran)
Infiltrator 10 / Assassin 3: HD 13; hp 67.

AT13

Kalamaran Team (8): human (Kalamaran)
Rogue 2/Fighter 4: HD 6; hp 44.

Kalamaran Leader (2): human (Kalamaran)
Infiltrator 10 / Assassin 3: HD 13; hp 67.

Any fight here that involves weapons causes the PCs and Kalamaran Team to be confronted by the City Guard (all certainly of lower level than the PCs, but representatives of the law no less). The Kalamaran Team tries to escape rather than be held in a Pekalese prison.

Development: Due to the note left by "Red Gryphon," some groups may wish to track down the Kalamaran Team outside of the Tavern and deal with them. They can be found camping outside of the village. This is not difficult to determine since they do not have rooms at the Inn.

If the PCs do track them down (Track DC 10 + ATL) then free form the encounter depending on time etc. The Kalamaran Team has three men on watch and a fire.

The PCs do not necessarily need to enter combat with these men—they could do any number of things to eliminate the threat, including reporting the Kalamarans as spies to the watch, who would, through the militia, bring the nearest members of the Legion of the Green Grass to deal with the situation. The PCs could sabotage the camp, delaying the Kalamarans to ensure that both the PCs and "Red Gryphon" will remain unnoticed. Allow the PCs to be creative: "dealing with" the Kalamaran Team does not, necessarily, mean combat.

Encounter 2B

The Corner Post

The inn is the second largest building in the village. It is a two story building made of brick. A large chimney smokes with the smell of boar drifting through the evening air. Inside the building is a small common room with two long tables. Only one other patron is seated at the tables enjoying their roasted boar.

The one patron is wearing the surcoat of a red gryphon. If the PCs give the sign he gives them a punch in the gut ("You old scalawag! Where have you been hiding yourself! Innkeeper, another drink for my friends!") for 1 hp of non-lethal damage.

NOTE: "Red Gryphon" does not give his name or any information on the mission, instead using some of the following lines while role-playing with the PCs. He does blatantly ignore questions about the mission or his name.

- Have you read much from the Way of Strategy?
- I have always wondered who General Narveld was and what it would have been like to be a member of his corp.
- His treatise on misdirection is truly amazing.
- Do you have a copy with you by any chance?

He eventually offers to give the PCs a copy of his *Way of Strategy*, insisting that they must read it, even if it means giving up his beloved

copy. He leaves the room with the following last words:

“May you find your strategy within those pages. I must retire for the evening, as I have to leave early tomorrow. Good luck, and it’s been a true pleasure to see you again.”

If the PCs open the book they will find that one half seems to be a solid piece of workmanship, rather than pages. A search check DC 10+ATL reveals a hidden latch that opens this section, which is hollow and filled with parchments. The parchments can be found as Player Handout #6.

Encounter 2C

The Iron Forge and Smithy

By far the largest building in town is the stables and forge. The sounds of activity ring loudly as you approach. Inside a young boy stands next to a set of full plate armor polishing the steel to a brilliant shine. “May I help you sirs?”

The boy’s name is Molamer. He assists the smith by running the shop and taking orders. The standard pieces that are available and their prices are found on Players Handout #7. Molamer is actually an expert 2 and understands most human tongues (excluding the various dialects of Deji), as well as dwarven and gnomish. If the PCs want to speak to the smith, Molamer first hesitates, saying that she is very busy. But if they insist he asks them to wait while he finds out if she has a moment.

If the PCs do want to speak with the smith use the following text, *only use Ketta’s words if someone in the group can speak Dwarven*:

You hear raised voices in the other room as the hammering comes to a stop. The argument continues for a minute then Molamer comes back out of the forge accompanied by a stout dwarven woman carrying a large steel hammer. “What business is so important that it would interrupt the work of Ketta Ka’Asas! You want me to corrupt the metal to fit your grotesque body or fashion dwarven steel for your killing pleasure! Well speak! I don’t have all day, shouldn’t even have taken the time to come out here!”

A couple of items of discussion here: First if the PC’s background states they are from Kalamar or if they have Knowledge (History) or Knowledge (Local: Kalamar) DC 15, they recognize that Ka’Asas is the royal house of the dwarves that created the weapons for King Thedorus I. This could be important later in the series, as having items crafted using their techniques or a token from Ketta may assist in any diplomatic endeavors with that clan of dwarves. In fact, having one of her weapons provides a +1 circumstance bonus with the Ka’Asas people on Diplomacy. Armor provides a +2 bonus, although the two bonuses do NOT stack. Armor and weapons crafted by Ketta may be picked up at the end of the module and are certified.

Ketta is not willing to speak in anything other than dwarven. She does not have to: that is why Molamer is here. She is a Master Smith and does not need to adhere to common mercantile courtesies. She does NOT make dwarven plate for non-dwarves, in fact even asking increases the price of any other requests by 10%.

She does have a limited amount of adamantine available for weapon and armor creation. However, she uses this material for her own projects. She does not typically sell what she has created and is uninterested in crafting new pieces out of those rare materials. Of course if the PC is able to make a high enough diplomacy check (see below) then it is possible to convince her to create an adamantine weapon or armor for them at the prices listed. Only the weapons and armor listed with adamantine prices are considered.

Diplomacy DC: 15 + two times the ATL with a +2 circumstance bonus if the PC is a dwarf. -2 circumstance bonus if the PC is racially Kalamaran, regardless of where they were raised.

Ketta is also able to make dwarven steel weapons that provide a +1 damage modifier. She can craft swords and axes or picks. Other weapons are a waste of time. Any weapons made in Dwarven Steel must be masterwork. She does not believe in making inferior weapons of quality dwarven materials. Dwarven Steel adds a cost of 500 gp to the weapon, 450 gp if the buyer is a dwarf, 550 gp if they asked about dwarven plate for a non-dwarf first.

As far as armor, Ketta is able to create chain mail, plate armor, breastplates and half-plate armor only. She can make dwarven steel versions of the armor (again masterwork). The prices are on the Players Handout. Dwarven Steel has a +1 Armor Bonus over regular armor.

All orders are to be ready by the end of the week (end of the module) and can be delivered to the Inn of the Witch's Cackle if the PCs wish.

ENCOUNTER 3

Summary: Inn of the Witch's Cackle. A very interesting man, Prince Ferasol of Ek'Kasel, awaits the PCs here with the captured grave robber. The son of King Erasar II is not pleased with his father's tight relationship with Kalamar. He firmly believes in an independent Ek'Kasel and believes that strong relations with Pekal will further that goal.

NOTE: Use this first small section before continuing to the main text ONLY IF the PCs did NOT confront the Kalamaran Team before leaving for the Inn of the Witch's Cackle. Please note that confront does not mean attack. It means that the Kalamaran Team was identified, which causes them to get out of town without incident.

Use a Spot roll from the PC's pre-rolled skills. The DC for the spot check is DC 10 + ATL. If any of the PCs succeed use the following text.

It is roughly 70 miles from Gorido to the Inn of the Witch's Cackle. If the entire party is riding horses (or have a speed of 50 or higher), they can make this journey in two days, giving them some time before their meeting. If they are traveling more slowly, it takes them more than a almost three days to get there.

As you near the end of your trip to the Ek'Kasel border you spot a flash of red under a broad bush a number of paces from the road. Fairly well hidden is the body of the agent whose missive you received. It appears as if he was worked over by a number of people before dying.

A couple of notes here. The agent was definitely interrogated. He left the inn a couple of hours prior to the PCs, so the Kalamar Team is at least an hour ahead of the PCs. If they ask at the Inn of the Witch's Cackle (or the border guards), one

of the people remembers that group heading over departing toward the border. The PCs are unable to catch them in the course of this adventure.

If the PCs are able to speak with dead, the agent is able to tell them that he did NOT let his interrogators know about his missive or the PCs mission. He gave up that he was in Ek'Kasel to attempt to validate the presence of any Kalamaran troops.

If a PC manages to raise the agent, or if they kept the Red Gryphon from falling into danger in the first place, they receive the *Favor of the Gray Legion* certificate.

If the PCs did confront the Kalamaran Team or did not spot the body, continue with the following:

The large mill and inn sits directly on the shore of the Renador River. The three story building and its attached stables overlook the river and the guarded stone bridge that crosses the natural border between Pekal and Ek'Kasel.

Note: There is a fee for crossing the bridge into Ek'Kasel of 1 gp per person and 1 sp per animal (unless the person is better dressed than an average traveler, in which case the fees go up). Though years ago the border guards harassed people leaving Pekal to come into Ek'Kasel, their prolonged war with Norga-Krangel has left them weary and with little cheer. They are, however, still told to impress beggars and other lowlifes into service, as well as to recruit any able-bodied men and women entering the country. If the PCs wish to interact with the border guards, they limit their conversation to these efforts. They are strictly business, as they know the Prince has just crossed the border—seemingly on a whim, as he had a desire for the stew the Witch's Cackle is famous for. They actually suspect he is coming to check up on their performance.

The inside of the Inn is structured more like a country manor than a city inn. The river provides the energy for the mill and thus the inn always seems to have fresh bread baking in the oven.

If the innkeeper or any of the staff are asked they can direct the PCs to the Red Room. When the PCs enter the room, use the following text:

The Red Room is paneled with oak and has numerous animal heads mounted and hung on the wall. Inside enjoying a light meal is a richly dressed young man and what appear to be four bodyguards. In the back corner of the room is a sullen man who sits with a guard standing at his side. The well dressed man stands as you enter the room, "Good day. Can I help you at all? I am Prince Ferasol of Ek'Kasel and I happen to be waiting on some friends, but I might have a moment to speak."

If he is asked about the Red Room use the following:

The Prince frowns slightly. "I believe the name comes from someone who once owned the inn who believed that the blood that was shed in the hunting of all these magnificent beasts would forever stain the room as well as the hunters."

"I do believe we have other information that we could share. Have you met the man known as the Red Gryphon?"

Obviously if the Gray Legion agent was killed the Prince will look concerned then angry. Either way he has the following information and offers:

- He has the grave robber here with him (motions to the sullen man). His name is Sajyr and he is a Dejj.
- The man made a living robbing graves so he is not exactly sure which grave the skin can from.
- He is able to negotiate with the man since he can either be condemned to death, impressed into the Ek'Kasel army fighting on the front lines of Norga-Krangel (essentially also a condemnation to death), or set free on the border of Korak.
- He is concerned that his father is trading away the freedom of the people of Ek'Kasel for limited assistance from the Kalamaran Empire. He wants to strengthen the ties to Pekal when he rules so he opened secret negotiations with Prince Kafen.
- Thus far, no Kalamaran troops have come into Ek'Kasel, but the King is working to format an allegiance that would make this possible. Prince Ferasol has thus far been playing

something of a fool at his father's court, doing everything he can to undermine the relationship with Kalamar without endangering his own position.

- If the Red Gryphon was slain and he is asked he will state that he believes it was a spy team from Kalamar and that they are becoming more evident in Ek'Kasel. He warns the PCs to be very careful while in his country he can only help so much.

If the PCs want to speak with the grave robber you can use the following bullet points. The man is hungry and tired. He is not being well treated by the Ek'Kasel guards since he is lower than scum in their minds.

NOTE TO JUDGE: Sajyr is a example of a non-educated man who has resorted to illegal acts in a lawful society. He does not trust authority and may only respond to PCs who show some type of understanding of his position. If he lies his Bluff skill is +8.

- He robs an average of six to eight tombs per week. It provides enough usually to eat for the week. (true)
- He is not sure which grave he found the tattoo. (true) – a Sense Motive skill check DC 14+ATL indicates he is hiding something. If he is intimidated or his thoughts magically obtained, he does remember that it was found in one of three graves, and he thinks that he actually took the whole body from the fresh grave.
- He usually does not stay in the same city for more than a month since the risks get too high (true)
- He might remember from which grave he gained the skin—but why should he help the same people that are going to kill him? (true)
- He can give them the grave yard he robbed that had the skin and the general area of the graves but he truly can not remember which one had the skin. This can be obtained via Intimidate, Magic or Negotiations. (true)

Notes: If a PC has prepared a *detect thoughts* spell (i.e. cast it outside of the room) then they will automatically get the following. If they cast the spell in the room then Sajyr has a Will save of +3.

- He knows which grave yard the body was in but not the actual tomb. The Graveyard in Bet Kasel outside the noble district.
- He thinks he found three or four graves that night. It could have been from the big tomb with the wedding bands but he isn't sure.
- He wants to cut a deal even if it is just for a quick death. He does not want to suffer and is really scared.

Once the PCs are done questioning and dealing with the grave robber Prince Ferasol gives them a general pass to cross over the bridge and enter the city of Bet Kasel. He also writes up a short note that claims the PCs are mercenaries looking into a possible theft in the graveyard, an investigation that coincides with his own interests, and he has his Captain of the Guard sign the note. He also gives the PCs a map of the specified graveyard from a collection of maps. He does not part with other maps. The grave robber can mark the area he found the graves. He does describe the graves as follows:

1. Fresh grave. Man's name something like Mokira or Mok something.
2. Big mausoleum with twin angels over the door.
3. Older grave near the mausoleum. It had fresh flowers so he gave it a try.

ENCOUNTER 4

Summary: The Kalokapeta Graveyard. The graveyard is the site of the three graves that the robber identifies as the ones which might have held the remains with the tattoo.

4a. Grave 1 – regular grave – woman crying over the fact that her husband's body had been disturbed (actually taken)

4b. Grave 2 – a mausoleum whose desecration has prompted the rising of an angry spirit

4c. Grave 3 – a simple grave whose headstone may lead the PCs down the correct path with more research. However, a Kalamaran assassin is watching here and may attack depending on the previous actions of the PCs.

You have made your way without issue across the bridge and into Bet Kasel. The note given you by Prince Ferasol has not only allowed you unquestioned passage but also waived the fees for the bridge, road, and

city gates. The white buildings of Bet Kasel stand unstained by the smokes coming from the Alchemist's District.

You are able to make your way to the Bet Kasel Graveyard. A single guard stands watch at the gate, but accepts your authorization with little inspection.

Hobgoblin PCs are actually stopped and questioned to be sure of their intent, even with the authorization of the Prince.

Getting to the graveyard and being granted access is no problem. Allow the PCs to search the graves in which ever order they wish to. First calculate the chances of them being attacked.

ATL 7-11	Base 4
ATL 13	Base 8

If the PCs confronted the Kalamaran Team but did not later attack them:	+5
If the Kalamaran Team was able to waylay the Gray Legion agent:	+5
If any PC drew undue attention to themselves while in Fidoka'omidu:	+3
For each non-Kalamaran PC:	+1

If the total is 15 or higher, then the assassin has been told of the PCs and instructed to eliminate them. If the total is below 15, the assassin is in the graveyard, but is unaware of the importance of the PCs. NOTE: This encounter NEVER happens at ATL 1-5.

Development: If the PCs are suspicious that there might be foes waiting for them, use their Spot and Listen checks vs. the opposed Hide and Move Silently checks of the assassin (dependent on ATL). If the PCs discover the assassin on their own, they may choose to avoid or confront the Kalamaran on their own terms.

Encounter 4A Grave One

As you approach the first grave you hear the sounds of sobbing coming from near the projected area. A Kalamaran woman sits crying at a gravestone. Her white dress stained with fresh dirt.

The woman is quite distressed that her husband's grave was disturbed (and in fact his body has been stolen). Her name is Shashana

and her husband was Pitar Mokiva. Unfortunately besides being able to help her emotionally there is little that the PCs can do to assist her in her loss. And there is little she can do to assist the PCs in their search. Her husband was Kalamaran and was an herbalist. He worked for Bet Kasel's College of Alchemy.

Encounter 4B Grave Two

The large mausoleum stands by itself surrounded by tomb stones. The mausoleum's door is indeed decorated by twin angels, although each angel is armed with a sword and shield.

It is important to note what the result of the PCs negotiation with the grave robber was. If they bartered for his freedom, they have a tougher time inside the mausoleum. Also, if they have any Kalamaran Empire loyalty they are attacked inside the mausoleum.

The name inscribed under the angels and over the door is that of B'Tormil. When/If the PCs decide to enter the mausoleum continue with the following:

The 20'x20' mausoleum is easily entered as the lock on the door has been broken and not yet repaired. The inside of the building is dominated by a central statue of a pike wielding armored man. Alcoves surround the central statue. Bones have been flung from the alcoves onto the mausoleum floor as well as ceramic fragments and the remains of coffins.

As you enter the mausoleum semi-transparent shapes emerge from the floor of the mausoleum.

There are a couple of options here: the PCs could just shut the door. They could initiate combat. Or they could attempt to speak to the spirits. Each option has its own advantages and disadvantages.

PCs wishing to make a Knowledge (Religion) check DC 10+Monster's Hit Die reveals that these are intelligent undead, and therefore might be able to be reasoned with.

Shut the door. In this case, since the PCs have not damaged anything in the tomb they will not

be chased outside the mausoleum. However, there is no opportunity to gain any information from the inside of the tomb or from the spirits.

Initiate Combat. Use the statistics that follow. NOTE: The ELs are slightly tougher than the party due to the fact that there are actually two methods to avoid the battle. After the fight they are able to find enough fragments to determine that all the bodies were members of the B'Tormil family. The B'Tormil men were high ranking members of the Kalamar and Ek'Kasel military and worshipped The Old Man.

Attempt to Speak to the Spirits. Allow the PCs to attempt a diplomacy check with the following adjustments:

- -4 adjustment if they bartered for the release of Sajyr.
- +4 adjustment if Sajyr was still sentenced to death.
- +4 adjustment if they are openly wearing a holy symbol of the Old Man

The DC of the diplomacy check (spoken in Low Kalamaran) is 10 + ATL. If the PCs succeed at the diplomacy check they will be told the following from the spirits:

"We understand you are not responsible for the violation of our tomb. Why do you come here? We must have the tomb consecrated and the desecrator punished!"

They have the following pieces of information:

- All bodies laid to rest here are part of the Family B'Tormil.
- If asked about the skin they state that one of the slaves purchased within the last 200 years was a dark skinned elf.
- The family supported the Kalamaran Empire while under the rule of King Thedorus I, they stayed out of politics since the overthrow. They have supported the independence of Ek'Kasel.

ATL 1 (EL 5)

Shadows (2): medium undead (incorporeal): HD 3d12; hp 19.

ATL 3 (EL 7)

Shadows (4): medium undead (incorporeal): HD 3d12; hp 19.

ATL 5 (EL 11)

Greater Shadows (2): medium undead (incorporeal): HD 9d12; hp 58.

ATL 7 (EL 13)

Greater Shadows (4): medium undead (incorporeal): HD 9d12; hp 58.

ATL 9 (EL 10)

Wraiths (6): medium undead (incorporeal): HD 5d12; hp 32.

ATL 11 (EL 16)

Wraiths (5): medium undead (incorporeal): HD 5d12; hp 32.

Dread Wraith: large undead (incorporeal): HD 16d12; hp 104.

ATL 13 (EL 19)

Wraiths (7): medium undead (incorporeal): HD 5d12; hp 32.

Dread Wraiths (2): large undead (incorporeal): HD 16d12; hp 104.

Encounter 4C

Grave Three

The older grave still shows some sign of disturbance. It stands in the shadow of the large mausoleum. On the tombstone reads the following in Low Kalamaran: "Colonel Janik, Officer, Friend, Brother. Died at the Battle of Nukido."

The PCs may have all the information that they need or they might feel it necessary to dig up the grave. If they do they find the remains of a male dark elf dressed in the full military uniform of a Colonel of the Ek'Kasel army (minus any medals he might have had).

If the PCs have been highly visible as stated in the beginning of the event then there is indeed a Kalamaran assassin watching them as they excavate this grave (see notes at the beginning of Encounter 4). If the PCs do not excavate the grave, the assassin does not attack but instead simply reports on the events. If they do open the grave and have been noticed then he attempts to eliminate a couple of the PCs. He does not fight to the death; he seeks to kill one PC at a time in order to reduce the number of foes to his cause. He retreats when reduced to half of his hit points.

ATL 7 (EL 9)

Kalamaran Assassin: human (Kalamaran) Rogue 9 / Assassin 1: HD 9d6 + 1d6; hp 52.

ATL9: (EL 11)

Kalamaran Assassin: human (Kalamaran) Rogue 9 / Assassin 4: HD 9d6 + 4d6; hp 67.

ATL11: (EL 13)

Kalamaran Assassin: human (Kalamaran) Rogue 9 / Assassin 6: HD 9d6 + 6d6; hp 87.

ATL13: (EL 15)

Kalamaran Assassin: human (Kalamaran) Rogue 10 / Assassin 8: HD 10d6 + 8d6; hp 102.

CONCLUSION

Summary: Depending on the actions and decisions of the PCs General P'Mare acknowledges their actions. His reaction ranges from congratulations to disgust.

Although unsure of exactly what General P'Mare will be able to do with the information you have gathered you return to the Inn of the Witch's Cackle and meet with the General. In the room is the Captain of Prince Ferasol's guard.

"I am pleased with the information, however I have been told there were a few issues. Do you have any recollections that might help me make sense of this situation?"

Allow the PCs to reflect on the mission. If they have succeeded in gaining information and are providing that information to P'Mare freely, raise their Player Loyalty score by 3. Every PC who scores a 5 or higher on the Player Loyalty scale for this module receives the *Favor of General P'Mare* cert.

After they have finished continue with the following:

"Very interesting. I believe it will benefit us to look into this Colonel a little deeper. Please stop back in a couple of days after our friend is able to obtain the permits and contacts that you may need."

The End

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Encounter 1: Rescuing the women	25	50	75
Encounter 2: Confronting the Kalamaran Team in the Inn Or If the PCs confront the Kalamaran Team outside of the city	50 100	100 200	150 300
Encounter 3: Showing proper respect to Prince Ferasol Getting the information from Sajyr	25 25	50 50	75 75
Encounter 4: Getting the information from the spirits in the mausoleum Defeating the Kalamaran Assassin*	200	200 200	300 300
<i>Discretionary Role Playing Experience</i>	75	150	225
Total Possible	500	1000	1500

*NOTE: PCs for whom it is not an option to fight the Kalamaran Assassin (ATLs 1-5) should receive experience *as though they defeated the assassin*. PCs who avoid the assassin rather than meet him in combat, whether through their own skill or through having been stealthy enough that the assassin does not notice them, should also receive this experience. If the assassin succeeds in fleeing the PCs because they have a distinct upper hand (meaning he has not succeeded in killing or subduing any of the party before they have him, but they are unable to catch/subdue him, it is recommended that the PCs receive half the experience reward for this task.

Judge Rewards

A judge who 'eats' this adventure (judges the adventure without first playing it) receives the Total Possible Experience Award according to their character's tier, as well as 200 gp and the special judge cert.

TREASURE

Encounter 2: 100 gp x number of the Kalamaran Team (ATL1: 3; ATL3: 4; ATL5: 4; ATL7: 5; ATL9: 7; ATL11: 8; ATL 13: 10)

At ATL9 and higher, PCs may also find two doses of saadalos extract (not certed, and found regardless of how many doses used in the encounter) and the *kinslayer* longsword (certed, below) if they search the Kalamaran leader.

Encounter 4C (ATLs 7-13 only): 150 gp from the Kalamaran assassin's equipment.

OTHER AWARDS

If the PCs succeed at getting information and giving it to P'Mare, they receive:

Favor of General P'Mare: This secretive member of the Honorable holds an obligation of debt towards you for your services on his behalf. He will arrange to have any 1st-4th level clerical spell cast for you for free. This

may be requested up to four times. It is redeemable at any official temple within the confines of Pecal or any temple of the Old Man.

If the PCs successfully freed the slaves in Encounter 1, they receive:

Notice of the Blooded: Your actions have gained the notice of a member of The Blooded. This has no game effect nor is your character aware of the notice. This certificate may be redeemed for an entry in a The Blooded certificate.

If the PCs kept the Red Gryphon from being killed *or* raised him from the dead, they receive:

Favor of the Gray Legion: You have either kept a ranking member of the Gray Legion from falling to enemy forces or miraculously him to life. He is impressed by your skill or greatly honored at your gesture and is indebted to you for your competence or generosity. This can be redeemed twice for an automatic pass on a Gather Information check anywhere in Pecal, the Young Kingdoms, or Kalamar.

If the PCs killed the Kalamaran team and looted the bodies, they receive:

Kinslayer Longsword: *Kinslayer* blades earned their name for their reputation for earning their wielders glory at the cost of the health and well-being of their comrades. A *kinslayer* is a +2 *keen* longsword forged from mithral. Its pommel bears an inscription in Infernal that when translated reads "I Alone." When drawn in battle, a *kinslayer* imposes a -2 penalty to AC to all of its wielder's allies who stand within 60 feet of the blade. *Moderate Transmutation; Caster Level: 10th; Prerequisites: Craft Wondrous Item, keen edge; Market Price: 20,315.* Due to what most merchants consider this blade's "cursed" nature, it is only saleable at a quarter its market value.

Any PC who visits the Forge of Ketta Asa, regardless of whether or not they make a purchase, receives:

From the Forge of Ketta Asa:

You have visited the Forge of Ketta Asa in the town of Fidoka'omidu. She is willing to make a weapon or armor for you of masterwork quality from the following list. In addition, she is willing to use some of her special metals in forging your armor or weapon. You may purchase any of the below items and circle it when it has been fully paid for. Check the box next to the Dwarven Steel notation if the selected weapon was made of this special metal. (Any of the weapons, except those that are Adamantine, may be made of Dwarven Steel; if more than one Dwarven Steel weapon is purchased, note by the weapon DS and change the listed price to affect the additional cost.) If purchased during this adventure, the weapon or armor is ready by the end of the module. If not purchased during this adventure, the bearer of this cert must spend one NAA to make their purchase. Any weapon purchased provides a +1 circumstance bonus with the Ka'Asas people on Diplomacy Checks. Armor provides a +2 circumstance bonus to Diplomacy checks. These bonuses do not stack.

____ Special metal: Dwarven Steel (adds +1 to damage modifier of weapons and 500 gp to the cost)

Weapons:		Armor:	
Masterwork Longsword	315 gp	Masterwork Breastplate	350 gp
Adamantine Longsword	3,015 gp	Mithral Breastplate	4,200 gp
Masterwork Throwing Axe	308 gp	Masterwork Half-Plate	750 gp
Masterwork BattleAxe	310 gp	Masterwork Full Plate	1,650 gp
Masterwork Heavy Pick	308 gp	Mithral Full Plate	10,650 gp
Masterwork Warhammer	312 gp	Masterwork Dwarven Plate*	3,150 gp
Masterwork Greataxe	320 gp	(AC bonus +9, Max Dex Bonus +0	
Masterwork Dwarven Waraxe	330 gp	Armor Check Penalty -8, Arcane Spell	
Adamantine Dwarven Waraxe	3,030 gp	Failure 45%, Weight 55 lbs)	
Masterwork Dwarven Urgosh	350 gp	Adamantine Dwarven Plate*	18,000 gp

*Note – dwarven plate is sized only for dwarves. The Judge should note if the PC receives a discount or increase in price during the Forge Encounter before giving out this cert.

Forge of the Judge

Cert 1 of 6. Because you keep hammering away at your players and building a mighty team of heroes, the gods have seen fit to reward you. This cert is good for 3,100 gp towards the enchantment of one magic weapon. It can be used individually or combined with any of the subsequent 5 certs in the series, for a total value of 18,600 gp towards a magic weapon. This value can be supplemented with your characters own gold. Keep any certs you use together.

Appendix I: NPCs and Monsters

All ATLS

Honorable Retired General Sulat P'Mare Colonel of the Order of the Pike, human (Kalamaran): Fighter 5/Cleric 9/Warlord 1: HD 5d10 + 9d8 +1d10+18; hp 103; Init -1: Spd 30; AC 15, touch 10, flat-footed 15; Base Attack/Grapple +12/+13; Attack bastard sword +3 defender +17(1d10+6); Full Attack +17/+12/+7 bastard sword (1d10+6); Space/Reach 5ft./5ft.; SQ -- ; SA turn undead; AL LN; SV Fort +13, Ref +3, Will +10; Atb Str 12, Dex 8, Con 12 , Int 16, Wis 18, Cha 18

Skills and Feats – Knowledge (religion) +16, Listen +15, Move Silently +8, Ride +12, Sense Motive +16, Spot +15, Alertness, Combat Expertise, Empower Spell, Exotic Weapon Proficiency (bastard sword), Extra Turning, Improved Critical, Improved Feint, Skill Focus (Sense Motive), Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Spells: 6/5+1/5+1/4+1/3+1/2+1: Domains: Law and Strength

Equipment (carried): ring of protection +1, amulet of natural armor +1, bracers of armor +4,

B'Turlin Delfido: human (Kalamaran) bard 15; hp 70; Init +5: Spd 30; AC 20, touch 14, flat-footed 19; Base Attack/Grapple +11/+11; Attack +14 +2 *elven longsword* (1d8+3/19-20); Full Attack +14/+9/+4 +2 *elven longsword* (1d8+3/19-20); Space/Reach 5ft./5ft.; SQ bardic knowledge 17, countersong 15/day, *fascinate* 15/day, inspire competence 15/day, inspire courage 15/day, inspire greatness 15/day, *song of freedom* 15/day, *suggestion*; SA --; AL NG; SV Fort +8, Ref +12, Will +10; Atb Str 10, Dex 13, Con 12 , Int 14, Wis 8, Cha 20

Skills and Feats – Balance +3, Bluff +23, Decipher Script +20, Diplomacy +30, Gather Information +23, Intimidate +7, Jump +2, Perform +26, Sense Motive +17, Spellcraft +23, Tumble +19, Use Magic Device +5; Dodge, Improved Initiative, Mobility, Skill Focus (Diplomacy), Skill Focus (Perform), Skill Focus (Spellcraft), Weapon Focus (elven longsword)

Spells: 3/5/4/4/3:

Equipment (carried): ring of protection +1, amulet of natural armor +2, bracers of armor +3, cloak of resistance +2, +2 elven longsword

Encounter 2A

ATL1

(EL 2)

Kalamaran Team (3): human (Kalamaran) Rogue 1: HD 1; hp 6; Init +2: Spd 30; AC 14, touch 12, flat-footed 12; Base Attack/Grapple +1/+2; Attack +2 short sword (1d6+1/19-20); Full Attack +2 short sword (1d6+1/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +1d6; AL LN; SV Fort +1, Ref +6, Will +0; Atb Str 12, Dex 14, Con 10 , Int 10, Wis 10, Cha 14

Skills and Feats – Gather Information +6, Tumble +6; Dodge, Weapon Focus (shortsword)

Equipment (carried): shortsword, leather armor, 15 gp (Kalamar)

ATL 3

(EL 5)

Kalamaran Team (4): human (Kalamaran) Rogue 2: HD 2; hp 10; Init +2: Spd 30; AC 14, touch 12, flat-footed 12; Base Attack/Grapple +2/+3; Attack +3 short sword (1d6+1/19-20); Full Attack +3 short sword (1d6+1/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +1d6; AL LN; SV Fort +1, Ref +6, Will +0; Atb Str 12, Dex 14, Con 10 , Int 10, Wis 10, Cha 14

Skills and Feats – Gather Information +7, Tumble +7; Dodge, Weapon Focus (shortsword)

Equipment (carried): shortsword, leather armor, 15 gp (Kalamar)

ATL 5

(EL 8)

Kalamaran Team (4): human (Kalamaran) Rogue 2/Fighter 2: HD 4; hp 22; Init +6: Spd 30; AC 14, touch 12, flat-footed 12; Base Attack/Grapple +4/+5; Attack +5 short sword (1d6+1/19-20); Full Attack +5 short sword (1d6+1/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +1d6; AL LN; SV Fort +5, Ref +6, Will +0; Atb Str 13, Dex 14, Con 10, Int 10, Wis 10, Cha 14
Skills and Feats – Gather Information +8, Tumble +7; Dodge, Weapon Focus (shortsword), Improved Initiative, Toughness
Equipment (carried): shortsword, leather armor, 15 gp (Kalamar)

ATL 7

(EL 11)

Kalamaran Team (5): human (Kalamaran) Rogue 2/Fighter 4: HD 6; hp 34; Init +6: Spd 30; AC 14, touch 12, flat-footed 12; Base Attack/Grapple +6/+7; Attack +7 short sword (1d6+3/19-20); Full Attack +7/+2 short sword (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +1d6; AL LN; SV Fort +5, Ref +6, Will +0; Atb Str 13, Dex 14, Con 10, Int 10, Wis 10, Cha 14
Skills and Feats – Gather Information +8, Tumble +7; Dodge, Weapon Focus (shortsword), Improved Initiative, Toughness, Weapon Specialization (shortsword), Improved Unarmed Combat
Equipment (carried): shortsword, leather armor, 15 gp (Kalamar)

ATL 9

(EL 13)

Kalamaran Team (6): human (Kalamaran) Rogue 2/Fighter 4: HD 6; hp 34; Init +6: Spd 30; AC 14, touch 12, flat-footed 12; Base Attack/Grapple +6/+7; Attack +7 short sword (1d6+3/19-20); Full Attack +7/+2 short sword (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +1d6; AL LN; SV Fort +5, Ref +6, Will +0; Atb Str 13, Dex 14, Con 10, Int 10, Wis 10, Cha 14
Skills and Feats – Gather Information +8, Tumble +7; Dodge, Weapon Focus (shortsword), Improved Initiative, Toughness, Weapon Specialization (shortsword), Improved Unarmed Combat
Equipment (carried): shortsword, leather armor, 15 gp (Kalamar)

Kalamaran Leader (1): human (Kalamaran) Infiltrator 10 / Assassin 3: HD 13; hp 67; Init +9: Spd 50; AC 17, touch 15, flat-footed 12; Base Attack/Grapple +6/+7; Attack +7 short sword (1d6+3/19-20); Full Attack +7/+2 short sword (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +4d6; AL LE; SV Fort +4, Ref +12, Will +3; Atb Str 13, Dex 20, Con 12, Int 12, Wis 10, Cha 14
Skills and Feats – Gather Information +8, Tumble +7; Dodge, Improved Initiative, Toughness, Extract Information (see below)
Equipment (carried): *kinslayer* longsword (see below), leather armor, (4) doses of Saadolos Extract (DC 18 or unconscious), 15 gp (Kalamar)

New Feat: Extract Information: use of this feat requires that the victims be unable to defend themselves. Each round the villain used this feat the victim suffers 1d4 hp damage and must make a Will save, DC 15+ villain's Charisma bonus, or they will break and truthfully answer the question that is asked of them.

New Weapon: A *kinslayer* blade is a +2 keen longsword forged from mithral. Its pommel bears an inscription in Infernal that, when translated, reads "I Alone." When drawn in battle, a *kinslayer* imposes a -2 penalty to AC to all of its wielder's allies who stand within 60 feet of the blade.

ATL 11

(EL16)

Kalamaran Team (6): human (Kalamaran) Rogue 2/Fighter 4: HD 6; hp 34; Init +6: Spd 30; AC 14, touch 12, flat-footed 12; Base Attack/Grapple +6/+7; Attack +7 short sword (1d6+3/19-20); Full Attack +7/+2 short sword (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +1d6; AL LN; SV Fort +5, Ref +6, Will +0; Atb Str 13, Dex 14, Con 10, Int 10, Wis 10, Cha 14
Skills and Feats – Gather Information +8, Tumble +7; Dodge, Weapon Focus (shortsword), Improved Initiative, Toughness, Weapon Specialization (shortsword), Improved Unarmed Combat

Equipment (carried): shortsword, leather armor, 15 gp (Kalamar)

Kalamaran Leader (2): human (Kalamaran) Infiltrator 10 / Assassin 3: HD 13; hp 67; Init +9: Spd 50; AC 17, touch 15, flat-footed 12; Base Attack/Grapple +6/+7; Attack +7 short sword (1d6+3/19-20); Full Attack +7/+2 short sword (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +4d6; AL LE; SV Fort +4, Ref +12, Will +3; Atb Str 13, Dex 20, Con 12, Int 12, Wis 10, Cha 14

Skills and Feats – Gather Information +8, Tumble +7; Dodge, Improved Initiative, Toughness, Extract Information (see below)

Equipment (carried): *kinslayer* longsword (see below), leather armor, (4) doses of Saadolos Extract (DC 18 or unconscious), 15 gp (Kalamar)

New Feat: Extract Information: use of this feat requires that the victims be unable to defend themselves. Each round the villain used this feat the victim suffers 1d4 hp damage and must make a Will save, DC 15+ villains Charisma bonus, or they will break and truthfully answer the question that is asked of them.

New Weapon: A *kinslayer* blade is a +2 keen longsword forged from mithral. Its pommel bears an inscription in Infernal that, when translated, reads "I Alone." When drawn in battle, a *kinslayer* imposes a -2 penalty to AC to all of its wielder's allies who stand within 60 feet of the blade.

ATL 13

(EL16)

Kalamaran Team (8): human (Kalamaran) Rogue 2/Fighter 4: HD 6; hp 34; Init +6: Spd 30; AC 14, touch 12, flat-footed 12; Base Attack/Grapple +6/+7; Attack +7 short sword (1d6+3/19-20); Full Attack +7/+2 short sword (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +1d6; AL LN; SV Fort +5, Ref +6, Will +0; Atb Str 13, Dex 14, Con 10, Int 10, Wis 10, Cha 14

Skills and Feats – Gather Information +8, Tumble +7; Dodge, Weapon Focus (shortsword), Improved Initiative, Toughness, Weapon Specialization (shortsword), Improved Unarmed Combat

Equipment (carried): shortsword, leather armor, 15 gp (Kalamar)

Kalamaran Leader (2): human (Kalamaran) Infiltrator 10 / Assassin 3: HD 13; hp 67; Init +9: Spd 50; AC 17, touch 15, flat-footed 12; Base Attack/Grapple +6/+7; Attack +7 short sword (1d6+3/19-20); Full Attack +7/+2 short sword (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA sneak attack +4d6; AL LE; SV Fort +4, Ref +12, Will +3; Atb Str 13, Dex 20, Con 12, Int 12, Wis 10, Cha 14

Skills and Feats – Gather Information +8, Tumble +7; Dodge, Improved Initiative, Toughness, Extract Information (see below)

Equipment (carried): *kinslayer* longsword (see below), leather armor, (4) doses of Saadolos Extract (DC 18 or unconscious), 15 gp (Kalamar)

New Feat: Extract Information: use of this feat requires that the victims be unable to defend themselves. Each round the villain used this feat the victim suffers 1d4 hp damage and must make a Will save, DC 15+ villains Charisma bonus, or they will break and truthfully answer the question that is asked of them.

New Weapon: A *kinslayer* blade is a +2 keen longsword forged from mithral. Its pommel bears an inscription in Infernal that, when translated, reads "I Alone." When drawn in battle, a *kinslayer* imposes a -2 penalty to AC to all of its wielder's allies who stand within 60 feet of the blade.

Encounter 4B

ATL 1

(EL 5)

Shadows (2): medium undead (incorporeal): HD 3d12; hp 19; Init +2; MV Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grapple +1/-; Attack Incorporeal touch +3 melee (1d6 Str); Full Attack Incorporeal touch +3 melee (1d6 Str); SZ 5 ft./5 ft.; SA Strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL N; Saves Fort +1, Ref +3, Will +4; Abilities

Str --, Dex 14, Con --, Int 12, Wis 12, Chr 13; Skills and Feats Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge

ATL 3

(EL 7)

Shadows (4): medium undead (incorporeal): HD 3d12; hp 19; Init +2; MV Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grapple +1/-; Attack Incorporeal touch +3 melee (1d6 Str); Full Attack Incorporeal touch +3 melee (1d6 Str); SZ 5 ft./5 ft.; SA Strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL N; Saves Fort +1, Ref +3, Will +4; Abilities Str --, Dex 14, Con --, Int 12, Wis 12, Chr 13; Skills and Feats Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge

ATL 5

(EL 11)

Greater Shadows (2): medium undead (incorporeal): HD 9d12; hp 58; Init +2; MV Fly 40 ft (good); AC 14 (+2 Dex, +2 deflection), touch 14, flat-footed 12; BAB/Grapple +4/-; Attack Incorporeal touch +6 melee (1d8 Str); Full Attack Incorporeal touch +6 melee (1d8 Str); SZ 5 ft./5 ft.; SA Strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL N; Saves Fort +3, Ref +5, Will +7; Abilities Str --, Dex 15, Con --, Int 12, Wis 12, Chr 13; Skills and Feats Hide +14, Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack

ATL 7

(EL 13)

Greater Shadows (4): medium undead (incorporeal): HD 9d12; hp 58; Init +2; MV Fly 40 ft (good); AC 14 (+2 Dex, +2 deflection), touch 14, flat-footed 12; BAB/Grapple +4/-; Attack Incorporeal touch +6 melee (1d8 Str); Full Attack Incorporeal touch +6 melee (1d8 Str); SZ 5 ft./5 ft.; SA Strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL N; Saves Fort +3, Ref +5, Will +7; Abilities Str --, Dex 15, Con --, Int 12, Wis 12, Chr 13; Skills and Feats Hide +14, Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack

ATL 9

(EL 10)

Wraiths (6): medium undead (incorporeal): HD 5d12; hp 32; Init +7; MV Fly 60 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; BAB/Grapple +2/-; Attack Incorporeal touch +5 melee (1d4 plus 1d6 Con); Full Attack Incorporeal touch +5 melee (1d4 plus 1d6 Con); SZ 5 ft./5 ft.; SA Constitution damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL N; Saves Fort +1, Ref +4, Will +6; Abilities Str --, Dex 16, Con --, Int 14, Wis 14, Chr 15; Skills and Feats Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2; Alertness, Blind-Fighting, Combat Reflexes, Improved Initiative

ATL 11

(EL 16)

Wraiths (5): medium undead (incorporeal): HD 5d12; hp 32; Init +7; MV Fly 60 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; BAB/Grapple +2/-; Attack Incorporeal touch +5 melee (1d4 plus 1d6 Con); Full Attack Incorporeal touch +5 melee (1d4 plus 1d6 Con); SZ 5 ft./5 ft.; SA Constitution damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL N; Saves Fort +1, Ref +4, Will +6; Abilities Str --, Dex 16, Con --, Int 14, Wis 14, Chr 15; Skills and Feats Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2; Alertness, Blind-Fighting, Combat Reflexes, Improved Initiative

Dread Wraith: large undead (incorporeal): HD 16d12; hp 104; Init +13; MV Fly 60 ft (good); AC 25 (+9 Dex, -1 Size, +7 deflection), touch 25, flat-footed 16; BAB/Grapple +8/-; Attack Incorporeal touch +16 melee (2d6 plus 1d8 Con); Full Attack Incorporeal touch +16 melee (2d6 plus 1d8 Con); SZ 10 ft./10 ft.; SA Constitution damage; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits; AL N; Saves Fort +5, Ref +14, Will +14; Abilities Str --, Dex 28, Con --, Int 17, Wis 18, Chr 24; Skills and Feats Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4; Alertness, Blind-Fighting, Combat Reflexes, Improved Initiative, Improved Natural Attacks (touch), Mobility, Spring Attack

ATL 13

(EL 19)

Wraiths (7): medium undead (incorporeal): HD 5d12; hp 32; Init +7; MV Fly 60 ft (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; BAB/Grapple +2/-; Attack Incorporeal touch +5 melee (1d4 plus 1d6 Con); Full Attack Incorporeal touch +5 melee (1d4 plus 1d6 Con); SZ 5 ft./5 ft.; SA Constitution damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL N; Saves Fort +1, Ref +4, Will +6; Abilities Str --, Dex 16, Con --, Int 14, Wis 14, Chr 15; Skills and Feats Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2; Alertness, Blind-Fighting, Combat Reflexes, Improved Initiative

Dread Wraiths (2): large undead (incorporeal): HD 16d12; hp 104; Init +13; MV Fly 60 ft (good); AC 25 (+9 Dex, -1 Size, +7 deflection), touch 25, flat-footed 16; BAB/Grapple +8/-; Attack Incorporeal touch +16 melee (2d6 plus 1d8 Con); Full Attack Incorporeal touch +16 melee (2d6 plus 1d8 Con); SZ 10 ft./10 ft.; SA Constitution damage; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits; AL N; Saves Fort +5, Ref +14, Will +14; Abilities Str --, Dex 28, Con --, Int 17, Wis 18, Chr 24; Skills and Feats Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4; Alertness, Blind-Fighting, Combat Reflexes, Improved Initiative, Improved Natural Attacks (touch), Mobility, Spring Attack

Encounter 4C

ATL 7

(EL 9)

Kalamaran Assassin: human (Kalamaran) Rogue 9 / Assassin 1: hp 52; Init +4; MV 30 ft.; AC 17 (+4 Dex, +3 armor), touch 14, flat-footed 13; BAB/Grapple +6/+10; Attack Masterwork Shortbow +12 melee (1d6 plus poison); Full Attack Masterwork Shortbow +12/+7/+12 melee (1d6 plus poison); SZ 5 ft./5 ft.; SA poison (Saadolos Extract; DC 18 or unconscious), +6d6 sneak attack damage, death attack; SQ Improved Uncanny Dodge, Evasion; AL NE; Saves Fort +5, Ref +12, Will +3; Abilities Str 14, Dex 18, Con 14, Int 12, Wis 10, Chr 12; Skills and Feats Hide +12, Listen +12, Move Silently +12, Search +10, Sense Motive +8, Spot +12, Tumble +12; Point Blank Shot, Dodge, Rapid Shot, Weapon Focus (Shortbow)
Spells Remaining: *true strike*

ATL9

(EL 11)

Kalamaran Assassin: human (Kalamaran) Rogue 9 / Assassin 4: hp 67; Init +4; MV 30 ft.; AC 17 (+4 Dex, +3 armor), touch 14, flat-footed 13; BAB/Grapple +9/+13; Attack Masterwork Shortbow +15 melee (1d6 plus poison); Full Attack Masterwork Shortbow +15/+10/+15 melee (1d6 plus poison); SZ 5 ft./5 ft.; SA poison (Saadolos Extract; DC 18 or unconscious), +7d6 sneak attack damage, death attack; SQ Improved Uncanny Dodge, Evasion; AL NE; Saves Fort +6, Ref +14, Will +4; Abilities Str 14, Dex 19, Con 14, Int 12, Wis 10, Chr 12; Skills and Feats Hide +16, Listen +16, Move Silently +16, Search +16, Sense Motive +8, Spot +16, Tumble +16; Point Blank Shot, Dodge, Rapid Shot, Weapon Focus (Shortbow), Mobility
Spells Remaining: *true strike, true strike, obsuring mist, invisibility, invisibility*

ATL11

(EL 13)

Kalamaran Assassin: human (Kalamaran) Rogue 9 / Assassin 6: hp 87; Init +5; MV 30 ft.; AC 18 (+5 Dex, +3 armor), touch 14, flat-footed 13; BAB/Grapple +10/+15; Attack Masterwork Shortbow +17 melee (1d6 plus poison); Full Attack Masterwork Shortbow +17/+12/+7/+17 melee (1d6 plus poison); SZ 5 ft./5 ft.; SA poison (Saados Extract; DC 18 or unconscious), +8d6 sneak attack damage, death attack; SQ Improved Uncanny Dodge, Evasion, +3 vs poison; AL NE; Saves Fort +7, Ref +16, Will +5; Abilities Str 14, Dex 20, Con 14, Int 13, Wis 10, Chr 12; Skills and Feats Hide +16, Listen +16, Move Silently +16, Search +16, Sense Motive +8, Spot +16, Tumble +16; Point Blank Shot, Dodge, Rapid Shot, Weapon Focus (Shortbow), Mobility, Shot on the Run
Spells Remaining: *true strike, true strike, obscuring mist, invisibility, ~~invisibility, false life~~*

ATL13

(EL 15)

Kalamaran Assassin: human (Kalamaran) Rogue 10 / Assassin 8: hp 102; Init +5; MV 30 ft.; AC 18 (+5 Dex, +3 armor), touch 14, flat-footed 13; BAB/Grapple +13/+18; Attack Masterwork Shortbow +18 melee (1d6 plus poison); Full Attack Masterwork Shortbow +18/+13/+8/+18 melee (1d6 plus poison); SZ 5 ft./5 ft.; SA poison (Saados Extract (DC 18 or unconscious), +9d6 sneak attack damage, death attack; SQ Improved Uncanny Dodge, Hide in Plain Sight, Improved Evasion, +4 vs poison; AL NE; Saves Fort +7, Ref +18, Will +5; Abilities Str 14, Dex 20, Con 14, Int 14, Wis 10, Chr 12; Skills and Feats Hide +16, Listen +16, Move Silently +16, Search +16, Sense Motive +8, Spot +16, Tumble +16; Point Blank Shot, Dodge, Rapid Shot, Weapon Focus (Shortbow), Mobility, Shot on the Run, Weapon Finesse
Spells Remaining: *true strike, true strike, obscuring mist, invisibility, ~~invisibility, false life~~, dimension door*

Appendix II: Additional Rules

New Feat:

Extract Information: use of this feat requires that the victims be unable to defend themselves. Each round the villain used this feat the victim suffers 1d4 hp damage and must make a Will save, DC 15+ villain's Charisma bonus, or they will break and truthfully answer the question that is asked of them.

New Weapon: A *kinslayer* blade is a +2 keen longsword forged from mithral. Its pommel bears an inscription in Infernal that, when translated, reads "I Alone." When drawn in battle, a *kinslayer* imposes a -2 penalty to AC to all of its wielder's allies who stand within 60 feet of the blade.

APPENDIX III: Player Handout 1

For Military Organization PCs

As you walked into your commander's office, she looked up from her work to meet your eyes. "As much as I might need you in the coming months, you have been requested for a special assignment. You are to report to Gorido. A room will be reserved for you at the Dusty Pony Inn. There is a special seminar that you have been ordered to attend. Don't ask me any questions—I don't have any answers other than the order came from a lot higher than I can touch. Good luck, and don't let the reputation of this regiment down."

Players Handout #2

For Municipal Organizations PCs

Another double watch. The war was definitely thinning the ranks of all of the city organizations, and everyone from the Lamplighters to the Dungeoneers to the City Guard has been called to pitch in wherever they can to keep the city running. However, instead of a soft bed or tasty meal you found yourself in the office of your superior. He offered you a cool mug of ale and bid you sit. "I know you have been pulling more than your normal duties. You are commended. I wish I had six more of you. Instead it seems I will be yet another member short. I have received a very specific request for my best. A specific task authorized at the highest levels. If you accept you will be traveling to Gorido to attend a seminar. I know there has to be more to the task but I obviously do not have a need to know. You will have a room reserved for you and a place here when you return. I don't have any answers for the many questions you must have but I trust you will do your best. Good luck."

Players Handout #3

For College of Magic PCs

The note that appeared was simple, "We have been requested to make available one of our members for a special mission for the Crown. Your name was mentioned in high regard, and as such, you have been selected to undertake this mission. I would understand if you hesitated as I know how you value your studies, however I have been assured that the mission is important. We have made arrangements to have you transported to the Dusty Pony Inn in the town of Gorido. Once there you are to attend a seminar. Despite our best efforts and the questions we asked the representative of the Crown, we have been able neither to divine nor to ascertain any further information. Report to the College of Magic administration building as soon as possible for teleportation. Good luck"

Players Handout #4

For Divine Organization PC

Your normal duties were interrupted by one of the higher ranking members, who you thought meant to offer spiritual guidance. Instead, they offered a mission. "There seems that there may be a light in these times of darkness. There has been a vision as well as a message from the Prince. Although the vision was cloudy as expected, the portents clearly indicated that great events were about to begin. The message from the Prince simply confirmed this. The Crown would like you to attend a seminar in the town of Gorido. We have been told that a room at the Dusty Pony Inn has already been reserved for you and more information will be available once you arrive. Good luck and may you find success in your endeavors."

Players Handout #5

Unaffiliated and Independent Organization PCs

The courier's arrival was not unexpected. The city was a buzz with activity. The message that you received had you traveling with the first caravan west. Although the countryside seems normal, there was still a sense of the unknown in those citizens you met. You arrived without issue in the town of Gorido and checked into your room at the Dusty Pony.

Players Handout #6 – Information within the Way of Strategy (Journal)

It has been a very interesting week since I was assigned this task. I have been able to arrange for the prisoner to be brought in three day's time to the Inn of the Witch's Cackle on the Ek'Kasel border. Surprisingly I discovered that the majority of Ek'Kasel seems to be leaning even more towards an understanding, if not an alliance, with the Kalamaran Empire. Their continued troubles with the Kragni and their doubt of Pekal's strength have led them to believe that the Empire is the safest of their potential allies. I did however find one very valuable ally in Ek'Kasel.

The Prisoner: He seems to be a common grave robber. After some questioning he was only able to state his reason was to gather the items buried with the people and sell them. He only took the piece of skin since he thought it might be worth something. Obviously not a man of moral or integrity, however it did not seem like he had targeted any particular location or person in his atrocity. The man knows his life could be forfeited; however it is possible that he could save his life if he aids you in your investigation. I would recommend using his freedom as leverage for his information.

Our Ally: The King of Ek'Kasel is leaning towards a stronger understanding with the Empire, however, his son is very much a patriot and believes that Ek'Kasel needs to remain free of Kalamar's influence. His father is not listening yet, and with the hobgoblin threat to the southwest, they need all their forces focused against the hobgoblins. This makes them particularly vulnerable to Kalamar, who can offer more assistance albeit at a cost. His son awaits you in the Red Room of the Inn of the Witch's Cackle on the Ek'Kasel border. Simply comment on the color of the room and he will understand that you are there to speak with him.

Analysis of the Tattoo: It does appear to be one of the tattoos of the Guardians. However, the skin's dark tint and other characteristics lead me to believe that the skin belongs to one of the dark elves. I do not know why a dark elf would be buried in Ek'Kasel, or be a member of the Guardians; however, that is the analysis that I can make at this time. If time permits I would recommend the skin be taken to the College of Magic for magical analysis. They may be able to determine more.

Our Possible Enemies: I believe my activities have not gone unnoticed. There is a rather large group of men who I feel are following me, though if this is so, they have been very cautious to hide their intent. If you can confirm my suspicion that these are Kalamaran spies and eliminate them as a threat, I know our mission would be safer for it. If they are innocent men, by all means, let them go about their business.

I advise you to stay the night in this establishment and depart in the morning—though likely by the time you wake I will be gone.

Players Handout #7: The Iron Smith and Forge Price List

Weapons

Longsword	15 gp	Masterwork	315 gp
		Adamantine	3,015 gp
Throwing Axe	8 gp	Masterwork	308 gp
BattleAxe	10 gp	Masterwork	310 gp
Heavy Pick	8 gp	Masterwork	308 gp
Warhammer	12 gp	Masterwork	312 gp
Greataxe	20 gp	Masterwork	320 gp
Dwarven Waraxe	30 gp	Masterwork	330 gp
		Adamantine	3,030 gp
Dwarven Urgosh	50 gp	Masterwork	350 gp

Armor

Breastplate	200 gp	Masterwork	350 gp
		Mithral	4,200 gp
Half-Plate	600 gp	Masterwork	750 gp
Full Plate	1,500 gp	Masterwork	1,650 gp
		Mithral	10,650 gp
Dwarven Plate *	3,000 gp	Masterwork	3,150 gp
AC bonus +9	Max Dex Bonus +0, Armor Check Penalty -8, Arcane Spell Failure 45%, Weight		
55 lbs			
Adamantine Dwarven Plate *		Masterwork	18,000 gp

*Note - dwarven plate is sized only for dwarves

DM Worksheet - Player Loyalty Tally

Character Name:

Race:

10 9 8 7 6 5 4 3 2 1 0

Character Name:

Race:

10 9 8 7 6 5 4 3 2 1 0

Character Name:

Race:

10 9 8 7 6 5 4 3 2 1 0

Character Name:

Race:

10 9 8 7 6 5 4 3 2 1 0

Character Name:

Race:

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