



B is for Brothers

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

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The future of the Principality is now in the hands of the Prince and military. However, it appears as if the adventurers' participation in the effort will be found elsewhere. This event is the second in the series *Strike to the Heart*. It is recommended that all PCs who play it have a degree of patriotism for Pecal. Non-patriots are welcome to play, however rewards may be limited and danger escalated. Ideally, all players have played the first in the series, *A is for Assassin*, prior to playing this. Playing the series out of order is not recommended. 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 Part 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 Kingdom of Kalamar – Atlas or Kingdom 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 Appendix I 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

The month of Renewal has shifted into Sowing, and though farmers are busy planting their fields, grateful for the spring rains, little has changed for adventurers. Deji Soothsayers traveling near Ek'Kasel discuss the early appearance of the Eternal Bard showing low on the horizon, and say that this is a sign that a hero is about to arise—though whether this hero will defend the free lands of the north from the Vast Empire of Kalamar, or whether the hero will rise within Kalamar's own ranks they are uncertain.

Module Notes

This event begins a long series of events which will place the PCs on an epic long quest. During this time the PCs will be outside the Principality of Pekal while the war with Kalamar hopefully concludes in favor of the Principality. PCs are encouraged to play these events in order, as that will aid in the build up of excitement toward their final goal.

Despite being outside of Pekal, PCs may continue to spend their NAAs as though they were still in Pekal.

Because this module is the second in a series, several attempts have been made to recap the necessary events of the first module. If all the PCs have played "A Is for Assassin," large portions of box text in the "Introduction" can be skipped outright.

BACKGROUND

In "A Is for Assassin," the Gray Legion brokered a deal with Prince Ferasol of Ek'Kasel. A grave robber was apprehended. In his possession is a flayed piece of human flesh containing 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.

In a Kalokapeta graveyard the PCs explored three graves and found one that sparked their interest, giving them a possible lead toward getting in touch with the Guardians. Should Pekal be able to ally with the Guardians, the nation might be able to free itself from the constant threat of invasion from Kalamar.

In this event the PCs are able to follow-up with the missing corpse. The name on the grave leads the PCs to Bet Kasel, a capital city very loyal to the Empire. They need to discover the past of Colonel Jananik, a member of the Ek'Kasel military as a member of General B'Tormil's command. The Colonel was actually a slave that eventually became a "trusted" member of the General's household and his regiment. The PCs must determine if the General's family, or perhaps the Colonel's, had the original membership in the Guardians.

ADVENTURE SYNOPSIS

Introduction:

Inn of the Witch's Cackle. General P'Mare continues his briefing after reviewing the information that the PCs obtained in "A Is for Assassin." He has decided that this is the strongest lead (albeit a weak one) to investigate the Guardians.

Encounter 1:

The Road to Bet Kasel. As the PCs head towards Bet Kasel they meet a patrol of soldiers. This should be a role-playing encounter, and even though the soldiers are rude and demeaning and might be able to be defeated in combat, killing or harming the soldiers would be a very bad idea.

Encounter 2:

Bet Kasel. The introduction to this capital city is done through a number of sub-encounters as detailed below.

2a. City Gates – war tax – tax is based on 1) wagons; 2) horses; 3) weapons.

2b. Four Fountain Inn – a place that is recommended for outsiders, as it is well protected and near the center of the city.

2c. The Dusty Cupboard – a less savory inn that might be selected by those groups of PCs that would prefer not to be noticed.

2d. The Bet Kasel Arena – the site of gladiatorial combat most afternoons. General B'Tormil is here most afternoons, though not coherent most days. He is fairly old and his great-granddaughter brings him to the arena as the sounds of battle make him smile. She may hold a little information for the PCs, but her great-grandfather holds the information that they really need. There is also the chance to get a signed military warrant to review the records of Colonel Jananik. The PCs might also try their hand in the arena, however the gladiators here are well trained and quite talented.

2e. The Temples – the temples of Bet Kasel are mentioned here if the PCs decide that they want to visit one.

Encounter 3:

City Hall / Records. Eventually the PCs should move toward the City Archives to determine the identity and history of the person the grave belonged to. That encounter and their research results are detailed here. They are going to be taxed mentally as they are forced to do a bit of a run-around to cut through the Kalamaran bureaucracy. The pertinent areas are the Department of Taxation (for information regarding the slave Jananik), the Department of Labor (for information regarding the citizen Jananik), the Department of the Army (for information on the slave Jananik and the rise of Colonel Jananik), as well as the Department of Burials (for information on the graveyard).

Encounter 4:

College of Alchemy. When in Bet Kasel, everyone wants to visit the College of Alchemy. There the PCs discover a small task for which one of the Alchemists needs assistance. If the PCs assist Alchemist Gnorl with his request he rewards the PCs with an elixir that should aid General B'Tormil in regaining his mind for a little while.

Encounter 5:

Don't they ever clean this thing? – Alchemist Gnorl's task leads the PCs down into the Bet Kasel sewers for a special little piece of fungus.

Encounter 6:

Will the real General please stand up? If the PCs succeed at their earlier tasks, they are able to speak with a fully restored General. He mentions that he freed Jalanik mainly due to the attachment that his eldest son had for him. They were like brothers. Unfortunately, when Jalanik was assassinated, his son quickly moved away. He told the General where he was going, however he also made him pledge not to tell anyone where he was. Because he believes that he is on his death bed, the General tells the PCs where they can find him—as long as they swear an oath not to bring any harm to him—so that they can deliver a last missive from the General to his son.

Encounter 7:

(Optional) Oops. A lock fails on the crate of creatures being brought into the arena for the weekend's show, and they begin to run amok in the arena and the stands. It is up to the PCs to contribute to the capture/death of the creatures, as well as to protect the General and his great-granddaughter. This optional encounter should only be run if there is still time in the event.

Conclusion:

Return to the Inn of the Witch's Cackle. General P'Mare is not sure if anything will come from the investigation but he believes that the last wish of a great general should be honored. He asks the PCs to stand-by as he formulates a plan to get the PCs to the next location.

INTRODUCTION

Summary: Inn of the Witch's Cackle. General P'Mare continues his briefing after reviewing the information that the PCs obtained in "A Is for Assassin." He has decided that this is the strongest lead (albeit a weak one) to investigate the Guardians.

NOTE: There is a good bit of boxed text in this event. Please feel free to use your own words in these cases.

Before starting the module, request each PC to 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 _____

Any of the PCs that did not play the first in the series, "A is for Assassin," should receive an introduction. Each is somewhat different. Handouts for their individual instructions are provided in Appendix III. You can either read these aloud, or give them their handouts without introduction.

General Introduction for the new characters:

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 the Ek'Kasel border. A room has been reserved for you at the Inn of the Witch's Cackle. 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 bade you sit. "I know you have been pulling more than your normal duties. You are commendable. 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 the Ek'Kasel border. I know there has to be more to the task, but I obviously do not have

a need to know. A room has been reserved for you and you always 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 Ek'Kasel border and the Inn of the Witch's Cackle. Despite our best efforts and the questions we asked the representative of the Crown, we have neither been able 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, whom you thought meant to offer spiritual guidance. Instead, they offered a mission. "It 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 to a private matter. I have been told that a room at the Inn of the Witch's Cackle 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."

For Unaffiliated and Independent Organization PCs:

The courier's arrival was not unexpected. The city was abuzz 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 at the Ek'Kasel border and checked into your room at the Inn of the Witch's Cackle.

All PCs that have played the first part:

Travel has become more difficult throughout Pekal as military units block the roads into the heart of the Principality. General P'Mare's invitation to remain at the Inn of the Witch's Cackle has definite appeal. Within the confines of the Inn, you have spent the last few days enjoying fine wines and food while awaiting word from General P'Mare.

Once the PCs have read their introduction you can continue with the text as indicated below.

The Inn has a number of private dining rooms, though you've only been invited to see a few. It has been many uneventful days since you began your stay at the General's request, but early this morning the staff directed you to a private room you had not yet seen. Prepared for anything, you enter and find an older man, though he still projects a fit physique, standing next to a decanter of fresh juice. A couple of others are already in the room.

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 enters, the older man moves towards you. "Good morning. For those of you I have not met previously, 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. Gray stubble covers most of his face.

If all the PCs have been on part one of the mission and already know each other, skip this portion. Otherwise, P'Mare directs his questions to any new PCs and asks all PCs to introduce themselves.

"I am not sure you all know each other, and as my memory seems to fade further each day, could each of you take a moment or two to introduce each other? I would appreciate it greatly. Also, for those I have not met

before, if you could answer this question: why you are a patriot for the Pekalese cause?"

This is where the players should get into character and introduce their characters. What they claim as their reason for being a Pekalese patriot is very important. If you feel that their reason leaves a lot to be desired, have P'Mare question them from the recommended list below. P'Mare makes Sense Motive checks (which the judge may preroll), so any of the PCs that might be blowing smoke must attempt to make a Bluff check. His Sense Motive modifier is +16. Rate the answer from each PC on the tracking form found in Appendix IV 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. Patriotic statements given later in the discussion with P'Mare increase the rating from his initial impression.

- Were you born in Pekal or did you choose to come to Pekal for 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 a nearby chair and motions you to occupy the other chairs in the room.

If there are new PCs: ***"Thank you for your honest answers."*** (Glare at anyone he has detected to be lying.)

If all the PCs are new to the module series, continue with the following; otherwise, give Player's Handout #6 to one of the PCs that played "A Is for Assassin."

"I am sure you have some questions but first let me repeat a story told to 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'doral, 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 Legasas 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 Thedorus’ 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.

Once the General has finished with his tale, or if all the PCs have played “A Is for Assassin,” continue with the following:

The General relaxes and has a basket of fresh breads and jam brought in. “As some of you may know, I have obtained some information regarding a possible Guardian of the Flame that I would like investigated.” (The General nods to any of the PCs that have already played event one.) *“This investigation requires that you travel to Bet Kasel and research a man we know as Colonel Jalanik. The Colonel was a dark elf serving in the Ek’Kasel army under a General named B’Tormil. We do not know the complete story of this man Jalanik, but I believe his past may shed more light on the Guardians of the Flame and the Kalamaran Empire. My task for you is to journey as invisibly as possible to Bet Kasel and find out all you can regarding Colonel Jalanik, General B’Tormil,*

and the story of how a dark elf ended up serving an Ek’Kasel General.”

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 were 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 that this is a title in the Church of the Old Man. 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 because the Prince’s security experts have fashioned me mental protections.”
- **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."

- **Why are you so interested in the Guardians of the Flame?** "I am interested in determining how best to undermine the authority of the House of Bakar, and in deterring the aggression of the Vast toward Pekal. If the Guardians can help me on this, I welcome their advice!"

If the General is completely certain of the loyalty (score of 7 or higher) of all the PCs, he adds the following:

The General stands and faces the outside window for a moment. As he turns you easily note the look of indecision on what has always been a certain expression. "I suppose I should not keep this secret to myself much longer. There is another reason I want you to look into this. There is rumor of a prophesy that states if a Gold Dragon coin is ever delivered to the Kalamaran Emperor then King Theodorus will be restored to life. Of course, no one has ever seen a Gold Dragon nor does any historian actually know if a Gold Dragon was ever minted."

Pausing once more the General takes a sip of water. "There is another prophesy that I think may fit these latest developments. It was actually delivered by an orc shaman roughly eighty-five years ago. This is a rough translation of the original orcish." The General hands over a piece of parchment, then picks up a piece of fruit and goes back to the window. "Take a look at the prophesy and tell me what you think."

The prophesy is found as Player's Handout #7.

The darkest hours of the deepest night single fears will be drawn apart. With skin of jet immortal blood will lead searchers towards their goal.

Brothers will battle, children will die those once allied will be split asunder. The frozen lands hold brothers whose secrets must be revealed and brought together.

The turmoil ended then begun again with sword in hand the golden symbol will bring forth the dawn of a

new age. This age will see black and silver shed blood on the same field of battle.

The General's statistics are found in Appendix I. While he does not know a great deal of additional information, it is quite possible that a PC might ask him about a reward. If one does, read the following:

"Ah you are interested in rewards, not just the privilege of working for the free and just Principality of Pekal. The war has made it very difficult for me to access substantial rewards, but I do have some influence in my church, if you have need of potions. Otherwise, I will make sure that eventually you will be adequately rewarded. I do have a total fund of twenty-five victories available for your expenses while you are in Ek'Kasel."

(The PC that asks should have their patriotic rating lowered by one in Appendix IV)

There is no real town near the Inn of the Witch's Cackle, but there are a few craftsmen and merchants traveling across the border from Pekal into Ek'Kasel. PCs may pick up mundane supplies before they leave.

ENCOUNTER 1

Summary: The Road to Bet Kasel. As the PCs head towards Bet Kasel they meet a patrol of soldiers. This should be a role-playing encounter, and even though the soldiers are rude and demeaning and might be able to be defeated in combat, killing or harming the soldiers would be a very bad idea.

It was still early that morning when you crossed the bridge from Pekal into Ek'Kasel. One of General P'Mare's men paid the bridge fee to allow you to cross over into Ek'Kasel. The road is dusty but not crowded, and after nearly a full day of travel, you find yourselves looking forward to the roadside inn that should be less than an hour away.

Determine at this point how the PCs are traveling and what they appear to look like. Things that you will need to know include:

- Who is riding a horse?
- Do they have a wagon?

- Who is armored?
- How many weapons are visible?
- How many females are in the group? Are they armored? Do they look like merchants, wives, or other non-combatants?
- How many non-Kalamarans are in the group?
- How many non-humans are in the group?

If over half the PCs appear to be mounted warrior-types then use the following text, unless they are escorting a wagon. Otherwise continue to the second text.

As you crest the next hill you discover a group of armed soldiers awaiting you on either side. They have weapons prepared and are each wearing the uniform of the Ek’Kasel military. “Halt! State your names and business in Ek’Kasel! Do not draw weapons and keep your hands still and where we can see them!”

If the PCs have less than half a group of armed warriors or are escorting a wagon, read the following:

As you crest the next hill you discover a group of armed military soldiers awaiting your arrival on the side of the road. “Citizens, please give us a moment. We have reports of bandits nearby. Have you encountered any difficulty?”

The soldiers are attempting to find bandits that have plagued merchants in the area. The PCs might be mistaken for the bandits if they look like mounted warriors, as that was the common description given to the Ek’Kasel authorities. In the first case, the soldiers are actually on edge, and any action or spell casting by the PCs leads to combat. If the PCs decide to talk to the soldiers in lieu of combat, they should be able to convince the soldiers that these are not the bandits that they are looking for...

If the PCs role-play with the soldiers they can obtain the following pieces of information. You can have the PCs make a general Gather Information roll. Use the PC with the highest number of ranks in the skill (or highest Charisma if no one has the skill) and allow all the PCs that are speaking to assist.

Gather Information Roll:

1-10: The bandits have been very difficult to find. The number of troops patrolling the roads has been limited due to a recent deployment to the southern front to battle the hobgoblins.

11-15: As above plus, there is a one particular bandit in this area who they are trying to find. They only have his name since no one has ever reported meeting him. His name is “The Fence”.

16-20: As above plus, the hobgoblins seem to be massing troops since there have been no large battles lately. The generals are worried that a large number of hobgoblins may attack en masse.

21+: As above plus, the soldiers have heard that there is a hobgoblin leader nicknamed “Black Blood” that seems to be uniting the hobgoblins and that the generals are very worried.

If the PCs offer to help, the soldiers recommend that they keep their eyes open for trouble but do not engage the enemy on their own—particularly if they’re not from Ek’Kasel. They could get mistaken for bandits, after all.

After this encounter, the PCs have no further trouble on the road, and make good time to Bet Kasel.

Below are the statistics for the soldiers. The only tiering is the total number of the soldiers and the officer in charge of the patrol.

Standard Ek’Kasel Soldier, human: Fighter 2; hp 20.

ATL 1 - 3

Standard Soldiers (3)

Ek’Kasel Officer (Rilotar B’Fulon), human Kalamaran: Aristocrat 3, Fighter 2: HD 3d8 + 2d10; hp 40.

ATL 5 - 7

Standard Soldiers (4)

Ek’Kasel Officer (Rilotar B’Fulon), human Kalamaran: Aristocrat 3, Fighter 3: HD 3d8 + 3d10; hp 48.

ATL 9 - 11

Standard Soldiers (6)

Ek’Kasel Officer (Rilotar B’Fulon), human Kalamaran: Aristocrat 3, Fighter 4: HD 3d8 + 4d10; hp 56.

ATL 13

Standard Soldiers (6)

Ek’Kasel Officer (Rilotar B’Fulon), human Kalamaran: Aristocrat 4, Fighter 4: HD 4d8 + 4d10; hp 63.

ENCOUNTER 2

Summary: Bet Kasel. The introduction to this capital city is done through a number of sub-encounters as detailed below.

2a. City Gates – war tax – tax is based on 1) wagons; 2) horses; 3) weapons.

2b. Four Fountain Inn – a place that is recommended for outsiders, as it is well protected and near the center of the city.

2c. The Dusty Cupboard – a less savory inn that might be selected by those groups of PCs that would prefer not to be noticed.

2d. The Bet Kasel Arena – the site of gladiatorial combat most afternoons. General B’Tormil is here most afternoons, though not coherent most days. He is fairly old and his great-granddaughter brings him to the arena as the sounds of battle make him smile. She may hold a little information for the PCs, but her great-grandfather holds the information that they really need. There is also the chance to get a signed military warrant to review the records of Colonel Jananik. The PCs might also try their hand in the arena, however the gladiators here are well trained and quite talented.

2e. The Temples – the temples of Bet Kasel are mentioned here if the PCs decide that they want to visit one.

Encounter 2A The City Gates

There is only a short line of carts waiting to get through the gates of Bet Kasel this afternoon. As you come into view of the city walls and spotless white buildings of the city, you can see thick smoke drifting high into the sky from what must be the College of Alchemy. Two guards are on duty at the walls, and they seem to be collecting a toll from all entering the city. “War Tax,” is the short, bored request as each cart or person comes up to the gates.

The War Tax being levied here is the normal Gate Tax initially named the War Tax (over 10 years ago) but has become just part of life. It is based on a complicated formula that the guards usually ignore, basing the fee on their own perceptions (Spot +4).

Horse: 1 sp
Wagon: 5 sp (counts the horses)
Cart: 1 sp
Armed Person: 2 sp/weapon

The guards will assume that every humanoid has at least one weapon. Therefore the minimum fee is 2 sp for a person walking through the gates or 3 sp if they are riding a horse or pushing a cart. A typical warrior PC with a sword or two, lance, spear, bow, dagger, and mace on horse would command a lofty 15 sp or so. The guards usually just look at the bristling warrior and say 1 gp. They typically round to 2 sp, 5 sp, or 1 gold depending on the look of the person entering the gate.

Despite their boring jobs, the guards are quite friendly when approached for discussion. They are more than willing to help strangers with directions. There are also a number of young children (10-12 years of age) that are more than willing to help by acting as guides.

The city is broken into the following districts: The King’s Quarter, the Lord’s District, the College of Alchemy, the Merchant’s District, the Commons, the Ministry of War, and the Field of Honor. The other areas that the PCs may want to explore include:

- Merchant’s District. This area has the Four Fountain Inn which will be a recommended inn. The Temples in the city are also in this district.
- The Commons. The Dusty Cupboard, a lower class inn, can be found here if the PCs ask about a cheaper (or lower profile) inn where they might stay.
- The King’s Quarter is the home of the government offices of the city and kingdom.
- The College of Alchemy is home to the premier alchemical instruction and study in all of Tellene.
- The Field of Honor is the location of the Bet Kasel Arena, home to gladiatorial competitions.

- The Lord's District is the location of the B'Tormil estates.

Going to either of the two inns first would be the logical places for the PCs to begin. There is no time line for this event. If the PCs want to spend a month exploring the city and doing the investigation they can, they may, however, all the additional expenses over what they have already been given are theirs to absorb. First determine where they want to go and run the following little encounter.

The white buildings of Bet Kasel are amazing as you make your way into the city. One of the children inside the gates offers you a flower, as well as offering to lead you wherever you might need to go.

The child's name is Hutten and he is of mixed human blood—probably part Kalamaran and part Deji. He is more than willing to lead the PCs anywhere they want. The key is the flower. This flower marks the PCs as being new to the city, and eventually makes the holder a target for pickpockets.

If the PCs accept the flower, at any time during Encounter 2, run this small little encounter.

“Fingers” The Pickpocket: human boy; Rogue 2; hp 10; AC 14; MV 30; Fort +1, Ref +8, Will +2; Sleight of Hand + 9; Bluff +5

The boy attempts to cut the coin purse of the PC that is wearing the flower. If the PC who accepted the flower does not have a visible coin purse (instead using a *Heward's handy haversack*, vest of hidden pockets, etc.) then the pickpocket chooses one of their companions. This can either be the one that is most naïve or the one carrying wealth the most openly: spell casters over rogues or other sly looking PCs. The DC to spot the rogue's attempt is:

ATL	Spot (DC Target)	Spot (DC Rest of Party)
1	14	16
3	16	18
5	18	20
7	20	22
9	22	24
11	24	26
13	26	28

If caught, the boy denies it and does all the good things that a talented pickpocket will do to avoid the authorities. He does not “rat” out his other friends, but if one of the rogue PCs attempts to slyly show him where he went wrong in his attempt (while not turning him in of course), Fingers is willing to become an apprentice (certed cohort) to the PC. Non-rogue PCs who wish to help Fingers understand the folly of his chosen path and want to offer him a “better life” on a more “righteous path” must succeed at a Diplomacy check DC 20+(ATLx2) to win Fingers as their cohort. The Judge may award circumstance modifiers to this roll for good role-play.

If earned as a cohort, Fingers (he was orphaned it is the only name he has known) is able to receive training from the PC as normal. Despite his stats given for this encounter, Fingers can rebuilt according to the restrictions on the Cohort cert.

Encounter 2B The Four Fountain Inn

A large archway leads into the central courtyard of this large, three story brick building. In the central courtyard are two men in black uniforms and a woman in a white dress. “May I assist you?” The woman asks, stepping forward.

The central courtyard is where meals are held and the staff awaits the guests. Magical fields of force have permanently created an invisible roof, so that while it appears as if the courtyard is open, it holds temperature as if it had a closed roof. Even if it is raining, no rain falls into the “open” courtyard.

The woman's name is Gattu Sumilata. She is the owner of the inn and actually the hostess most evenings. They have a wonderful meal selection each night as well as the usual entertainment each evening and during the afternoons on the weekends.

Each private room has one large bed and costs 8 sp a night with meals costing an additional 2 sp per day. If a PC wants a weekly plan it costs 7 gp per week. (Smart players will realize that the weekly deal is full price. Good for them.)

There are no specific encounters at the Inn. There are a total of 10 staff and, not counting

the PCs, 18 guests in the Inn. All of the staff are local and live in Bet Kasel. The guests include: 12 merchants, 2 diplomats from Kalamar, 2 diplomats from Ek'Gazek, a traveling bard, and a mysterious stranger. None of these NPCs know of the PCs or their mission. **Note:** This information is for the general atmosphere of the Inn. The only NPCs with whom the PCs may have a chance to speak would be a selection of the merchants and the bard who plays each evening. The diplomats spend most of their time in government functions and events and each has personal bodyguards. Under no circumstances should the PCs have the opportunity to confront the Ambassadors directly.

Encounter 2C **The Dusty Cupboard Inn**

Once you leave the main streets of Bet Kasel, you find that the white buildings still line the streets, but the buildings are closer together, and less light filters into the dark shadows of the buildings. The Dusty Cupboard Inn is a small building—more of a boarding house than an actual inn. A fair-haired Fhokki male tends to the desk just beyond the blue wooden door. “Greetings. Need a room? Our price is reasonable and there is a discount for weekly and monthly rentals.”

Although not in the merchant district, the Dusty Cupboard is a fair looking inn. However, the inn really has very few amenities and is more like a nice rooming house than an actual inn. The Fhokki man is the owner of the inn and he employs a staff of six to cook, clean, and tend to any horses. His name is Ragil, son of Ravena. Board for the inn is 5 sp per night, which includes a weak stew in the evenings. If the PCs want to book a week it is 3 gp for the week, and Ragil will arrange to have some fresh bread at the PCs door in the morning. If they want to rent a room for the month, the cost is 10 gp. Stabling costs one silver per night but is included on monthly rentals.

Out of the 18 rooms, currently only 5 have borders. They are all on monthly rents and work in the city.

Encounter 2D **The Estate of General B'Tormil**

The large walled estate is just inside the Lord's District. It is easy to spot training fields and a building that would constitute a barracks, and you suspect that, as well as being the home of the general and his family, the area also serves as a training ground. There are at least a dozen men performing exercises under the direction of a uniformed man.

The men that are training are not able to assist the PCs, and if asked the officer informs the PCs that the General is either asleep or at the Arena. The General is the current head of the house. The PCs can find out, with either a DC 10 Diplomacy or DC 15 Gather Information (or through good role-play), that the General has been ill. His grandson is currently running the estate, but he is on maneuvers with the army for the next two months. If the PCs insist on talking to the General the officer recommends that they attempt to talk to him during the afternoon at the Arena.

Section 2E **The Bet Kasel Arena**

Use the following box text if the PCs come to the arena before visiting the B'Tormil estate (it is assumed that they visit during the day):

The large arena takes up the majority of the space in the vast Military District, known locally as the Field of Honor. Gladiators and other warriors spar against each other awaiting the next announced matches.

If the PCs have already visited the B'Tormil estates you can use the following text to describe the interior of the Arena where the General sits with his great-granddaughter.

The stands in the Bet Kasel Arena are sparsely populated, although groups of people sit watching the gladiators practice. Though most seem to be citizens of low standing, one small group stands out. A very old Kalamaran man sits under a span of cloth as a young girl speaks to him. Two men-at-arms sit on either side of the older man.

The girl's name is Ki'lsa (her statistics are in Appendix I). She is seventeen years of age and does all the talking for the group since her great-grandfather does not respond and the men-at-

arms are only there to protect the General and Ki'lsa. She is more than willing to speak with the PCs. She does however have little to offer beyond what is found below:

- Her great-grandfather was a great general in the armies of Kalamar and Ek'Kasel.
- He fought in many battles, as have her uncles, great-uncles, and father.
- He has not spoken much in the last four years, however he does smile when she brings him to the arena.
- Someone once mentioned an alchemical mixture that might help him temporarily restore his awareness. She has not pursued it.
- She does barely remember Colonel Jananik. He died about five years ago. She remembers the funeral and that her great-uncle Vilatec left soon after the funeral.
- She does not speak with the authority of the B'Tormil family, but if the PCs succeed at a Diplomacy check DC 20+ATL, she can provide a limited request for information regarding one of the family retainers from the city records.

If one or more of the PCs wants to make an attempt at challenging some of the warriors in the arena, they are allowed to participate in the afternoon events. The rules are simple:

- No magic. This includes casting, having a caster buff a fighter before entering the ring, and using enchanted armor or weapons.
- Fights run until a gladiator is unconscious, dead, or surrenders
- Winner is paid a fee based on their skill level.
- No poisons!
- Fights are against other gladiators. Monsters and creatures are only for the weekend games.
- No more than one match per afternoon per gladiator.
- Defeated opponents may not be looted.

ATL	Winner's Prize
1	10 sp
3	15 sp
5	20 sp
7	50 sp
9	100 sp
11	200 sp

Very important note: The gladiators that the PCs may be battling are experienced gladiators. They understand their opponent's skills perhaps better than the PC does. If they are still over 33% of their hit points and they would have struck a killing blow to the PC they pull the strength damage of their blow. This may or may not save the life of the PC; however everyone in Ek'Kasel knows that getting involved in the arena is not the best way to a long life. The gladiator surrenders if reduced to under 20% of their hit points. There are about 120-200 people in the arena most afternoons, and the gladiatorial bonuses are already included for the gladiators. Besides the prize money, keep track of which PCs entered the arena. This influences the outcome of the optional Encounter 7.

All gladiator statistics are found in Appendix I. Fighting in the arena is completely optional. In cases where the table level is mixed, fighters may fight at a challenge appropriate to their own level, rather than to the ATL.

Encounter 2F The Temples

Although most PCs are unlikely to go to the Temple District, here is the list of the Temples that can be found in Bet Kasel. The PCs are unable to obtain any significant assistance on their quest from these temples, however, favors and healing may still be available to them at the prices listed in the PHB. Clerics at a cathedral are able to cast spells up to 4th level; at temples, spells are available up to 3rd level, and at shrines, only 2nd. The PCs may purchase spells at full price. Members of any of these churches in Pekal may use their meta-org benefits as though they were at their home church.

Cathedrals

- Temple of Armed Conflict – The Old Man

Temples

- Halls of the Valiant – Knight of the Gods
- The Way of the Berserk – Battle Rager
- The Founder's Creation – The Founder

Shrines

- The Hall of Oaths – Speaker of the Word
- The Church of Life's Fire – The Raiser

ENCOUNTER 3

Summary: City Hall / Records. Eventually the PCs should move toward the City Archives to determine the identity and history of the person the grave belonged to. That encounter and their research results are detailed here. They are going to be taxed mentally as they are forced to do a bit of a run-around to cut through the Kalamaran bureaucracy. The pertinent areas are the Department of Taxation (for information regarding the slave Jalanik), the Department of Labor (for information regarding the citizen Jalanik), the Department of the Army (for information on the slave Jalanik and the rise of Colonel Jalanik), as well as the Department of Burials (for information on the graveyard).

The white buildings in the King's Quarter practically gleam in the sunlight. There are approximately fifteen to twenty buildings that make up the government offices for Ek'Kasel and Bet Kasel.

Again, there are a lot of places to go here. Ek'Kasel works like a military organization. However, when combined with the government of Bet Kasel, the result is like two separate armies attempting to coordinate activities while each maintaining their own processes and record keeping. There can be many more locations than the ones I have listed here. The government employees are all in Ek'Kasel uniform. Here are the specified departments that are semi-detailed.

- Ek'Kasel Department of Burials and Graveyards. This department can tell the PCs the location of all the graveyards in the kingdom. There are forms for registering a graveyard (citizens only) or forms for requesting to move a graveyard. The clerk is friendly since he doesn't see a lot of activity. He can give the PCs the information that they request. However, any details regarding a specific graveyard must be handled by the local government.
- Bet Kasel Department of Burials and Graveyards. This is a fairly busy department within Ek'Kasel as they are responsible for the internment of the war dead. There are two clerks, one male and one female, who are attempting to keep track of all the requests that have been left with them. They have paperwork for the following types of activities: grave location, next of kin notification, and applications for

mausoleum construction, graveyard construction, and tombstone engraving. The two clerks are busy but can give the PCs the forms for grave location. They tell the PCs it takes three days to get an answer for them. The woman can be bribed (1 gp per ATL) but the man can not be bribed. If the PCs do bribe the woman, she guarantees that she will have the information by tomorrow at noon. Trying to bribe the man actually sets back the answer by a full day. The information is found in Player Handout #5.

- Ek'Kasel Department of Taxation. This is a terrible, terrible place. There is always a line that takes 1d6 hours to wait through. Once through, one of the clerks on hand gladly gives the PCs the paperwork that they need to complete in order to get the tax records involving the slave Jalanik. They need to have the written authorization from Ki'Isa (or a member of the General's household) before they can get this information. It takes 1d4 days to get the information. This information is on Player Handout #6.
- Ek'Kasel Department of Labor. This department has the most clerks and thus the time the PCs need to wait is not too terrible. However, they also have a lot of information, so it does take a while to find the desired information. They need an authorization form from either the military (Ki'Isa) or the Department of Taxation. It only takes about a half hour to get to a clerk but it takes 2d4 days to get the information. The information is found in Player's Handout #7.
- Ek'Kasel Department of the Army. This office is really the headquarters of the army. They need to have approval from Ki'Isa, however, a polite corporal who knows the General can inform the PCs as to where they can find the General and Ki'Isa. If they do have permission, the same corporal can give them Player Handout #8 in about a half day. He DOES NOT accept bribes as it is his duty to provide this type of information.

ENCOUNTER 4

Summary: College of Alchemy. When in Bet Kasel, everyone wants to visit the College of Alchemy. There the PCs discover a small task for which one of the Alchemists needs

assistance. If the PCs assist Alchemist Gnarl with his request he rewards the PCs with an elixir that should aid General B'Tormil in regaining his mind for a little while.

As you follow the directions to the College of Alchemy you look for a large campus similar to the College of Magic. Surprisingly, you almost pass the College as it appears to be a series of three story buildings exactly the same as the other white-sided buildings that populate Bet Kasel. The small signpost that reads "College of Alchemy" stands next to a small walk and single bronze door.

Allow the PCs to make the decision to enter the room. When they do you can continue with the following or just describe it in your own words and start role-playing.

The bronze door opens without a sound and reveals a fairly large room with multiple counters and clerks. One of the counters has the words "Retail Sales," one has the words "Equipment Sales," and one has the words, "Student Registration." There is also a counter with a sign next to it that reads "Information." All the counters have a clerk helping citizens and students of the College.

Here are the details in the order listed in the box text:

- Retail Sales. The College sells some of their productions. They have for sale: Bolomo 25 gp (1 flask contains 2 doses), Curaxa 100 gp (1 vial), Dragonhide 10 gp (1 flask), Mooreta 25 gp (1 vial), Noisemaker 20 gp (1 vial), and Smotherblend 20 gp (1 vial). If the PCs ask about a potion that improves awareness they are referred to the information counter.
- Equipment Sales. The College has a full set of alchemical equipment and most common materials.
- Student Registration. A PC with 5 ranks in Craft (Alchemy) is eligible. Enrollment costs 200 gp. Members gain a +2 meta-org bonus on their Craft (Alchemy) checks. PCs may spend 1 NAA to craft any of the following from *Goods and Gear*. Bolomo DC 20 (1 flask contains 2 doses), Curaxa DC 25 (1 vial), Dragonhide DC 20 (1 flask), Mooreta DC 25 (1 vial), Noisemaker DC 20 (1 vial), and Smotherblend DC 20 (1 vial). All

material costs should be used as per the core rules for Craft (Alchemy). Members check off the box that they joined the College of Alchemy on the "Purchase from the College of Alchemy" cert.

- Information. This is the location where the PCs may obtain information regarding aiding General B'Tormil's state of mind. If they ask about a mental restorative type of potion the clerk looks up some information in a small book and then speaks into a small cone. "You are in luck! Gnarl is in today."

It takes a couple of minutes before a small man in bright orange robes enters the room. The gnome walks right up to you and in a high squeaky voice says, "I hear you are looking for some type of mental restorative potion. I might be able to create one. I certainly have a couple of recipes I can use. Now, do you need one to restore drained intelligence, recover a lost memory, restore lost personality, or enhance the current mental capabilities of the consumer?"

When/if the PCs explain the situation to Gnarl he continues with the following:

The gnome frowns. "Hmm. That might be difficult to accomplish. In most cases, you need to know which memory to restore. However, if you would be interested in acquiring a quantity of a rare local fungus, I think I can cook something up with the type of power that you need."

Gnarl can tell the PCs the following details:

- The fungus is one that actually grows in the sewers below the College of Alchemy.
- Herbalists have attempted to try to grow the fungus outside the sewers but they have not been able to match the environment necessary for its growth.
- The sewers channel all the waste from the College of Alchemy.
- He can bring the PCs to a sewer entrance nearby.
- The fungus is defined by its green and gold fronds, as well as the slight violet glow that it sheds in darkness.
- He needs at least a dozen fronds. He is also willing to pay 10 gp per additional frond.

ENCOUNTER 5

Summary: Don't they ever clean this thing? – Alchemist Gnarl's task leads the PCs down into the Bet Kasel sewers for a special little piece of fungus.

Gnarl is able to give the PCs the general area that the fungus is usually found. They have to enter the sewers and then move into the area under the College to find the fungus. There are a number of locations that they have found the fungus before. The map to the sewers is found in Appendix II.

Gnarl leads you to a locked gate about 120 yards from the College entrance. After producing the gate key, he hands you a torch and wishes you quick success. Beyond the gate, the passage slants downward quickly.

Considering the layout of the map, there is a possibility that the PCs could bypass the mutated kobolds. If they do this purposely, they can avoid combat. If they are unaware of the threat of kobolds, the kobolds attack them at any of Area B where they stop to collect fungus, rather than waiting for them to arrive at Area C.

Area A: Forget to tell us something?

In the first section of the sewers, there is a steady flow of water being flushed through the sewers in to keep the materials from the College from creating problems. Of course, the "flush" works as a semi-trap that the PCs were not warned about.

The sewers are about 8 feet wide and about 6 feet in height. The intersections open into 10'x10' areas. The trap goes off just before the first intersection.

The shadows dance along the walls of the sewer tunnel. The combination of smells produced by strange colored liquids seems completely alien to your senses. As you get close to the first intersection on your map, something ahead crashes with a loud "bang" and suddenly the roar of water begins to echo in the tunnel.

The water races into the section the PCs are occupying after one "surprise" round, during which the PCs can act, giving them one

standard action each. The intersection is 20 feet in front of the PCs. Thus, the first couple of PCs might be able to avoid most of the water by moving forward into the intersection. However, PCs farther than 30 feet from the intersection have to come up with another solution if they are to avoid the water. The damage of the trap is detailed below:

ATL	Primary Damage	Secondary Damage
1	1d4	1d4
3	1d6	1d4
5	2d6	1d6
7	3d6	2d4
9	4d6	3d4
11	5d6	4d4
13	6d6	5d4

Primary Damage has a DC 10+ATL Reflex save for half damage. This damage is due to the pounding the PC takes from the walls and sewer tunnel. NOTE: PCs may apply a Tumble check against this damage, despite the slippery terrain

Secondary Damage has a DC 5+ATL Fortitude save for no damage. This damage is due to the ingestion of various foul liquids in the midst of the water.

PCs who succeed in getting past the intersection should also make saving throws, as the water splashes through a large radius. However, if they succeed at their saving throws, they take no damage, and even if they fail, they only take half damage.

Once the PCs suffer the damage of the "trap," they find themselves still in the sewer tunnel. The water slowly recedes and at least some of the smells are dissipated.

Area B: Fungus Fest:

Finally, the PCs come to the section of the sewers in which the fungus grows. The three areas marked on the Player Handout map all have fungus growing in them at different times. The fungus right now is growing in the middle section of sewers. There are definitely fronds glowing and growing in the area. The PCs can collect twelve with no trouble. With a successful Herbalism or Craft (Alchemy) check DC 15+ATL, or a Knowledge (Nature) check DC 20+ATL, the PCs are actually able to locate an additional frond for every five points beyond their success. As an example, at ATL 1, a Craft (Alchemy) or

an Herbalism check of 16 finds one additional frond, a check of 21 finds two, etc.

Area C: You live here?:

Once the PCs get to the main College sewer intersection they discover that the sewers are not completely devoid of life—or things resembling life.

Within the sewer system lives a small tribe of kobolds. A number of the kobold hunters have been affected by the various materials near the College. They hunt in the sewers for both meat and edible plant and fungi, and through them consume the glowing liquids that appear in the College sewers. They try to hide in ambush when the PCs enter their territory (which includes the location of the fungus), but given their alterations that is not always possible. Check the table below for the Hide check that the PCs need to match in order to avoid being surprised. If the PCs successfully spot the kobolds, a glow in the shadows gives away the kobold position.

ATL	Spot DC / Listen DC
1	10 / 10
3	14 / 14
5	18 / 18
7	22 / 25
9	26 / 30
11	30 / 35
13	35 / 40

ATL 1: (EL 2)

Altered Kobolds (3): Small Monstrous Humanoid; HD 1; hp 8.

ATL 3: (EL 4)

Altered Kobolds (6): Small Monstrous Humanoid; HD 1; hp 8.

ATL 5: (EL 6)

Altered Kobolds (6): Small Monstrous Humanoid; HD 2; hp 18.

ATL 7: (EL 8)

Altered Kobolds (6): Small Monstrous Humanoid, Crocodile Shaman 2; HD 4; hp 30.

Crocodile Companions (6): Medium Animal; HD 3; hp 22.

ATL 9: (EL 10)

Altered Kobolds (6): Small Monstrous Humanoid, Crocodile Shaman 3; HD 5; hp 41.

Crocodile Companions (6): Medium Animal; HD 5; hp 37.

ATL 11: (EL 12)

Altered Kobolds (6): Small Monstrous Humanoid, Crocodile Shaman 3; HD 5; hp 41.

Crocodile Companions (6): Medium Animal; HD 5; hp 37.

Altered Kobold Shamans (2): Small Monstrous Humanoid, Crocodile Shaman 8; HD 10; hp 76.

Giant Crocodile Companions (2): Huge Animal; HD 7; hp 59.

ATL 13: (EL 14)

Altered Kobolds (6): Small Monstrous Humanoid, Crocodile Shaman 4; HD 6; hp 48.

Crocodile Companions (6): Medium Animal; HD 5; hp 37.

Altered Kobold Shamans (4): Small Monstrous Humanoid, Crocodile Shaman 8; HD 10; hp 76.

Giant Crocodile Companions (3): Huge Animal; HD 7; hp 59.

The kobolds are blocking passage to the middle of the 3 Area B locations and must be defeated in order for the PCs to retrieve the fungus.

Crocodiles receive a +4 bonus to hide when in a body of water. This bonus is +10 if the only parts above the surface are their eyes and nostrils.

If the L8 shamans have enough time to prepare (which should be any time that the party speaks or casts spells in the tunnels, or are caught in the water trap), they will share water breathing and cast control water to raise water levels enough to allow the giant crocodile companions to have enough depth to gain the +10 Hide bonus.

In melee the crocodiles will attempt to grab opponents and pin them under the surface of the sewer water. The stat blocks include a save adjustment for shaman fetishes.

When the PCs return to the College of Alchemy, Gnarl is very excited to see them with the fronds:

“Wondergrubble, just wondergrubble. I will get to the lab immediately. I might, just might, have enough for an extra special dose!”

Gnarl returns in about forty minutes with a glowing purple glass vial. It takes a moment to realize that it is not the glass that glows, but the liquid inside! “I was especially happy with the results: a new formula which might last a bit longer than the original. Let me know if there are any issues.”

Gnarl pays them any extra gold earned if the PCs remind him. Otherwise, he completely forgets. Once the PCs have the potion, they can proceed however they wish.

ENCOUNTER 6

Summary: Will the real General please stand up? If the PCs succeed at their earlier tasks, they are able to speak with a fully restored General. He mentions that he freed Jalanik mainly due to the attachment that his eldest son had for him. They were like brothers. Unfortunately, when Jalanik was assassinated, his son quickly moved away. He told the General where he was going, however he also made him pledge not to tell anyone where he was. Because he believes that he is on his death bed, the General tells the PCs where they can find him—as long as they swear an oath not to bring any harm to him—so that they can deliver a last missive from the General to his son.

The PCs may return to the Arena during the week, but the General is not found; he only becomes available over the weekend.

As you return to the Arena, the afternoon sun pours down on the battling gladiators. You had been told to expect the crowds to be larger on the weekends, but the press of humanity now present astonishes you. General B'Tormil and his entourage, however, are given the space due their station, and you are able to approach unhindered. Ki'lsa listens to your story and helps her great-grandfather drink the offered potion. The glowing liquid disappears down his throat, and after a couple of deep breaths, his eyes blink and he looks around. “The feeling is strange. It feels as if I have

been asleep even though I now know I have been awake the whole time. You are looking into the situation with Jalanik, correct?”

Ki'lsa hugs the General as soon as he begins to pause. The General has been aware of what has happened in his presence. Think of it as a sort of waking coma. He can tell the PCs the following pieces of information:

- Jalanik was a great companion of his eldest son.
- The General freed him due to this friendship, as the "boys" were more like brothers than one a slave to the other.
- The B'Tormil men have always been warriors. They served the Emperors of Kalamar until House Bakar brought disgrace to the Throne.
- The General is not a member of the Guardians of the Flame, although he does not support the current government of Kalamar.
- His son left not long after Jalanik's assassination.
- He is not sure how long, or even if, his memory will remain, however he is sure his days are numbered with or without his memory. He would like the PCs to deliver a last missive to his son if they plan to travel to his location.
- If the PCs agree, the General informs the PCs of his son's location, as long as they swear an oath not to bring him to any harm.

At this point if you still have at least 45 minutes left in the session continue with Optional Encounter 7.

ENCOUNTER 7 (Optional)

Summary: Oops. A lock fails on the crate of creatures being brought into the arena for the weekend's show, and they begin to run amok in the arena and the stands. It is up to the PCs to contribute to the capture/death of the creatures, as well as to protect the General and his great-granddaughter. This optional encounter should only be run if there is still time in the event.

With a loud crash accompanied by screams, a large crate falls from a wagon, breaking on the arena floor. A variety of strange creatures spread out onto the arena floor,

leap into the stands and engage the training gladiators.

There are a number of creatures coming towards the PCs. They need to engage these creatures and possibly protect Ki'lsa and the General (although the two men-at-arms will protect the General).

ATL 1 (EL 2)

Wounded Young Cave Lizard: Medium Animal: HD 8d8+24; hp 30.

ATL 3 (EL 4)

Wounded Young Cave Lizard: Medium Animal: HD 8d8+24; hp 40.

ATL 5 (EL 6)

Young Cave Lizard: Medium Animal: HD 8d8+24; hp 60.

ATL 7 (EL 8)

Young Cave Lizards (3): Medium Animal: HD 8d8+24; hp 60.

ATL 9 (EL 10)

Mature Cave Lizards (2): Medium Animal: HD 16d8+48; hp 120.

ATL 11 (EL 12)

Mature Cave Lizards (4): Medium Animal: HD 16d8+48; hp 120.

ATL 13 (EL 14)

Mature Cave Lizards (6): Medium Animal: HD 16d8+48; hp 120.

Some special rules here: if a *male* PC who fought in the arena earlier (win or lose) specifically protects Ki'lsa during this encounter, heads into the arena to help others at the end of the battle, has a Charisma of at least 10, *and* is of human ancestry, use the following text at the conclusion of the battle. You do not need to roll dice for the fight on the arena floor—that the PCs charged into battle is all that is necessary. Don't prompt them to engage the other creatures, but make sure you mention that the fight is still going on below when they finish their battle. (If they ask directly if the other fighters need aid, you can probably honestly say no; there are many gladiators fighting off the creatures. However, it could be an even fight, and an extra hand is sure to help.)

The battle over, you notice a great number of wounded gladiators and a number of bodies in the stands. Ki'lsa stands near the General who has a drawn dagger although he stands on unsteady legs. "You represented yourselves well." The General points at (Name of PC who fulfilled the criteria), "I am impressed young one. Might you be interested in joining our family? My great-granddaughter has not found anyone in Bet Kasel that interests her and I would be willing to endorse you, should you wish to present yourself as a suitor for her hand."

Ki'lsa is embarrassed but theirs is a family of warriors, and the PC was brave and hopefully impressive. If the PC does want to be a suitor give them the certificate at the end of the event.

Charging in to aid the other fighters and gladiators also counts as a heroic act for those hoping to catch the notice of "The Blooded."

CONCLUSION

Speaking with General P'Mare in the Inn of the Witch's Cackle again. He is not sure if anything will come from the investigation but he believes that the last wish of a great general should be honored. He asks the PCs to stand-by as he formulates a plan to get the PCs to the next location.

The return trip to the Inn of the Witch's Cackle is uneventful. General P'Mare listens intently to your tale and has a scribe copy the documentation you have managed to obtain. He seems excited at the information. "This is indeed amazing. I hope it is not a fool's errand, but even if it is, I would like you to deliver the General's missive to his son and question him regarding the Guardians and Jananik. I will make arrangements and contact you when I have determined the best way to get you to the City of Narr-Rytar."

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: Dealing with the soldiers non-violently	25	50	75
Encounter 2: Gaining information from Ki'lsa B'Tormil Catching the Pickpocket without violence <i>OR</i> Not accepting the Flower	100 25 25	200 50 50	300 75 75
Encounter 3: Per Player Handout received (#7 - #11) <i>Up to a maximum for the Encounter of</i>	25 100	50 200	75 300
Encounter 4: Getting the quest from Gnarl	25	50	75
Encounter 5: Defeating the Kobolds	75	150	225
Encounter 6: Gaining the information regarding General B'Tormil's son's location	50	100	150
<i>Discretionary Role-Playing Experience</i>	100	200	300
Total Possible	500	1000	1300

Bonus Experience: Players who were able to complete Encounter 7 receive 50 bonus xp, regardless of tier, for their combat against the creatures.

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 1: none if completed peacefully

If the PCs defeat the Ek'Kasel patrol they can carry away: a *breastplate +1* (certed) and 50 gp worth of coin and equipment

Encounter 5: 10 gp per extra frond (see encounter)
Kobold equipment worth 24 gp

Encounter 7: 120 gp reward to each PC that aided in the encounter from the Arena

Conclusion: Favor of General P'Mare Cert: This secretive member of the Honorable holds an obligation of debt towards you for your services on his behalf. You may buy two divine potions of up to 1000 gp value for 1/2 price. Record the potions below.

OTHER AWARDS

Judge P'Mare Certificate B: Cert 2 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 5 fellow 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.

Suitor for the Hand of Ki'Isa B'Tormil: Through your acts of bravery, you have impressed the B'Tormil family and, most importantly, the young lady Ki'Isa B'Tormil, who has agreed to accept you as a suitor. Through continued acts of bravery and the dedication of at least 6 NAAs to pursuing her hand, you eventually succeed in marrying her. Ki'Isa is not a cohort and is only present as a roleplay opportunity. Any PC who marries into the B'Tormil family receives 20 gp per module in income from the estate's activities, but must spend 1 NAA out of every 6 visiting the estate in Ek'Kasel,

Purchase from the College of Alchemy: You have visited the College of Alchemy in Bet Kasel. Upon your visit, you were able to purchase up to six doses of any of the following materials:

Bolomo: This solvent removes adhesives, including the alchemical goo inside a tanglefoot bag. One application of bolomo turns the tanglefoot adhesive into wet slime that is sticky to the touch but easily removed, thus freeing an entangled creature almost immediately. Applying bolomo is a full-round action that provides an attack of opportunity. A flask holds two applications. PRICE: 25 gp. DOSES PURCHASED/REMAINING: _____

Curaxa: This thick green mixture corrodes metal, slowly turning it into rust. A single vial, if carefully used, coats 2 square feet of metal, inflicting 1d4 points of damage to it every 10 minutes, for up to an hour. It has no harmful effect on non-ferrous metals or other substances. Humans and other creatures exposed to it suffer a light rash and some itching. PRICE: 100 gp. DOSES PURCHASED/REMAINING: _____

Dragonhide: Dragonhide is a tough coating that gives a wooden item, no larger than a body shield, 5 additional points of hardness. A flask holds one application that protects the item for one week. PRICE: 10 gp. DOSES PURCHASED/REMAINING: _____

Mooreta: This watery, clear liquid masks odors. When thrown at a foul-smelling creature, it can aid characters in dealing with the overpowering odor (such as a troglodyte's musk or a gha'st's stench). A creature that emits a foul odor may make a Fortitude save vs. DC 12 to avoid the mooreta's effects. If effective, the mooreta lasts for 2d4 rounds. PRICE: 15 gp. DOSES PURCHASED/REMAINING: _____

Noisemaker: When thrown, key chemicals mix explosively. The noisemaker pops and crackles for 1d6 rounds. The noise gives characters within 30 feet a +4 circumstance bonus to Move Silently checks and makes verbal communication difficult (characters must make an Int check DC 13 to understand a speaker they could normally hear without difficulty). PRICE: 20 gp. DOSES PURCHASED/REMAINING: _____

Smotherblend: Shaking this mixture violently causes it to erupt into a thick white foam that quenches fire on contact. A single vial contains enough to extinguish a 5-foot cube of flame. PRICE: 20 gp. DOSES PURCHASED/REMAINING: _____

Any PC with 5 ranks in Craft (Alchemy) is eligible to join the College of Alchemy. Enrollment costs 200 gp. Members gain a +2 meta-org bonus on their Craft (Alchemy) checks. PCs may spend 1 NAA to craft any of the following from *Goods and Gear*: Bolomo DC 20 (1 flask contains 2 doses), Curaxa DC 25 (1 vial), Dragonhide DC 20 (1 flask), Mooreta DC 25 (1 vial, with the statistics for Mooreta brewed at the College of Alchemy), Noisemaker DC 20 (1 vial), and Smotherblend DC 20 (1 vial). All material costs should be used as per the core rules for Craft (Alchemy).

JOINED THE COLLEGE OF ALCHEMY? _____ YES _____ NO

Cohort Fingers: Fingers is a young human (Kalamaran/Ek'Kaselan) male from Bet Kasel.

Languages: Low Kalamaran, Merchant's Tongue

Requirements: Dexterity 14 or higher; 2 or more ranks in sleight of hand

Available Classes: Bard, Brigand, Infiltrator, Rogue, Spellthief

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

Ki'lsa B'Tormil: human (Kalamaran) Aristocrat 5: HD 5; hp 28; Init +2: Spd 30; AC 12, touch 12, flat-footed 10; Base Attack/Grapple +3/+2; Attack +3 dagger (1d4-1/19-20); Full Attack +3 dagger (1d4-1/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LG; SV Fort +1, Ref +3, Will +5; Atb Str 9, Dex 14, Con 10, Int 13, Wis 12, Cha 16

Skills and Feats – Diplomacy +14, Heal +5, Intimidate +12, Knowledge (Nobility) +8, Knowledge (Art/Music) +5, Knowledge (Military History) +7, Knowledge (Local-Ek'Kasel) +6, Sense Motive +3; Weapon Focus (dagger), Skill Focus (Diplomacy), Noble Bearing

Languages: Low Kalamaran, High Kalamaran, Merchant's Tongue, Fhokki, Reanaarese, Orcish

Equipment (carried): dagger, 5 gp (Ek'Kasel)

Encounter 1

ALL ATLS

Standard Ek'Kasel Soldier, human: Fighter 2; hp 20; Init +1: Spd 20; AC 16 (chainmail), touch 11, flat-footed 15; Base Attack/Grapple +2/+4; Attack +5 short sword (1d6+2/19-20); Full Attack +5 short sword (1d6+2/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LN; SV Fort +5, Ref +1, Will +0; Atb Str 15, Dex 12, Con 15, Int 12, Wis 10, Cha 10

Skills and Feats – Heal +3, Jump +3, Knowledge (military tactics) +3, Ride +6; Dodge, Weapon Focus (short sword), Mounted Combat

Equipment (carried): short sword, chainmail, 5 gp, 10 sp (Ek'Kasel)

ATL 1 - 3

Standard Soldiers (3)

Ek'Kasel Officer (Rilotar B'Fulon), human Kalamaran: Aristocrat 3, Fighter 2: HD 3d8 + 2d10; hp 40; Int +1; Spd 20; AC 17, touch 11, flat-footed 16; Base Attack/Grapple +4/+46; Attack +7 short sword (1d6+2/19-20); Full Attack +7 short sword (1d6+2/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LN; SV Fort +6, Ref +2, Will +3; Atb Str 15, Dex 12, Con 15, Int 12, Wis 10, Cha 10

Skills and Feats – Diplomacy +2, Handle Animal +2, Heal +3, Jump +4, Knowledge (military tactics) +8, Ride +8, Sense Motive +8; Dodge, Weapon Focus (short sword), Mounted Combat, Animal Affinity, Negotiator

Equipment (carried): short sword, lance, *breastplate* +1, 35 gp, 10 sp (Ek'Kasel)

ATL 5 - 7

Standard Soldiers (4)

Ek'Kasel Officer (Rilotar B'Fulon), human Kalamaran: Aristocrat 3, Fighter 3: HD 3d8 + 3d10; hp 48; Int +1; Spd 20; AC 17, touch 11, flat-footed 16; Base Attack/Grapple +5/+7; Attack +8 short sword

(1d6+2/19-20); Full Attack +8 short sword (1d6+2/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LN; SV Fort +6, Ref +3, Will +4; Atb Str 15, Dex 12, Con 15, Int 12, Wis 10, Cha 10
Skills and Feats – Diplomacy +2, Handle Animal +2, Heal +3, Jump +4, Knowledge (military tactics) +8, Ride +8, Sense Motive +12; Dodge, Weapon Focus (short sword), Mounted Combat, Animal Affinity, Negotiator, Skill Focus (Sense Motive)
Equipment (carried): short sword, lance, *breastplate +1*, 35 gp, 10 sp (Ek'Kasel)

ATL 9 - 11

Standard Soldiers (6)

Ek'Kasel Officer (Rilotar B'Fulon), human Kalamaran: Aristocrat 3, Fighter 4: HD 3d8 + 4d10; hp 56; Int +1; Spd 20; AC 17, touch 11, flat-footed 16; Base Attack/Grapple +6/+8; Attack +9 short sword (1d6+2/19-20); Full Attack +9/+4 short sword (1d6+2/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LN; SV Fort +7, Ref +3, Will +4; Atb Str 15, Dex 12, Con 15, Int 12, Wis 10, Cha 10
Skills and Feats – Diplomacy +2, Handle Animal +2, Heal +3, Jump +4, Knowledge (military tactics) +8, Ride +8, Sense Motive +18; Dodge, Weapon Focus (short sword), Mounted Combat, Animal Affinity, Negotiator, Skill Focus (Sense Motive), Mind Like Water
Equipment (carried): short sword, lance, *breastplate +1*, 35 gp, 10 sp (Ek'Kasel)

ATL 13

Standard Soldiers (6)

Ek'Kasel Officer (Rilotar B'Fulon), human Kalamaran: Aristocrat 4, Fighter 4: HD 4d8 + 4d10; hp 63; Int +1; Spd 20; AC 17, touch 11, flat-footed 16; Base Attack/Grapple +7/+10; Attack +11 short sword (1d6+3/19-20); Full Attack +11/+6 short sword (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LN; SV Fort +7, Ref +3, Will +5; Atb Str 16, Dex 12, Con 15, Int 12, Wis 10, Cha 10
Skills and Feats – Diplomacy +2, Handle Animal +2, Heal +3, Jump +5, Knowledge (military tactics) +10, Ride +9, Sense Motive +20; Dodge, Weapon Focus (short sword), Mounted Combat, Animal Affinity, Negotiator, Skill Focus (Sense Motive), Mind Like Water
Equipment (carried): short sword, lance, *breastplate +1*, 35 gp, 10 sp (Ek'Kasel)

Encounter 2E (Arena)

ATL 1

Gladiator: half-orc Gladiator 1: HD 1; hp 11; Init +5: Spd 30; AC 16 (+3 studded leather, +2 heavy wooden shield, +1 Dex), touch 11, flat-footed 15; Base Attack/Grapple +1/+4; Attack +7 masterwork bastard sword (1d10+3/19-20); Full Attack +7 masterwork bastard sword (1d10+3/19-20); Space/Reach 5ft./5ft.; SQ --; SA --; AL LN; SV Fort +3, Ref +3, Will +0;
Ability Scores: Str 16, Dex 12, Con 12, Int 10, Wis 10, Cha 12; *Skills:* Bluff +2, Intimidate +2, Knowledge (fighting styles) +1, Knowledge (races) +1, Listen +2, Spot +2.
Languages: Orcish, Merchant's Tongue.
Feat: Improved Initiative, Exotic Weapon Proficiency (bastard sword).

ATL 3

Gladiator: half-orc Gladiator 3: HD 3; hp 25; Init +5: Spd 30; AC 16 (+3 studded leather, +2 heavy wooden shield, +1 Dex), touch 11, flat-footed 15; Base Attack/Grapple +3/+6; Attack +10 masterwork bastard sword (1d10+3/19-20); Full Attack +10 masterwork bastard sword (1d10+3/19-20); Space/Reach 5ft./5ft.; SQ +1 on attacks of opportunity (two attacks per round); SA Feint – +3 bonus to feint and detect feints in combat; AL LN; SV Fort +4, Ref +4, Will +1;
Ability Scores: Str 16, Dex 12, Con 12, Int 10, Wis 10, Cha 12; *Skills:* Bluff +4, Intimidate +2, Knowledge (fighting styles) +2, Knowledge (races) +2, Listen +1, Sense Motive +2; Spot +1.
Languages: Orcish, Merchant's Tongue.
Feat: Improved Initiative, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

ATL 5

Gladiator: half-orc Gladiator 6: HD 6; hp 46; Init +5: Spd 30; AC 18 (+4 breastplate, +3 heavy wooden shield, +1 Dex), touch 11, flat-footed 17; Base Attack/Grapple +6/+9; Attack +13 masterwork bastard sword (1d10+3/19-20); Full Attack +13/+8 masterwork bastard sword (1d10+3/19-20); Space/Reach 5ft./5ft.; SQ +2 on attacks of opportunity (three attacks per round); SA Feint – +6 bonus to feint and detect feints in combat; AL LN; SV Fort +6, Ref +6, Will +2;

Ability Scores: Str 16, Dex 13, Con 12, Int 10, Wis 10, Cha 12; *Skills:* Bluff +4, Intimidate +2, Knowledge (fighting styles) +3, Knowledge (races) +3, Listen +1, Sense Motive +2; Spot +2.

Languages: Orcish, Merchant's Tongue.

Feat: Improved Initiative, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Feint, Shield Specialization.

ATL 7

Gladiator: half-orc Gladiator 8: HD 8; hp 60; Init +6: Spd 30; AC 19 (+4 breastplate, +3 heavy wooden shield, +2 Dex), touch 12, flat-footed 17; Base Attack/Grapple +8/+11; Attack +15 masterwork bastard sword (1d10+3/19-20); Full Attack +15/+10 masterwork bastard sword (1d10+3/19-20); Space/Reach 5ft./5ft.; SQ +2 on attacks of opportunity (three attacks per round); SA Feint – +8 bonus to feint and detect feints in combat; AL LN; SV Fort +7, Ref +8, Will +2;

Ability Scores: Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 12; *Skills:* Bluff +4, Intimidate +2, Knowledge (fighting styles) +3, Knowledge (races) +3, Listen +1, Sense Motive +3; Spot +2.

Languages: Orcish, Merchant's Tongue.

Feat: Improved Initiative, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Feint, Shield Specialization.

ATL 9

Gladiator: half-orc Gladiator 10: HD 10; hp 74; Init +6: Spd 30; AC 19 (+4 breastplate, +3 heavy wooden shield, +2 Dex), touch 12, flat-footed 17; Base Attack/Grapple +10/+14; Attack +17 masterwork bastard sword (1d10+3/17-20 x3); Full Attack +17/+12 masterwork bastard sword (1d10+3/17-20 x3); Space/Reach 5ft./5ft.; SQ +3 on attacks of opportunity (four attacks per round); SA Feint – +10 bonus to feint and detect feints in combat; AL LN; SV Fort +8, Ref +9, Will +3;

Ability Scores: Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 12; *Skills:* Bluff +4, Intimidate +2, Knowledge (fighting styles) +3, Knowledge (races) +3, Listen +1, Sense Motive +4; Spot +2.

Languages: Orcish, Merchant's Tongue.

Feat: Improved Initiative, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Feint, Shield Specialization, Power Attack.

ATL 11

Gladiator: half-orc Gladiator 12: HD 12; hp 88; Init +6: Spd 30; AC 19 (+4 breastplate, +3 heavy wooden shield, +2 Dex), touch 12, flat-footed 17; Base Attack/Grapple +12/+15; Attack +19 masterwork bastard sword (1d10+3/17-20 x3); Full Attack +19/+14/+9 masterwork bastard sword (1d10+3/17-20 x3); Space/Reach 5ft./5ft.; SQ +4 on attacks of opportunity (five attacks per round); SA Feint – +12 bonus to feint and detect feints in combat; AL LN; SV Fort +9, Ref +10, Will +4;

Ability Scores: Str 16, Dex 14, Con 13, Int 10, Wis 10, Cha 12; *Skills:* Bluff +6, Intimidate +2, Knowledge (fighting styles) +3, Knowledge (races) +3, Listen +1, Sense Motive +4; Spot +2.

Languages: Orcish, Merchant's Tongue.

Feat: Improved Initiative, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Feint, Shield Specialization, Power Attack, Knock Prone

ATL 13

Gladiator: half-orc Gladiator 15: HD 15; hp 124; Init +6: Spd 30; AC 19 (+4 breastplate, +3 heavy wooden shield, +2 Dex), touch 12, flat-footed 17; Base Attack/Grapple +15/+19; Attack +22 masterwork

bastard sword (1d10+3/17-20 x3); Full Attack +22/+17/+12 masterwork bastard sword (1d10+3/17-20 x3); Space/Reach 5ft./5ft.; SQ +5 on attacks of opportunity (six attacks per round); SA Notorious Style – As a standard action force all within 40' to make Will save or become shaken (DC 30), frightened (DC 25) or panicked (DC 20), Expert Feint – Feint as a free action, Feint – +15 bonus to feint and detect feints in combat, Knock Prone – Fortitude DC20 or be knocked prone by critical hit; AL LN; SV Fort +11, Ref +11, Will +5;

Ability Scores: Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12; *Skills:* Bluff +11, Intimidate +2, Knowledge (fighting styles) +3, Knowledge (races) +3, Listen +1, Sense Motive +6; Spot +2.

Languages: Orcish, Merchant's Tongue.

Feat: Improved Initiative, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Feint, Shield Specialization, Power Attack, Knock Prone, Attentive

Encounter 5B

ATL 1

(EL 2)

Altered Kobolds (3): Small Monstrous Humanoid; HD 1; hp 8; Init +2: Spd 20; AC 17 (+2 Dex, +2 natural, +2 armor, +1 size), touch 13, flat-footed 15; Base Attack/Grapple +1/-3; Attack +2 short sword (1d4/19-20); Full Attack +2 short sword (1d4/19-20); Space/Reach 5ft./5ft.; SQ tougher hide; SA sneak attack +1d6; AL LE; SV Fort +0, Ref +4, Will +3; Atb Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 9
Skills and Feats – Hide +8, Spot +3, Tumble +6; Dodge

Languages: Draconic

Equipment (carried): short sword, leather armor

ATL 3

(EL 4)

Altered Kobolds (6): Small Monstrous Humanoid; HD 1; hp 8; Init +2: Spd 20; AC 17 (+2 Dex, +2 natural, +2 armor, +1 size), touch 13, flat-footed 15; Base Attack/Grapple +1/-3; Attack +2 short sword (1d4/19-20); Full Attack +2 short sword (1d4/19-20); Space/Reach 5ft./5ft.; SQ tougher hide; SA sneak attack +1d6; AL LE; SV Fort +0, Ref +4, Will +3; Atb Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 9
Skills and Feats – Hide +8, Spot +3, Tumble +6; Dodge

Languages: Draconic

Equipment (carried): short sword, leather armor

ATL 5

(EL 6)

Altered Kobolds (6): Small Monstrous Humanoid; HD 2; hp 18; Init +6: Spd 20; AC 19 (+2 Dex, +4 natural, +2 armor, +1 size), touch 13, flat-footed 17; Base Attack/Grapple +2/+0; Attack +5 short sword (1d4+2/19-20); Full Attack +5 short sword (1d4+2/19-20); Space/Reach 5ft./5ft.; SQ tougher hide, DR 5/magic, evasion; SA sneak attack +1d6; AL LE; SV Fort +1, Ref +5, Will +4; Atb Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 9

Skills and Feats – Hide +10, Spot +3, Tumble +6; Dodge, Improved Initiative^B, Toughness^B

Languages: Draconic

Equipment (carried): short sword, leather armor

ATL 7

(EL 8)

Altered Kobolds (6): Small Monstrous Humanoid, Crocodile Shaman 2; HD 4; hp 30; Init +7: Spd 20; AC 21 (+3 Dex, +5 natural, +2 armor, +1 size), touch 14, flat-footed 18; Base Attack/Grapple +3/+1; Attack +7 longspear (1d6+2/x3); Full Attack +7 longspear (1d6+2/x3); Space/Reach 5ft./5ft.; SQ tougher hide, DR 5/magic and silver, evasion; SA sneak attack +1d6; AL LE; SV Fort +1, Ref +6, Will +7; Atb Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 9

Skills and Feats – Hide +11, Listen +2, Spot +8, Tumble +6; Dodge, Improved Initiative^B, Toughness^B, Weapon Finesse

Languages: Draconic

Equipment (carried): short sword, leather armor

Spells Remaining: 4/4 – 0 – *detect magic* x1, *resistance* x3; 1st – *detect animals or plants*^D, *faerie fire*, *longstrider*, *produce flame* x2

Crocodile Companions (6): Medium Animal; HD 3d8+9; hp 22; Init +1; Spd 20, swim 30; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Attack/Grapple +2/+6; Attack – bite +6 melee (1d8+6) or tail +6 melee (1d12+6); Full Attack – bite +6 melee (1d8+6) or tail +6 melee (1d12+6); Space/Reach 5 ft./5 ft.; SA Improved Grab; SQ hold breath, low-light vision, tricks (attack, defend, down, stay); SV Fort +6, Ref +4, Will +2; Abilities Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2; Skills and Feats – Hide +8, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

ATL 9

(EL 10)

Altered Kobolds (6): Small Monstrous Humanoid, Crocodile Shaman 3; HD 5; hp 41; Init +9: Spd 20; AC 23 (+5 Dex, +5 natural, +2 armor, +1 size), touch 16, flat-footed 18; Base Attack/Grapple +4/+3; Attack +10 longspear (1d6+3/19-20); Full Attack +10 longspear (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ tougher hide, DR 5/magic and silver, evasion, fetish (+1 resistance bonus to saves versus fire); SA sneak attack +1d6; AL LE; SV Fort +4, Ref +10, Will +8; Atb Str 16, Dex 20, Con 15, Int 10, Wis 12, Cha 9
Skills and Feats – Hide +14, Listen +3, Spot +9, Tumble +6; Dodge, Improved Initiative^B, Toughness^B, Weapon Finesse

Languages: Draconic

Equipment (carried): short sword, leather armor

Spells Remaining: 4/4/2 – 0 – *detect magic* x2, *resistance* x3; 1st – bear's endurance, *detect animals or plants*^D, *longstrider*, *produce flame*; 2nd – *flame blade*, ~~*resist energy (lightning)*~~^D

Crocodile Companions (6): Medium Animal; HD 5d8+15; hp 37; Init +1; Spd 20, swim 30; AC 17 (+1 Dex, +6 natural), touch 11, flat-footed 16; Base Attack/Grapple +3/+8; Attack – bite +8 melee (1d8+7) or tail +8 melee (1d12+7); Full Attack – bite +8 melee (1d8+7) or tail +8 melee (1d12+7); Space/Reach 5 ft./5 ft.; SA Improved Grab; SQ evasion, fetish (+1 resistance bonus to saves versus fire), hold breath, low-light vision, tricks (attack, defend, down, stay); SV Fort +8, Ref +6, Will +3; Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2; Skills and Feats – Hide +8, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

ATL 11

(EL 13)

Altered Kobolds (6): Small Monstrous Humanoid, Crocodile Shaman 3; HD 5; hp 41; Init +9: Spd 20; AC 23 (+5 Dex, +5 natural, +2 armor, +1 size), touch 16, flat-footed 18; Base Attack/Grapple +4/+3; Attack +10 longspear (1d6+3/19-20); Full Attack +10 longspear (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ tougher hide, DR 5/magic and silver, evasion, fetish (+1 resistance bonus to saves versus fire); SA sneak attack +1d6; AL LE; SV Fort +4, Ref +10, Will +8; Atb Str 16, Dex 20, Con 15, Int 10, Wis 12, Cha 9
Skills and Feats – Hide +14, Listen +3, Spot +9, Tumble +6; Dodge, Improved Initiative^B, Toughness^B, Weapon Finesse

Languages: Draconic

Equipment (carried): short sword, leather armor

Spells Remaining: 4/4/2 – 0 – *detect magic* x2, *resistance* x3; 1st – bear's endurance, *detect animals or plants*^D, *longstrider*, *produce flame*; 2nd – *flame blade*, ~~*resist energy (lightning)*~~^D

Crocodile Companions (6): Medium Animal; HD 5d8+15; hp 37; Init +1; Spd 20, swim 30; AC 17 (+1 Dex, +6 natural), touch 11, flat-footed 16; Base Attack/Grapple +3/+8; Attack – bite +8 melee (1d8+7) or tail +8 melee (1d12+7); Full Attack – bite +8 melee (1d8+7) or tail +8 melee (1d12+7); Space/Reach 5 ft./5 ft.; SA Improved Grab; SQ evasion, fetish (+1 resistance bonus to saves versus fire), hold breath, low-light vision, tricks (attack, defend, down, stay); SV Fort +8, Ref +6, Will +3; Abilities Str 20, Dex 13,

Con 17, Int 1, Wis 12, Cha 2; Skills and Feats – Hide +8, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Altered Kobold Shamans (2): Small Monstrous Humanoid, Crocodile Shaman 8; HD 10; hp 7; Init +9: Spd 20; AC 24 (+5 Dex, +6 natural, +2 armor, +1 size), touch 16, flat-footed 19; Base Attack/Grapple +8/+7; Attack +14 longspear (1d6+3/19-20); Full Attack +14/+9 longspear (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ tougher hide, Resist Electricity 20, DR 5/magic and silver, favor of the spirits (attacking the shaman while unconscious or unaware forces DC14 Will save; fail results in 1d6 penalty to random ability), evasion, fetish (+1 resistance bonus to saves versus fire); SA sneak attack +1d6; AL LE; SV Fort +7, Ref +11, Will +12; Atb Str 16, Dex 20, Con 15, Int 10, Wis 14, Cha 9
Skills and Feats – Concentration +14, Hide +14, Listen +10, Spot +15, Tumble +6; Dodge, Great Fortitude, Improved Initiative^B, Skill Focus (Concentration), Toughness^B, Weapon Finesse
Languages: Draconic
Equipment (carried): short sword, leather armor

Spells Remaining: 6/6/5/4/3 – 0 – cure minor wounds, detect magic x2, resistance x3; 1st – detect animals or plants^D, cure light wounds x2, longstrider, produce flame x2; 2nd – barkskin, bear's endurance, flame blade, resist energy (lightning), resist energy (fire)^D; 3^d – call lightning^D, meld into stone, water breathing x2; 4th – control water, dispel magic^D, rusting grasp

Giant Crocodile Companions (2): Huge Animal; HD 7d8+28; hp 59; Init +1; Spd 20, swim 30; AC 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; Base Attack/Grapple +5/+21; Attack – bite +11 melee (2d8+12) or tail +11 melee (1d12+12); Full Attack – bite +11 melee (2d8+12) or tail +11 melee (1d12+12); Space/Reach 15 ft./10 ft.; SA Improved Grab; SQ hold breath, low-light vision, tricks (attack, defend, down, stay), fetish (+1 resistance bonus to saves versus fire); SV Fort +10, Ref +7, Will +4; Abilities Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2; Skills and Feats – Hide +2, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide).

ATL 13

(EL 14)

Altered Kobolds (6): Small Monstrous Humanoid, Crocodile Shaman 4; HD 6; hp 8; Init +9: Spd 20; AC 23 (+5 Dex, +5 natural, +2 armor, +1 size), touch 16, flat-footed 18; Base Attack/Grapple +5/+4; Attack +11 longspear (1d6+3/19-20); Full Attack +11 longspear (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ tougher hide, DR 5/magic and silver, evasion, fetish (+1 resistance bonus to saves versus electricity), resist fire 10; SA sneak attack +1d6; AL LE; SV Fort +42, Ref +10, Will +9; Atb Str 16, Dex 20, Con 15, Int 10, Wis 12, Cha 9
Skills and Feats – Hide +15, Listen +4, Spot +10, Tumble +6; Dodge, Improved Initiative^B, Skill Focus (Concentration), Toughness^B, Weapon Finesse
Languages: Draconic
Equipment (carried): short sword, leather armor

Spells Remaining: 5/5/3 – 0 – cure minor wounds, detect magic, resistance x3; 1st – detect animals or plants^D, cure light wounds, faerie fire, longstrider, produce flame; 2nd – bear's endurance, flame blade, resist energy (fire)^D

Spells Remaining: 4/4/2 – 0 – detect magic x2, resistance x3; 1st – bear's endurance, charm person^D, longstrider, produce flame; 2nd – flame blade, resist energy (lightning)^D

Crocodile Companions (6): Medium Animal; HD 5d8+15; hp 37; Init +1; Spd 20, swim 30; AC 17 (+1 Dex, +6 natural), touch 11, flat-footed 16; Base Attack/Grapple +3/+8; Attack – bite +8 melee (1d8+7) or tail +8 melee (1d12+7); Full Attack – bite +8 melee (1d8+7) or tail +8 melee (1d12+7); Space/Reach 5 ft./5 ft.; SA Improved Grab; SQ evasion, hold breath, low-light vision, tricks (attack, defend, down, stay), fetish (+1 resistance bonus to saves versus fire); SV Fort +8, Ref +6, Will +3; Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2; Skills and Feats – Hide +8, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Altered Kobold Shamans (3): Small Monstrous Humanoid, Crocodile Shaman 8; HD 10; hp 7; Init +9: Spd 20; AC 24 (+5 Dex, +6 natural, +2 armor, +1 size), touch 16, flat-footed 19; Base Attack/Grapple

+8/+7; Attack +14 longspear (1d6+3/19-20); Full Attack +14/+9 longspear (1d6+3/19-20); Space/Reach 5ft./5ft.; SQ tougher hide, Resist Electricity & Fire 20, DR 5/magic and silver, evasion, favor of the spirits (attacking the shaman while unconscious or unaware forces DC14 Will save; fail results in 1d6 penalty to random ability), fetish (+1 resistance bonus to saves versus acid); SA sneak attack +1d6; AL LE; SV Fort +7, Ref +11, Will +12; Atb Str 16, Dex 20, Con 15, Int 10, Wis 14, Cha 9

Skills and Feats – Concentration +12, Hide +15, Listen +10, Spot +15, Tumble +6; Dodge, Great Fortitude, Improved Initiative^B, Skill Focus (Concentration), Toughness^B, Weapon Finesse

Languages: Draconic

Equipment (carried): short sword, leather armor

Spells Remaining: 6/6/5/4/3 – 0 – cure minor wounds, *detect magic* x2, *resistance* x3; 1st – detect animals or plants^D, cure light wounds x2, *longstrider*, *produce flame* x2; 2nd – barkskin, bear's endurance, *flame blade*, ~~*resist energy (lightning)*~~, ~~*resist energy (fire)*~~^D; 3rd – *call lightning*^D, *meld into stone*, *water breathing* x2; 4th – *control water*, *dispel magic*^D, *rusting grasp*,

Giant Crocodile Companions (3): Huge Animal; HD 7d8+28; hp 59; Init +1; Spd 20, swim 30; AC 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; Base Attack/Grapple +5/+21; Attack – bite +11 melee (2d8+12) or tail +11 melee (1d12+12); Full Attack – bite +11 melee (2d8+12) or tail +11 melee (1d12+12); Space/Reach 15 ft./10 ft.; SA Improved Grab; SQ hold breath, low-light vision, tricks (attack, defend, down, stay), fetish (+1 resistance bonus to saves versus fire); SV Fort +10, Ref +7, Will +4; Abilities Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2; Skills and Feats – Hide +2, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide).

Optional Encounter 7

ATL 1 (EL 2)

Wounded Young Cave Lizard: Medium Animal: HD 8d8+24; hp 30; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; Attack/Grapple +6/+13; Attack Bite +14 melee (1d8+10); Full Attack Bite +14 melee (1d8+10); Space/Reach 5 ft./5 ft.; SA --; SQ low light vision; SV Fort +11, Ref +8, Will +3; Abilities Str 25, Dex 15, Con 17, Int 1, Wis 12, Cha 10; Skills Climb +18, Hide +6, Listen +6, Move Silently +6, Spot +6, Swim +18; Alertness, Great Fortitude, Weapon Focus (bite)

ATL 3 (EL 4)

Wounded Young Cave Lizard: Medium Animal: HD 8d8+24; hp 40; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; Attack/Grapple +6/+13; Attack Bite +14 melee (1d8+10); Full Attack Bite +14 melee (1d8+10); Space/Reach 5 ft./5 ft.; SA --; SQ low light vision; SV Fort +11, Ref +8, Will +3; Abilities Str 25, Dex 15, Con 17, Int 1, Wis 12, Cha 10; Skills Climb +18, Hide +6, Listen +6, Move Silently +6, Spot +6, Swim +18; Alertness, Great Fortitude, Weapon Focus (bite)

ATL 5 (EL 6)

Young Cave Lizard: Medium Animal: HD 8d8+24; hp 60; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; Attack/Grapple +6/+13; Attack Bite +14 melee (1d8+10); Full Attack Bite +14 melee (1d8+10); Space/Reach 5 ft./5 ft.; SA --; SQ low light vision; SV Fort +11, Ref +8, Will +3; Abilities Str 25, Dex 15, Con 17, Int 1, Wis 12, Cha 10; Skills Climb +18, Hide +6, Listen +6, Move Silently +6, Spot +6, Swim +18; Alertness, Great Fortitude, Weapon Focus (bite)

ATL 7 (EL 8)

Young Cave Lizards (3): Medium Animal: HD 8d8+24; hp 60; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; Attack/Grapple +6/+13; Attack Bite +14 melee (1d8+10); Full Attack Bite +14 melee (1d8+10); Space/Reach 5 ft./5 ft.; SA --; SQ low light vision; SV Fort +11, Ref +8, Will +3; Abilities Str 25, Dex 15, Con 17, Int 1, Wis 12, Cha 10; Skills Climb +18, Hide +6, Listen +6, Move Silently +6, Spot +6, Swim +18; Alertness, Great Fortitude, Weapon Focus (bite)

ATL 9 (EL 10)

Mature Cave Lizards (2): Large Animal: HD 16d8+48; hp 120; Init +0; Spd 30 ft.; AC 15 (-1 size, +5 natural), touch 9, flat-footed 14; Attack/Grapple +12/+24; Attack Bite +20 melee (3d6+12); Full Attack Bite +20 melee (3d6+12); Space/Reach 10 ft./5 ft.; SA --; SQ low light vision; SV Fort +15, Ref +10, Will +6;

Abilities Str 26, Dex 11, Con 17, Int 1, Wis 12, Cha 10; Skills Climb +27, Hide +4, Listen +6, Move Silently +5, Spot +11, Swim +27; Alertness, Great Fortitude, Weapon Focus (bite), Improved Natural Attack, Dodge, Power Attack

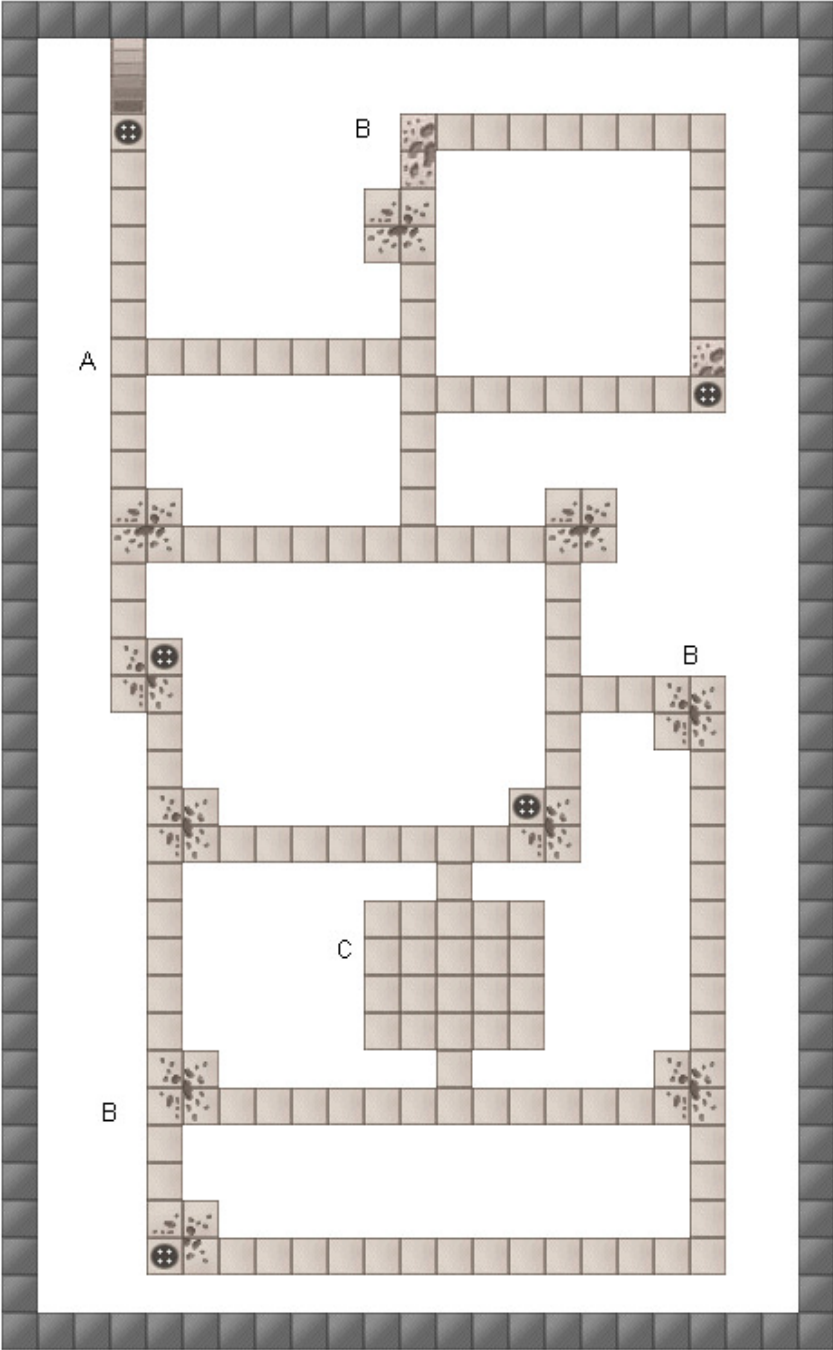
ATL 11 (EL 12)

Mature Cave Lizards (4): Large Animal: HD 16d8+48; hp 120; Init +0; Spd 30 ft.; AC 15 (-1 size, +5 natural), touch 9, flat-footed 14; Attack/Grapple +12/+24; Attack Bite +20 melee (3d6+12); Full Attack Bite +20 melee (3d6+12); Space/Reach 10 ft./5 ft.; SA --; SQ low light vision; SV Fort +15, Ref +10, Will +6; Abilities Str 26, Dex 11, Con 17, Int 1, Wis 12, Cha 10; Skills Climb +27, Hide +4, Listen +6, Move Silently +5, Spot +11, Swim +27; Alertness, Great Fortitude, Weapon Focus (bite), Improved Natural Attack, Dodge, Power Attack

ATL 13 (EL 14)

Mature Cave Lizards (8): Large Animal: HD 16d8+48; hp 120; Init +0; Spd 30 ft.; AC 15 (-1 size, +5 natural), touch 9, flat-footed 14; Attack/Grapple +12/+24; Attack Bite +20 melee (3d6+12); Full Attack Bite +20 melee (3d6+12); Space/Reach 10 ft./5 ft.; SA --; SQ low light vision; SV Fort +15, Ref +10, Will +6; Abilities Str 26, Dex 11, Con 17, Int 1, Wis 12, Cha 10; Skills Climb +27, Hide +4, Listen +6, Move Silently +5, Spot +11, Swim +27; Alertness, Great Fortitude, Weapon Focus (bite), Improved Natural Attack, Dodge, Power Attack

Appendix II: Maps



APPENDIX III: Player Handout #1

For Military Organization PCs

Called into your commander's office/tent she looked you in the 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 the Ek'Kasel border. A room will be reserved for you at the Inn of the Witch's Cackle. 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."

Player Handout #2

For Guard and Constable PCs – it could also be adapted for other Municipal Organizations just leave out the title of the head officer.

Another double watch. The war was definitely thinning the ranks. However, instead of a soft bed or tasty meal you found yourself in the office of your regional Colonel (Guard) / Head Constable (Constabulary). 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 the Ek'Kasel border. 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."

Player Handout #3

For Arcane Organization 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 has been selected to undertake this mission. I would understand if you hesitated however I have been assured that the mission is important. We have made arrangements to have to transported to the Ek'Kasel border and the Inn of the Witch's Cackle. Nothing else regarding the mission has been able to be ascertained or divined. Report to the College of Magic administration building as soon as possible for teleportation. Good luck"

Player Handout #4

For Mystical Organization PC

The temple prelate asked you to meet with him after services. "Brother/Sister 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 private matter. I have been told that a room at the Inn of the Witch's Cackle 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."

Player Handout #5

All other 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 citizen's you met. You arrived without issue at the Ek'Kasel border and checked into your room at the Inn of the Witch's Cackle.

Players Handout #6 – Tale regarding the history of Kalamar

“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, plus an excellent commander, Rovak Fen’doral (a paladin who rode a silver dragon, Vevisalakale, into battle). Theodorus defeated the other southern lords and reunited the main Kingdom of Kalamar.”

Displaying a 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.”

“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 Legasas 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.”

Players Handout #7: The Prophecy of Darkness Lifted

*The darkest hours of the deepest night
single fears will be drawn apart. With
skin of jet immortal blood will lead
searchers towards their goal.*

*Brothers will battle, children will die
those once allied will be split asunder.
The frozen lands hold brothers whose
secrets must be revealed and brought
together.*

*The turmoil ended then begun again
with sword in hand the golden symbol
will bring forth the dawn of a new age.
This age will see black and silver shed
blood on the same field of battle.*

PLAYER'S HANDOUT #8
INFORMATION FROM THE BET KASEL DEPARTMENT OF
GRAVEYARDS

MAUSOLEUM IN BET KASEL'S NOBLE GRAVEYARD: THIS MAUSOLEUM WAS ORIGINALLY CONSTRUCTED BY GENERAL A.H. B'TORMIL (REQUEST 12A5-TDE19). MAUSOLEUM LIMITED TO THOSE DIRECT FAMILY OF GENERAL B'TORMIL. CURRENTLY THERE ARE 39 BODIES ENTOMBED IN THE MAUSOLEUM. THIS INCLUDES NOTABLES:

1. A. HARAMAN B'TORMIL	2. MELANA B'TORMIL	3. TOLALI TESIPO
4. PULAN B'TORMIL	5. SULAT B'TORMIL	6. GORANU SAKETI
7. TORARE VITISAR	8. HARAMAN B'TORMIL	9. FANAM B'TORMIL

ALL THE REGISTRATION NUMBERS ARE CROSS-REFERENCED

OTHER GRAVES COMMISSIONED BY THE B'TORMIL FAMILY

- **COLONEL JALANIK – PURCHASED BY VILATEK B'TORMIL ON BEHALF OF GENERAL SENOVAR B'TORMIL**

OTHER B'TORMIL GRAVEYARDS

- **GRAVE OF THE FALLEN – THIS GRAVEYARD IS REGISTERED TO BE ON THE B'TORMIL FAMILY ESTATE.**
- **SERVANTS GRAVEYARD – THIS GRAVEYARD IS ALSO ON THE FAMILY ESTATE BUT IS REGISTERED ONLY TO BE FOR EXPIRED SLAVES**

Player's Handout #9
Tax Records in Regards to the Purchase of the Slave Jalanik

390 IR – Declaration 5th: Purchased from the holdings of Baram Remel by Pulan B'Tormil the slave named Jalanik for the sum of 4,500 gold crowns.

Player's Handout #10

Record of Citizenship for Jalanik

On the date of Declaration 5th in the year of 546 in recognition of his service to the B'Tormil family and service in the armed forces of Ek'Kasel, the B'Tormil family does grant Jalanik his freedom. In accordance to citizenship rule A7-17835 the B'Tormil family does pledge board and occupation to Jalanik for the first year of his freedom.

Copy sent to Ek'Kasel Department of Taxation to decrease the value of the B'Tormil holdings by 5,000 gold. A record will also be created to allow assessment of Jalanik's worth beginning on Declaration 5th in the year 547.

Player's Handout #11

Military Records of Colonel Jalanik

<u>Year</u>	<u>Rank</u>	<u>Position</u>
392 – 515	none	Servant to General B'Tormil
516	Private	Attended Basic Training by request of General B'Tormil
517 – 538	Corporal	Promoted after his action protecting the General during the secession riot in Bet Kasel
539	Lieutenant	Attended the Bet Kasel War College by request of General B'Tormil
540 – 546	Lieutenant	Served as messenger and aide to General B'Tormil
546	Captain	Freed by the B'Tormil family from slavery – promoted when he enlisted voluntarily after his freedom
547 – 550	Major	Commander of the 6 th Skirmishers – served with honor
551 – 562	Colonel	Commander of the 3 rd Army
562	Colonel	Assassinated by unknown persons

Note: Although he served far longer than most officers in service to the King he often declined promotion. In each case he preferred to stay under the overall command of a member of the B'Tormil family.

APPENDIX IV: 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:

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