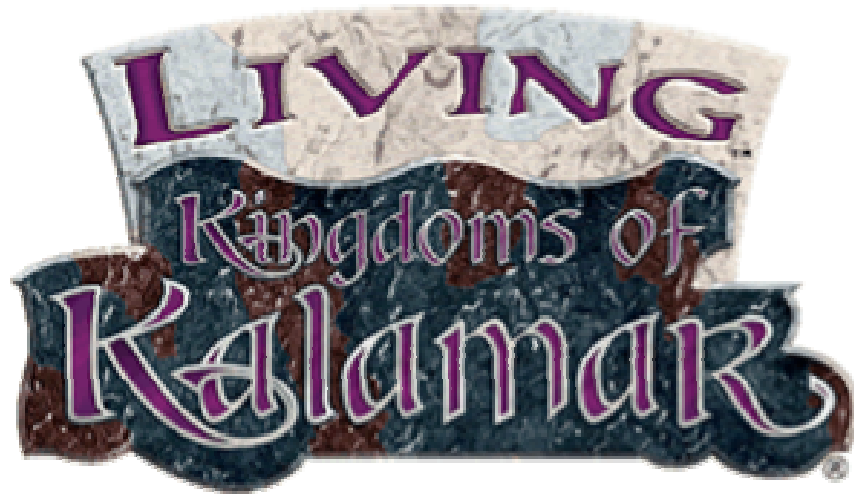


LKOK19



Blossoms

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

An Adventure for 1st- to 7th-Level Characters

By Greg Manuel

Edited by Andrew Garbade

Wonderful news streaks across the Young Kingdoms as rare medicinal flowers have been discovered near the village of Tarido. The PCs are sent to recover sprigs of white ilem from the north shore of Lake Eb'Sobet, but they chance upon a scene that may change the future of Pekal. Can the characters keep their wits about them in trials more deadly than combat? What does the discovery of white ilem blossoms really portend? The characters must search for the answers to these questions and more for they hold the very destiny of Pekal in their hands. An adventure for ATLS 1, 3, 5, and 7.

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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.

AVERAGE TABLE LEVEL (ATL)

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

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

ATL _____

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 7th 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 DM should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The DM 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.

This adventure deals with the growing threat of war. Both sides know that the war between Tokis and Pekal is going to become violent again, perhaps more violent than the past ten years of war. The crown is beginning to take steps to ensure that the Pekalese military has enough manpower to withstand the Tokite army and the possible reinforcement by the Kalamaran legions.

CALENDAR AND CLIMATE

It is early Mustering, and the cold winter is nearly behind Pekal. Farmers have begun their planting season, and large military movements have begun in earnest.

There are no environmental challenges in this module. Nights are cool, but not uncomfortable, with temperatures near 13° Celsius. Days see high temperatures near 20° Celsius.

MODULE NOTES

Just remember that the people of Paru'Bor see things along different lines than sometimes we do. You may have Fhokki PC's in your party, this does not afford them special privileges! The Paru'Boran Fhokki will see them as Pekalese. Also keep in mind that any harmful action that a PC takes against any citizen of Koreta will get them expelled.

BACKGROUND

The situation is becoming more grim as the season passes. More and more refugees flood in from the Eastern border as rumors of a Tokis offensive can be heard on every street corner. Unbeknownst to most of the populace of Pekal, Paru'Bor has been withdrawing their support of the Pekalese military effort. Pekal has sent many diplomatic envoys to try to smooth things over but it seems that Paru'Bor does not want to close the rift. Prince Kafen has deployed his most capable diplomat in a final push to secure the alliance with Paru'Bor.

ADVENTURE SYNOPSIS

Introduction:

The characters receive a note from various groups about a herbalist who is hiring adventurers for a errand.

Encounter 1:

The PCs meet Rijani the Deji herbalist who asks them to retrieve some white ilem blossoms from the northern shore of Lake Eb'Sobet.

Encounter 2:

On their way to collect the white ilem, the PCs encounter a group of Fhokki attacking a group of Pekalese soldiers protecting an overturned carriage.

Encounter 3:

The Characters meet Balamir Hap'Nim who answers questions about what happened, and eventually asks them to help escort him Koreta. Characters with certain items may gain more information than others.

Encounter 4:

The PCs encounter a farmer who has had a run of misfortune. Balamir doesn't seem to want to stop but will if the PC's insist on helping the old man.

Encounter 5:

Balamir tells the PC's that the envoys and what's left of the actual guards are going to complete the mission they were sent to do. The PC's are to go about town and remember that they are representative of the Pekalese government. They are to avoid confrontations and bloodshed at all costs.

Encounter 6:

At this point the module breaks off into several events that can happen depending where the PC's go and what time allows: a. Bar - Bar fight. b. Store – Accused of Thievery c. Town Square – Ruffians d. Street – Mob of angry Fhokki. All of these events must be resolved without using any lethal means. Any bloodshed will result in the diplomatic envoy being kicked out of Koreta and the PC's jailed and/or fined depending on the severity of the crime.

Conclusion:

If the PC's remember about their original job, on the way back they still have time to harvest some white ilem Blossom. They will be able to recover 40 blossoms. When they get back to the

shop, Rijani will thank them and if they successfully went through Koreta without getting kicked out or jailed, he will give them a pendant. He tells them that it is from the man that gave him their names and told him that they were an excellent choice to gather white ilem blossoms for him.

INTRODUCTION

Summary: The characters receive a note from various groups about a herbalist who is hiring adventurers for a errand.

Those Devoted to Divine Powers: These PCs receive a note from their respective churches to help an herbalist Rijani gather white ilem blossoms. Because of their healing properties, and the recent change in the way raise dead functions on Tellene (see *Raising Kine*), the potential benefits of a large supply cannot be overstated.

Those skilled in stealth and guile: There has been a shortage of curative items due to an influx of demand. White ilem blossoms would fetch a high price on the black market. You know that gathering them can be a deadly job so your interest is piqued when an herbalist advertises that he is hiring a group to undertake such a mission. Surely there will be enough for you to harvest a few extra.

Those who Value Coin Above All Else: One of your usual job contacts has provided you with a lead on a job. It seems that a herbalist named Rijani wants to send a party of adventurers to gather some blossoms.

Those of Arcane Might: Your superiors at the College of Magic have told you to assist a herbalist named Rijani in the gathering of white ilem blossoms. It seems that the College has uses for the flowers and needs to replenish their stores. They indicate that they have cut a deal with Rijani for a portion of the finished product and are sending you to ensure the shipment arrives.

Those of the Forest or Hills: It seems that an herbalist named Rijani has need of harvesting white ilem blossoms. He is well-known around Bet Rogala for his efforts to ply his trade with as little damage to the natural world as possible. He

has sent word to some of the local druids and rangers that he would appreciate someone to accompany a group he is sending to harvest blossoms. Not only does he wish the individual to oversee the collection, but also ensure that minimal damage is done to plants that are not yet ready for harvest.

ENCOUNTER 1

Rijani, the old Deji merchant

Summary: The PCs meet Rijani the Deji herbalist who asks them to retrieve some white ilem blossoms from the northern shore of Lake Eb'Sobet.

You walk into one of the many shops in the Merchant's District of Bet Rogala. Unlike many of the other shops in this section of the District this one has many hanging racks of weeds and bulbs of different plants. The pungent smell assails you when you step through the door and look around. A bell rings and a wizened old Deji man steps from behind a curtain in the back. He seems to be helping a younger Deji woman with a package of herbs.

Speaking in Low Kalamaran, "Now, Reilly, this should help with his cough. If it gets any worse you come back to old Rijani and I'll make something a little more powerful."

The woman nods her understanding and manages a small smile on her obviously concerned face. She turns from the man and makes her way to the door. Rijani watches her leave then he looks at you. "Well, what can Rijani do for you today? More people coughing? Perhaps some persistent odors that just won't go away? If you all are together, I can give you a great deal on a bundle of Basiran Soap!"

This is a good time for the characters to introduce themselves to each other. Rijani waits until all have confirmed that they are not customers and to indicate that they wish to apply for the job.

"Well, this is good; I'm glad my summons was answered. The job is simple. Travel north to the village of Tarido on the shores of Lake Eb'Sobet. I've got confirmed reports

that while ilem is growing in some of the high grasses near the shore of the lake about a mile outside Tarido. Be careful, the lake has many predators in and around it. The job pays 2 victories per stem, and I need 200 stems. If you have the time, get a few extra pieces and I'll fix up a couple of free samples for you. What do you say?" Rijani cocks one eyebrow almost making himself look like a caricature of a Deji man.

Give the PCs time to ask questions and/or agree. Some of the things that Rijani might answer are:

- *2 victories (gp) per branch is the offer; take it or leave it.*
- *There are no special techniques required for harvesting or storage of white ilem blossom. Just cut the plants near the waterline and put them in something so they don't get ruined from the elements (i.e. pouch, chest, etc).*
- *There is not a "time limit" a such, but the sooner, the better. It will take the PCs 1 full day of riding or 2 days of walking to arrive in Tarido (~12 miles from Bet Rogala).*
- *Rijani cannot go because he has nobody to stay and watch the store. That's why he's hiring adventurers.*
- *Lake Eb'Sobet has had any number of foul creatures climb out of its waters. Sea hags, lacedons, other undead. And that's not even counting the horrible Giant Udo Crawling Fish! (Old legend of the area that a giant fish crawls out of the lake to devour people and small animals that get too close – of course, nobody has ever seen it – the judge is encouraged to make up such an outlandish tale it can scarcely be believed. Suggestions include "teeth like longswords" and "stench like a vulture after dinner" etc).*

For everything else, be creative. Rijani is a cantankerous Deji man.

ENCOUNTER 2 **The North Shore**

Summary: On their way to collect the white ilem, the PCs encounter a group of Fhokki attacking a group of Pekalese soldiers protecting an overturned carriage.

Tarido is quite busy for this time of year. The discovery of white ilem has obviously been of great benefit to the town as all the inns are full, and many campsites can be seen near the road outside the village.

Gather Information turns up little new information. White ilem seems to have just started growing in the past few weeks, though there are only a few people with the skills to prepare for proper medicinal use. There is no room inside town, and the PCs must set up a camp outside the city limits to rest. When they decide to try and find the white ilem, continue:

The weather has turned sour as you continue along the shore of Lake Eb'Sobet. Rain has moved in, and a light fog has risen across the water and surrounding land.

Ask if the PCs wish to cast any spells, rearrange their formation, etc. The time of day depends on the method of travel they choose. They have been walking for about 10 minutes when the next section of box-text begins.

The rain continues for the next few minutes as you move forward. Small rivulets of cold water run down your clothes and armor as a clear brazen horn breaks the stillness of the fog. A second blast sounds, and then a third! It seems to be coming from directly ahead of you.

Give the PCs a moment to react. Spot check DC 25 to see glints of metal 150 feet ahead of the PCs near the water's edge. Their actions may be different depending on the party make-up, but read the following when the first few emerge from the fog and arrive at the carriage.

The sight before you is a desperate one. A large carriage lies on its side near the lake, 30 feet off the road. The ground between the road and the carriage bears scars that indicated the vehicle actually fell off the road and turned over a few times before coming to rest near the lake. Two horses lie unmoving, their smashed bodies partially in the water. All around the carriage are the bodies of men wearing the insignia of the Pekalese Army. One brave man fights defensively against surrounding warriors, but one gets in a low thrust and the brave soldier grunts loudly before falling to the ground. One of the Fhokki sees your group

emerge from the fog and shouts to some of his companions who turn your direction.

The characters arrive during a combat round, and so their actions have already been used (likely just moving during the round to arrive at the battle). Roll initiative as normal as there are no surprise rounds. Additionally, the Fhokki are not flat-footed as they were already engaged in combat.

The wagon was hit by some kind of magical effect that caused it to turn over and tumble off the road. Both the horses pulling the wagon died when it flipped over.

The warrior shouts "Hold them off!" in Fhokki. These warriors all wear leather armor and use longswords. Each of them wears a plain beige tabard bearing no crest or badge.

- ATL 1: 2 Fhokki Warriors
- ATL 3: 4 Fhokki Warriors
- ATL 5: 4 Fhokki Soldiers
- ATL 7: 4 Fhokki Knights

Near the wagon, the same number of Fhokki fighting the PCs are attacking two Pekal army personnel. The guards and the Fhokki are supposed to die in the first round from each other's attacks (the guards are already poisoned). The PCs may choose to intervene, and if this happens, allow the PCs to save the guards. Without healing, they soon suffer an additional 2d6 Con from Wyvern Poison (DMG, pg. 297) that was on the weapons in the initial ambush (which has since worn off). If saved, they are still very shaken from the ambush, and Balamir insists they remain in Tarido to recover (which he pays for, of course).

The Fhokki warriors fight until dead. If captured, they attempt to escape or kill themselves at the earliest opportunity. They do not talk, save to say they were trying to capture "the murderer." All NPCs raised say the same thing, and there was not an obvious Fhokki "commander" present.

The Fhokki and their purpose is not fully revealed in this module. Characters may search if they choose, but they only find signs of a simple campsite, and no other evidence or tracks to follow.

ENCOUNTER 3

Balamir

Summary: The Characters meet Balamir Hap’Nim who answers questions about what happened, and eventually asks them to help escort him Koreta. Characters with certain items may gain more information than others.

As you strike down the last opponent you notice that the rest of the marauders have also fallen. A dull thud emerges from the carriage as the door, now on “top” of the vehicle, slams open. An older man pulls himself out to sit on the edge of the carriage. His face is bloody and he appears a bit disoriented. He appears to be a man of mixed Kalamaran and Fhokki blood, between 40 and 60 years old. Clad in loose-fitting robes, he moans slightly as his gaze lands on the dead men surrounding the carriage. Pulling a handkerchief from his pocket, he places it over his nose as he slowly moves toward you.

Balamir is very confused as he was knocked unconscious when the carriage tumbled down the hill. He has suffered 6 points of damage. When appropriate (i.e. the characters speaking with him or asking if they can heal him), continue:

“The Magistrate must be smiling on me. When that blasted carriage tipped over, I knew I was dead. One minute, everything was fine, then we heard all these Fhokki war cries from the fog. Next thing I knew, the carriage was hit by something, and it tumbled off the road. Whoever you are, you arrived just in time, and you have my thanks. Might I know the names of those who saved me?”

Knowledge (religion) DC 10 provides the name “The Magistrate” is another name for The True. Give the PCs a chance to respond.

While the PCs are talking Balamir is noticeably distracted by the loss of a good portion of his retinue. Here are some other talking points for Balamir:

- *He is Balamir Hap’Nim, a servant of Prince Kafen, and Royal Diplomat of the Crown. (True)*

- *He was at his home in Ka’afido, and he was traveling to Koreta in response to the Prince’s commands. (True)*
- *He did not hear anything before the carriage fell over, but it was as if a great force struck it, knocking it off the road and down the lake shore. (True)*
- *His scribe was inside the carriage. When Balamir came to, he saw his scribe’s head twisted at an odd angle, obviously with a broken neck. (True)*
- *He doesn’t have any idea who the people are, save their race. The choice of weapons they use is also strange, as most Fhokki he has encountered have used larger, two-handed weapons. (True)*
- *He mentions that one of his men may be responsible for a murder, but they were all professional soldiers, and very dedicated to his household and Pekat. While it is not impossible, he finds the notion very unlikely. (True)*
- *He doesn’t know anything about a murder, and in fact hasn’t personally killed anyone in over a decade. The last time was during a border skirmishes when he served in the army as a cavalry officer about twelve years ago. Since then, he hasn’t even been involved in a fight. (True)*

If any characters have the *Fang of Vevisalakale*, he also tells the entire group:

- *Paru’Bor is sending signals that it has been re-considering its alliance with Pekat. He personally thinks they are testing Pekat to see how desperate the country is with the Tokis army preparing to strike any day now. Their culture prizes strength, so he suspects this is simply a way for them to see if Prince Kafen is worthy of their friendship. He does not see them siding with Kalamar, though if Pekat ever proves unworthy, he could envision Paru’Bor declaring neutrality in this matter. (True)*

Knowledge (arcana) or Spellcraft DC 15 tell the PCs there are probably spells with the “Force” descriptor capable of what he is describing happened to the carriage, though none they personally know about.

If asked to account for everyone, Balamir notices his driver, Dareshny, is missing. Dareshny is a Fhokki who served with Balamir in

the Pekal army for many years before retiring and coming to serve the Diplomat as driver and bodyguard. Any suggestion that Dareshny was involved in the ambush is met with a disapproving glance (Intimidate +25) from Balamir. He does not believe Dareshny would ever have anything to do with the attack.

A **DC 25 Search** of the lake area discovers some torn and bloody clothing similar to Balamir's other retainers. This clothing is of a larger size than the other soldiers, and Balamir affirms that Dareshny was a large man, though he can't positively identify the clothes as worn by the Fhokki (as everyone wore the same outfit while on official business). Balamir does think it likely as Dareshny was the largest man in his service, though he cannot be sure.

Also, if the clothes are found, Balamir becomes very withdrawn. It needs to be clear to the players that Dareshny's death is more distressing to the diplomat than the other soldiers. This is because the two men knew each other for over 20 years during their military service and

Answer other questions as needed, then continue:

"Since you have proven to be capable of handling yourselves in a fight, I could use your help, if you don't mind me imposing on your time. I seem to have a bit of extra coin on my person, and wouldn't mind paying people such as yourself to replace my escort. Unfortunately, my appointments are of a time-sensitive nature, and I have no time to stop in Bet Rogala for more men." Looking at the mangled carriage, he sighs and turns back to you, "I never really liked that stupid thing, but the Prince insisted I used it on official business. I do feel sort of responsible for it, but I guess there's nothing that can be done."

"Anyhow, escort me to Koreta, and I'll pay each of you a fair wage. I think 4 Kingspieces should cover it. As you are to be working for me, I will of course pay for all expenses. I just need you all to ride out front looking mean."

Balamir is willing to haggle, but he is not willing to pay more than 5 Kingspieces (50 gold). Any number between 40 – 50 is acceptable to him.

Balamir has a diplomacy skill +42. The PCs must beat his diplomacy to get him to go higher.

If asked why he travels to Koreta, he tries to skirt the issue, being vague and insisting he's on "the business of the Prince" while **DC 10 Sense Motive** reveals he is telling them not to ask yet.

If the PCs accept, continue below:

Excellent. Let's get to Tarido and we can hire some locals to tend to the bodies of my guards. While we're there, I'll purchase a horse and tack for myself. We'll stay the night in the village, and start for Bet Rogala early in the morning.

If the PCs accept the job, Balamir insists they accompany him immediately. Locating the white item may take some time, and he has already lost precious hours because of the ambush.

Balamir also insists on an answer to his job offer now. He plans to be long gone from Tarido by the time it would take the PCs harvest the plants.

Encounter 4 **Broken Wagon**

Summary: The PC's run into a farmer who's wagon's wheel has broken. The farmer is actually the father of one of the Koretan officials that will be at the diplomatic meeting.

The trip to Koreta is peaceful, if rather boring. As you get closer to Koreta, the long road gives way to farmlands. Almost two miles outside of Koreta your little company passes a farmer who's wagon wheel has broken in a rut. He is an older Fhokki man and appears to be having problems replacing his wheel.

Give the PC's a chance to tell you what they wish to do. Balamir is be slightly annoyed at any delay but does not fight the PC's beyond his first objection if they wish to help the farmer. The farmer, Vosted, will be most thankful if the PCs help him with his wagon. While fixing the wagon Vosted tells the characters:

- *You must be the diplomatic envoy that I heard about. Its too bad that many of my*

kinsfolk feel that Pecal is merely leeching off of Paru'Bor.

- *You guys should watch yourself in Koreta. Most of us don't mind you Pekalese but watch out, there are those that will test your strength.*
- *With the current problems that we've been having with Pecal it would be best if you kept your heads down, if you know what I mean. Some people will look for any excuse to cause problems and you seem to be nice people.*

After the PC's talk with Vosted, they will probably have questions for Balamir. He will simply wave them off until they get to town and are able to wash the dust of the road from themselves.

Encounter 5 **The Story Revealed**

Summary: The company finally arrives in Koreta. Balamir directs them to a nicely appointed tavern named the *Boar's End*. The PC's have a chance to wash up and relax before they are called to dinner in the main room.

As you enter the main room of the inn, you marvel at its design. The room is a replica of a Fhokki longhouse with many pelts and the head of a boar almost five feet across. Its tusks are almost 4 feet long ending in wicked points. The middle of the room is dominated by a large table fully 20 feet long. The table is set with a large meal, the main course being a smaller cousin of the head adorning the wall. Balamir sits at the head of the table waving you over.

"I know that you have questions that need to be answered about what is happening. You must believe me when I say that I am on a mission of the most delicate nature for Prince Kafen. I could not tell you the exact nature of our mission until I was completely secure with you and your intentions. Paru'Bor and Pecal have been allies since Pecal broke from the Kalamaran empire. Pecal survives amongst its enemies due to the strength of its allies. Well, the Fhokki of Paru'Bor have begun to think that we are taking advantage of their strength without any return on their investment. I am here to smooth over any animosity and secure the

alliance between Paru'Bor and Pecal once more.

Now, while I am doing this you must be on your best behavior. Any conflicts between the people of Koreta could adversely affect the talks that I am having. So make sure any weapons stay in their sheathes. We cannot afford any 'incidents'."

"I need you all to move around the city while I am in the talks. A few hours a day should be fine. While you are not official representatives of the government, your actions could have a great impact on the local populace, if you handle yourselves with civility."

Balamir answers questions at this point. Further information he can provide is:

- *No, I cannot take you to the talks. I am a duly appointed representative of Pecal and taking mere adventurers to the talks would be a slight against the Paru'Boran government.*
- *Remember that Fhokki value strength not bloodshed. If confronted do not back down but do not try to kill anyone.*
- *Your assistance here will be rewarded. If you can keep your heads down you will have assisted more than you know.*
- *If necessary, he reminds anyone with the Fang of Vevisalakale they swore an oath to Prince Kafen and so are required to abide by these rules.*
- *The talks should take no more than three days.*

Encounter 6 **Around the City**

Summary: This encounter is broken up into several smaller encounters. This part of the adventure is free form and requires some creativity on the part of the judge.

6a. The Bar

The PC's head into one of the local taverns or stay at the one that they are in. During their stay one of the local toughs tries to start a fight with them:

A tall blonde Fhokki man approaches your table as you try to enjoy the simple pleasures of the tavern. He smells strongly of liquor as he looks at you and sniffs the air.

"Hey, Norda, do you smell dog in 'ere. Cause I smell dog and its given me stomach a turn," he says as he sidles up to (Pick a PC) and "accidentally" spills there drink on them.

Have fun with this role-playing encounter. The man is obviously a bit drunk, and has come to think he is nearly invincible (wild boasting would be very appropriate for this individual). The man wants a fight but can be talked down by a **DC 25 Diplomacy check**. Alternatives to Diplomacy include a contest of strength (i.e. arm wrestling, "friendly" boxing, etc). Just remember that if they use lethal force they are tossed out of Koreta at the soonest available time.

Contest of Strength

Whatever it is, use opposing strength checks; 3 consecutive higher results "wins" the match.

After the first three checks, each contestant must make a Fort save DC 15. If they fail, they subtract 2 from their Strength check.

Each successive round, the participant's Fort save DC increases by 3 (i.e. 3rd round – DC 15; 4th round – DC 18; 5th round – DC 21) and the penalty increases by 1 (i.e. 3rd round: -2 penalty; 4th round: -3 penalty; 5th round: -4 penalty)

The Fhokki man wishes to beat two of the PCs to prove his superiority. If he does, he happily leaves the establishment, boasting of his prowess.

If any of the PCs beat him, he begins getting violent and attacks. However, at the end of the first round, his friends restrain him, and drag him out of the tavern. As long as the PCs do not draw blood, they are fine. If they attacked for real damage, they are thrown out of the city.

Use the statistics for the Fhokki warriors from Encounter 2.

- ATL 1-3: 1 Fhokki Warrior
- ATL 5: 1 Fhokki Soldier
- ATL 7: 1 Fhokki Knight

6b. A store

This encounter happens if the PCs go to a store in Koreta. Possibly to see a weaponsmith or armorsmith, but this can be adapted for just about any other merchant. First read this (adapt as needed):

As you walk through the door you notice the hustle and bustle of a busy day. The store owner is busily going from one customer to the next.

Give the PCs a **DC 18 Spot check** to notice the pick-pocket. If anyone succeeds, continue below:

As you make your way up to the head of the line you notice a small woman deftly bumping into one of your companions, her hand moving quickly, as if she held something

If they try to talk or grab her, then read:

As the smaller Fhokki woman realizes you have caught her she gives you a coy smile and a wink "Ah, well, better luck next time."

Raising her voice, "Hey Bricklan, we got ourselves a couple of thieves here. Look what I found on one of them," she says producing a small _____ (trinket, dagger, etc.)

If they don't see her, just read the following:

"Hey, Bricklan, we got ourselves a couple of thieves here. Look what I found on one of them," she says producing a small _____ (trinket, dagger, etc.)

Have the PC's make a **DC 15 Spot check**. Those that succeed realize that another patron is taking this opportunity to procure items from the shelves. If they point this out the owner immediately tries to stop the two Fhokki thieves. Otherwise, the owner will look for recompense from the PCs. The owner doesn't really trust the woman so the PCs can easily convince him they are not thieves with a **DC 20 Diplomacy check**. They could also simply pay for the item which satisfies the merchant.

They may also try to apprehend the thieves themselves. Remember that any use of lethal force will cause the PC's to be expelled from Koreta.

All APLs: 2 Fhokki Rogues

If combat begins, the map should be a simple square building with a counter and a few shelves. Windows on all four walls, and a 5-foot door on one side.

6c. Town Square

If the PCs head toward Town Square or are just wandering the city then they eventually find themselves in the Town Square. Some of the Koretan populace has gathered to hear many people speak on a variety of topics. One the people that is speaking named Karrous is speaking out against the alliance with Pecal.

You arrive at the Town Square where many of the citizens of Koreta have gathered to hear people speak on many varied topics. As you make your way across the Square, a loud shout draws your attention to a young Fhokki man pointing in your direction.

“Look at those that would ask for our aid! What do they have to offer? They walk our streets, spending no coin, giving our people nothing! Tell us! What does your weak country offer us? You have brought this war on yourselves, and now our citizens are in danger because of this foolish alliance!”

Many in the crowd turn to you, some with angry looks, but most with questions on their faces.

Give the PCs a chance to respond. Splash in liberal uses of the crowd jeering. Don't let the PCs off easily. Unless they can give reasons (you are not looking for gold here just for them to think) then the DC for a Diplomacy check is 40. Otherwise the DC for the check is 20. Remember to reward good role-playing with circumstance bonuses to the Diplomacy check.

Some suggested conversation topics may include the following:

- *Kalamar is interested in all the Young Kingdoms, not just Pecal. Better to stand together than fall apart.*
- *The wizards of the College of Magic are the most powerful in the world. Surely their friendship is worth something.*

- *The alliance with Pecal demonstrates Paru'Bor's strength to all other countries in the region.*
- *Anything that implies the trade between the two countries is better because of the alliance.*

This is by no means an exhaustive list, just some suggestions for the judge so decisions can be made. Regardless of what the PCs bring up, Karrous discounts it by saying its not important to the “people of Paru'Bor!” though DC 15 Sense Motives tell otherwise. Most of the citizens of Koreta are good people, just a bit misinformed by rabble-rousers such as Karrous.

The judge should allow the players to be creative here. Perhaps they want to Intimidate the man, or Sense Motive on the crowd. A bard may choose to perform to try and sway the audience. Spellcasting should be avoided (i.e. *calm emotions*), though simple tricks like *prestidigitation* may be used to entertain the crowd while another party member tells a story.

The party has three chances to sway the crowd's opinion. If they fail to make a good case for the alliance, the people in the Square begin getting restless and more violent, and the PCs get the distinct impression they should leave in all haste.

Conclusion

Summary: If the PCs worked through the encounters without the use of lethal force then read Conclusion A as they leave the city. If they were thrown out or fled Koreta (the envoy is sent with them), then read Conclusion B city.

Conclusion A

As you make it out of Koreta, the cold stare of the Fhokki you pass tells you that you have done serious damage to the alliance. As you travel back with the envoy things get only colder. The stony silence almost becomes unbearable before you get to the place where you met.

Conclusion B

You leave Koreta with a sense that you have made a stronger connection with its populace. If things keep going this way then the alliance between Koreta and Pecal may be on the mend. You travel back to Bet Rogala with the envoy until you finally make it to where you and they met.

Searching for white ilem blossom:

After reaching Bet Rogala, the characters may wish to return to Lake Eb'Sobet and search for white ilem blossom. Balamir insists they escort him as far as Bet Rogala to fulfill their obligations and receive payment.

The PCs must search near the water, about a half-mile down the road beyond the ambush in **Encounter 2**. By this time, many of the plants have been harvested by others who came before the characters.

Use the following table to determine how much white ilem is found (assuming they take 20 on their checks, and everyone assists):

<u>Survival check</u>	<u>Plants harvested</u>
DC 20	175
DC 30	200
DC 35	225
DC 40	250

Knowledge (nature), Craft (alchemy), and Search can be substituted for **Survival**, but receive a -5 penalty to the check.

Rangers and/or druids in the party may attempt to mitigate the damage done to the lake and the shore by attempting a **Survival** or **Knowledge (nature)** skill check (only these two skills, no others may be substituted). This check must be rolled (no "taking 20"), and the character may only be assisted by other rangers and/or druids. Only one attempt is made, so if there are three rangers, only one gets to make the attempt, while the other two assist.

Check Result

DC 18	Harvesting has not harmed the land
DC 26	Actually helped the land, white ilem shall return in greater supply next season

After Harvesting the Blossoms

If the characters received Conclusion A above, read "Conclusion A and Rijani" below. If they received Conclusion B above, read "Conclusion B and Rijani" below.

Conclusion A and Rijani

They should eventually get to Rijani. He pays them for the white ilem, but also tells them:

"Have you heard the latest? Apparently the Prince got an unexpected surprise the other day. The Paru'Bor ambassador and his staff have been recalled to their country. This can only mean bad things down the road.

As you leave Rijani's shop you think about what Rijani told you. As you make your way down the street, some unseen bard plays a discordant tune, the perfect accompaniment to your thoughts.

Characters may keep any white ilem above the 200 owed to Rijani. Each use functions per the rules provided in the Kalamar Player's Guide, page 117. These are not certified items.

Conclusion B and Rijani

They should eventually get to Rijani. He pays them for the white ilem, but also tells them:

"A young man wearing the livery of the Prince stopped by the other day. When I told him you were working for me, he asked me to pass these along."

He reaches under his counter and brings forth small boxes. Inside each is a small pin in the shape of a large oak tree.

As you leave Rijani's shop you look at the strange pin, thinking back to your actions in the city of Koreta. As you make your way down the street, some unseen bard plays the perfect accompaniment to your thoughts.

Characters may keep any white ilem above the 200 owed to Rijani. Each use functions per the rules provided in the Kalamar Player's Guide, page 117. These are not certified items.

THE END

Awards

Encounter 2: Mundane equipment worth 45 gp
Up to 50 gp each from Balamir

Conclusion: "Pin of Gratitude" cert*
Up to 400 gp total from Rijani
White ilem blossoms (any over the 200 owed to Rijani)

Total Possible Gold: 745 gp

***NOTE:** Characters only receive the "Pin of Gratitude" if they received Conclusion B.

Pin of Gratitude

For service to Pecal, this character has earned a silver oaktree-shaped pin representing the favor of the Prince. This cert may be used in one of the following ways:

1. The character gains a +10 circumstance modifier to one of the following skills: Diplomacy, Forgery, Gather Information, Intimidate, or Knowledge (any). Mark through this cert when used.
2. The character is allowed to request a special item from the Prince's personal weaponsmiths or armorers. Choose one masterwork weapon or armor item from approved campaign sources. The character must pay 30 gp to cover the cost of materials. Mark through this cert when used.

Of course, the Prince is known for his generosity toward those who are loyal to him. The character may simply keep this cert, for one never knows when a Prince's favor may mean life or death.

Experience Points and Day Units

EXPERIENCE	ATL 1-3	ATL 5-7
Encounter 2: Defeated the Fhokki warriors	60 xp	120 xp
Encounter 6: 6a: Did not begin a fight	40 xp	80 xp
Beat the Fhokki warrior in a test of strength	25 xp	50 xp
6b. Identified the thieves	25 xp	25 xp
6c. Succeeded in calming the crowd	25 xp	25 xp
Conclusion: Harvested white ilem blossoms	25 xp	25 xp
Conclusion B	15 xp	15 xp
 Discretionary Experience for Role Playing:	 185 xp	 370 xp
 Total:	 400 xp	 800 xp

SPECIAL XP AWARD: Rangers and druids who succeeded in skill checks to at least make sure the land was not harmed during the extensive harvesting receive a bonus 20 xp for their role-playing actions. This is not considered part of the official xp of the module, so these characters may receive up to a total of 420 and 820 respectively.

DAY UNITS

These rewards come at the expense of 25 Day Units.

APPENDIX I: NPCs and Monsters

Encounter 2

ATL 1-3

Fhokki Warrior; male Fhokki Ftr1

Medium humanoid (human); HD: 1d10+2 (9 hp); **Init:** +2; **Spd:** 30 ft. (6 squares); **AC:** 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; **BAB/Grp:** +1/+3; **Atk:** Longsword +5 melee (1d8+4/19-20); **Full Atk:** Longsword +5 melee (1d8+4/19-20); **Space/Reach:** 5 ft./5 ft.; **SA:** - ; **SQ:** - ; **Saves:** Fort +4, Ref +2, Will +0; **Abil:** Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10; **Skills:** Climb +4, Ride +6, Swim +4; **Feats:** Weapon Focus (longsword), Dodge; **Align:** Lawful Neutral

ATL 5

Fhokki Soldiers; male Fhokki Ftr4

Medium humanoid (Fhokki); HD: 4d10+8 (30 hp); **Init:** +2; **Spd:** 30 ft. (6 squares); **AC:** 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; **BAB/Grp:** +4/+7; **Atk:** Longsword +8 melee (1d8+6/19-20); **Full Atk:** Longsword +8 melee (1d8+6/19-20); **Space/Reach:** 5 ft./5 ft.; **SA:** - ; **SQ:** - ; **Saves:** Fort +6, Ref +3, Will +1; **Abil:** Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10; **Skills:** Climb +6, Listen +9, Spot +9, Survival +1; **Feats:** Weapon Focus (longsword), Dodge, Power Attack, Alertness, Run, Weapon Specialization (longsword); **Align:** Lawful Neutral

ATL 7

Fhokki Knights; male Fhokki Ftr 6

Medium humanoid (Fhokki); HD: 6d10+12 (45 hp); **Init:** +2; **Spd:** 30 ft. (6 squares); **AC:** 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; **BAB/Grp:** +6/+9; **Atk:** Longsword +10 melee (1d8+6/19-20); **Full Atk:** Longsword +10/+5 melee (1d8+6/19-20); **Space/Reach:** 5 ft./5 ft.; **SA:** - ; **SQ:** - ; **Saves:** Fort +7, Ref +4, Will +2; **Abil:** Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10; **Skills:** Climb +7, Listen +9, Spot +10, Survival +2; **Feats:** Weapon Focus (longsword), Dodge, Power Attack, Cleave, Mobility, Alertness, Run, Weapon Specialization (longsword); **Align:** Lawful Neutral

Encounter 6

All ATLS

Fhokki Rogues; male Fhokki Rog2

Medium humanoid (human); HD: 2d6+2 (10 hp); **Init:** +3; **Spd:** 30 ft. (6 squares); **AC:** 13 (+3 Dex), touch 13, flat-footed 10; **BAB/Grp:** +1/+2; **Atk:** Dagger +3 melee (1d4+1/19-20); **Full Atk:** Dagger +3 melee (1d4+1/19-20); **Space/Reach:** 5 ft./5 ft.; **SA:** Sneak attack +1d6; **SQ:** Evasion, trapfinding; **Saves:** Fort +1, Ref +6, Will +0; **Abil:** Str 12, Dex 16, Con 12, Int 13, Wis 10, Cha 10; **Skills:** Bluff +4, Climb +4, Escape Artist +8, Hide +8, Intimidate +5, Move Silently +8, Tumble +8; **Feats:** Weapon Finesse, Run; **Align:** Chaotic Neutral

Appendix II: Additional Rules

There are no additional rules for this adventure.

After Action Report

Based on the decisions the players made during the course of this module, it will affect the actions and possibilities of future modules. Please take a moment to respond to the following questions so that we may better determine the course of the campaign.

1. Did the PCs go to Koreta?
2. Did they help the farmer with the broken wagon wheel?
3. Did they best the Fhokki warrior in the bar at a test of strength?
4. Were they able to adequately diffuse the confrontation in the Town Square?
5. Which conclusion did the characters receive, A or B?
6. What, if any, was the result of the ranger/druid skill checks to ensure minimal damage to the land?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to andrew@kenzerco.com with "Blossoms AAR" in the subject line. This After Action Report is valid until October 1, 2004.