



Star-crossed Lowbeards

A One-Round D&D Living Kingdoms of Kalamar Adventure
For characters 1st – 9th level

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Two children from very different families find themselves called to lead untraditional lives. Can the adventurers help them find their way? A Role-playing adventure in Six Acts for ATL's 1, 3, 5, 7, and 9

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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 9th 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.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the

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

BACKGROUND

While there are no official quarrels between the Elves of Cilorealon and their Stone Dwarven neighbors of the Mounds District, the elven and dwarven races have never been particularly well known for their understanding of each other. While dwarves are expected to have artistry in their stonework and their ales, they are not often thought to be dominantly gifted in the ways of words or dance. And while well known for their delicate fingers and steady eyes, especially when applied to arts musical and poetic, elves are thought to be less sturdy by nature and less likely to understand more grounded aspects of life. Though these are, to be sure, stereotypes, and less commonly held in Pekal than perhaps any other nation on the continent of Tellene, people who have little experience with either race tend to expect the stereotypes to hold true. People who belong to either of those races often tend to look down on the other for one reason or another--not so much due to a real lack of personal respect, but more for tradition's sake.

The playwright W. S. Rattleaxe once put it very wisely in one of his (lesser-known) plays: "Tis certain that what one expects to find, one will see before his face." For this reason, and perhaps others, Rattleaxe is notoriously absent at the performances of any of his plays. In only the past ten years, his works have been claimed nearly universally across Tellene, and though his racial identity is unknown, he is thought of as "one of ours" by nearly all poetic communities in the world.

Wiggin S. Lowbeard, Esq., an avid theater-goer, loving husband, and proud father knows the true identity of W. S. Rattleaxe, mostly because it's him. His daughter, Teilu, is also a dwarf truly dedicated to the arts, and she desires nothing more than to become a Basiran Dancer. Feeling that his daughter's talents would be better

developed by an elven instructor than a dwarven one (as he certainly would not send her to the dwarven kingdom of Karasta, under control of the Kalamaran Empire, and does not particularly feel inclined to return her to his family in Draska, at war with neighboring Slen), Lowbeard is determined to apprentice her to a dancer in the elven city of Cilorealon. However, his letters asking the lady for audience have been met with silence, so he is determined to make his case to the lady directly, hoping to win her over with his charm, his wife's guile, and his daughter's natural talent. His loving mate, an alewife with a head for business, is a follower of the Coddler and has agreed to this plan since she believes it will help Teilu to follow her dreams.

The elven dancer in question, Lady Aliena, has been having family troubles of her own. Her son, Oemor, has been creating quite the scene in Cilorealon by encouraging multiculturalism in the form of alcohol. Caliban's, the tavern where he is currently employed, has become the scene for young elves who spend their time questioning the authority and wisdom of their elders, and is home to a wide variety of gambling events including dice games, races, drinking competitions, wrestling matches, and duels. What Oemor truly wants is to travel away from home to learn the skills of a brewer, but his mother, afraid he will give in to the vices he sponsors in Cilorealon, has forbidden him to leave the city. If only she could find someone to take her son under their wing, perhaps she would be comfortable releasing him into the world.

ADVENTURE SYNOPSIS

NOTE: This module is not combat intensive and focuses heavily on elements of role playing. Some encounters allow for several different paths for the players to choose; if there is enough time, feel free to allow the players to follow up on as many options as they choose.

Introduction--Wiggin S. Lowbeard, Esq., sends the adventurers tickets to see the last night of the latest play by W. S. Rattleaxe. He needs sturdy folk to aid him in journeying to Cilorealon, so he invites the adventurers back to the inn where they are staying to discuss the details of their assignment, introducing them to several thespians, his wife, Sarane, and his daughter (whose gender is less than obvious), Teilu.

Encounter 1: On the way to Cilorealon, the adventurers are accosted by shrunken bandits, the product of the spells of the famed wizardess Rowena the Dark. Now barely larger than squirrels, the bandits are trying to make their way in the world doing the only thing they know how to do: rob people.

Encounter 2: The adventurers meet up with the Cilorealon border patrol at one of their outposts (complete with an aerial force of giant eagle riders), who are waiting to see if the adventurers and the dwarves they accompany are the right type of folk to let into the city.

Encounter 3: Upon arrival at Cilorealon, the adventurers have some time to gather information and explore the city. They may travel to many of the city's temples, the druidic grove just outside the city, shops, or the entertainer's sector. They should hear rumors about the various contests to be had at the tavern, Caliban's.

Encounter 4: At Caliban's, the adventurers encounter the unhappy brewer Oemor, who wants nothing more than to see the world. In the meantime, he offers them a chance to either bet on or partake of the afternoon's contests: eagle racing or games of chance. He is eager to get outsiders to compete, as if strangers to Cilorealon win, this supports his ideas that there is more to the world than his home town.

Encounter 5: While the adventurers were exploring, Lowbeard tried to get admittance to see Lady Aliena, to no avail. He explains the truth of his situation to the PCs (going so far as to acknowledge his identity, if the PCs have figured it out, he doesn't offer it unless questioned) and pleads with the adventurers to bring his case to the Lady.

Encounter 6: The adventures must acquire an audience with Lady Aliena and persuade her to take on the girl as her apprentice. Aliena stubbornly has no time for pupils -- especially dwarven ones -- but if the PCs persist and present her with the proper bargain or exchange, she is willing to listen.

Conclusion: The adventurers can solve the Lowbeards' problem in several ways, most of which lead to a happy ending. Once all has been resolved, Lowbeard offers the PCs payment in

gold or in the form of some very special books from his library.

Prelude – Scene 1

In which "the play's the thing"

Also known as "The Introduction"

Earlier in the day, you received complementary tickets to the theater, delivered by a courier who suggested that attendance at the performance would mean a job offer. And so, you find yourself on this brisk evening at the amphitheater outside of Bet Rogala, the same open air construction where contests of strength and magic are held with some regularity. Now, the center has become a stage, with sets constructed to represent a forest, a ship, and a palace, depending on which direction you are facing.

An attendant takes your tickets and hands you a small pamphlet proclaiming the play you are about to see as *Scale by Scale: A Comedy in Three Acts by W. S. Rattleaxe*. Inside the pamphlet are the names of the actors, many of whom are listed as students at the Bardic College of Baneta, and listed on the back are the names of the sponsors, including the Wanifer family of Bet Rogala, the Chapel of the Theater of the Arts of Bet Rogala, and the Lowbeard family of Draska.

You find your assigned seat and note with surprise that it is in one of the better areas set aside to separate those of means from the peasantry below. You also note that besides yourself, several others are looking at tickets and eyeing these particular seats suspiciously. The other thing of note is that in the center seat of the area sits a dwarf dressed in a silk jerkin and a floppy hat. Fashionable trousers of a dark blue complete the outfit. He turns to you and the others with tickets and with a jovial grin says, "Come on! The show is about to begin my friends! Sit and enjoy yourself! My name is Wiggin Lowbeard, Esquire." He finishes this statement by standing and giving you a low bow.

The PCs have arrived at their seats all at the same time. Allow them a moment to introduce and describe themselves to anyone who might

not know them. Seated in the "box" before their arrival is a dwarven merchant. He is dressed in a silk jerkin and wears a floppy hat and fashionable trousers, all in dark blue. His beard is neatly trimmed, but begins low on his chin. He introduces himself, rather emphatically, as Wiggin Lowbeard, Esq., an avid theatergoer. Before the adventurers can ask any questions of Lowbeard, the play begins.

Dusk has fallen upon Bet Rogala, and before your eyes can adjust to the dimming light, the flames of candles too bright to be natural flood the stage. A handsome human man, perhaps around the age of thirty, begins a monologue describing the troubles of the heartbroken prince in the far off kingdom of Irontop, a long, long time ago.

A Knowledge: History roll DC 20 allows PCs to realize the story is based on occurrences in the dwarven Kingdom of Karasta (although none of the actors are dwarves) in the Ka'Asa Mountains, now an oppressed nation under the thumb of the Kalamaran Empire. The story takes place generations earlier, however, and focuses on a historically documented discovery of diamonds in the area. The additions of a love triangle, a miner's daughter disguised as a male servant, and a gnomish appraiser are, as far as the PC can tell, purely inventions of the playwright.

PCs inclined to theater find the play to be very well written and executed; they laugh, they cry, they laugh again.

PCs not inclined to theater may notice (**Sense Motive DC 15**) that the crowd is enthralled.

PCs of pious or prudish nature may be surprised at how well the audience receives the somewhat vulgar humor and suggestive turns of phrase.

Over the course of the play, Lowbeard watches raptly, but pays nearly as much attention to the audience as he does to the play (Sense Motive DC 12).

After a few hours have passed, the cast freezes in position, the miner's daughter revealed as the true love of the prince, the gnomish appraiser decked out in finery, and the handsome narrator from the beginning concludes the tale. The cast then bows to thunderous applause before making their

way out of the amphitheater. The magic of the performance has lifted, but the torches still burn brightly along the aisles, the audience begins to retreat toward their homes, loudly discussing the play. Before you also depart, the dwarf Lowbeard turns to you with a grin. "Ah, the play's the thing, don't you think? Tell me, do you attend the theater often? "

Lowbeard is, of course, the playwright Rattleaxe, who predominantly funded this performance. He is interested in their opinions about theater in general, as well as the play they just watched. He takes the commentary of the PCs seriously, honestly interested in what they have to say. Eventually, conversation no doubt comes around to Master Lowbeard's identity. He acknowledges the following:

- He is a merchant selling art, writings, and musical instruments crafted by the finest artisans from all corners of the world. (Partly true. He does *possess* these things but has no intention of selling off his collection.)
- He is in Bet Rogala as one of the sponsors of this performance. He met many of the thespians at the Bardic College in Baneta and was thrilled that so many of them could perform in Pekal's capital. (Partly true. He came to Bet Rogala in an effort to curry the favor of Prince Kafen, hoping to gain the prince as a patron, but found that the prince's schedule was too busy with war to admit even the famous Rattleaxe.)
- He did send the PCs tickets in hopes of gathering a group of fine and diversely skilled individuals to provide him and his family with protection from the various dangers that a merchant might encounter on a journey. He wishes them to accompany the family to Cilorealon as, essentially, caravan guards. (True.)
- He offers 150 Victories per adventurer accompanying the family for the journey to Cilorealon. Further employment opportunities might arise upon reaching the fair city.
- (Should someone point out that he is a dwarf intending to travel to an elven city) Of course he is aware that Cilorealon is a city of elves, but King Sendir is reputed to be a very wise, generous, and open-minded leader, and Lowbeard has heard only good things about the very artistic and talented people of the Kalalali Forest.

- All the adventurers' expenses are included, of course; he and his family enjoy eating well and staying at nice inns wherever possible, so he will provide equal lodging for his valiant protectors, unless, of course, they prefer roughing it, as he has heard many folk of the adventuring persuasion do.
- He will provide an expense budget of 100 Victories total for supplies, should the PCs request it. (He does not offer this, but will gladly provide it if requested of him.)

PCs say yes:

"Excellent!" Lowbeard says excitedly. "We Lowbeards are staying at the Silver Swan. If you would like to join us for an evening's festivities post-performance, you would be most welcome. Many of the actors and artisans of Baneta will be staying there as well, and the celebration after the last night of the performance will be most amusing. And with this cast, it will be a most raucous and bawdy time as well!" He winks at you. "Though if you will neglect to mention these lavish praises with which I shower my thespians, my appreciation will be undying."

PCs say no: The module is over.

Prelude – Scene 2

"Revels abound and stories revealed"

Also known as "The Introduction, Part Two"

Upon traveling back to the Silver Swan, the PCs are introduced to the cast (from whom they may gather information, but the cast only knows Lowbeard as a patron and that he must be very wealthy) and the rest of the Lowbeard family. Lowbeard vanishes to mingle almost immediately upon arrival (assuring the PCs that everything they eat or drink is covered). Once the PCs have had time to take in their surroundings, read the following.

Lowbeard approaches you after having vanished into the crowd, dragging behind him a stout dwarven woman and a diminutive dwarf child. Both wear outfits made of rich cloth similar to Lowbeard's though the woman's is a little more fitted. "Noble heroes, allow me to present to you my lovely

wife, Sarane, and our most gifted child, Teilu."

Sarane steps forward, hand outstretched, looking slightly apologetic. "Please don't take my husband's blustering too seriously," she says. "It's all this theater..."

"I'll just leave you to acquaint yourselves and exchange your glorious histories!" Lowbeard says unabashedly before strolling off to mingle with the actors.

Sarane is wary of new people as she fears that if anyone discovers her husband's identity, there might be a scandal, possibly leading to loss of income or the death of her husband's dream (which is to her, as a follower of the Coddler, the more serious of the two). She has lived among actors long enough to know how to cover this. She chats amiably with the PCs and may reveal the following with the right prompts if the PCs use **Diplomacy (DC 15)**.

- Her husband may seem scatterbrained, but he has a good heart and is a good employer.
- Before they began traveling, the Lowbeards owned a tavern in Draska. She learned to handle their accounts there and still maintains their business paperwork. (Partially true -- as a distant cousin of King Norbaren, Wiggin Lowbeard owned several taverns and an Opera House in Draska as well as a portion of a large mine, from which he still receives income).
- Sarane was trained as a brewster in Draska and tries to keep in practice whenever the opportunity arises.
- Though they make a good living in their trade, much of their income is from family wealth.
- Teilu is twelve years old.

If the PCs should mention how much Lowbeard offered to pay them, Sarane's eyes go wide, but she does not dispute the number, even though it is ridiculously high.

Teilu refuses to talk and is inseparable from her mother. Though she certainly doesn't hide in her mother's skirts (she's too old for that), she does seem intimidated by the large crowd, and appears to be extremely shy. Make sure that PCs do not assume Teilu is a girl, as her gender is in no way evident. She does not speak to the

PCs in more than two word sentences: "Yes, sir," and "No, sir" being the most common. If anything requires further answer, Teilu directs the PCs to her mother. While her parents respect her dreams, they have trained her to allow them to deal with strangers. If the PCs watch Teilu and Sarane from across the room, they notice that while both of them are polite and acknowledge the actors, neither can be engaged in conversation.

The party at the Silver Swan goes on for hours. If the PCs decide to turn in for the night, Lowbeard gives them exuberant farewells. If they decide to stay awake, they may gamble with the actors to a profit of no more than 10 Victories; the actors are honest dice players, hard drinkers, and low betters. The only game the actors are interested in playing is "Barrier." (This game is described in detail in *Goods and Gear*, p. 132. The short rules follow.) To play, the character must roll 3d6—two of one color and one of a different color. The character must roll a number in between the pair's rolls with the off-colored die. Failing to do so, or equaling a number, is a loss. If the two dice with the same color equal each other, the loss is automatic. (For example, with two white dice and one black die, if the white dice are a one and a three, the black die must be a two to win.)

Feel free to describe the raucous and bawdy goings-on, and give the impression that it takes less than the drop of a hat for many of the actors to break into song.

In the morning, the Lowbeards pack up their cart and head out, and the PCs accompany them, well-rested or not.

Act 2 – Scene 1

In which "we petty men walk under his huge legs and peep about to find ourselves dishonorable graves."

Also known as "Encounter One"

The trip to Cilorealon is largely uneventful. For eight days the travel goes smoothly, though slowly, and Lowbeard tells tales of his family's travels and his adventures as a youth. It is obvious as he tells these tales, he is romanticizing, but with a **Sense Motive DC 18+ATL**, PCs recognize him as a trained

performer. Anyone with **Bardic Knowledge (DC 10)** or **Knowledge: Art/Music (DC 15)** recognize that Lowbeard often quotes from Rattleaxe's plays. A **Profession: Merchant (DC 17)** or **Appraise (DC 19)** reveals to the PC that this dwarf knows nothing of being a merchant and they may assume he made all his money by luck, or that his wife is the real business mastermind.

On the ninth afternoon (less than one day outside of Cilorealon), shortly before the group intends to pack up for the night, the shrunken bandits (all of Tiny size) wait in ambush for the PCs. This is intended to be a primarily humorous combat, fighting squirrel sized humans. Think of the brownies from the movie *Willow*, or Chip and Dale pestering Donald Duck. Remember that in order to attack in melee, a Tiny character must enter the space of the creature they're attacking. These brigands have been shrunken with unusual elven magic that allows for the double use of Reduce Person and lowers their speed. The brigands have a Small catapult that is firing sling bullets coated with flaming pitch, for 1d4 bludgeoning +1d2 fire damage. The catapult is manned by 2 of the brigands, and can be fired once every 3 rounds. The catapult itself is made of wood, has an AC of 5, a Hardness of 5, 15 hp, and can be broken with a Strength check of 18. All of the brigands are Tiny 2nd level Brigands, and there are 4+ATL brigands.

The sun seems to set earlier with the tall trees of the Cilorea region closing in around the path. Shortly before dusk, a voice calls out, its tenor high.

"Drop your weapons!" it cries. "Leave your valuables on the trail and you will not be harmed."

The voice is coming from ahead of the PCs on the path. If the PCs appear as though they will resist, the voice returns.

"Give up! We have you surrounded!"

Sense Motive DC 13: This is absolutely true.

Sense Motive DC 15: This is true, but not the whole truth.

Sense Motive DC 15+ATL: This is true, but the bandit behind the voice doesn't actually believe his men can defeat you.

Lowbeard urges the PCs on to battle while Sarene and Teilu remain in the covered cart with the goods.

Everyone rolls **Spot** vs. the brigands Hide check (+17). PCs who fail their Spot roll may not act in the surprise round. Combat begins as follows:

Surprise round: The brigands launch the catapult.

Round 1 Lowbeard orates as his Bardic Music ability (+2 to saves vs. fear and charm, +2 to attack and damage rolls)
Some of the bandits charge, others reload the catapult.

Combat continues from there; individual bandits flee if they have less than one quarter of their original hit points, and when less than a quarter of the bandits remain, the brigand leader (who is identical in all ways to the other bandits) surrenders. If questioned, the leader reveals the following relevant information:

- All of his men were cursed by Rowena the Dark, a "witch" in Cilorealon.
- Less than a half day's journey up the path, the Cilorealon border patrol (the Guardians of the Golden Bough) has an outpost.

The PCs may be able to capture the bandits; if so, the Guardians of the Golden Bough are delighted to return the little bandits to Rowena the Dark for further discussion of their penance. Alternatively, the PCs may choose to allow the bandits to go free—the bandits will eagerly promise to "never raid another merchant again," a promise they will go back on as soon as the PCs leave Cilorea.

Act 2 – Scene 2

In which the border patrol cries, "What noise is this? Give me my longsword, ho!"

Also known as "Encounter Two"

On the following day (or that night, if the PCs decide to press through after the bandit attack), have the PCs make a **Spot** check. If the brigand leader mentioned the border patrol's ambush station, give PCs a +2 circumstance bonus to their spot roll; elves also receive a +2 circumstance bonus. If they succeed in passing a **Spot DC 10**, the PCs see two guards with

halberds standing alongside the path. If they succeed in passing a **Spot DC 20**, they notice six archers on platforms in the surrounding trees. If they pass a **spot DC 22**, they also notice two giant eagles soaring above the tree line. These are members of the elite Guardians of the Golden Bough, a group allied with Pekal's City Guard. (The Meta-org description is included in the appendices.)

If the PCs pass any of these spot checks, allow them to hail the guards and read the following:

Two high elven warriors, both bearing halberds and wearing dulled chain mail, step out onto the path.

"Well met, strangers," says one in low Elven, "and welcome to the region of Cilorea. Please halt and tell us what brings dwarf-folk into these woods."

PCs who passed their Spot checks on the archers notice that though the two guards up front are not threatening, the archers' arrows are trained on the party. These PCs may make a second **Spot check DC 15** to see that all of the archers have selected a single target among the party members, selected in this priority: orc, arcane caster, divine caster, half-orc, hobgoblin or half-hob, most skilled looking fighter.

If the PCs fail the spot checks (or do not hail the guards) read the following:

"Halt!" calls out a voice. Sixty feet in front of you on the path, two high elven warriors emerge, both bearing halberds and wearing dulled chain mail. "State your business, strangers to Cilorea. What brings dwarf folk to these woods?"

After either of these greetings, Lowbeard addresses the party member who has thus far shown the most knack for diplomacy.

"If you would be so kind," Lowbeard mutters, "would you announce us? Names and intentions should suit the purpose of this patrol."

The border patrol guards are looking for honesty on the part of whoever addresses them. If the PC tells the truth, politely (**Diplomacy DC 10** or judge based on role play), the guards ask to inspect the cart and provide the PCs with a

guide/guard to show them the remaining way into the "hidden" city of Cilorealon.

The PCs may choose to Bluff. If they do this, allow them a Bluff vs. Sense motive +10. If they pass by more than five, the guards ask to inspect the cart and provide the PCs with a guide/guard to show them the remaining way into the "hidden" city of Cilorealon. If they pass by less than five, the guards ask additional questions (Are the PCs wanted in Pekal? Have they committed crimes in or against Cilorealon? Do they carry any illegal or dangerous substances?) The guards then inspect the cart and provide the PCs with a guide/guard to show them the remaining way into the "hidden" city of Cilorealon.

If the PCs fail, the guards take a harsher tone, point out the archers, and suggest that a true story should be forthcoming. Lowbeard jumps in at this juncture, telling the guards the same story he told the PCs. After inspecting the cart, the border patrol provides the PCs with a guide/guard to show them the remaining way into the "hidden" city of Cilorealon, but continue to monitor their activity inside the city.

Note: It isn't normal for the border patrol to be quite so well armed, nor is it usual for the giant eagles to be enlisted outside of an emergency. A PC with **Knowledge: History, Knowledge: Military Tactics, or Knowledge: Local (Cilorealon) DC 10** might suppose that this greeting is due to Pekal's current state of war against the Kalamaran Empire, and that Cilorealon has heightened security. At **DC 15**, they might also realize they've been directly approached because they appear to be merchants; had they looked like actual enemies, the border patrol would have made an attempt to lead them astray or frighten them out of the area.

Act 3 – Scene 1

In which the city "is full of noises, sounds and sweet airs that give delight, and harm not."

Also known as "Encounter Three"

Unlike Bet Rogala's wall, the border of the city of Cilorealon is anything but obvious. Here and there you can see a bridge making

its way through the branches, a grove of trees that has obviously been tended by hand, or a small cottage nestled into the side of a hollowed-out tree. The change is gradual, and before you realize it, you are surrounded by gardens, pathways, and the sounds of cheerful voices or the "twinkling of a thousand instruments," as, Lowbeard comments, the playwright Rattleaxe once wrote.

Your guide leads you along tended paths on the ground level of the city to what must be the center of business and municipal gathering, a clearing featuring a large marble fountain. The water falls into a surrounding pool in perfect arcs, then suddenly stops. From within the stillness of the pool, small spurts of water leap to locations on opposite sides of the pool, as though the water is playing leapfrog with itself. A delighted group of small children--mostly wood elves, though there are a few high elves and half-elves among them--giggles excitedly whenever the water changes its course. Adults engage in commerce and conversation, going about their daily business in a state of relaxed calm.

The guard/guide leaves without ado. Lowbeard announces grandly to the PCs that he and his family shall set about securing lodging and suggests that the PCs wander about the city and enjoy themselves.

There are a number of places to visit in Cilorealon. PCs may have specific locations in mind (though merchant guild members seeking their guild houses are disappointed -- only the Weavers Guild has a contact in Cilorealon). Listed below are descriptions of possible places for the PCs to visit in the city, including Cilorealon's well known Druidic Grove and several churches. There is no temple district in Cilorealon, so all the churches are located in various parts of the city.

If the PCs need hooks for places to go, there is a board at Fountain Green much like the board at Independence Square in Bet Rogala. Depending on the amount of time available, allow PCs to follow up on as many hooks as they like. A hook for Encounter 4 is provided here as well.

(High Elven) **Secretary needed to translate literary documents to the Merchant's Tongue. Apply with Rorie Ianor, Second Tier, 82 Palace Way.**

(High Elven and Merchant's Tongue) **Presenting: *A Merchant of Mendarn*, one of Rattleaxe's famous Brandobian Romances. Tickets on sale at the Box Office at Fountain Green.**

(High Elven and Merchant's Tongue) **Turn Back the Tide! Join the Pekalese Navy and keep Kalamar out of Cilorealon. See recruiter Alor Whitebeam at the Pekalese Embassy, First Tier, 4 Palace Way.**

There is an article posted about the College of Magic, in which some members of the adventuring community accuse the college of negligent use of magic, as well as irresponsible hiring of adventurers. Apparently in response to this, some twit has posted a note on top of it, in Merchant's Tongue: **Wanted: Adventurers to raise an undead horde. Experience preferred.** The notice is scrawled and obviously intended to mock adventurers and the College of Magic alike.

(Low Elven) **Tired of basking in the glory of another dull day in Cilorealon? Seeking adventure to liven up your day? Races every evening at Caliban's can lift your spirits and earn you traveling cash. (More than 500 gold awarded to date!) Caliban's: It's the Place to Be.**

Rorie Ianor

In order to reach the address listed on the advertisement for a scribe, you make your way to the second level of the city, crossing bridges that look down on beautiful gardens. Just below the home of Rorie Ianor, a garden full of bell-shaped flowers is the home to hundreds of hummingbirds, the fast buzz of their wings reminiscent of swarming bees.

Ianor's home is built into a large tree, nestled in the crook of two large branches. A small bell attached to a pull chord hangs delicately from her door frame.

Ianor is a petite Wood Elven scholar. She is currently working on a book of drama criticism of several traditional High Elven theater

performances. As part of the project, she is translating the plays from High Elven into Merchant's Tongue.

- Applicants should be fluent in High Elven and Merchant's Tongue. Ianor would prefer to hire someone with ranks in **Profession (Scribe)** or **Perform (Oration)** (or have a theatrical background represented in some other fashion). Knowledge of history and/or religion would also be helpful.
- Applicants must make themselves available to work on the project for three non-adventuring activities.
- Ianor will pay the scribe according to the cert for the work after the work has been completed. They will also receive a copy of the completed collection of plays.

Basically, if a PC wants this job, roleplay the interview. If it goes well (at the judge's discretion), award the PC the "Employee of Ianor" cert. If more than one PC wants the job, Ianor chooses the most qualified. In the rare case where both are equally qualified, use either higher Diplomacy roll or an acting duel. Provide the competitors with Player Handout #1, a short monologue, and allow the players (or Ianor) to determine who has given the best delivery and interpretation of the script.

If the PCs ask Ianor about Rattleaxe, she shares her thoughts: As a linguist and a curious scholar, Ianor has come to the determination that Rattleaxe is of Deji descent, due to the obvious influence of the Shynabyth regional dialect on his writing. The likelihood is, then, that the playwright is either a very old man, or he has passed his legacy along to a younger writer.

A Merchant of Mendarn

The open air theater of Cilorealon boasts three levels of seating, built at angles into the surrounding trees. The stage itself is in the center of the audience, and the play will be performed in the round. The crowd quiets as music begins, and a beautiful high elf with locks of golden curls makes her way through the crowd, strumming a mandolin.

Knowledge Local: Cilorealon DC 15 reveals that this is the famous bard Ilistar Songstress.

At her appearance, the crowd cheers, and only after they quiet does she begin to sing.

Much like the narrator who introduced the play in Bet Rogala, the singer is not a part of the activity on stage until later in the play. The High Elven actors use all three levels of the theater, walking through the crowd, or being lowered by Wood Elven technicians for their entrances.

Though the plot has no historical significance and lacks the depth of the play performed in Bet Rogala, the performance is no less excellent, and the addition of music seems to particularly engage the crowd. Once the performance ends (to thunderous applause), audience members begin to discuss Rattleaxe's plays, and the cast, still costumed, join in, as though this is considered part of the theater experience.

The audience and performers have plenty of information available about the play. It premiered nearly thirty years ago in Cosolen (**Knowledge Geography DC 10**: the capital of the nation of Cosdol in Brandobia). The city has a large concentration of elves, and a huge presence of the Theater of the Arts (**Knowledge Religion DC 10**: the temple devoted to Raconteur). This leads some audience members to believe that Rattleaxe is an elf from this region.

However, others cite earlier plays that premiered in Bet Regor (**Knowledge Geography DC 10**: the capital of Paru'Bor) and Betasa (**Knowledge Geography DC 10**: the capital of Ek'Gakel) more than forty years ago. While Betasa has a mixed population that includes many demi-human races, Bet Regor has a human population with a small community of dwarves who have left the Kingdom of Draska in the Byth Mountains. (A single gray elf in the audience scoffs at the idea of Rattleaxe as a dwarf, but others seem to consider this.)

After more than an hour of discussion, the audience breaks up and people make their way to their homes.

Recruitment Office

Unlike most of Cilorealon, the Embassy of Pekal is a traditional Pekalese building a square structure two stories tall. Though the building is made mostly of brick, white marble laced with silver has been integrated

into the Embassy's design. From the Embassy gates, the palace of Cilorealon is clearly visible. The palace itself seems to be alive, as though trees, vines, and other foliage have twisted around the building's exterior until the living wall has become more real than what elven hands first built.

In the Embassy, Pekalese citizens are greeted warmly by the recruiter, a Wood Elf who is the go-to person for Embassy affairs. He is happy to discuss the Pekalese Naval Irregulars, Militia, and other military enlistment opportunities.

PCs wishing to make an appointment with the Ambassador are told the Ambassador is in meetings with King Sendir seeking to bring the elven nation to Pekal's aid.

Druidic Grove

At the true geographical center--and what some have called the heart--of Cilorealon is a free running spring surrounded by a ring of holly trees. A sense of wilderness is evident here as there are no buildings within the site, and none of the city's noise is evident here. It is as though this circle of trees captures the ideal of nature, and Cilorealon surrounds it as protection against the rest of the world.

This is obviously a holy place; even those who do not venerate a higher power can feel that there is something special about this grove.

The spring water is extremely cold and tastes slightly of iron. Those drinking the water feel as though their ailments are removed and their loads are lightened. They gain a +1 bonus to all skill checks made for the next 4 hours.

Depending on the time frame, PCs may encounter a wild elf druid at the grove named Varial. He is very new to being a druid (first level) and has made the pilgrimage to Cilorealon. Varial speaks only in high and low elven, and only speaks of the wonders of the grove before returning to silent contemplation. (If PCs ask him if it is all right to drink the water, he assures them that it's fine.)

Church of the Silver Mist (Church dedicated to the Coddler)

Unlike most of the buildings in Cilorealon, the Church of the Silver Mist is a small

domed building situated in a natural clearing and built entirely of marble. The gardens surrounding the building are precise and obviously well tended. As you approach, you see a high elven woman dressed in silver robes paying close attention to a bed of flowers.

Above the main door of the church, the following phrase is inscribed: "Life is an illusion that your dreams can change."

Just inside the door is a hallway that leads to rooms around the outer section of the building. These are designed for counseling or meditation from their appearance; those with open doors reveal large pillows for comfortable seating. A single door opposite the front entrance leads into the center chamber, which lies directly under the dome. Though the inner chamber is designed to keep out all outside lighting, from the light of the hallway you can see comfortable beds arranged throughout the room, each plentifully supplied with pillows and blankets.

There are a handful of clerics who tend this church, one of whom is gardening; others are meditating, taking care of the building itself, or in conference with parishioners who are trying to follow their dreams.

If appropriate and if time allows, the PCs may encounter Sarane Lowbeard here. She is a follower of the Coddler, and seeks counseling with a cleric at the church.

Visiting clerics of the Coddler seeking to be put to work are asked if they have any particular talents. If not, they are set to work making up the beds in the center chamber with fresh sheets.

The clerics at the temple are arrogant and aloof, but warm up to followers of their god, and encourage others to follow their dreams. Any travelers may spend the night at the church for whatever they feel is a reasonable donation.

Church of Night's Beauty (Cathedral to the Shimmering One)

All three levels of the city of Cilorealon feature museums surrounding the Church of Night's Beauty. These buildings, all nestled naturally into the trees in which they were

built, seem as much a part of the worship of the Shimmering One as the actual cathedral. Each features beautiful objects of art from around Tellene, some from as far away as the ends of Reanaaria Bay or Svimohzia. One item seems to hold particular interest for pilgrims: a small, reddish-pink charm of circular shape with a myriad of tiny images depicting various gods carved into either side.

The Cathedral itself is an outdoor clearing with a large pool in the center. Marble pillars at the edge of the clearing mark the area of the cathedral, and marble benches lined with silver are situated around the pool's edge. The pool itself reflects the sky almost as well as a mirror, showing the traveling of the clouds above.

The majority of worshipers of the Shimmering One arrive at night to watch the splendor of the moons reflected in their pool. However, because this is one of the few cathedrals to the Shimmering One in the region, there are worshipers constantly in and out of the museums surrounding the cathedral.

A Knowledge: Religion DC 15 explains that the museums are filled with objects that the Moonknights (clerics of the Shimmering One) have collected as a part of their worship. At **DC 20**, the PC recognizes the reddish-pink charm as one of the three charms the Moonknights hunt to gather for the alignment of the moons every 280 years. At **DC 25**, the PC understands the charm is the representation of Diadolai, which elven tradition considers the home of the gods.

Temple of the Patient Arrow
(Church to the Great Huntress)

On the edge of Renador Lake sits a long, one story building made of logs: the Temple of Patient Arrow. A trickle of smoke comes up from a hole in the center of the roof, indicating that inside, a fire is lit. On the edge of the lake, several archery targets are lined up, and wood elven youths take aim at them, practicing their skills. A hawk seems to have built its nest on the temple's roof, and it sits perched on the roof's crest, watching all those who approach.

Inside the church, seated around the central fire, are several wood elves dressed in green and brown robes, discussing an upcoming archery competition. Each of the elves wears a bracer on his bow arm. The walls are decorated with weaponry, traps, and a few particularly fine pelts waiting to be dedicated to the goddess.

The clerics seated around the fire welcome travelers inside and wish to hear of their exploits in archery and hunting. Assuming that the hunting has been done responsibly, the clerics are ready with praise for the accomplishments of the adventurers.

If asked about the tournament, the clerics explain that they are discussing the annual archery competition hosted by the Temple of the Patient Arrow. The competition will occur in three months, but the preparations must be made well in advance.

The elves practicing archery outside are discussing competitions held at Caliban's Tavern. Apparently, Caliban's has archery competitions every evening, along with the other competitions of strength and skill. These nightly events are good practice for the upcoming tournament hosted by the Temple.

One character of particular interest is a half high-elf, half-Fhokki woodsman called Arturr Sureshot, a sixth-level ranger. Arturr is one of a small population of half-elves living in Cilorealon, and though he is treated with respect by his peers, it is clear from his demeanor that in many ways, he feels like an outsider. He was not raised in Cilorealon; for many years, he lived with his mother's family in Tharggy, until her death of old age seven years ago. Since then, he has been doing his best to adjust to living in an elven community. He has a great love for the trees of Cilorealon and truly enjoys the beauty of the community, but is eager to talk to outsiders, especially those of Fhokki descent, in an effort to gain news about what might be happening in the country where he grew up.

The Conventicle of the Great Tree
(Temple to the Bear)

The path to the Conventicle of the Great Tree is overgrown and riddled with thorns. Slowly the more civilized areas of Cilorealon and the diversity of trees found there shift to a dense

area of oaks, showing age that dates them back before the city was founded.

The Temple is no building, but a simple clearing where brown and green garbed elven clerics are gathered, tending to seedlings, some of which are ready to be transplanted into other areas of the forest. Younger elves, likely acolytes of the church, tend to a wounded deer. Small shelters have been fashioned on the edges of the clearing to provide sleeping areas for the clerics without intruding on the integrity of the forest.

Followers of the Bear are set to work aiding in the tending of the area. Several clerics are about to go search for a wounded bear in the area, having heard that it escaped a particularly cruel trap near Kalaleta and has been working its way back toward Cilorealon.

The gathering of so many followers of the Bear is unusual, but seems to work for this community. Some of these wood elves even live inside of Cilorealon, arguing that though it may seem civilized, it is a city closer to nature than most, and that when civilization destroys itself, Cilorealon may be able to return to its forest roots and some of its citizens may survive.

Shopping

Adventurers looking to purchase gear in Cilorealon may obtain mundane items, special items, and masterwork mundane items in the bazaar and various shops about the city. This includes mighty bows, masterwork ranged weapons, masterwork mighty bows, and special ammunition (such as silvered arrows and bolts), but does not include any exotic and masterwork exotic weapons with the exception of the one included below:

Loraneia: This weapon is a single-edged iron sickle with a hand guard halfway up the shaft. An iron chain is attached to the other end. This chain is held in the opposite hand and swung to unbalance or entangle an opponent. The loraneia must be wielded with both hands to be effective. The loraneia uses the same rules as a dire flail, plus the following: As a reach weapon, the loraneia can strike opponents 10 feet away, and can be used against an adjacent opponent. Of course, in this instance it cannot be used as a

double weapon. Furthermore, you can use the Weapon Finesse feat with this weapon.

Cost: 15 gp, Damage (s) 1d4 Nonlethal/1d3, Damage (m) 1d6 Nonlethal/1d4, Critical x2, Weight 3lb, type: slashing and bludgeoning (*Goods and Gear*, pp. 45-46).

Some poisons that are considered illegal in Pekal are legal in Cilorealon. PCs may purchase the following from p. 117 of the KPG at 10% higher than the listed price: Green Ape Musk, Kobold Squeeze, and Saadolos Extract. Merchants are willing to purchase unused poisons at half the regular market price. Remind the players that although they can purchase these poisons in Cilorealon, they are still illegal in Pekal. If they are found to be carrying them there are stiff penalties.

Herbal mixtures (from the Player's Guide or found in the KPG p. 116) are available in Cilorealon at market price. Alchemical mixtures (from the Player's Guide or found in the KPG p. 114) are available in Cilorealon 10% above the listed price.

While shopping and generally exploring Cilorealon, the PCs are likely to encounter a number of residents of the elven city. They might run into the extremely elderly Amator Whiteshores, a High Elf Expert 4/Bard 8, who tells stories to the young children from a stump near the fountains in the center of town. He is a crafter of elven flutes, and spends almost as much time decorating them with various carvings as he does tuning them. These flutes are available on commission for 100 gold pieces (increased due to the decoration), and give listeners a +2 to the save DCs for fascination effects from Bardic Music. This is not a magical effect but one that is borne of the high quality of craftsmanship in the flute.

Several young wood elves and high elves commonly play a ball game involving a small, round ball (no more than six inches in diameter). The object of the game is to send the ball through hoops at opposite ends of a small field (generally dodging adults that happen to get in their way). Players are not allowed to use their hands to direct the ball, though they can use any other part of their body; due to the ball's bounce, most use their hips and chests to propel the ball forward. There is often tackling involved in the play, making the game seem like a cross between a ball game and a rough match of tag.

A player with a stick guards either hoop, batting the ball out of the way of the hoop if they get the opportunity. A young wood elf girl named Setita Highknoll is sitting out, watching her fellows play, due to a mending leg she injured in the game the week before. She eagerly explains the game to any who ask, and encourages her friends to allow the PCs to play if they show interest. Setita is bright and fluent in several languages; she hopes to travel one day to Bet Rogala so she can study at the College of Magic. She is particularly interested in talking to any current members of the college and questions them for advice on applying.

Act 4 – Scene 1

Also known as “Encounter Four”

“In which our heroes may decide that “discretion is the better part of valor.”

If PCs do not take the hook for Caliban's from the job board at Fountain Green, use the following hook:

As the day nears dusk, an elven child approaches and tugs on [choose a PC]'s cloak. “Mister Lowbeard says after dinner, he will meet you at Caliban's. And he says after I tell you, when I go back, he'll give me a shiny gold piece and a dwarf-people cookie. He says they're very good.”

When the PC's arrive at Caliban's, read the following:

The majority of the buildings of Cilorealon are designed out of the forest, and Caliban's is no exception. At first appearance, the inn and tavern appears to be a tree itself; on a second look, however, the original tree is obviously dead, strangled to death by the vines and epiphytes that now make up the exterior of Caliban's. The tavern itself has been built inside of the shell of the old tree, making three floors, with a roof balcony that looks up at the sky without other trees blocking the view.

Though the exterior fits with Cilorealon's architecture, the clientele is far less traditional, and the costumes of many nations are being modeled by the young

elven patrons. There are very few older elves here, and the two easily spotted are the inn keeper, who is directing a staff of younger folk, and a lanky wood elf wearing a dark cloak and cap, twirling a pair of six-sided dice on a chain and watching a game of cards.

On a **Knowledge: Religion DC 15**, the PC recognizes this as a cleric of Risk.

A blond and bright blue-eyed high elf approaches cheerfully. “Welcome to Caliban's, travelers! Seeking food? A game? A race? We've got it all here.” He smiles broadly, opening his arms. “We're pleased to have folks in from out of town. The goal is to be like taverns outside of Cilorealon, so if you have suggestions, let me know. Just ask for Oemor--everyone knows me.”

PCs ask about Caliban's or Oemor: Oemor admits that he is responsible for the change of Caliban's from a traditional establishment to a place where people are introduced to other cultures. He is a competent brewer of elven ale, but finds that it pales in comparison to the exotic varieties that they've brought in from abroad. (The menu is included as an appendix.)

PCs ask more about Oemor: With a **Diplomacy DC 15**, the PCs can convince Oemor to divulge his true goals in life. His wildest dream is to learn to brew dwarven ale, but his mother has forbidden him from leaving Cilorealon until she feels his is old enough and responsible enough to face the rest of the world. Oemor, however, feels that his success at business--at the crowds who now frequent Caliban's, much to his employer's pleasure--should be proof enough that he is a responsible adult.

PCs ask about Oemor's mother: With a **Diplomacy DC 18**, Oemor divulges that his mother is the dancer Lady Aliena. She spent some time training in Basir, so he doesn't understand why she won't allow him to go elsewhere to learn his craft. As far as he's concerned, she could spend a little less time worrying about how he should be contributing beauty to the world and a little more time helping him to follow his dreams. (If PCs follow up on this or make a **Knowledge: Religion DC 20**, they might realize that Lady Aliena is a follower of the Shimmering One, while Oemor follows the Coddler.)

PCs ask about competitions: Oemor explains that there will be no dueling or archery tonight as the recent champions both chose to take tonight off, and they've made a policy of not holding the competitions without the top ranked winners present. This, he says, helps build anticipation.

PCs ask about games: Oemor tells the PCs that all the games are run by Balaen, and gestures to the cleric of Risk. If they pursue this, Balaen explains that the game currently available is Old Lucky's. The rules are as follows: The shooter wins on a first roll (2d6) of 7 or 11, or loses on 2, 3, or 12. Otherwise, the shooter rolls until the number first rolled is rolled--a win--or a 7 is rolled--a loss. Shooters bet before rolling, as observers may. Side bets may be made thereafter as applicable, if there are takers. Dice pass clockwise to the next character when the shooter loses.

If a PC wishes to gamble, they may do so, but do not allow them to win (or lose) more than 30 gold.

PCs ask about the race: Oemor is ecstatic that the outsiders to Cilorealon would be interested in competing in the race--so ecstatic that he waves their entry fee. An amazing prize has been offered for tonight's competition, and he'd love to see someone from outside of Cilorealon win the prize. He hints that it is a magic item, but refuses to give any more away.

The race is a Giant Eagle race. The competitors are each provided with a *Ring of Feather Falling* that has one charge (so that if they fall they do not plunge to their deaths). The goal is to race out, in a straight line from the roof of Caliban's to a tall tree near Rendor Lake. Hanging from the branches of that tree are rings; each contestant has to capture a ring, using whatever method they choose, before racing back to Caliban's on the back of a *second* Eagle. (In theory, the race is more like a relay race than a horse race—the contestants represent the baton, while the Eagles represent the racers.) The first contestant back to the tavern wins the prize.

Only one regular to Caliban's is competing: Starra Lightbolt, who has won all the previous eagle races.

Resolve the race by following these steps:

1) Have each contestant roll for initiative.

2) Have the contestants determine if they are spurring their mounts for greater speed.

3) Have the contestants determine, if any other contestants are within their threatened space, if they are making an effort to knock other contestants from their eagles. This requires a ride check DC 10, followed by a trip attack. (The eagles do *not* attack each other, as this would be considered unsporting.)

The trip attacks may be accomplished with weapons or unarmed. Starra Lightbolt has every intention of keeping other contestants from challenging her record of wins, and makes an effort to unseat all of her opponents.

The eagles normally fly at 80 ft. If the rider and gear weigh more than 300 pounds, this is a medium load for the eagle and it may only move at 60 ft. (See appendix for full statistics.)

The rings are 270 feet away. Contestants may attempt to spear the ring with a lance, make an unarmed attack to grab it, urge the eagle upwards instead of in a straight line and have the eagle make a dive attack (the equivalent of a charge, during which the eagle may move twice its speed, catching the ring in her beak), or some other creative method as allowed by the Judge. Each ring should be considered to have an Armor Class 23 with standard to-hit rolls made accordingly. One's skill at riding can have an influence on how well he or she is able to hit something while mounted. In this contest, this fact is reflected by the ability of each contestant to make Ride checks that can influence his or her to-hit rolls. Prior to attempting to hook the ring, have each contestant make a Ride check. Those who reach a DC 20 gain a +1 circumstance bonus to their roll. Those who reach a DC 25 gain a +2 circumstance bonus. Those who reach a DC 30 gain a +3; each 5 points added to the skill check grants an additional +1 bonus. These bonuses are non-cumulative. A Ride check is effective for a single hit attempt only.

After the ring has been captured, the riders must switch eagles. (If the eagle has the ring in her beak, the rider must take an extra round to get the ring from the eagle before jumping to the other racing eagle.) The jump is only fifteen feet if gauged correctly, but because the PC cannot get a running start from the back of the Eagle, they must succeed at a Jump DC 30. Like the

attack rolls for the ring, the contestants Ride check may influence their jump as listed above.

As a note, giant eagles may not perform a 360 degree turn and move their full speed. They must spend a round changing direction. They also cannot stop and hover, so if the ring is missed, it takes a move equivalent action to come back to it.

If one of the PCs wins, award them the *Ring of Feather Falling* cert.

If the PCs decide to converse with Starra, before the race or if the PCs lose, they find her to be very aloof, acting in the stereotypical "snooty" elven fashion. However, if the PCs are able to best her, she instantly shows them a great degree of respect and opens herself to conversation. She has been eagle racing for years, and is impressed that anyone could accomplish success where she could not.

Act 5

Also known as "Encounter Five"

In which Lowbeard advises, "To thine own self be true!"

Whenever events have finished at Caliban's, Lowbeard meets the PCs there. If the PCs competed in the Giant Eagle Race, Lowbeard praises their heroic efforts, whether they won or lost. He seems crestfallen, however, as though he has just suffered a great disappointment. Ordering a mug of Furmore, he explains his situation to the PCs.

Lowbeard makes an effort to smile at you, but you can tell it is difficult. "Ah, me, my friends, it seems that our entire journey has come to nothing." He sighs, like a furnace, before continuing. "As you may have suspected, my family and I did not make this journey on a business contract. We had no buyer lined up, because I did not intend to make a sale here. No, I had hoped beyond hope that I might be able to gain audience with the greatest dancer to have come out of Cilorealon: Lady Aliena." His enthusiasm begins to build, as though he is orating a rehearsed speech. "Her name is renowned in the dancing community, she of the finest

skill of body and even finer skill of eyes!" He looks sharply at you, as though to be certain you are listening. "Have you ever seen a woman dance with her eyes? There is nothing more enchanting, no skill better for a dancer to learn, yet few ever master it!" This speech has left him bereft, it seems, for he slumps in his chair over his mug of Furmore. "Alas, she will not see me, which means that my poor Teilu will never become the great dancer she has always wished to be!"

PCs undoubtedly follow with questions:

Teilu? **"Yes, my daughter Teilu, the pride of my heart! It has always been her fondest dream that one day, she would become a famous dancer."**

So you're not a merchant? **"Alas, I am merely a man of the theater. But then, who is not? All the world is a stage, after all..."**

Are we still getting paid? or Why the cover? **"But of course! I apologize again for hiring you under such pretenses--you understand I prefer the truth in my dealings, but without the cover of mercantile intents, I feared the elves would not allow such folk as me and mine into their fair city."**

Can we help? **Lowbeard brightens visibly at the offer. [If the PCs don't offer, he implores upon them for their aid.] "My friends, perhaps you could aid me on this quest. I am certain that if someone could only speak with the Lady Aliena on Teilu's behalf, she could be made to see what a wonderful opportunity lies ahead of us. I would be most happy to compensate you for your efforts..."**

Say, are you the famous playwright Rattleaxe? **Lowbeard looks shocked by this query. "Me? A lowly man of the theater such as myself, the great Rattleaxe?" Lowbeard leans in as though about to discuss a secret. "His plays are quite good, though, don't you think? I understand there was a performance of *Merchant of Mendarn* here in Cilorealon just this afternoon, and I missed it! How I love to see the work performed and interpreted..."**

But seriously, you are, right? (Diplomacy DC 15+ATL) **A blush begins to creep up Lowbeard's neck and hides behind his beard. "Ah my friends, I should have known better**

than to try to deal with you less than truthfully a second time. The answer to your question, directly, is yes. My desire for secrecy is this: what should happen if men and elves and scholars should know that their Bard is but a humble dwarf? I trust not in the hearts of men, even those that love the theater, to look past the race of a writer and see that a rose, by any other name, still smells as sweet."

There's this elf kid who wants to be a brewer...
"And he, too, should follow his dreams! To thine ownself be true!"

If the PCs have discovered that Oemor's mother is, in fact, the dancer with whom Lowbeard seeks to apprentice Teilu, they may suggest a trade off--apprenticing Oemor to Sarane and Teilu to Aliena. Lowbeard agrees to such a proposition immediately, and confesses that Sarane has often expressed a desire to instruct someone in her trade.

Act 6

Also known as "Encounter 6"

In which the PCs beg, "Friends, Elves, Countrymen, lend me your ears!"

The adventurers, no doubt, seek some way to gain audience with Lady Aliena. There are several options:

- Ask Oemor to introduce them. This guarantees them audience, but gives them a -2 circumstance modifier on diplomacy rolls, as she assumes they are ruffian friends of her son.
- PCs from Cilorealon might ask their families for an introduction.
- Basiran Dancers might send a courier asking for a meeting to discuss routines or beg for advice.
- Worshippers of the Church of Night's Beauty might make an effort to meet her at worship that evening at the cathedral.
- PCs might beseech the Pekalese Ambassador to aid them (although this is less likely to work than the other options listed.)

Allow the PCs to be creative in how they meet up with Lady Aliena. If they put in enough effort, she certainly agrees to see them on the day *after* their arrival in Cilorealon. She chooses the neutral location of a bakery just off of Fountain Green.

The delicious smell of baked breads wafts over the green as you approach a small bakery with outdoor tables and an outdoor oven. A beautiful elven woman, dressed in a gown that fairly glimmers when she moves, is seated at one of the tables, looking slightly antsy, as though she has other things on her mind.

Depending on what method the PCs used to meet Aliena, the small talk differs. Once they get around to Lowbeard, however, she is upset and doesn't want to hear what they have to say.

"I have enough worries managing my home and my career," she protests. "I'm at my wits end and have absolutely no intention of taking on an apprentice at this point in my life."

With a **Diplomacy DC 12+ATL**, Aliena can be persuaded to sit back down. PCs may try several methods to convince Aliena to take Teilu on, including:

- Suggesting an exchange of apprenticeship: Teilu with Aliena for Oemor with Sarane Lowbeard (+2 diplomacy)
- Outing Lowbeard's identity as Rattleaxe (+2 diplomacy)

Additional circumstance bonuses may be added at the DM's discretion. However the PCs go about the attempt, they must pass a Diplomacy DC 20+ATL to convince Aliena to accept Teilu as a student. Any PCs actively speaking to Aliena may make aid rolls on this check.

The Prologues

"Wherin we find out that the end, is just the beginning."

If the PCs do not succeed in convincing Aliena to take Teilu on as a student, go to Conclusion A.

If the PCs convince Aliena to take Teilu on as a student, but do not make the connection between Oemor and Sarane Lowbeard, go to Conclusion B.

If the PCs arrange for an apprenticeship exchange, go to Conclusion C.

If the PCs reveal the secret identity of Rattleaxe, add Conclusion D to the previous conclusion.

Conclusion A

"If we shadows have offended..."

You return to Lowbeard, sadly unsuccessful at the second task he asked of you. "It is all right," he says. "Your efforts will not go unappreciated."

Lowbeard pays you the wages agreed upon for the journey, plus an additional ten gold pieces each for your efforts on his family's behalf. "I am afraid we will no longer be needing your services," he says. "We will continue to make an effort on Teilu's behalf, and perhaps one day in the future, success will be ours. I wish you the best on your travels back to Bet Rogala, and be sure to look me up should I ever again sponsor a performance in that fine city."

Disappointed with your lack of success, you trudge home to Bet Rogala, leaving the city of elves behind you.

Conclusion B

"...think but this and all is mended..."

When you return to Lowbeard, you are greeted by the happiest of dwarves. "I knew you could do it, brave heroes!" Lowbeard says, shaking each of your hands heartily and firmly.

Sarane and Teilu both offer you thanks as well, and the young dwarf-maid makes a point of giving each of you a hug before they go off shopping for her new clothing.

"Now for your reward," says Lowbeard. He ushers you to the cart that you guarded all the way up to Cilorealon. "Of course, your original fee will be unchanged. I can either

grant you an extra sum of gold--say thirty gold each?--or I can give you something from my collection..."

Lowbeard produces a number of books, each bearing a different title covering a different subject. "These are something a bit special that I, more or less, created myself," he says. "While I am no expert on the numerous subjects these tomes contain, they do provide some amount of information that, once read, can never be lost. They may be of aid to you."

[Allow PCs to look at the certs and decide their reward.]

The Lowbeards plan to stay for a few more days to see that Teilu is happy and comfortable in her new home. They wish you a fond farewell and see you to the edge of Cilorealon, bidding you a happy journey back to Bet Rogala.

Conclusion C

"... that you have but slumbered here..."

When you return to Lowbeard, you are greeted by the happiest of dwarves. "I knew you could do it, brave heroes!" Lowbeard says, shaking each of your hands heartily and firmly.

Oemor, having waited for your news with baited breath, shouts for joy. "At last, I will get to see some of the world!"

"And learn how to make a decent Furmore," Sarane says, her voice prepared for a lecture. "Your attempt isn't bad, but you need lots of work..."

"Yes, Mistress Sarane," Oemor says obediently, though the excitement is still evident in his voice.

Sarane and Teilu both offer you thanks as well, and the young dwarf-maid makes a point of giving each of you a hug before they go off shopping for her new clothing.

"Now for your reward," says Lowbeard. He ushers you to the cart that you guarded all the way up to Cilorealon. "Of course, your

original fee will be unchanged. I can either grant you an extra sum of gold--say thirty gold each?--or I can give you something from my collection..."

specifically to perform the works of Rattleaxe, calling themselves the Dwarves of Cilorealon. It seems all's well that ends well...

Lowbeard produces a number of books, each bearing a different title covering a different subject. "These are something a bit special that I, more or less, created myself," he says. "While I am no expert on the numerous subjects these tomes contain, they do provide some amount of information that, once read, can never be lost. They may be of aid to you."

[Allow PCs to look at the certs and decide their reward.]

Once Teilu is settled, the Lowbeards and Oemor depart, making their way with you as far as the edge of the Kalalali Forest, then waving as they head south, and you return toward Pekal. From the distance, you hear the lilt of Lowbeard's voice as he orates to a new audience, until the sounds are gone and you are on your way back to Bet Rogala.

Conclusion D

"...while we visions did appear."

Though Lowbeard was skeptical of your decision to release his identity after he spent years keeping it carefully hidden, he did not reprimand you, nor did he try to change what had been done.

"Perhaps it is a time for truth after all," were his parting words to you.

The news manages to hit Bet Rogala before you return, and debate has sprung up in the performer's district about, first, whether the rumor is true, and secondly, what the impact will be on the scholars who study the works of Rattleaxe. Over the next few weeks, you hear rumors of Rattleaxe's plays being banned in areas of Brandobia and the Kalamaran Empire, but there is a renewed interest in the works of Rattleaxe in the Young Kingdoms, and, surprisingly, a community of elven thespians has rushed to support the cause. What will happen in the future is yet to be heard, but the most immediate response is that an entire company in Bet Rogala is being formed

Fly

A creature with a fly speed can [move through the air](#) at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.

Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a [charge](#), but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the [run](#) action while flying, provided it flies in a straight line.

Eagle, Giant

Size/Type:	Large Magical Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, evasion
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness, Flyby Attack
Environment:	Temperate mountains
Organization:	Solitary, pair, or eyrie (5-12)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	+2 (cohort)

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

Giant eagles speak Common and Auran.

Combat

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Evasion (Ex)

With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills - Giant eagles have a +4 racial bonus on [Spot](#) checks.

Player Handout #1

A monologue from *The Knights*, by the great High Elven playwright, Aeristofanie:

SAUSAGE-SELLER: The story is worth hearing. Listen! From here I rushed straight to the Senate, right in the track of this man; he was already letting loose the storm, unchaining the lightning, crushing the Knights beneath huge mountains of calumnies heaped together and having all the air of truth; he called you conspirators and his lies caught root like weeds in every mind; dark were the looks on every side and brows were knitted. When I saw that the Senate listened to him favourably and was being tricked by his imposture I said to myself, "Come, gods of rascals and braggarts, gods of all fools, toad-eaters and braggarts and thou, market-place, where I was bred from my earliest days, give me unbridled audacity, an untiring chatter and a shameless voice." No sooner had I ended this prayer than a lewd man broke wind on my right.

Awards

TREASURE:

Introduction:	100 gold expense budget Possible 10 victories from gambling
Encounter 4:	Possible 30 victories from gambling
Conclusion A:	150 victories each
Conclusion B & C:	150 victories each 30 victories each <i>or</i> 1 certified books (see below)

Total Possible Gold: 220 victories *or* 190 victories

OTHER AWARDS

Scribe of Ianor Cert –

You have agreed to work for Rorie Ianor, scribing and translating high elven plays in exchange for a writing credit on the final products. You must spend three non-adventuring activities translating the plays into all the languages you know. You also receive a copy of the completed collection of plays. Ianor will pay you ten victories per language translated. Once this cert has been fulfilled, it functions as a favor of Rorie Ianor cert, and grants the holder a +3 Circumstance bonus to Diplomacy checks within Cilorealon. Furthermore, if you translated the plays into at least 10 different languages, you gain the following bonus: Six non-adventuring activities after you have completed the work, you gain a +2 Circumstance bonus to Diplomacy within Pecal and a +1 Circumstance bonus to Diplomacy beyond its borders as the plays are performed around Tellene

Ring of Feather Falling

This silver ring is engraved to look like a feather curling around the wearer's finger. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet. Value: 2,200 gp. Resale value: 1,100 gp.

The Complete Adventures of Nostaw, Gnome Detective

This book is a mystery novel. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Search skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the search skill is considered a class skill for that level. If the reader already has ranks in Search, they instead gain a permanent +2 Insight bonus to all Search checks. This magical effect only occurs once; after the book has been read, it functions as a normal mystery novel. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

How to Build a Bridge over Troubled Waters

This book is an instruction manual for architects and engineers. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Knowledge: Architecture and Engineering skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Knowledge: Architecture and Engineering skill is considered a class skill for that level. If the reader already has ranks in Knowledge: Architecture and Engineering, they instead gain a permanent +2 Insight bonus to all Knowledge: Architecture and Engineering checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

The Golden Book of Magic: Third Edition

This book is a beginner's guide to the laws of magic. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Spellcraft skill, they immediately gain 2 ranks in it.

Furthermore, the next time they level after reading the book, the Spellcraft skill is considered a class skill for that level. If the reader already has ranks in Spellcraft, they instead gain a permanent +2 Insight bonus to all Spellcraft checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Religion for the Faithless: A Guide for the Uninitiated

This book is a beginner's guide to the lessons of faith and duties of the Gods of Tellene. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Knowledge: Religion skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Knowledge: Religion skill is considered a class skill for that level. If the reader already has ranks in Knowledge: Religion, they instead gain a permanent +2 Insight bonus to all Knowledge: Religion checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Bestiary of Tellene: A Monsters Manual

This children's pop-up book is a beginner's guide to monsters. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Knowledge: Monsters skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Knowledge: Monsters skill is considered a class skill for that level. If the reader already has ranks in Knowledge: Monsters, they instead gain a permanent +2 Insight bonus to all Knowledge: Monsters checks. This magical effect only occurs once; after the book has been read, it functions as a normal children's book. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

You Too Can Use Magical Items!

This book is a beginner's guide to the functions of magical items. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Use Magic Device skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Use Magic Device skill is considered a class skill for that level. If the reader already has ranks in Use Magic Device, they instead gain a permanent +2 Insight bonus to all Use Magic Device checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Complete Works of W. S. Rattleaxe (DM Cert only)

[This cert can only be received by a Judge who has eaten "Starcrossed Lowbeards"]

This book is a collection of the complete works of Rattleaxe. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Perform: Acting skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Perform: Acting skill is considered a class skill for that level. If the reader already has ranks in Perform: Acting, they instead gain a permanent +2 Insight bonus to all Perform: Acting checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Loraneia

This weapon is a single-edged iron sickle with a hand guard halfway up the shaft. An iron chain is attached to the other end. This chain is held in the opposite hand and swung to unbalance or entangle an opponent. The loraneia must be wielded with both hands to be effective. The loraneia uses the same rules as a dire flail, plus the following: As a reach weapon, the loraneia can strike opponents 10 feet

away, and can be used against an adjacent opponent. Of course, in this instance it cannot be used as a double weapon. Furthermore, you can use the Weapon Finesse feat with this weapon. Cost: 15 gp, Damage (s) 1d4 Nonlethal/1d3, Damage (m) 1d6 Nonlethal/1d4, Critical x2, Weight 3lb, type: slashing and bludgeoning (Goods and Gear, pp. 45-46).

A Whiteshore Flute

Amator Whiteshores, a High Elf Expert 4/Bard 8, has crafted yet another of his fantastic flutes and you are now the proud owner of this piece of artistry. This masterwork flute grants a +2 competency bonus to the save DC's of a bard's fascinate ability. This is not a magical effect, but simply due to the exceptional craftsmanship that the bard/crafter has placed in this flute.

Appreciation of Oemor

You have made a lifelong friend in the brewer Oemor, who credits you with enabling him to leave Cilorealon and journey out into the world. He spreads your good name among other brewers, and due to this, you are granted a +1 to any gather information checks made while acquiring knowledge from brewers, inn keepers, or tavern wait staff. Also brewers, inn keepers, and vintners are inclined to share some of their techniques with you to share with Oemor when you see him again, giving you a +1 Insight bonus to Profession: Brewer and Profession: Vintner checks provided that you already have one or both of these skills.

Experience Points

EXPERIENCE	Level 1-4	Level 5-9
Encounter 1: Defeating the Bandits	100	200
Encounter 3: Visiting two locations in the city	50	100
Encounter 4: Having at least one member of the party race	100	200
Encounter 5: Figuring out Rattleaxe's secret identity	10	20
Mentioning Oemor to Lowbeard	10	20
Encounter 6: Convincing Guemonta to take on Teilu	100	200
Convincing Guemonta to send Oemor with the Lowbeards	20	40
Conclusion: Succeeding without revealing Lowbeard's identity	10	20
Discretionary Experience for Role Playing	<u>100</u>	<u>200</u>
Total	500	1000

Appendix 1: NPCs and Monsters

Cast of Characters

Wiggin S. Lowbeard, Esq.

Lowbeard, an avid theater-goer, is actually the famous playwright Rattleaxe. He is a dedicated family-dwarf, and his beard sits low on his chin, leaving plenty of room between his beard and his lower lip. Lowbeard speaks expansively, as though he is always speaking to an audience, and gestures with his hands. He is an accomplished poet and orator.

Sarane Lowbeard

Sarane is a comely dwarf-wife, and is more cautious and practical than her theatrical husband. Though very grounded, she is a devoted follower of the Coddler, and encourages people to follow their dreams, including members of her family. She is friendly, but keeps her family's secrets close to her heart.

Teilu Lowbeard

At twelve, it is impossible to tell if the dwarven child Teilu is a boy or a girl, a fact not helped by the clothing she wears. Teilu is very polite to adults, having been trained from an early age that the less she says, the less likely her mother is to tell her to be careful when talking to strangers. Her fondest dreams is that she will one day be a dancer; though shy with her words, she hopes to be able to express herself through dancing.

Oemor

The equivalent of an elven teenager, Oemor is constantly pushing the boundaries of his relationship with his mother. He is convinced that there are better places in the world to live than Cilorealon, so because he cannot leave, he tries to bring the world to Cilorealon. He has unruly blond hair and bright blue eyes; this, combined with his engaging smile, make it easy for people to open up to him.

Lady Guemonta

Guemonta, a glamorous elven Basiran dancer, is at her wits end dealing with her rebellious son. In previous years, her largest concerns were her performances and her son's schooling. Since he began working at Caliban's, however, things have been difficult, and many other parents have done their best to know it is her son's fault that their children are not growing up with traditional elven values.

Encounter 1

All ATLS

(see encounter text for the number of brigands present)

Shrunken Brigands, Male/Female Mixed-humans Bri2: CR 1; Size Tiny (1 ft., 5 in. tall); Face 2.5 feet; Reach 0 feet; HD 2d8; hp 13; Init +8 (+4 Dex, +4 Improved Initiative); Spd 15 ft.; AC 19 (+4 Dex, +3 armor, +2 size); Base Attack/Grapple +1/+3, +3 melee(1d2 /19-20x2 shortsword), Full Attack +3 melee(1d2 /19-20x2 shortsword), or +7 ranged(1d4 x3, longbow); SV Fort +3, Ref +4, Will +1; SQ: Improved Bluff, sneak attack +1d6; AL NE; Str 10, Dex 19, Con 10, Int 12, Wis 12, Cha 14.

Languages spoken: High Kalamaran, Low Kalamaran, Merchant's Tongue,

Skills and Feats: Bluff +11, Hide +17, Intimidate +9, Move Silently +9, Search +6, Survival +6; Improved Initiative, Dodge

Possessions: 1 Tiny shortsword, 1 Tiny longbow, 20 arrows, Tiny studded leather armor, Tiny dagger,

Encounter 2

All ATLS

Cilorealon Sentries, Male High Elves, Ftr 12: CR 12; Size M (5 ft., 5 in. tall); HD 12d10; hp 76; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+3 Dex, +5 armor); Base Attack/Grapple +12/+16, +19 melee(1d10+11 /19-20x3 +1 halberd), Full Attack +19/+14/+9 melee(1d10+11 /19-20x3 +1 halberd), or +15 ranged(1d8+4 x3, composite longbow); SV Fort +8, Ref +7, Will +6; SQ: elf traits; AL NG; Str 18, Dex 17, Con 10, Int 12, Wis 14, Cha 10.

Languages spoken: High Elven, Low Elven, High Kalamaran, Low Kalamaran, Merchant's Tongue, Reanaarese, Brandobian, Halfling, Gnomish, Dwarven, Fhokki, Deje Elos.

Skills and Feats: Diplomacy +3, Listen +9, Search +6.5, Speak/Read Language x9, Spot +9; Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (Halberd), Greater Weapon Specialization (Halberd), Improved Initiative, Mobility, Power Attack, Weapon Focus (Halberd), Weapon Specialization (Halberd),

Possessions: +1 Halberd, chainmail, dagger

Cilorealon Guards, Male/Female Wood Elves, Rgr 11/Inf1: CR 12; Size M (5 ft., 3 in. tall); HD 11d8+1d6; hp 62; Init +5 (+5 Dex,); Spd 40 ft.; AC 18 (+5 Dex, +3 armor); Base Attack/Grapple +11/+12, +13 melee(1d8+1 /19-20x2 masterwork longsword) +18 ranged(1d8+2 x3, +1 composite longbow), Full Attack +13/+8/+3 melee(1d8+2 /19-20x2 masterwork longsword), or +18/+13/+8 ranged(1d8+2 x3, +1 composite longbow); SV Fort +7, Ref +13, Will +5; SQ: elf traits, 1st favored enemy (+4 vs humanoid: orcs), 2nd favored enemy (+4 vs humanoid: goblinoids) 3rd favored enemy (+2 vs magical beasts), wild empathy, combat style mastery (archery), animal companion, Woodland stride, swift tracker, evasion, sneak attack +1d6, Fast movement (10ft) ; AL NG; Str 12, Dex 20, Con 10, Int 12, Wis 14, Cha 11.

Languages spoken: High Elven, Low Elven, Merchant's Tongue

Skills and Feats: +14 Climb, +9 Balance, +14 Handle Animal, +18 Hide, +18 Listen, +18 Move Silently, +18 Spot, +16 Survival, Dodge, Endurance, Mobility, Point Blank Shot, Shot on the Run, Track, Weapon Focus (Composite Longbow) Combat Style Mastery (Rapid Shot, Manyshot, Improved Precise Shot)

Possessions: +1 composite longbow(Str +1), studded leather, masterwork longsword, climbing kit, dagger

Spells: 1st-longstrider, jump, 2nd-cat's grace, barkskin

Cilorealon Eagle Rider, Female High Elves, Rgr 9: CR 9; Size M (5 ft., 0 in. tall); HD 9d8; hp 48; Init +4 (+4 Dex,); Spd 30 ft.; AC 16 (+4 Dex, +2 armor); Base Attack/Grapple +9/+9, +10 melee(1d8+1/ x3 masterwork lance) +14 ranged(1d6+1 x3, +1 composite shortbow), Full Attack +9/+4 melee(1d8+1/ x3 masterwork lance) +14/+9 ranged (1d6+1 x3, +1 composite shortbow) or +12/+12/+7 composite shortbow; SV Fort +6, Ref +10, Will +5; SQ: elf traits, 1st favored enemy (+2 vs humanoid: orcs), 2nd favored enemy (+4 vs humanoids: goblinoids), wild empathy, woodland stride, improved combat style (archery), swift tracker, evasion; AL CG; Str 10, Dex 18, Con 10, Int 16, Wis 14, Cha 12.

Languages spoken: High Elven, Low Elven, Merchant's Tongue, Low Kalamaran, High Kalamaran

Skills and Feats: Balance +10, Handle Animal +13, Heal +14, Jump +12, Knowledge (nature) +15, Listen +14, Ride +18, Spot +14, Survival +14, Endurance, Far Shot, Mounted Combat, Mounted Archery, Ride-by Attack, Point Blank Shot, Track, (Rapid Shot, Manyshot)

Possessions: masterwork lance, +1 composite shortbow, 25 arrows, eagle-mount saddle, leather armor, ring of featherfalling

Spells: 1st-Calm Animals, Speak With Animals, 2nd-Wind Wall

Encounter 4

Giant Eagle, Large Magical Beast: CR 3; Size L (10 ft., tall, wingspan 20 ft.); HD 4d10+4; hp 26; Init +3 (+3 Dex); Spd 80 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; Base Attack/Grapple +4/+12, +7 melee (1d6+4 claw), Full Attack +7/+7/+2 melee(1d6+4 claw, 1d6+4 claw, 1d8+2 bite); SV Fort +5, Ref +7, Will +3; SQ: low-light vision, evasion; AL NG; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Languages spoken: Merchant's Tongue, Auran

Skills and Feats: Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3, Alertness, Flyby Attack

ATL 1

Starra Lightbolt (Cilorealon Eagle Racer), Female High Elf, Rgr 1: CR 1; Size M (5 ft., 0 in. tall); HD 1d8; hp 8; Init +3 (+3 Dex.); Spd 30 ft.; AC 15 (+3 Dex, +2 armor); Base Attack/Grapple +1/+1, +2 melee(1d8+1/ x3 masterwork lance) +5 ranged(1d6 x3, masterwork composite shortbow), Full Attack +2 melee(1d8+1/ x3 masterwork lance) +5 ranged(1d6 x3, masterwork composite shortbow); SV Fort +2, Ref +5, Will +2; SQ: elf traits, 1st favored enemy (+2 vs humanoid: orcs), wild empathy ; AL CG; Str 10, Dex 17, Con 10, Int 16, Wis 14, Cha 11.

Languages spoken: High Elven, Low Elven, Merchant's Tongue, Low Kalamarn, High Kalamaran

Skills and Feats: Balance +5, Handle Animal +4, Heal +6, Jump +4, Knowledge (nature) +7, Listen +6, Ride +7, Spot +6, Survival +6, Mounted Combat, Track

Possessions: masterwork lance, masterwork composite shortbow, 25 arrows, eagle-mount saddle, leather armor, ring of featherfalling

ATL 3

Starra Lightbolt (Cilorealon Eagle Racer), Female High Elf, Rgr 3: CR 3; Size M (5 ft., 0 in. tall); HD 3d8; hp 18; Init +3 (+3 Dex.); Spd 30 ft.; AC 15 (+3 Dex, +2 armor); Base Attack/Grapple +3/+3, +4 melee(1d8+1/ x3 masterwork lance) +7 ranged(1d6 x3, masterwork composite shortbow), Full Attack +4 melee(1d8+1/ x3 masterwork lance) +7 ranged (1d6 x3, masterwork composite shortbow) or +5/+5 composite shortbow; SV Fort +3, Ref +6, Will +3; SQ: elf traits, 1st favored enemy (+2 vs humanoid: orcs), wild empathy, combat style (archery) ; AL CG; Str 10, Dex 17, Con 10, Int 16, Wis 14, Cha 11.

Languages spoken: High Elven, Low Elven, Merchant's Tongue, Low Kalamaran, High Kalamaran

Skills and Feats: Balance +6, Handle Animal +6, Heal +8, Jump +6, Knowledge (nature) +9, Listen +8, Ride +11, Spot +8, Survival +8, Endurance, Mounted Combat, Mounted Archery, Track, (Rapid Shot)

Possessions: masterwork lance, masterwork composite shortbow, 25 arrows, eagle-mount saddle, leather armor, ring of featherfalling

ATL 5

Starra Lightbolt (Cilorealon Eagle Racer), Female High Elf, Rgr 5: CR 5; Size M (5 ft., 0 in. tall); HD 5d8; hp 28; Init +4 (+4 Dex.); Spd 30 ft.; AC 16 (+4 Dex, +2 armor); Base Attack/Grapple +5/+5, +6 melee(1d8+1/ x3 masterwork lance) +10 ranged(1d6 x3, masterwork composite shortbow), Full Attack +6 melee(1d8+1/ x3 masterwork lance) +10 ranged (1d6 x3, masterwork composite shortbow) or +8/+8 composite shortbow; SV Fort +4, Ref +8, Will +3; SQ: elf traits, 1st favored enemy (+2 vs humanoid: orcs), 2nd favored enemy (+4 vs humanoids: goblinoids), wild empathy, combat style (archery); AL CG; Str 10, Dex 18, Con 10, Int 16, Wis 14, Cha 11.

Languages spoken: High Elven, Low Elven, Merchant's Tongue, Low Kalamaran, High Kalamaran

Skills and Feats: Balance +8, Handle Animal +8, Heal +10, Jump +8, Knowledge (nature) +11, Listen +10, Ride +14, Spot +10, Survival +10, Endurance, Mounted Combat, Mounted Archery, Track, (Rapid Shot)

Possessions: masterwork lance, masterwork composite shortbow, 25 arrows, eagle-mount saddle, leather armor, ring of featherfalling

Spells: 1st-Speak With Animals

ATL 7

Starra Lightbolt (Cilorealon Eagle Racer), Female High Elf, Rgr 7: CR 7; Size M (5 ft., 0 in. tall); HD 7d8; hp 38; Init +4 (+4 Dex,); Spd 30 ft.; AC 16 (+4 Dex, +2 armor); Base Attack/Grapple +7/+7, +8 melee(1d8+1/ x3 masterwork lance) +12 ranged(1d6 x3, masterwork composite shortbow), Full Attack +7/+2 melee(1d8+1/ x3 masterwork lance) +12/+7 ranged (1d6 x3, masterwork composite shortbow) or +10/+10/+5 composite shortbow; SV Fort +5, Ref +9, Will +4; SQ: elf traits, 1st favored enemy (+2 vs humanoid: orcs), 2nd favored enemy (+4 vs humanoids: goblinoids), wild empathy, woodland stride improved combat style (archery); AL CG; Str 10, Dex 18, Con 10, Int 16, Wis 14, Cha 11.

Languages spoken: High Elven, Low Elven, Merchant's Tongue, Low Kalamaran, High Kalamaran

Skills and Feats: Balance +9, Handle Animal +10, Heal +12, Jump +10, Knowledge (nature) +13, Listen +12, Ride +16, Spot +12, Survival +12, Endurance, Mounted Combat, Mounted Archery, Ride-by Attack, Track, (Rapid Shot, Manyshot)

Possessions: masterwork lance, masterwork composite shortbow, 25 arrows, eagle-mount saddle, leather armor, ring of featherfalling

Spells: 1st-Calm Animals, Speak With Animals,

ATL 9

Starra Lightbolt (Cilorealon Eagle Racer), Female High Elf, Rgr 9: CR 9; Size M (5 ft., 0 in. tall); HD 9d8; hp 48; Init +4 (+4 Dex,); Spd 30 ft.; AC 16 (+4 Dex, +2 armor); Base Attack/Grapple +9/+9, +10 melee(1d8+1/ x3 masterwork lance) +14 ranged(1d6+1 x3, +1 composite shortbow), Full Attack +9/+4 melee(1d8+1/ x3 masterwork lance) +14/+9 ranged (1d6+1 x3, +1 composite shortbow) or +12/+12/+7 composite shortbow; SV Fort +6, Ref +10, Will +5; SQ: elf traits, 1st favored enemy (+2 vs humanoid: orcs), 2nd favored enemy (+4 vs humanoids: goblinoids), wild empathy, woodland stride, improved combat style (archery), swift tracker, evasion; AL CG; Str 10, Dex 18, Con 10, Int 16, Wis 14, Cha 12.

Languages spoken: High Elven, Low Elven, Merchant's Tongue, Low Kalamaran, High Kalamaran

Skills and Feats: Balance +10, Handle Animal +13, Heal +14, Jump +12, Knowledge (nature) +15, Listen +14, Ride +18, Spot +14, Survival +14, Endurance, Far Shot, Mounted Combat, Mounted Archery, Ride-by Attack, Point Blank Shot, Track, (Rapid Shot, Manyshot)

Possessions: masterwork lance, +1 composite shortbow, 25 arrows, eagle-mount saddle, leather armor, ring of featherfalling

Spells: 1st-Calm Animals, Speak With Animals, 2nd-Wind Wall

Appendix II: Additional Rules

Churches in Cilorealon

Sizes: Cathedral (huge), Temple (big), Church (small), Shrine (tiny)

Halls of the Valiant (Knight of the Gods) -- church
Home Foundation (Holy Mother) -- church
Hall of Oaths (Speaker of the Word) -- shrine
Courts of Justice (True) -- church
Church of Life's Fire (Raiser) -- shrine
Parish of Love (Pure One) -- temple
The Face of the Free (Guardian) -- shrine
Theater of the Arts (Raconteur) -- church
Church of Night's Beauty (Shimmering One) -- Cathedral
Temple of the Patient Arrow (Great Huntress) -- church
Church of the Silver Mist (Coddler) -- church
Founder's Creation (Founder) -- church
Fraternal Order of Aptitude (Mule) -- shrine
Temple of Armed Conflict (Old Man) -- shrine
Order of Thought (Eye Opener) -- church
Temple of Enchantment (Riftmaster) -- temple
Conventicle of the Great Tree (Bear) -- temple
Inevitable Order of Time (Fate Scribe) -- church
Church of Chance (Risk) -- shrine

Drink menu at Caliban's

(Imports from locations outside of the Young Kingdoms and Pekal cost *double* their rate listed in *Goods and Gear* - the prices listed here are correct for this adventure)

The Drink	The Kick (effects)	Price
Akavit liquor from Pekal	Fort DC 11; initial damage 1 Int, secondary damage 1 Dex	3 cp
Brandy, Orluian from the Young Kingdoms	Fort DC 13; initial damage 1 Wis, secondary damage 1d3 Dex	5 gp
Celaar liquor from Reanaaria	Fort DC 12; initial damage 1 Wis, secondary damage 1 Wis + 1 Dex	2 sp
Clarroan, elven	Fort DC 11; initial damage 0, secondary damage 1 Wis	8 cp
Clarroan, Oemor's Special	Fort DC 12; initial damage 1 Wis, secondary damage 1 Dex	9 cp
Dikarma from Basir	Fort DC 12; initial damage 0, secondary damage 1 Dex	2 sp
Finch-Yager from Brandobia	Fort DC 11; initial damage 1 Wis, secondary damage 1 Dex	10 gp
Furmore, dwarven	Fort DC 15; initial damage 1d3 Wis, secondary damage 1d3 Dex	1 sp
Furmore, Oemor's Special	Fort DC 12; initial damage 1 Wis, secondary damage 1 Dex)	5 cp
Hordeate, gnomish	Fort DC 11; initial damage 1 Int, secondary damage 1 Dex	3 cp
Joda from the Elos Desert	Fort DC 13; initial damage 1 Wis, secondary damage 1d3 Dex	6 cp
Roshova from Svimohzia	Fort DC 11; initial damage 0, secondary damage 1 Wis + 1 Dex	2 sp
Tozulka-Ran, hobgoblin dessert	Fort DC 11; initial damage 0, secondary damage 1 Con + 1 Dex	4 cp
Wine, Bajdar, also known as Shyta-na-Dobyo	Fort DC 11; initial damage 1 Wis, secondary damage 1 Dex	40 gp/bottle
Wine, Dopromond Dry, halfling	(Fort DC 11; initial damage 0, secondary damage 1 Wis +1 Dex	11 gp/bottle
Wine, Faldhaad, Fhokki	Fort DC 10; initial damage 0, secondary damage 1 Dex	20 gp/bottle
Wine, Malvasia, elven	Fort DC 13; initial damage 0 Wis, secondary damage 1d3 Int + 1 Dex	18 gp/bottle