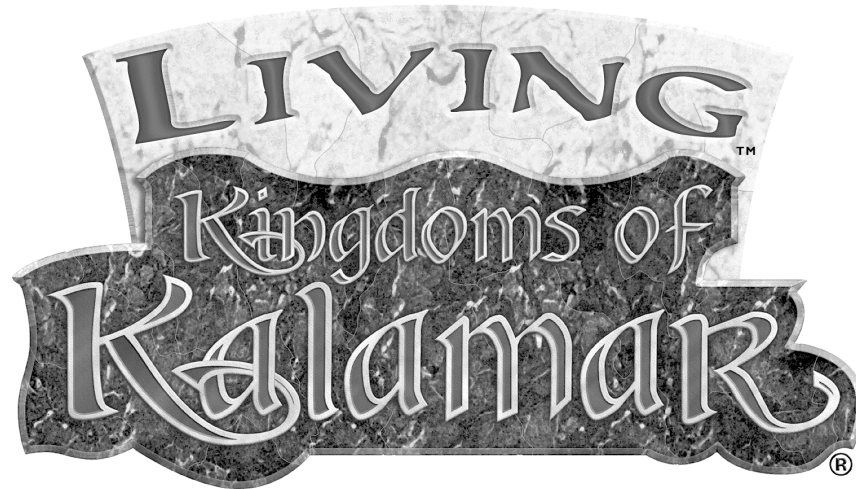




LKoK-4



# Making a Name

A One Round *Living*<sup>™</sup> *Kingdoms of Kalamar* Adventure  
for characters of 1st and 2nd level only

*All great adventurers must eventually make choices, choose sides in every fork in the road. This tournament gives the characters that choice between two competing pleas for help. Which will they choose? Will it be the right choice?*

**by Daniel S. Donnelly**

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## Introduction

This is the fourth scenario in the new Living™ Kingdoms of Kalamar campaign setting. Characters should be 1st or 2nd level only. This adventure is a continuation of the mini-adventures that the players may already have played. It can easily be adapted to any on-going home campaign. Sample characters are also included at the end of the adventures that are suitable for the adventure and the Living™ Kingdoms of Kalamar campaign.

You, the Dungeon Master® (DM), will need a copy of the Dungeons & Dragons® 3rd Edition Player's Handbook, Dungeon Master's Guide, and Monster Manual for these events. All the adventures take place in the Kingdoms of Kalamar setting in the Principality of Pecal. Therefore, the DM should also have the Kingdoms of Kalamar® Core Sourcebook. Since the adventure begins in the town of Bet Rogala, the DM should also make sure to have the Bet Rogala city information as found in the Kingdoms of Kalamar Core Rulebook.

If you are planning on using the adventure as part of an ongoing campaign, note the *Scaling the Adventure* section at the start of the adventure and the special *Rewards* section at the conclusion of the scenario.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Each encounter includes abbreviated monster and NPC statistics. Specific statistics for key Non-Player Characters (NPCs), as well as monsters and other material are included in an Appendix at the back of the book. Certificates that may be photocopied and Living Kalamar record sheets and character sheets are also included.

The DM should read this adventure entirely at least once before playing in order to ensure smooth play, as there are many aspects relating to flavor and culture important to this adventure. It is suggested that you have the characters roll a number of d20 rolls before the beginning of play. These rolls can be utilized for listen, spot, and knowledge checks so that you do not need to show your hand regarding a possible encounter.

Since the adventure begins in the city of Bet Rogala, the DM should review the Building Key to the city of Bet Rogala located in the Appendix of this module and the map of the city also found in the Appendix.

### Background

After the last adventure the PCs should be in the city of Bet Rogala. They will have learned that the city has a great deal to offer, however it is fairly expensive to live within the city of Bet Rogala.

During this event the PCs will discover that there are two new postings on the general board at Independence Square and at the House of Scale (Merchant's Guild). Unfortunately, it appears as if only one of the positions will be immediately hired.

The House of Scales has a caravan leaving for Baneta in five days. They are looking for a couple of extra guards due to the recent raids that have occurred on the roads of the Principality. Following this path will take the PCs out of Bet Rogala and into the wilderness as they face raiders and a couple of difficult decisions.

The other task that is posted is by House Wanifer, a very successful merchant house of Bet Rogala. The posting claims that they have a delicate situation that they need adventurers to assist with. This adventure is based in the city and provides a chance for the characters to learn more of the areas of Bet Rogala and the interactions of the merchant houses, and the city watch.

**House Wanifer Background:** House Wanifer has a slight problem. It is more annoying to them than dangerous at least they believe that. One of their servants was sent to complete five errands yesterday. Unfortunately, that servant never returned from her errands. The Merchant Lord has initiated a City Guard investigation but the problem is that the merchant does not want to press the City Guard. You see Vorstilani, the servant, was actually a slave owned by the Merchant House. She was not treated in any way different than any other servants of the

house, it was simply the fact that she was purchased for the house ten years ago, when she was only twelve. The Merchant Lord is anxious to determine what has happened to her and thus is hiring adventurers to conduct a separate investigation from that of the City Guard.

Slavery is in fact legal in most parts of Tellene. However Prince Kafen does not believe in the practice and thus it is illegal to conduct any business involving slaves in the Principality of Pekal. It is also illegal to own slaves in Pekal, however that fine line is often crossed by the large merchant houses or by traveling caravans. For House Wanifer it would be more of an embarrassment to be caught owning a slave than it would be official trouble.

What has happened is that Vorstilani was attempting to complete her errands when she got the feeling that she was being followed. Not seeing anyone she made a few random stops along her way then continued towards her destination. She was not just being paranoid, she was being followed. A competitor brought a doppelganger into the city and had the doppelganger follow her. The goal was to infiltrate the house and sabotage the Merchant from the inside. Of course, the servant would not be able to accomplish that sabotage, however the lady of the house most certainly could.

The doppelganger caught up with Vorstilani as she was leaving The Family Honor a shop in the northern part of the Royal District beyond the College of Magic. After reporting back to the controlling wizard, it has returned to House Wanifer and is acting the part of a assaulted servant until it can get Lord Wanifer's wife alone.

Another factor in this whole story is House Wanifer. The Merchant House is in the business of making money and has been very successful in their endeavors. They however do not always play by the rules. They know exactly how much they are able to do without putting their House in jeopardy. The slave issue is an example of this. Another is their purchase of medium quality gemstones. Up front the gemstones are said to be utilized as certified currency for some of their caravan masters in other kingdoms. The exact truth is that they have an agreement with a number of the brigands that ply the roads of the Young Kingdoms to provide for the safety of their caravans. While this "agreement" in itself is not against the law, the information that passes into the hands of the brigands regarding competitors caravans would indeed be devastating to the Merchant House if discovered.

## **Adventure Synopsis**

The adventure begins in the City of Bet Rogala. The Introduction is identical for both choices in the adventure, it is only the additional encounters leading up to the conclusion that is different for each path that the PCs might have chosen.

### **Introduction:**

This event begins at any of the inns or taverns of Bet Rogala. The PCs will get to realize that when merchants post requests for adventurers, that news spreads through the city very rapidly. It happens that this morning two different merchants are looking for assistance and that they have both posted notices regarding their requirements at the House of Scales in the Merchant Quarters of the city.

When the PCs arrive at the House of Scales they will be able to notice that a number of adventurers have also replied to the notices. Knowing that groups are hired more quickly than individuals, the PCs get a chance to introduce and describe themselves to the other PCs that they are found themselves grouped with. An agent of the House of Scales announces that he will be willing to speak to small groups of adventurers regarding the notices. He also reads the notices saying that each group should be prepared to speak to him regarding one or the other notice but not both.

The adventure takes place in the City of Bet Rogala. A map of the city and key to the major buildings in the city can be found in the Appendix. The heroes will have a chance to explore the city a little, experience what it is like to live in Bet Rogala. The PCs should already know about the three major hiring locations in the city, but short descriptions are also included if they have not already played "*Hurry Up and Wait*". These are the Merchant's Guild House, the board at Independence Square and the GateKeeper at the College of Magic.

In order to play this portion of the adventure the PCs will have decided in the Introduction to assist the merchants of House Wanifer.

#### **Encounter One: Interview at House Wanifer**

The PCs are sent to House Wanifer to speak to the Lord's agent regarding the opening. The agent Heruza will question the PCs regarding their previous adventures, any religious followings, goals in life. Basically he wants to find out how trustworthy they might be and what he can and can not tell them. Once he gets a feel for their abilities and morals, he will give them details of the house problems. He will give them the list of errands that the servant was sent to get accomplished. NOTE: The list is not the exact same list as given to Vorstilani as it was recreated after Heruza spoke to Lady Wanifer. He is fairly sure that all the tasks that Lady Wanifer gave Vorstilani, however Lady Wanifer is not taking this well and he does not want to push the poor woman.

After the PCs have accepted the task, reviewed the errand list and asked whatever questions they have Heruza will bring them before Lord Wanifer. Lord Wanifer will look them over like a shopper at the market. Finally he will name a price for their assistance. He is more than willing to barter over the price of their services. In fact, he will be more impressed with the new adventurers if they attempt to inflate their value through stating facts and information regarding themselves. Eventually a price will be made and the PCs can begin their investigation.

#### **Encounter Two-A: The Beggar's Horn**

The encounters that are listed as Two-# are the various locations on the list of errands that Vorstilani was sent to accomplish. The first location that Lady Wanifer could remember was that of The Beggar's Horn. The list states that Vorstilani was going to pick up an order here for Lady Wanifer. PCs that played "*Hurry Up and Wait*" might think to look for Coruren a local seller of maps and guide around the city. It will certainly make finding these various locations much easier. Of course, the PCs might not think outside of the box like that and attempt to locate The Beggar's Horn on their own. Of course people will give them slight directions however they will need to find the location of the shop on Flander Way in the District of Coins. The shopkeeper indeed knows Vorstilani, she comes often for music and strings for Layulita Wanifer, the daughter of Lord and Lady Wanifer. He gave Vorstilani a sturdy leather case with a custom built lute within. (Vorstilani was here at approx. 2 pm)

#### **Encounter Two-B: The Carat House**

The beautiful home of the Jewelers Guild of Pekal, The Carat House is directly across the street from The Beggar's Horn. It was here that Vorstilani placed an order for 16-200 gp. rubies for Lady Wanifer. They will of course remember the Wanifer order and it will take a bit but one of the guards will remember Vorstilani entering and exiting the guildhouse. It seemed that all was normal while she was here. (Vorstilani was here at approx 1 pm)

#### **Encounter Two-C: The Inside Gate**

PCs will need to travel through the interior gates of the city to gain access to the other three errands on Vorstilani's list. They will discover what is necessary to pass through the gates as well as the charges that can apply.

#### **Encounter Two-D: P'Dilago Antiques**

Vorstilani was sent to find out if P'Dilago had received anything new. There is a slight disturbance when the PCs arrive here. They will have to take care of the disturbance and then speak with P'Dilago who knows Vorstilani and can tell them that she did not visit here yesterday.

#### **Encounter Two-E: The Midnight Sage**

This shop is closed during the day so the PCs may have to wait a while before they are able to investigate the shop. At nightfall the shop opens and Sorva is more than willing to listen to the tales of the PCs and let them know that although she was expecting Vorstilani, she never made it to the shop. She was holding a shipment of very rare spell components and she has had another

bidder but House Wanifer is a good customer and she was holding the shipment waiting for Vorstilani to show up.

#### **Encounter Two-F: The Family Honor**

Vorstilani was supposed to place an order here for a new family shield. She had never been to this shop before so when the PCs arrive they will need to describe her to the shopkeeper. The shopkeeper will recognize her description as a girl fitting it was here yesterday around 3 pm. She came in the shop and just watched out the window before she quickly left.

#### **Encounter Three: The Laughing Bed**

If the PCs speak to Sorva she will tell them about the caravan master that is the other bidder for the spell components. The man is staying at The Laughing Bed and the PCs might choose to investigate this unique inn.

#### **Encounter Four: Ar'Luren's Blades**

Perhaps the most interesting clues will come if the PCs stop in the shop belonging to Ar'Luren, one of the city's premiere bladesmiths. Vorstilani did indeed stop within the shop and she looked very distressed. The clerk on duty offered to take up a weapon and escort her home, but she refused. Later, she came back in looked around a moment and then left. It was rather strange.

#### **Encounter Five: The Warehouse**

Observant PCs or talented PCs in the ways of tracking might be able to locate a warehouse close to the shops where Vorstilani was last seen. One of the warehouses near the location has a broken window through which the PCs may inspect the inside of the warehouse. The building is not currently being used, however a body can be seen laying inside the building. Investigation into the warehouse and the body is contained in this encounter.

#### **Encounter Six: Return to the Merchant**

Eventually the PCs will return to the Wanifer House. Heruza will meet the PCs and give them a slight payment. It appears as if the servant has returned, she was mugged, but is generally alright. She is tending to her duties with Lady Wanifer and her daughter. The PCs will need to make some fast determinations and perform with courage as well as diplomacy to solve the remainder of this mystery.

#### **Conclusion:**

Hopefully the PCs have managed to solve the disappearance to the satisfaction of Lord and Lady Wanifer. However, it is very possible that the villain of the story will escape unless the PCs are able to somehow take the doppelganger alive and question it regarding its mission. If they actually manage to accomplish that task, then the rewards are much greater as Lord Wanifer immediately summons the Gray Legion to arrest the agent.

*Scaling the Adventure:* The adventure is designed for characters of levels one or two. If you want to play the adventure with characters of higher level then utilize one of the following options.

#### Encounter Six

- If the majority of your players have 2nd level characters give the doppelganger an advancement of 2 levels of rogue.

### **Adventure Hooks**

This is where the adventurers enter the story. The story begins on the 4th of Sowing, the second month of the year. The winter months are still upon Tellene however, the unusual bitter cold of the last month has finally waned. Below are several ways to draw the PCs into the plot:

- If playing as part of The Living Kalamar campaign the characters should be in Bet Rogala to make a name for themselves. The capital has much to offer adventurers.
- If the characters have played *Hurry Up and Wait* (LKC-3), the module ends with the PCs at their inn in the city of Bet Rogala.
- Other adventurers can be assumed to have come to the capital to see the College of Magic and perhaps make their fortunes.

### Campaign Administration

This details the administrative details for this adventure.

- The PCs have been staying at their inn for at least two days. This is based upon the conclusion of *Hurry Up and Wait*. New characters are assumed to have gotten to the city at least two days prior to the beginning of this event. These nights will cost the PCs each 15 sp unless the player remembers which inn they were staying at and the cost per night.
- This all occurs in the same day and thus will not cost the PCs any time units.

### Setting the Scene

Regardless of what adventure hook the DM uses to bring the PCs into the plot, the DM should note several other plot devices that can bring more atmosphere and sense of campaign into the story.

#### 1) Blood on the Hood.

The Hood is a rotating group of stars, which forms a dagger. It is visible in the north sky during the winter months. The Hood initially appears blade down, but slowly rotates and reaches its zenith on the winter solstice. It then declines and disappears with its blade down. While Pekal endured the unusually cold temperatures of last month, two shooting stars left red trails down the blade of the Hood. These red trails are gone now, however the rumors and talk in the towns and villages still speak this as a great evil omen.

#### 2) Calendar and climate.

Tellene has its own calendar (see the Kingdoms of Kalamar Core Sourcebook p233.) This adventure takes place during the Sowing (the 2nd month of Tellene's 13-month calendar). This will mean that the average daily temperature should be 50 +2d6 degrees Fahrenheit, dropping by 15-25 degrees at night. The adventure begins on the 4th of Sowing, two days after the events of the tournament *Hurry Up and Wait*. *Diadolai* is not visible at all in the sky and *Pelselond* (Big Star) is currently beginning to wane, although it is still much brighter than *Veshemo* which is ten days from being full.

#### 3) The War.

The city will be a buzz with news of a raid near the Village of Kerenit on the Northeast border. Riders wearing the symbols of Tokis robbed all the villagers as well as a supply caravan heading to the forts in the Eastern District. Recent news has mentioned that a number of villagers escaped the attack only to be taken but what citizens are calling a new goblin incursion.

#### 4) Gray Legion Activity

The news on the street is that the Gray Legion caught a priest of Fetor (Rotlord) attempting to infiltrate the city's water supply. The water supply is still safe as the priest was captured not long after he had entered the city. News on the streets was that the priest entered the city magically with the assistance of a rogue sorceress.

### Players Introduction

***Morning has again come to the city of Bet Rogala. The streets have begun to awaken and even now you can smell the hearty fragrances of food being prepared in your inn. As you enjoy your breakfast you overhear a number of young wizard apprentices talking about some type of job notice that is being posted at the Merchant's Guild. They seem to be making fun of the number of adventurers and guards that are lining up to try to get the jobs.***

You should ask each PC what they are doing at this point. Some may already be together after playing *Hurry Up and Wait* together. Hopefully each of the PCs realizes that this is where they need to be. You should ascertain from each what type of equipment, armor, weapons they are bringing with them. Once they get to the House of Scales continue with the following text.

***At least twenty people are lined up in front of the House of Scales, many trying to twist their necks to get a better view of the postings held by the mercenary guards. Two men walk out of the House of Scales and make their way to the edge of the crowd. The first man is dressed in leather armor with a longsword at his belt. His voice is deep and echoes into the street. "Quiet! We have two positions today, both positions are temporary positions. The first will be traveling with my caravan and me. We will be leaving in five days. I only need your names so that I can contact you when we are prepared to leave. You will be playing the part of teamsters and drivers. No armor heavier than a chain shirt will be visibly worn. I would prefer groups to sign-up together."***

***The other man smiles as he moves forward. He has a richly decorated tome under his silk sleeve and a golden symbol of office around his neck. The gold and orange colors of his silk tunic betray a great deal of wealth and importance to his position.***

It is possible that a PC has taken Knowledge (Pekal) or Knowledge (Merchant Houses) if they have then they should be allowed a Knowledge (Pekal) DC 20, or Knowledge (Merchant Houses) DC 10 check to be able to identify the merchant colors as belonging to House Wanifer.

***The well dressed man moves up next to the caravan master. "Good morning. I am Heruza and I am also looking for a small group to perform a trivial investigation for Lord Wanifer and the Wanifer Merchant House. The task should not take more than a day or two."***

The PCs will need to get into some type of group to apply to either position. Amazingly all the other groups have gotten together leaving only the PCs without a group. Allow the PCs to take time introduce and describe each other. Once they do they can continue and meet with one or the other agent. If they meet with the agent of House Wanifer continue with Encounter One, otherwise if they wish to investigate the caravan requirement continue with Encounter Ten.

### **Encounter One: Meeting with House Wanifer**

This encounter assumes that the PCs have chosen to meet with House Wanifer to perform what Heruza deemed a trivial or menial investigation. The PCs will wait approximately 10 minutes before Heruza will see them. There is a slight amount of box text but then there are some additional pieces of information that Heruza is looking to gather from the PCs. Make sure that you understand which PC is openly wearing a holy symbol and which gods they worship.

***Heruza is awaiting your group as you are lead into a richly decorated room in the House of Scales. A large pitcher of water, along with some cheese is made available to you as you enter the room. Heruza is seated behind a small desk with a number of papers in front of***

**him. "Good morning again. I have some simple questions for you then perhaps we can proceed. Is this okay with you?"**

Heruza is looking to see who the leader of the group is at this point. He asks a number of questions that are related to the group and notes who answers and who disagrees with the answer. His questions are below.

- Has your group adventured together prior to today?
- Are any of you companions from other activities?
- Have any of you worked for House Wanifer prior to today?
- Have you discussed how wages will be split among your group if you are hired?
- What about any possible bonuses?
- Are any of you spellcasters of any type? If yes what type?
- Are you registered with the College of Magic? If yes, he will ask to see their paperwork.
- Do any of you have affiliations with any of the temples here in Bet Rogala?
- Temples elsewhere in Pekal?
- Lord Wanifer prefers his family affairs to be private. Anything you learn while doing this investigation should be considered private. Do you have any problems with that?
- I am authorized to pay each of you 5 gp for the day. There is a possible bonus upon satisfactory completion of the task. Any more than that will have to be negotiated with Lord Wanifer, is this satisfactory to you?

With the PCs answers to these questions you should be able to identify any clerics or paladins that will need to be carefully watched as well as any of the PCs whose greed might allow them to be bought off if necessary. Once the PCs have answered these questions continue with the following.

***Heruza re-examines his notes. "I imagine you will do nicely. Let me give you the basic information then you can ask any questions. After which I imagine that Lord Wanifer will look you over before you begin your investigation. A servant of House Wanifer was sent yesterday afternoon to complete a number of small errands around the city. She was expected back just after sunset. She never returned. Of course Lord Wanifer is concerned over her disappearance and Lady Wanifer requires to know how many of the errands the servant completed as she will need to assign another servant to complete those not yet done."***

If the PCs make any kind of "stink" about Lady Wanifer, Heruza will look a little concerned. He can tell the PCs that Lady Wanifer is really not taking the loss well and is trying to keep her mind busy with many little things but he is worried.

The other questions that he can answer include the servant's name and description as well as her list of errands. He is not quite positive that all the errands are on the list this was all that Lady Wanifer was able to recall.

- The servant's name is Vorstilani, she is originally from the area of the Reanaaria Bay. Vorstilani is the name given her when she took employment with House Wanifer. Her Reanaarian name was much more complicated.
- She is 4'6" tall and weighs perhaps 70 pounds. She is approximately 20 years old and has dark brown hair and a dark tan. She was dressed in her maids uniform with the House Wanifer badge upon the right shoulder.
- Her list of errands included:
  - P'Dilago Antiques - to determine if Lady Wanifer should peruse the new wares.
  - The Family Honor - placing an order for a new shield for the library.
  - The Beggar's Horn - she was to pick up a new lute for Lady Wanifer's daughter.



- The Carat House - delivery of a sealed note. Most likely an order in Heruza's opinion.
- The Midnight Sage - pick up of a shipment of herbs for Lady Wanifer.

Heruza truly knows nothing else regarding the issue at hand. He has worked for House Wanifer for many years and understands the family rather well. He can tell the PCs that Lord Wanifer most certainly requested an investigation by the city guard. However, Lord Wanifer has always preferred to hire his own people, not that he mistrusts the city guard, he trusts someone who is accepting his gold much more.

When the PCs have finished with their questions Heruza will excuse himself to get Lord Wanifer. He asks the PCs to remain in this room as not to trouble the Guild guards. He is gone only about 5 minutes but if the PCs are discussing strategy or negotiation tactics go ahead and give them 5 minutes of wall clock time. If they decide to leave the room they will find mercenary guards at both exits of the room. The guards are there to prevent them from wandering about and can show PCs to the facilities, however they do require the PCs to remain in the room if possible. After the five minutes are concluded Heruza will enter with Lord Wanifer.

### **Encounter One: Meeting with Lord Wanifer**

*Heruza opens the door allowing an older man to enter the room. The man appears to be in his mid to late forties and although he is slightly overweight he seems to command respect by his presence. A four-inch scar is visible over his left eye, and he seems to be quite comfortable with the short sword on his silver buckled belt. "Heruza tells me you are willing to undertake this investigation for me.", he says, his voice dry and raspy. "The pay is 5 gp for each of you. I don't expect you to take more than a day to get to the bottom of this. Are we in agreement?"*

It is very possible that the PCs might make an attempt at getting more money from Lord Wanifer. That is perfectly acceptable. Lord Wanifer would be tremendously disappointed if they accepted his meager 5 gp offer. The Lord is willing to pay each of the PCs 25 gold pieces. However, as they say, the PCs are going to have to earn it. If they tell him that the price is too low then he will ask why he should pay them more. He has not heard of any of them or any of their deeds. You should keep track of what "deeds" the PCs come up with. Lord Wanifer has a Sense Motive skill of 13. Some possible deeds that will matter to him include:

Saving Honorable Lucas Trimdel	+2
Killing Ettins and Orcs with Midilita	+1
Having the Favor of Captain Freecho	+2
Destroying the Sea Hag of Lake Eb'Sobet	+2

Take the modifiers that the PC's earn through their tales of deeds and add that roll to a charisma check attempted by the PC that is doing the most speaking. Each PC that is actively talking can attempt to assist the Charisma check.

The DC of the Charisma check is 25. It is possible that the PCs could get up higher than a 25 but not likely. If they are able to make a DC 10 check they will be offered 25 gold pieces each. If they make the DC 25 check then Lord Wanifer will increase the amount to 50 gold pieces each.

Once the price is settled upon Lord Wanifer will laugh a bit. Continue with the following text or your own summation of the information.

*Lord Wanifer gives a deep chuckle. "Since you are now officially hired, I will assume that you have been told of our missing servant." Heruza nods his head in confirmation. "I have the list of errands that my wife, Lady Wanifer says the servant was tasked to accomplish. I believe it is complete; however my wife is surely shocked by the disappearance. I have contacted the city guard and have also informed them that I would be hiring people as*

***well. Finally, I would like to see you back in this office no later than tomorrow morning. Heruza will be here until you return. Do you have any questions?"***

The list of errands can be located in the Appendix as a Players Handout. Lord Wanifer is very busy but he will give another description of the missing servant. His description is a little vaguer than that of Heruza. He will wish the PCs a speedy conclusion to their investigation and leave the room. Heruza will remain to show the PCs to the street and answer any final questions that they might have.

Once the PCs have the list of errands it is quite possible that they might look for some help finding the locations. Many PCs might remember Coruren from *Hurry Up and Wait*. If they search for the map seller they will be able to locate him easily.

***As you come to one of the many elaborate street corners of the city, the two and three-story buildings throw perfect shadows across the busy street. A commonly dressed man with dark brown hair smiles as you walk up to him, "Greetings friends. Any luck with the adventuring yet? I have heard that they are hiring at the House of Scale."***

**Coruren, male, human, Rog3:** CR 3; Medium Humanoid (5 ft. 6-in tall); HD 3d6+3; hp 17; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Attack +3 melee, or +4 ranged; AL LN; SA +2d6 sneak attack; SQ: Evasion, Uncanny Dodge; SV Fort +2, Ref +5, Will +1; Str 12, Dex 14, Con 13, Int 14, Wis 11, Cha 15.

*Skills and Feats:* Balance +12, Bluff +6; Climb +12, Diplomacy +5, Disguise +5, Escape Artist +5, Gather Information +4, Hide +7, Intuit Direction +5, Knowledge (Bet Rogala) +5, Listen +6, Move Silently +8, Profession (guide) +5, Search +6, Sense Motive +5, Spot +5, Tumble +5; Cat Burglar, Dragon Blood, Dodge

*Possessions:* leather armor, short sword, throwing daggers (2), pouch with 11 gp.

*Languages Spoken:* Dejy, Kalamaran and Merchant's Tongue

*Sub-Race:* Dejy

*Deity:* Risk

*Personality Traits:* Coruren lives life to the fullest and loves Bet Rogala. He has discovered that he can make money while not really breaking the law at all. He bubbles with happiness at almost all times whether they be good times or bad.

The maps that Coruren has are contained in the Appendix. Obviously it is not a very detailed map of the city, however it has many of the highlights and is probably worth 1 sp given the knowledge of the city that is used to create the maps. He may also be able to inform the PCs of the various pieces of information that are included on the Building Key to Bet Rogala. His target to know information is DC 10 (common), DC 15 (uncommon). Prices for his services are listed in the sidebar. Coruren will be willing to mark an existing map that a PC might have for 1 sp with the locations of the various shops. He can also tell them a little bit of information about the shops. This information would be consistent with the summarized information found in the City of Bet Rogala location list in Appendix A.

#### Coruren Guide Prices

Guiding to one particular location in the city:	1 sp
One Hour Tour of the Merchant Quarters or the Artisan District:	1 sp
Two Hour Tour of the Merchant Quarter or the Artisan District:	2 sp
Three-Hour Tour of the City:	1 gp (includes his Inner Gate toll)

Once the PCs are ready to visit the first shops continue with the appropriate entry in Encounter Two.

## Encounter Two: The Errand Locations

**Encounter Two-A: The Beggar's Horn:** A notable shop in the center of a large row of shops, the Beggar's Horn sells and creates bardic instruments of all types. Simoth Krullarg runs the shop. He is a half-orc from the Young Kingdoms. If it is surprising to see a half-orc selling instruments it is more surprising the sweet and delicate notes that can be created by his much sot-after instruments. The Beggar's Horn can be located on Flander Way in the District of Coins.

*The row of shops is definitely part of the high priced merchant district. Each of the two or three-story wooden buildings are perfectly maintained. The wood appears freshly parted and the shop windows filled with colorful merchandise. The Beggar's Horn sits right in the middle of a row of shops and displays many instruments in its front window. As you enter a leather apron clad half-orc looks up from a small journal he was reading. "Might I help you?" he asks in a deep but almost melodic tone.*

The half-orc is of course, Simoth Krullarg. He is currently reading the journal of Or'tulan, a fairly famous half-elven spellsinger. Simoth is fascinated by the abilities of the spellsingers but just does not understand how they work their magic. Or'tulan lent him his journal as they have a fairly good relationship.

Simoth will be interested in how many of the PCs play instruments and which instruments they play. He can of course inform the PCs that Lady Wanifer's slave did of course pick up the ordered lute yesterday. It was a custom built instruments for the Lady's daughter and it was packed in a sturdy leather case. He has the token of House Wanifer to prove it. If the PCs catch on to the slave comment, Simoth will look a little startled. He still thinks in orcish, the tongue of his father. The orcs do not have servants only slaves so he tends to lump them both together. He will apologize if he insulted any of the PCs, he simply made a mistake.

Of course, we should fully expect the PCs to Sense Motive on him when he makes his excuse. Go ahead and allow them to roll. The DC will be 20. If they achieve a DC 20 check then you should inform them that Simoth seems to be contemplating his statement but he does not seem entirely convinced the servant's true role.

**Simoth Krullarg, male half-orc Exp5/Brd1:** CR 5; Size M (6 ft., 8 in. tall); HD 5d6-10 + 1d6-2; hp 16; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +5 melee, or +7 ranged; SV Fort -1, Ref +7, Will +7; AL LN; Str 15, Dex 18, Con 7, Int 12, Wis 13, Cha 13.

*Languages Spoken:* Abyssal, Auran, Common, Giant, Gnoll, Goblin, Infernal, Orc, Terran, Undercommon.

*Skill points:* Exp 56, Brd 5

*Skills and feats:* Bluff +1.5, Disguise +9, Heal +11, Hide +4, Jump +6, Knowledge (arcana) +7, Knowledge (nature) +7, Listen +1, Move silently +4, Craft (bardic instruments) +14, Profession +4.5, Speak language +7, Spot +1, Use rope +12; Skill focus (heal), Skill focus (craft bardic instruments), Toughness.

*Possessions:* knife +1

*Sub-Race:* Half-Orc / Brandobian

*Personality Traits:* Simoth is a gentle giant. He tries to be much more "civilized" than others of his race. He did survive growing up among the orcs, only finding other people after he was driven from his tribe due to his lack of physical stamina.

**Encounter Two-B: The Carat House:** This is the beautiful home of the Jeweler's Guild of Bet Rogala. It is three-stories in height and its windows are all of stained glass. The Jeweler's Guild is also on Flander Way across the street from The Beggar's Horn.

***A large rectangular three-story building is home to the Carat House. Large signs hang from each corner of the buildings front with the cut diamond shape that symbolizes the Jeweler's Guild of Bet Rogala. The building is made of white stone with picturesque stain glass windows. Inside a number of guards and watchmen appraise each visitor as jewelers meet with merchants and clients.***

There are a couple of people that the PCs might think of speaking with in the Carat House. None of the guards or jewelers will recall the name or description of Vorstilani, however if the PCs mention the Wanifer Merchant House, the jewelers will summon forth the Wanifer's personal jeweler and that jeweler's watchmen.

***Once you explained your purpose the frowns of the jewelers turned to smiles and you were led into a small office. Eight chairs circle an oval table. As you enter one of the jewelers motions towards the table, taking one of the chairs at the far end of the table. "My name is Towelin. I represent the Carat House and handle all the transactions for the Wanifer Merchant House."***

***The man is slightly mousy with small eyes. He makes very little eye contact but seems interested in you. Another man entered the room after closing the door. He is dressed in a chain shirt and wears the Carat House symbol over his tabard. He is armed with both mace and longsword.***

***"So I was not informed as to your business today, only that it was in regards to House Wanifer. If I could see your papers or house token we can begin business."***

Towelin is a terrible liar which is good since he does not do it very often. He becomes very nervous and sweaty if he is forced to lie. The reason this is mentioned is that he knows a bit about the businesses that Lord Wanifer conducts and finds it a bit uncomfortable for his purposes. Most likely the PCs will ask him about Vorstilani. He will distinctly remember her. She placed an order with him yesterday just after lunch. He will ask the guard if he personally witnessed her leaving and he will nod affirmatively.

If he is pressed regarding the order, he will begin to sweat. He can tell the PCs that it was for a number of medium quality rubies. He knows that the Wanifer Caravan Masters use the gems during their business in the Young Kingdoms, however, he also knows that the gems are valued less in a number of the Young Kingdoms since that is the source of the gemstones.

**Towelin, male Kalamaran, Exp2: hp 6**

**Gilil human male, Exp 2 / Ftr 4:** CR 5; Size M (6 ft., 3 in. tall); HD 2d6+4 + 4d10+8; hp 33; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +8 melee, or +7 ranged; SV Fort +6, Ref +3, Will +4; AL LN; Str 16, Dex 14, Con 14, Int 11, Wis 11, Cha 10. *Languages Spoken:* Merchant Tongue and Kalamaran.

*Skills and feats:* Bluff +1.5, Craft +7, Diplomacy +5.5, Disable device +2, Gather information +5, Hide +2, Profession (guard) +6, Listen +3, Knowledge (nobility) +2, Sense motive +5, Spellcraft +5.5, Spot +6, Swim +5; Alertness, Combat reflexes, Far shot, Improved initiative, Point blank shot, Power attack, Weapon focus (longsword).

*Sub-Race:* Kalamaran

If the PCs ask Gilil about Vorstilani's behavior he will tell them it appeared normal and she left the building after speaking to Towelin and went across the street to The Beggar's Horn.

Please note that Encounter Two-C through Two-E occur on the other side of the Inner Gate. As stated in the Appendix on the Living Costs page, there is a fee for traveling between the two portions of the city. It is assumed that the PCs know this and will go to the two locations in the Merchant and District of the Coin before traveling to the Royal District.

**Encounter Two-C: The Inner Gate:** Unlike some cities that rely on taxation of the citizens to support the city finances, Bet Rogala taxes the merchants and adventurers that call the city their home. The tolls at the outside gates are one example as is the toll at the Inner Gate. This toll is designed not only to raise money for the city, but it also keeps the division between city sectors distinct. Almost everything that people need can be found in the western districts of the city. The Eastern districts contain shops for adventurers, the College of Magic, courthouse and the army and guard headquarters.

There are many, many exceptions for the Inner Gate toll, unfortunately the PCs do not yet qualify for most of these exceptions. However remember that in the introduction, the guards at the gate informed the PCs that there is a 2 sp charge to pass through the Inner Gate of Bet Rogala. The guards also told the PCs that if they tell the guard at the Inner Gate that they are just going to check on a job, that they will be allowed to pass without paying the fee. But, they will owe the fee if they are hired by the College of Magic. This is the only exception that the PCs qualify for currently.

***A secondary defensive wall separates the city into eastern and western regions. The wall is fortified and appears to be very well maintained. The Inner Gates control the flow of people and material between the two halves of the city. The gates are a tall structure easily 20 feet in height. Two guards stand on either side of the gate with a small wooden coin box set on the right side of the road.***

If Coruren is escorting the PCs he can tell them about the toll here. If they have the toll they just drop it in the box on the right side. The PCs can also see a number of richly dressed merchants doing just that. Of course, they may have been told about deferring their payment until they know if they have a job at the College of Magic. If they wish to do this (or remember to do this) then they must speak to one of the four guards at the gate.

**Jesadur, Ar'Lan, and Wesilav, human male, Exp 4:** CR 6; Medium Humanoid (5 ft. 8-in tall); HD 4d10+8; hp 38; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (Dex +1, +4 chain shirt); Attack +6 melee (halberd), or +4 ranged (heavy crossbow); AL LN; SV Fort +2, Ref +2, Will +4; Str 14, Dex 13, Con 15, Int 10, Wis 9, Cha 11.

*Skills and Feats:* Climb +5, Craft +5, Diplomacy +4, Listen +6, Profession (guard) +6, Spot +6; Alertness, Dodge, Weapon Focus (halberd).

*Possessions:* halberd, chain shirt.

*Languages Spoken:* Kalamaran, Brandobian and Merchant's Tongue

*Sub-Race:* Kalamaran

**Batela, human female, Exp 4:** CR 4; Medium Humanoid (5 ft. 8-in tall); HD 4d6+8; hp 29; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (Dex +1, +4 chain shirt); Attack +6 melee (halberd), or +5 ranged (heavy crossbow); AL LN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 15, Int 10, Wis 9, Cha 11.

*Skills and Feats:* Climb +3, Jump +5, Craft +5, Diplomacy +1, Listen +8, Profession (guard) +4, Spot +8; Alertness, Combat Reflexes, Weapon Focus (halberd).

*Possessions:* halberd, chain shirt.

*Languages Spoken:* Kalamaran, Brandobian, Reanaarian and Merchant's Tongue

*Sub-Race:* Kalamaran

**Encounter Two-D: P'Dialago Antiques (EL 2)** - A two-story warehouse and shop with a rear staircase leading up to a residence above. Many strange and foreign artifacts and goods can be discovered for sale in this dusty shop.

This Encounter details the antique shop that was a stop on the errand list. It is the only stop that Vorstilani never visited. However that does not mean that some useful information might be gained here along with an introduction to the source of many future adventures. The shop is run

by Hotuga P'Dilago, a very gaunt man with long curly black hair. He dresses in finery and his shop while clean is strewn with many many strange items from around Tellene and perhaps from beyond Tellene. However before the PCs will be able to speak with him they may be called to take care of a slight problem. You should make sure that any character that qualifies below is given the rumors prior to entering the shop.

Hotuga is very secretive and there are many rumors regarding him. Each character with a charisma of over 10 may receive one of the rumors found in the appendix. Also any human rogue may also receive one no matter what their charisma. A successful Gather Information check DC (10) also receives an additional rumor at a cost of 12 sp. A list of the rumors is summarized here for the DM.

- It is rumored that the thieves guild utilizes P'Dilago's as a fence for the more exotic goods that they "liberate".
- It is rumored that P'Dilago has been here even longer than the Principality has had independence and he appears completely human.
- It is rumored that magical items are stored in the warehouse, protected from theft and detection by subtle but powerful wards.
- It is said on the street that Hotuga P'Dilago is one of three identical triplets and they take turns combing Tellene and the plains for rare and exotic items.
- It is rumored that Hotuga has made a deal with an evil power to keep him young and his merchandise safe.
- Many of the nobles and merchant families of Bet Rogala frequent P'Dilago Antiques.
- P'Dilago does not have many details on the locations and origins of many of the object that he sells.
- There has never been a theft from the P'Dilago warehouse.

**P'Dilago, male Mercane Wiz 14:** CR 19; large outsider (lawful); Size L (11 ft., 3 in. tall); HD 7d8 +21 + 14d4 + 42; hp 136; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (-1 Size, +2 Dex, +4 natural); Attack +8 masterwork falchion +16 / +11 / +6; Damage: 2d4+3 (falchion); Face/Reach 5 ft. by 5 ft. / 10 ft.; SQ SR 25, spell-like abilities, telepathy; SV Fort +12, Ref +11, Will +17; AL LN; Str 15, Dex 15, Con 16, Int 20, Wis 17, Cha 15.

*Languages Spoken:* Abyssal, Celestial, Draconic, Infernal, Merchant Tongue, Deji, Low Elven, Orc, Goblin, Hobgoblin, Dwarf, Reanaarese, Brandobian, Halfling, Gnome, Svimoizish and Kalamaran.

*Skills and feats:* Appraise +19, Bluff +12, Diplomacy +16, Gather Information +12, Innuendo +15, Intimidate +9, Knowledge (arcana) +15, Knowledge (the planes) +15, Sense Motive +13, Spot +9; Expertise, Improved Disarm.

*Spell-like Abilities:* 3/day – *dimension door, invisibility*; 1/day – *Leomund's secret chest, plane shift*.

The Mercane are usually seen as large 12-foot tall, blue-skinned creatures dressed in voluminous robes. P'Dilago takes the time each day to magically disguise himself as a normal Kalamaran. The Mercane (found in Manual of the Planes) are the planar merchants. P'Dilago was seen as strange by his people for unlike many of them, he does not enjoy the buying and selling of high priced magical pieces. He much prefers to look at antiques; old and wonderfully crafted devices and items.

As for the disturbance:

***As you enter the antique store you notice immediately that something is definitely not right. Two men wearing dingy green masks hold loaded crossbows pointed at the only employee in sight. "Hand over the box or we will have to hurt you bad."***

**Suto and Giloru human male, Rog 2:** CR 2; Size M (5 ft., 8 in. tall); HD 2d6+4; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +2 shortsword (1d6+1 damage), or +4 light crossbow (1d6 +1 damage); SV Fort +2, Ref +6, Will -1; AL NE; Str 12, Dex 17, Con 14, Int 12, Wis 8, Cha 10.

*Languages Spoken:* Merchant Tongue and Kalamaran.

*Skills and feats:* Decipher script +6, Escape artist +8, Forgery +6, Gather information +5, Hide +2, Innuendo +8, Listen +8, Move silently +5, Perform +4, Sense motive +8, Swim +5, Use magic device +5; Dodge, Point blank shot.

*Sub-Race:* Kalamaran

The two brothers are very new to Bet Rogala. They have heard of the local thieves guild and the reputation that P'Dilago has for not ever being robbed. They figure that if they can rob him then they should easily be able to join the local thieves guild and rise quickly in its structure.

P'Dilago will do nothing to give away his secret, which is why there are no spells listed for him. He would much rather give up some insignificant gold than give away the opportunity to explore and gather the strange artifacts of this world.

Once the PCs have subdued or killed the rogues, P'Dilago will act the grateful shop keeper. He rewards each of the PCs with 25 gp. He also eliminates any trouble they might have for their conduct when the city guard arrives. The only exception to this is if the PCs utilized visible magic and have not registered with the College of Magic. If this is the case the city guards will question them much more thoroughly but will end up releasing them instructing them as to where they can register at the College of Magic.

The PCs will eventually get to speak to P'Dilago regarding Vorstilani. P'Dilago definitely knows Vorstilani; unfortunately she never was in his shop yesterday. He can tell the PCs the following pieces of information regarding Vorstilani.

- She works for one of the local merchant houses he really does not know which one.
- She has a very sharp eye for detail. She quickly identifies the new items in his shop from a glance.
- He likes her since she appreciates the work that it takes to gather such oddities.
- She stops in usually about once per week to verify what is new and decide if her mistress would appreciate the item. She has never been wrong regarding her mistress's taste in antiques.

**Encounter Two-E: The Midnight Sage:** This two-story residence is located next to the College administrative building. It is the only residential building within the limits of the College and is notable as such. However, the owner of the building and keeper of the shop held within, is Sorva D'Lortal, a shadow elf. It is unknown how or why Sorva is permitted to run her business from here, however she often is consulted by students and instructors alike, even if she is only open during the evening hours.

You can only utilize this encounter after the sun has set. If the PCs approach the shop prior to sundown there is a bright sign in the door window that states: "**Closed Until Sunset**". The door is locked and magically trapped with a very loud audible alarm.

If the PCs return after dark you can continue with the following:

*The small two story cottage sits on the edge of the College of Magic in the shadow of the Administrative Tower. As you enter, a small bell chimes, although no bell is visible near the door. The interior of the shop is sparse. There are a number of small trays of herbs and mushrooms growing in the shadows. A number of large chairs sit in a semi-circle in front of a cold hearth.*

***As your eyes begin to adjust to the sparse light in the shop a curtain opens behind the counter revealing a dark-skinned elven woman with pure white hair. "Good day, I am Sorva how might I assist you today? Will it be herbs, plants or information?"***

This is indeed Sorva D'Lortal the renown Shadow Elf of Bet Rogala. As long as the PCs play nice she will play nice, however, living as a shadow elf has made Sorva very wary of people she does not yet know. She has a readied action in case the PCs become hostile.

**Sorva D'Lortal, Shadow Elf Female, Clr12/Sor8:** CR 21; Size M (4 ft., 10 in. tall); HD 12d8-36 + 8d4-24; hp 42; Init +4 (+2 Dex, +2 celerity domain); Spd 40 ft.; AC 12 (+2 Dex); Attack +15/+10/+5 melee, or +14/+9/+4 ranged; SV Fort +7, Ref +7, Will +18; AL CG; Str 14, Dex 15, Con 4, Int 21, Wis 18, Cha 16.

*Languages Spoken:* Common, Elven, Gnoll, Gnome, Goblin, Sylvan, Kalamaran, Brandobian, Low Elven, High Elven, Dwarf, Deji, Fhokki, and Undercommon.

*Skills and feats:* Alchemy +16, Concentration +12, Craft +18, Diplomacy +18.5, Disguise +5.5, Handle animal +4, Heal +18, Hide +8, Knowledge +5.5, Knowledge (nature) +7.5, Knowledge (religion) +18, Knowledge (Subteranen Monsters) +10, Knowledge (Subteranen Races) +10, Listen +6, Move silently +1, Profession (herbalist) +15, Scry +7, Search +6, Spellcraft +15, Spot +6, Tumble +2; Blind-fight, Craft rod, Craft wondrous item, Empower spell, Extra turning, Extra turning, Scribe scroll.

*Deity:* The Guardian.

*Cleric Domains:* Travel, Celerity.

*Normal Spells (Cleric):* 0<sup>th</sup>: *create water, cure minor wounds, detect magic, detect poison, mending, read magic, spot invisible*; 1<sup>st</sup> – *deterrence, bless, bane, cure light wounds, doom, sanctuary, blur (domain)*; 2<sup>nd</sup> – *augury, cure moderate wounds, darkness, exile, exile, cat's grace (domain)*; 3<sup>rd</sup>: *bestow curse, create food and water, dispel magic, remove curse, summon monster III, fly (domain)*; 4<sup>th</sup> – *death ward, dismissal, wisdom of the ancients, tongues, haste (domain)*; 5<sup>th</sup> – *break enchantment, hallow, glimpse of the future, teleport (domain)*; 6<sup>th</sup> – *geas, planar ally, wind walk (domain)*.

*Sorcerer Spells Known (6/7/7/6/3):* 0<sup>th</sup> -- *dancing lights, detect magic, detect poison, ghost sound, light, mage hand, prestidigitation, read magic*. 1<sup>st</sup> -- *animate rope, change self, color spray, comprehend languages, magic missile*. 2<sup>nd</sup> -- *melf's acid arrow, mirror image, resist elements*. 3<sup>rd</sup> -- *haste, summon monster III*. 4<sup>th</sup> -- *improved invisibility*.

Sorva is a very well respected merchant and sage in Bet Rogala and has assisted the city many times in the past, although she has never taken an active role in the city politics. There are a number of reasons for this. First of all she was greatly injured sometime in her past when she escaped the realms of the shadow elves. She survived the poison, however it almost killed her and has weakened her permanently. Secondly, unknown to the Prince or any of the other members of the government, Sorva is the local contact for the Brotherhood of the Broken Chain. Although the Prince does approve of the Brotherhood's goals, he does not always agree on their methods. Sorva believes that safety lies in secrecy.

As far as Vorstilani is concerned, Sorva will heat up some herbal tea (partially to see which of the PCs is trusting enough to drink it). She expected a representative from House Wanifer yesterday. She received a shipment of very rare herbs and spell components from her sources for House Wanifer. Since then she has had a very generous counteroffer from a merchant in town. She does not know why this merchant would want the shipment, or who he represents. She only knows that he can be located in Room 8 of The Laughing Bed, an Inn on this side of town.

She has done a great deal of business with House Wanifer and will consider the order theirs unless she hears otherwise from Lord Wanifer. Since the issue involves a missing girl have the PCs that is doing the most communicating with Sorva, or one whose comments impress her, make a Charisma check DC 12. A successful check will result in Sorva offering to do one augury for the PCs if they have a specific question they would like resolved.



**Encounter Two-F: The Family Honor:** Another shop on Warrior Row, this shop specializes in dress plate mail and shields. The embossing and etching of armor and shield with family heraldry or similar designs.

*The Family Honor is a tall building with a smaller annex to the east. Billowing smoke and the sounds of hammer upon metal ring out from the smaller annex. The inside of the shop is lined with armor and shields all brightly engraved, etched and shined. A single burly man works on a counter in the back of the shop. He looks up as you enter, "Look around let me know if you see anything you like."*

**The Family Honor – Price List**

- **Ceremonial Plate Armor** – 7,500 gp
- **Ceremonial Breastplate** - 1,000 gp
- **Ceremonial Family Shield** - 600 gp
- **Etching** – Silver 10 gp / 1000 gp value
- **Etching** – Gold 25 gp / 1000 gp value
- **Etching** – Platinum 50 gp / 1000 gp value
- **Heraldry** – Gemstone 5,000 gp
- **Heraldry** – Golden 3,000 gp
- **Heraldry** – Silver 1,500 gp

The man's name is Golden Smith, a name he has forever had to live with. His father was a successful smith before him and created methods to engrave and fill armor with various designs. This methodology made the family rich and now Golden has taken over the family business.

The Family Honor does all types of ceremonial or armor enhancements. Nothing magical simply the best materials for a truly amazing appearance.

The PCs will most likely ask Golden about Vorstalani. They will have to describe her since Golden does not recognize the name at all. If the PCs do describe her, Golden will think for a moment then say.

*"I suppose that could have been the woman that jumped in here yesterday. She did not do any business and I could only see her back for the most part. She came in about 3 pm and went right to the window looking out over the street. Stayed there for almost two or three minutes then as quick as she entered out she go. Never did stop back."*

The only other piece of information that Golden might be able to assist the PCs with will need to be asked to him directly. If the PCs ask which way she went when she left the shop he will have to think for a moment. He really strains but he will tell the PCs that he believes that she went to the left after leaving the shop.

If the PCs decide to attempt to track in the streets they are allowed a check. The DC of the check is 20. There are small women sized footprints that can be found on a DC 10 check, however to follow them any significant distance requires the DC 20 check.

If the PCs look to the left of The Family Honor they will discover Ar'Luren's Blades. This encounter is located as Encounter Four.

**Encounter Three: The Laughing Bed: (EL 4)** One of the more unique inns in Bet Rogala, this three-story inn resides just inside the East Gate. It has undergone many changes in ownership, but is best known for one of the beds in the inn. You see the building was cursed many years ago and each night one of the beds becomes susceptible to being tickled. What is not known is which bed. When someone sleeping in the bed rolls over or moves slightly the bed laughs and giggles. It is considered very good luck to spend the night in the Laughing Bed so people constantly fill the twenty guest rooms of the inn.

You should utilize this encounter if the PCs wish to follow up on the “alternate” buyer for Sorva’s goods.

***The Laughing Bed is one of the more famous small inn’s in Bet Rogala. A commonly dressed clerk opens the front door for you and follows you inside. “Quite the day. What can I do for you?”***

The clerk on duty today is named Rugilad and he is 17 years old and the nephew of the owner. He takes his duty very seriously and will question anything the PCs might request that seems out of place. Of course he does not have a lot of experience but you should consider him to have a Sense Motive skill of +7 when it comes to the inn. He would rather be safe than sorry.

**Rugilad, male human, Com 1:** hp 4

There are a great number of ways to investigate the merchant in room 8 of the inn. Some of the ways might include:

- Having Rugilad introduce the PCs to the merchant.
- Renting a room themselves to gain access to the upper floors (15 sp/night)
- Charming magically or physically Rugilad.
- Sneaking in the back way or climbing somehow to the second floor of the building.
- Utilizing a flying familiar or companion to spy upon the merchant.

Since there are so many ways, you, the DM get to earn your keep. Presented here is the situation and the appearance of the merchant and his room. Depending on the method and the stealth of the PCs methodology you will need to continue with the encounter using these guidelines.

### **The Man**

**Cofin D’Wen, human male, Exp 1 / Wiz 4:** CR 4; Size M (6 ft., 4 in. tall); HD 1d6 + 4d4; hp 15; Init +0; Spd 30 ft.; AC 10; Attack +1 melee, or +2 ranged; SV Fort +1, Ref +1, Will +5; AL LE; Str 8, Dex 10, Con 10, Int 14, Wis 8, Cha 6.

*Languages Spoken:* Kalamaran, Merchant Tongue and Terran.

*Skills and feats:* Diplomacy +1, Hide +0, Innuendo +1, Intuit direction +3, Knowledge +8, Knowledge (nature) +4, Listen +1, Move silently +3, Profession +4, Scry +9, Spot +3, Swim -0.5, Tumble +2, Use magic device +2; Alertness, [Scribe scroll], Still spell, Two-weapon fighting.

*Wizard Spells Known (4/4/3):* 0th -- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance.* 1st -- *identify, mage armor, magic missile, message, shield, sleep.* 2nd -- *blur, flaming sphere, invisibility, levitate, scare, summon Monster II, web.*

*Sub-Race:* Mixed human

*Description:* Cofin is a very tall but thin, almost sickly man. He definitely will strike the PCs wrong when they first met him. He is abraisive and rude. He uses the phrase “none of your business” far to often.

### **The Room**

The room door is locked and the blinds are partially pulled. If the PCs check Cofin will be in the room unless he is downstairs for a meal. Any viewing from outside down during the morning will allow Cofin to make a Spot check with a +4 circumstance bonus due to the sunlight coming in the window. However, anytime past noon he loses that bonus.

The inside of the room is a mess. Books and papers strewn about a small desk. There is no sign of goods or even a change of clothes visible in the room.

#### Search Check Result Table

- **DC 5:** A wizard's spellbook with the spells listed above.
- **DC 8:** A pouch containing some very strange material mixed together in a powder form.
- **DC 12:** A torn piece of a scroll with the heading Members of House Wanifer upon the title.
- **DC 15:** The remainder of the scroll with the descriptions of Lord and Lady Wanifer, their daughter and Vorstalani.
- **DC 20:** A small notecard stuffed into an empty glass vial. The card reads, "GORTHLORIMI".

If the PCs are somehow able to enter the room and search without alerting Cofin you should reward them while scaring them half to death. Keep giving them hints or listen checks to see if Cofin is returning. If they have stationed someone in the dining room, make that person stall Cofin giving their party member time to search the place. The following can be located, a progressive Search chart is used so a PC discovers everything equal to or less than their Search check result. Most of the items found are

very self explanatory. The only pieces that might need a little extra description are the notecard and the glass vial. The vial will lightly detect as magical if someone attempts this. The vial was used to bring the doppelganger into the city. The card is a command word. The word was used to release the doppelganger and instruct it regarding its target.

**Encounter Four: Ar'Luren's Blades:** Another shop on Warrior Row, Ar'Luren is a half-elf who creates and fashions the dress blades that are carried by many of the city's warriors. He makes both functional as well as show blades and can decorate either with gems, engravings or designed hilts.

*Another busy shop on this soot-covered street of metal workers. Inside a young looking Brandobian man sits sharpening a longsword. The hilt of the blade is decorated with a gold and brass pommel and the blade is etched with elven lettering. "Make yourselves welcome. I am Ar'Luren and if you want to be seen with a weapon, I can create it for you."*

First the adventure then the fun and games. Ar'Luren was not working in the shop yesterday but he will call out a clerk from the back room. Horac, a dwarven lad of 50 summers was working yesterday afternoon. If the PCs describe Vorstilani to Horac he will definitely remember her.

**Horac, male dwarf, Exp 3:** hp 15 – Horac is just learning Merchant Tongue.

*"Something happen to her. I knew it. She looked like she in trouble and I offer close shop and walk her home. Even give her free dagger when she say not need escort home. Funny she come in a couple minutes later without dagger but she leave before I able to ask her about dagger. I watch her, she go between buildings across street."*

That is all the information that Horac has for the PCs, he can show them a copy of the dagger he gave her. It was part of a custom set of six that Ar'Luren was making for himself. Horac did inform Ar'Luren about what he did yesterday and Ar'Luren did not mind at all one of the daggers being given away.

#### Ar'Luren's Blades – Price List

• Ceremonial Bladed Weapon – Tiny & Small	5x normal
• Ceremonial Bladed Weapon – Medium	6x normal
• Ceremonial Bladed Weapon - Large	8x normal
• Etching – Silver	10 gp / 100 gp value
• Etching – Gold	25 gp / 100 gp value
• Etching – Platinum	50 gp / 100 gp value
• Pommel – Gemstone	500 gp
• Pommel – Golden	300 gp
• Pommel – Silver	100 gp

Of course, Ar'Luren will also speak in regards to any of his services that the PCs might be interested in. The price list is listed here for your convince. In future modules set in Bet Rogala, this price list will be inserted in the Bet Rogala costs page as

found in the Appendix.

**Encounter Five: The Warehouse:** If the PCs are able to track or just follow Horac's directions they will come to a number of warehouses near where the servant was last seen. A DC 16 tracking check will determine that two sets of prints roughly the same size have moved through this area in haste during the last 24 hours. A DC 12 spot check will notice a broken window in the front of one of the warehouses. It is possible to peer inside the warehouse through the broken window, however it would be very difficult to gain access to the warehouse through the window unless the character was fairly small (5-5" less than 120 pounds).

Peering inside there is indeed the body of a woman lying on her face. Her limbs are contorted in very unnatural patterns. As the PCs are looking in the window they will be interrupted by a voice outside in the shadows. It will be important to determine if any of the PCs are under the watch of the Gray Legion due to their actions during *Hurry Up and Wait* at this time.



The man watching the PCs is Captain Banilor. He may have met the PCs already however they most likely have not met him in his official capacity as a keeper of the peace. He will ask for an explanation. He does not believe he heard the glass break and he will immediately be able to tell that the girl has been dead far longer than a few minutes. Still he wants to know exactly why the PCs are here and what their intentions are.

**Captain Banilor, male, human, Inf 7/Spymaster 2 (Song & Silence):** CR 9; Medium Humanoid (5 ft. 8-in tall); HD 7d6+14 / 2d8+4; hp 58; Init +3 (+3 Dex); Spd 40 ft.; AC 15 (+3 Dex, +2 armor); Attack +8 / +3 melee ((sap) 1d4+2 subdual damage); SA Sneak attack +4d6; SQ Uncanny Dodge, Woodland Stride, Trackless Step, Woodcraft, Internal Compass, Undetectable Alignment; AL CG; SV Fort +4, Ref +11, Will +5; Str 14, Dex 17, Con 15, Int 12, Wis 10,

Cha 13.

**Skills and Feats:** Appraise +4, Balance +7, Bluff +15, Climb +7, Decipher Script +8, Disable Device +10, Diplomacy +9, Disguise +12, Escape Artist +8, Forgery +9, Gather Information +12, Hide +10, Innuendo +10, Listen +10, Move Silently +10, Open Locks +7, Pick Pocket +10, Profession (cutpurse) +7, Read Lips +11, Sense Motive +13, Spot +9, Wilderness Lore +9; Skill Focus (Bluff), Unerring Strike, Dodge, Mobility.

**Possessions:** leather armor, short sword, sap, pouch with 7 pp.

**Languages Spoken:** Elven, Dejj, and Merchant's Tongue

**Sub-Race:** Dejj

**Deity:** Yendaj (The Coddler)

**Personality Traits:** There are two personalities at play here. The first is that of Keradin. Keradin is oily and many people feel the need to wash after speaking to him. He smiles out the right side

of his mouth and always acts the co-conspirator with anyone he is speaking with. A true slimy personality. The second personality is that of Captain Banilor. The Captain is a well respected and wonderfully personable officer in the Gray Legion. He is articulate and direct, almost completely different from Keradin.

With permission of Captain Banilor the PCs should be allowed to enter the warehouse. He will watch and record each of their moves. It will not be easy due to the cuts and tearing to recognize the face that they have been looking for, but the body is that of Vorstilani. A successful Heal check DC 15 will be able to determine that the body is not only cut but also has a great number of broken bones. The dagger described by Horic (if they got the description) will be found with the body.

**Encounter Six: Returning to House Wanifer: (EL 3)** With the discovery of the body the only task remaining seems to be to inform Lord Wanifer regarding the culmination of the investigation. However, when they are finally shown into Lord Wanifer's office their outlook and expectations may dramatically change.

*You are shown into a grand office. The Wanifer estate while not nearly the largest in the city is much more than most people will ever see. Lord Wanifer meets you personally. "Good day, I am truly sorry to have sent you on such a fruitless mission. Please allow me to make it up to you. I do not like it when other people waste my time and I certainly don't like wasting other people's time."*

*Lord Wanifer hands you each a small emerald. These are worth 65 gp each, they are certified at the Carat House. Again I apologize for the inconvenience. With these final words Lord Wanifer sits behind his desk and begins to study parchments upon its surface, while Heruza moves quietly and opens the door.*

Of course, the PCs might be either a little confused or they have understood what has really happened. Either way it will come as a shock to Lord Wanifer and Heruza. They have of course heard of doppelgangers (if the PCs mention the name) but Vorstilani returned this morning after being mugged last night. She is currently up in the music room with Lady Wanifer and his daughter.

It will be up to the PCs to determine how best to prove the doppelganger's presence. Give them the chance remembering they are only 1<sup>st</sup> or 2<sup>nd</sup> level. Lord Wanifer will ask them to help him determine if their accusations are true before he summons the guard. The doppelganger is still currently in the form of the maid. It's plans are to take over the form of the Lady this evening. Then the daughter and finally Lord Wanifer.

**Doppelganger, medium-sized shapechanger:** CR 3; HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk 2 slams +4 melee (1d6+1 damage); SA Detect thoughts; SQ Alter self, immunities; AL NE; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

*Skills and Feats:* Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8; Alertness, Dodge.

**Scaled Doppelganger, medium-sized shapechanger / Rog 2:** CR5; HD 4d8+4 +2d6 +2; hp 37; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk 2 slams +6 melee (1d6+1 damage); SA Detect Thoughts; SQ Alter self, immunities; AL NE; SV Fort +5, Ref +9, Will +6; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 13.

*Skills and Feats:* Bluff +12, Disguise +12, Listen +12, Hide +7, Sense Motive +8, Spot +8, Move Silently +8; Alertness, Dodge, Weapon Finesse (slam)

## Conclusion

Use this conclusion if the PCs determine that there is a doppelganger and they are able to defeat it.

*Lord Wanifer is very generous in his reward. He adds to his already hefty sum while quickly finishing your business. He is very worried about why his family was targeted and by whom. As you leave the building you notice that Captain Banilor is standing in the hallway outside Lord Wanifer's office. "Lord Wanifer will see you now Captain.", Heruva states as he leads you out and allows the Captain inside.*

## Conclusion Alternate

Use this conclusion if the PCs never realize that there is a doppelganger and Lord Wanifer is not told of the death of his servant.

*Lord Wanifer is very generous in his reward. Over the next couple of days you hear rumor that Lord Wanifer has sent his family out to a country estate while he makes plans to overhaul his businesses.*

## This Ends Making a Name



## **Experience Point Summary:**

### Encounter One:

- 10 xp - for negotiating with Lord Wanifer while being polite and civilized.

### Encounter Two:

- 10 xp – Gathering Information at the Beggar’s Horn.
- 10 xp - Gathering Information at The Carat House
- 10 xp - Gathering Information at The Family Honor
- 10 xp - Gathering Information at P’Dilago Antiques
- 25 xp - Stopping the robbery at P’Dilago Antiques
- 10 xp - Gathering Information at The Midnight Sage

### Encounter Three:

- 25 xp – for uncovering evidence that Cofin is not what he seems
- 10 xp - for locating the small notecard and empty glass vial.

### Encounter Four:

- 10 xp – Gathering Information from Ar’Luren and Horac

### Encounter Five:

- 10 xp – for discovering the warehouse.

### Encounter Six:

- 25 xp – for convincing Lord Wanifer that there is still an issue.
- 60 xp - for defeating the doppelganger.

General Roleplaying Experience 0-75 xp

**Experience Point Maximum: 300 xp**

## **Treasure Summary: possible treasure only**

- up to 100 gp. each from Lord Wanifer.
- 25 gp each from P’Dilago.
- The thieves in Encounter Two have equipment and gold worth 60 gp total.

If you are playing in the Living Kalamar campaign this adventure is worth a maximum of 300 xp to your character.

If you are playing this event as part of an on-going home campaign, then you, the GM should award experience as you see fit for the challenge level posed by the adventure.

## Appendix A:

### Building Key to City of Bet Rogala

- 1. The Royal Compound:** This complex of four buildings house the offices and home of Prince Kafen and his family. One of the buildings houses the royal guard, one is the Prince's personal offices, the coach house and the impressive four story royal manor complete the complex. The complex is surrounded by a stout iron fence.
- 2. City Watch Towers:** These towers number 13 in total and are located across the whole of the city. They are numbered and "lucky tower 13" is located just outside the city walls in the Harbor District.
- 3. Master Cave:** This large domed building rests just inside the Royal district on the edge of Potter Way and the Merchant District. Home to some of the nastiest looking bashing weapons and equally nasty tasting beers, this brewery/weapon shop is run by Juk a half-orc who has lived and worked in Bet Rogala for the last ten years. The odors and decorations are enough to turn the staunchest elven stomach, however, Juk is well respected and his equipment is valued by the mercenary contingent in Bet Rogala.
- 4. Square of the Shrines:** This square is at the end of Eleven Veils Way. It consists of four significant shrines with room in the square for at least one more. There is a large rectangular building, which holds the shrine to Selanadi, the Lord of Silver Linings. The building is brightly painted, the color changing with each cycle of Diadolai, the moon thought to be the home of the Gods. A large circular one-story building is home to Regorike's shrine. The building is simple but well cared for by clergy and followers. The third building is the shrine to the Founder. Sobati has many followers in Bet Rogala, however they have not been able to come to terms with the city government as to allow them to build a full temple. The final shrine and the smallest in the square is that of Golidirin, The Landlord. The outside of this three story square building is weather beaten, however, once inside a bright gem encrusted altar and shrine await those having business with Golidirin.
- 5. House of Scales:** Taking up more than a city block, the merchant guild towers above the three story shops and residences around it. One of the tallest buildings in the city, the guild rises more than six stories into the sky. It does however only have four floors inside the structure all of which boast tall arched ceilings.
- 6. The Copper Pheasant:** A large inn and boarding house located on Flander Way and the Merchant Road. The inn is run by Saketi a good looking man of Kalamarian ancestry. He was recently widowed last summer when his wife died of The Wrack while visiting family near Ar'taban. Saketi keeps at least a dozen of his three dozen rooms aside for students of the College of Magic.
- 7. Inn of the Reluctant Hero:** This "inn" is located in the southwest corner of the city next to the city wall. Originally it was one of the fourteen city guard towers in the city but was given to a minstrel as reward for services done during the revolution. The minstrel was Jare, an elf from the Kingdom of Kalamar. He decided to open adapt the tower into a small inn. He only has eight rooms for lease in the inn, but he does do a good business during the evenings. The artisan's district has grown from his inn to now encompass five blocks of streets.
- 8. The Assembly of Light:** A large temple rises over the Merchant Road, its two large towers covered in colored glass look out over the entire city.
- 9. The Parish of Love:** This large circular building is off the beaten path between The Way of the Silver Dragon and Mystic Place Way. However, as the clergy of Lelani are oft to say, Love must be discovered. The white stone building houses a number of clergy as well as a small social area. Often romantic dinners or dances are held in the social center.



- 10. Abbey of Unholy Wealth:** This well constructed two-story building is the home of a generic order of monks in the city. They have not announced any formal affiliation in their twenty-six year history in Bet Rogala.
- 11. The Slaughterhouse:** This general store is located on Mystic Place Way and is a small three-story building with residences on the second and third floors. It is run by Zandi Ramin a halfling from the Kamerala Mounds.
- 12. Thulhok Moneylender:** The large building is home to a number of moneylenders. They are all working for Thulhok whom none of the lenders will be able to describe at all. They all receive their information and instructions from Koron, a half-hobgoblin who stands guard in the three story warehouse style building.
- 13. Seb'Raten Merchant House:** One of the most beautiful buildings in the city it is made out of dark wood carved with house, family and foreign symbols and depictions. The house is at the northern end of the District of Coins and is home to the vast merchant trading company founded over 150 years ago by the Seb'Raten family.
- 14. The Beggar's Horn:** A notable shop in the center of a large row of shops, the Beggar's Horn sells and creates bardic instruments of all types. Simoth Krullarg runs the shop. He is a half-orc from the Young Kingdoms. If it is surprising to see a half-orc selling instruments it is more surprising the sweet and delicate notes that can be created by his much sot-after instruments.
- 15. The Block and Mortar:** The craftsman of Bet Rogala created their own guild not long after the revolution. It stands across the street from the Seb'Raten Merchant House and contains the administrative and guiding arms of the craftsmen of Bet Rogala.
- 16. The Steel Elf:** This is a narrow two-story building on the back side of the Block and Mortar. When the door is entered a elf in sparkling shiny armor will rise from a bench near the door and proclaim loudly - "Welcome to The Steel Elf. What can I show you today?" The elf is an illusion, the actual armorer and proprietor of the establishment is Sil Gozer a gnome from Randolen in the Kingdom of Eldor.
- 17. The Griffon Claw:** This is an armor shop as well specializing in shields and leather armor. The partners that run the shop are Fargad Talak, a male dwarf and Vashel a woman of Dejj ancestry. Vashel specializes in the creation of occasional enchantment of exotic leathers. She is most famous for the dragon hide leather armor that she constructed for Prince Kafen.
- 18. The Fiend and Fowl:** This inn is another of Bet Rogala's large inns. It has four stories and over sixty rooms. Again, 15 rooms are dedicated to student leases for those students attending the College of Magic.
- 19. HQ The Gray Legion:** On the corner of Fulakar Way, in the eastern Royal District is a non-descript building that houses the Gray Legion. The building is two-stories and is rumored to have at least two underground levels as well.
- 20. HQ Pekalese Army:** Standing just off the road is the huge stone fortress that is the army headquarters. Built after the revolution this building was designed to be used to safeguard the officers and the royal family should the empire attack. The size of a medium country keep it is constantly keep in readiness with fresh supplies and troops.
- 21. Pekalese Courthouse:** At the corner of The Grand Way, the courthouse is made of white marble streaked with silver. The marble was a gift of the elves of Cilorealon.
- 22. Hall of Transmutation:** The largest building in the College of Magic this one story building stretches over a city block and contains two wings.
- 23. Tower of Divination:** A four story tower juts out from the College of Magic and is home for the diviners of Bet Rogala.
- 24. Halls of Enchantment and Illusion:** This long three-story building is home to a number of offices and classrooms. It is the southern most building of the College and is often the target of various illusions or enchantments to change its appearance.
- 25. Hall of Abjuration:** A simple no nonsense building in the center of the College of Magic its two-stories are flanked by the towers of the Professor's Hall and the Vi'Mindrel House.

- 26. The Professor's Hall:** This L-shaped building is home for most of the College's instructors and also contains temporary housing for visiting wizards.
- 27. Tower of Thrin Chor:** Rumors abound regarding this four-story tower in the northern section of the College. The most common rumor is that there are four levels below the surface to correspond to the four above the surface and that the study of the lower planar creatures occurs below while the upper planes are studied above the surface.
- 28. Halls of Conjuration and Evocation:** Needless to say that safety might have been the reason that this combination hall is located farthest from the center of the College. It has housed the most accidents in the history of the College and given the schools of magic studied there is no doubt that it will continue its "glorious" history. The building is fairly new being the fourth hall. It is made of a black stone and contains two stories and a small annex in the front of the building.
- 29. The Temple of Enchantment:** The official entrance to the College of Magic is the Temple of the Riftmaster. It stands alone with only the College behind it and its own gardens on the side and in front of the three-story white stone building.
- 30. Administration Building:** A three-story tower, which holds all administrative offices for the College.
- 31. The Midnight Sage:** This two-story residence is located next to the College administrative building. It is the only residential building within the limits of the College and is notable as such. However, the owner of the building and keeper of the shop held within, is Sorva D'Lortal, a shadow elf. It is unknown how or why Sorva is permitted to run her business from here, however she often is consulted by students and instructors alike, even if she is only open during the evening hours.
- 32. ViMindrel House:** A small two-story building on the western edge of the College is home to the ViMindrel society. A large yard to the west of the building holds raw materials (sand, wood, clay tablets) for the alchemical work done within the building.
- 33. Hall of Twilight's Eye:** This two-story hall is way out of the way in the northeast corner of the city. It is a wooden hall and is the headquarters and training grounds for the Watchers of Twilight.
- 34. HQ Castle of Honor:** Located on the corner of Black Arrow Way and the Silver Sword Way, this triangular building is surrounded by the homes of no less than four honorable. Although there is a limited staff that works full time in the building, the building is used mainly for infrequent meetings or organizational assemblies.
- 35. HQ Riders of the Lance:** Across the street from the HQ of the Castle of Honor, another triangular building is home to the Riders of the Lance. A large stables take up the backside of the two-story building.
- 36. HQ Steel Ribbons:** Another triangular building, this three-story building houses many of the formal suits of armor worn by the Steel Ribbons. It has a permanent staff and is always guarded.
- 37. Army Encampment:** To the south of the city, outside the walls, encamps the Pekalese Army.
- 38. The Laughing Bed:** One of the more unique inns in Bet Rogala, this three-story inn resides just inside the East Gate. It has undergone many changes in ownership, but is best known for one of the beds in the inn. You see the building was cursed many years ago and each night one of the beds becomes susceptible to being tickled. What is not known is which bed. When someone sleeping in the bed rolls over or moves slightly the bed laughs and giggles. It is considered very good luck to spend the night in the Laughing Bed so people constantly fill the twenty guest rooms of the inn.
- 39. The Black Harper's Forge:** Located almost at the western end of Black Arrow Way, this weaponsmithy is owned by Lasorisa B'Tomorin, an above average looking Kalamaran woman. Lasorisa spent a number of years in the military and then guarding caravans before she earned and saved enough money to buy this one-story building and attached residence. She specializes in the finesse weapons.

- 40. HQ The Blooded:** Nothing more than an excuse to build an arena in Bet Rogala the headquarters of The Blooded is a gladiatorial arena. There are some professional gladiators here and citizens are welcome to come watch the practice. Adventurers are sometimes asked to participate in the practice although betting is strongly discouraged.
- 41. The Mystic Quiver:** The premiere bowyer in the city frequents and stays at this inn and tavern in the Artisans District. The small inn boasts 16 rooms and a long alley which is often used for archery contests.
- 42. The Enlightened Note:** Taking up the majority of Performance Way the Bard's Guild of Bet Rogala takes up less than a quarter of this two-story building. The remainder of the building is devoted to residential space with some space set aside for master level bards that happen to visit the city.
- 43. The Witches Broom:** A medium sized tavern in the Artisans District, it contains two-stories with the owners residence on the upper floor. It is most known for the broomstick attached over the fireplace that is rumored to have been taken from an evil hag.
- 44. The Blue Eyed Blacksmith:** A well known establishment run by two Fhokki sisters Gytha and Rothla. They specialize in medium armor along with spears and polearms. It is located in the prime location of Mystic Place Way and the Grand Way.
- 45. Mapmaker:** Next to the blacksmithy is the home and shop of the city's mapmaker. Elorat is almost 90 years old and his son Corimar is 72 years of age. Still Elorat is not ready to turn the business over and has many old long forgotten maps along with the new maps his son and family create.
- 46. Halls of the Valiant:** This grand temple is decorated with columns of marbled carved to appear as a stack of lances. It contains living quarters for its clergy and a large open temple for worship.
- 47. HQ The Edge:** This is the rowdiest bar in the city and is often the source of many complaints and city watch arrests. It is two-stories the lower story being stone.
- 48. "The Wooden Palace":** Nestled up under the eaves of the Craftsman's Guild is the Wooden Palace. This shop is the home of Cougar, a Fhokki man who settled in Bet Rogala about five years ago. He makes the most wonderful wooden toys, many with movable arms and legs.
- 49. The Carat House:** This is the beautiful home of the Jeweler's Guild of Bet Rogala. It is three-stories in height and its windows are all of stained glass.
- 50. The Oyster Bed:** This medium sized inn is on the corner of Lake Way and Eleven Veils Way. It is a very modest but clean inn and is recommended far and wide by merchants for its humble but satisfying service.
- 51. The Home Foundation:** The temple to Taladari is a modest triangular shaped building at the junction of Eleven Veils Way and the Merchant Road. It is made completely of stone with a gray shingled roof.
- 52. Museum of History:** This large building stands on one corner of Independence Square and houses many of the banners and historical artifacts of the Principality. It is usually guarded and there is no admission fee for children, and only 2 copper pieces for adults.
- 53. The Hidden Guile:** This is a large three-story building with the lower floor devoted to a high end tavern. The Guile as most natives describe it sells the most delicate and foreign drinks in the city. It is also the home of the shrine to Raconteur on the second floor.
- 54. Shrine to the Powermaster:** Outside near the Lake shore is the shrine to the Powermaster and the grounds where the annual competitions and faires are held.
- 55. Crystal Dreams:** Part of a large building containing minor merchant houses, Tib'rel operates a very well known glassblowing business. Often the glass of choice by the College of Magic, Tib'rel has secreted formulas for creating glass of strange and beautiful colors.
- 56. Wanifur Merchant House:** This narrow building is home to one of the major merchant houses in Bet Rogala. Not near the level of Seb'Ratan they still operate four to eight caravans at any given time.

- 57. Beniva's:** Another small shop in a three-story complex of shops and residences, Beniva is a dressmaker whose original pieces are sought after by many of the wealthy ladies of Bet Rogala.
- 58. The Singing Moon:** This two-story tavern is located smack dab in the middle of the merchant row. It is often frequented by the workers and merchants of the street when they conclude their business for the day.
- 59. Robes by Dilomar:** The Dilomar family owns this whole building although other merchants and craftsmen occupy portions of the building. The three-story building is one of the oldest in the city having been built decades before the College and the city walls. Surprisingly it is a wooden structure and although many neighboring buildings have been lost to fire, it has continued to survive. Dilomar is the exclusive retailer of robes for the various schools of the College of Magic.
- 60. The U'Telut House:** This merchant house is small but many believe it has a lot of potential. They have made a niche for themselves by being able to trade with the various hobgoblins and giants of the Elos Desert.
- 61. Standler Pets & Familars:** This medium-sized building also contains stables and contained runs in the rear of the building. The prices for various pets are higher than in other cities however Standler does have the only shop in the city for the exotic animals. (125% of PH prices)
- 62. The Ribcage:** Following the Pekalese trend for making the most out of what they are given this small building houses the largest butcher in the city. After dark a portion of the building is opened as a tavern mainly for those that work in the area, however sometimes adventurers just love to visit every tavern in a city.
- 63. Jeseral Cartographer:** This small one-story home also serves as the shop for Jeseral, a retired sea captain. He makes a living by charging a nominal fee to see his charts of the worlds seas. He will not allow the charts out of his sight but for an additional fee will allow portions to be copied by one of the mapmakers in the city.
- 64. Commission of Public Works:** At the north end of the Merchant District is the administrative building for the city public works commission. The public works commission is responsible for the sewers, walls, buildings, streets and parks of the city.
- 65. Hovilu Construction:** Next to the Public Works building is a construction company that builds homes and repairs building in the city. Hovilu is dwarven but his crews are a true mixture of races and subraces from all around the world.
- 66. Arcanum Hall:** The headquarters for the Knights of the Arcanum is also their residence. Each knight is allocated rooms within the large two-story stone building located on the campus of the College of Magic.
- 67. Library of Bet Rogala:** Located in the College of Magic campus this three-story building is jealously guarded by the wizards of the College. It is not impossible to be allowed access to the library, but it is extremely well protected.
- 68. The Sorcerer's Swan:** This monstrous inn is located on the Grand Way outside the southern entrance to the College of Magic. One of the most expensive inns in the city it caters to the wealthy, having 50 rooms and 20 suites.
- 69. Messenger and Criers Guild:** No fancy name or title for this triangular two-story wooden building. While home for many small craftsmen and sages, it is also the home of the guild for the messengers and criers of Bet Rogala.
- 70. The Verdict:** While officially known as the Guild of Legalists, the name of The Verdict has stuck due to the popularity of the name. Built outside the walls of the army headquarters and across the street from the courthouse this three-story building holds many of the offices of the barristers of Bet Rogala.
- 71. Commission of Taxation and Trade:** Official Principality offices for all taxation and trade officials. It is located outside of the army headquarters and is a duty location for army personnel in the area.

- 72. Mint of the Principality:** This magically guarded four-story building is located on the Way of the Silver Dragon, in the district of coins. Here the coins of the realm are minted and the gold and silver bars of the Principality treasury are stored.
- 73. Andlethorp Printing:** This small shop is home to an extended family of gnome printers. They print flyers, ads, posting and even create some signs for a number of shops in the city.
- 74. The Brewer's Guild:** Another small two-story wooden building in the District of Coins. The brewers of the city are very guarded about their recipes and utilize the guild to control the quality of the brews but also the recipes utilized.
- 75. The Vaulait Merchant House:** This merchant house has recently been established by one of the lost daughters of Geanavue's House Vaulait. She has no intention of returning to Geanavue or Zoa where her intended and his family reside. The ship she was on was captured by pirates and she was able to ransom her freedom and eventually passage to Baneta.
- 76. Embassy of Paru'Bor:** This three-story L-shaped building houses the official diplomats from Paru'Bor.
- 77. The Barley Horn:** A wondrous one-story restaurant can be found on Flander Way. The restaurant specializes in beers and breads.
- 78. The Dwarf's Beard:** This three-story medium sized inn is on the corner of Flander Way and The Merchant Road. It is owned and operated by a dwarven family however there are many human as well as demi-human sized rooms.
- 79. Embassy of O'Par:** This three-story building houses the official diplomats from O'Par and a number of other residences that O'Par leases out room in their building.
- 80. The Ashen Boar:** This quiet two-story inn only has twelve large bedrooms. It has a wonderful restaurant, which remains a favorite place of the clergy of the Pure One.
- 81. Baker's Bride:** This huge bakery is one of the city's favorites. Set across the street from the Cathedral of the Pure One, it was a gift to one of Seb'Raten's daughters who met and fell in love with a common baker. Although initially against the relationship, the fact that Pane is a wondrous baker and was bound to be successful finally changed Felima's parents.
- 82. Tarelon's Tannery:** A very small leather tannery set into a row of shops. Famous for the quality of the studded leather that he produces there is usually a two-month delay for masterwork leather or studded leather armor.
- 83. The Eel's Spur:** On the Scarlet Way, this tavern is also home to the Courtesan's Guild. It is a well maintained three-story wooden building.
- 84. The Black Quill:** This quality inn is just inside the eastern Royal District on The Grand Way. It is a lovely three-story building with black shingles and white painted walls. The proprietor is a handsome elven bard that has been known to trade a nights stay for a new and exciting (but true) story of adventure.
- 85. The Quarry:** The stonemasons of Bet Rogala are one of the strongest guilds in the city. They have influence in all new building in the city and are one of the main reasons that the Temple of The Founder has not yet been approved. The Quarry is a stout two-story stone structure with a flat rooftop. The stone is carved with the symbols of many of the noble and honorable family manors built by the stonemasons of Bet Rogala.
- 86. Stone's Shipwrights:** Out by the lake stands a large warehouse type building dwarfing the other buildings in the Wharf District. Stone's has been a staple of Pekalese Lake merchants for over 50 years. An unlikely partnership of a dwarf and an elf has worked and can take credit for over 50% of the vessels that trade along the Lake.
- 87. Home of Ziril:** A very plain two-story building near the southern walls of the city.
- 88. P'Dilago Antiques:** A two-story warehouse and shop with a rear staircase leading up to a residence above. Many strange and foreign artifacts and goods can be discovered for sale in this dusty shop.
- 89. Home of the Honorable Jenitir:** A fair sized two-story home with a large open courtyard in front of the home.

- 90. Home of the Honorable B'Loramel:** A large manor home directly on The Grand Way across from the Sorcerer's Swan.
- 91. Home of Zo'mas the Lame:** A humble L-shaped two-story wooden building just off the street. Surrounded by other buildings access is only gained by squeezing through the narrow alleys between the surrounding buildings.
- 92. Klen Smithy & Stables:** A large stable on The Grand Way outside of the College of Magic. Klen, a huge man of Fhokki ancestry cares for the horses as well as sells horses. He has never been known to smith any weapons or armor, however a large greataxe is displayed over his forged.
- 93. Stirnog's:** The only people that find this out of the way shop are those that have been told about it. It is in the back of a residential building north of The Courthouse. Stirnog is a half-hobgoblin that apprenticed with both a druid and a shaman and found he lacked the calling of magic. He did however love the herbs and plants and has learned more than any hobgoblin ever did regarding the art of herbalism.
- 94. Home of the Honorable Casel Worifim:** Judge Worifim is almost 85 years old and although retired from duty at the courthouse he still lives in a well tended manor house behind the courthouse. He will often be found in court watching the proceeding intently before returning to the three-story manor house given to him by Prince Kafen after 50 years of service to the Principality.
- 95. Embassy of Ek'Gakel:** This two-story building is surrounded by a stout iron fence. The diplomats from Ek'Gakel reside here year-round. Currently in residence is the daughter of Elmin Ragarela who is being proposed as a suitable bride to one of Prince Kafen's sons.
- 96. The Haunted Manor:** This large four-story building is reputed to be haunted by the ghosts of the many people who died or were executed when it was utilized as a jail by the Empirical Governors. After the revolution, the cells were removed and it was renovated to serve as a manor house. However the family that first moved into the house disappeared one night and no one has taken ownership since.
- 97. Tower of the Honorable Archmagi Sanano:** Sanano is fairly young looking. Her Svimohzish ancestry mixing with barely obvious elven relatives. It is unknown what her current powers rank. The College of Magic however deems her an Archmagi and she was granted the status of Honorable just last year by Prince Kafen.
- 98. Horivar's Helms:** As part of Warrior Row, Horivar is a tiny man who specializes in fabulously grand helms. Winged helms, griffon helms, lion helms if someone can describe the visage he can create the helm.
- 99. Ar'Luren's Blades:** Another shop on Warrior Row, Ar'Luren is a half-elf who creates and fashions the dress blades that are carried by many of the city's warriors. He makes both functional as well as show blades and can decorate either with gems, engravings or designed hilts.
- 100. The Family Honor:** Another shop on Warrior Row, this shop specializes in dress plate mail and shields. The embossing and etching of armor and shield with family heraldry or similar designs.
- 101. B'Vimamel Noble House:** This small compound of building is home to the B'Vimamel noble family.
- 102. B'Vimamel Merchant House:** A two-story L-shaped building stands next to the family compound and is where the merchant business takes place. B'Vimamel is well known for the long caravans he sends into the Young Kingdoms bringing back iron and weapons.
- 103. Ka'lefu Noble House:** One of the oldest noble houses in the city this grand manor is surrounded by rose gardens to the right and left.
- 104. The Pride:** On the corner of Potter Way and Freedom Way stands an elegant three-story inn called The Pride. Although there is one stuffed lion head in the building, the inn was named for the owners great grandfather who was one of the last casualties in the war for independence.

- 105. Heaven's Hearth:** A cozy restaurant located in the Merchant District on The Merchant Road. It is run by a family of elves who specialize in the cultural foods from around the world. It is rumored that they have books of dwarven recipes.
- 106. The Dark Maiden Brewery:** One of the best known beers of the city is the Dark Maiden. A very dark beer it has a slight bitter aftertaste but is rich and full of flavor. The brewery is located just before Shrine Square and is a large warehouse style building.
- 107. Peer More Locks:** The city locksmith goes by the name of Peer. This young dwarf has recently taken over the business from his uncle who passed away after serving the city for more than 85 years. The locksmith is off the beaten path near Wharf Town Way and the western city walls.
- 108. Public Bathhouses:** Spread around the city are many standard public bathhouses. Each of the bathhouses are similar in build being made of a stone foundation and wooden upper floors.
- 109. Embassy of Kalamar:** Strange as it might seem, the Empire of Kalamar has its own embassy here in town. Prince Kafen limits the number of diplomats that can be here and each is carefully watched. The one-story building has a nice courtyard and fresh water fountain in the center of the courtyard.
- 110. The Drowned Rat:** A well weathered two-story building on the outside of the city walls just outside the Harbor Gate. The Drowned Rat is a favored tavern for the sailors and mercenaries that guard caravans.
- 111. Journeyman Inn:** A medium sized three-story inn with 58 rooms. 18 of the rooms are reserved for students at the College of Magic, while six of the rooms are permanently assigned to Prince Kafen. These rooms are utilized by the Gray Legion to keep track of the happenings at the Embassy of Kalamar.
- 112. Lenthorian Lamps:** A well spoken merchant from Ahznomahn sells lamps and other devices designed to shed light into buildings. The shop is part of a series of household good shops on the corner of Merchant Road and the Way of the Silver Dragon.

## Appendix B

### Names of Merchants and People of Bet Rogala

#### Brandobian People:

Drelcrin Benguld - Wine Merchant  
Stroben Minbles - Lamp Oil Merchant  
Olbsen Dorbrov - Horse Trader  
Crinplon Vrellel - Apprentice Wizard  
Ranselita Fortron - Tavern Server  
Olita Fortron - Tavern Server  
Ilthan Fortron - Tavern Owner  
Ichil Dolcrindel - Messenger

#### Dejy People:

Areknyr - Traveling Caravan Scout  
Saryfko - Construction Foreman / Mason  
Shary - Tavern Server  
Jenjyk - Fortune Teller  
Thena the Wise - Sage  
Roshjani - Fence - semi-legal  
Thekesh - Shaman - not registered  
Khocho - Druid - registered  
Kylsha - Sorcerer

#### Fhokki People:

Falayl - Fishing Captain  
Gorrdhadd - Merchant Guard Captain  
Stoknorr - Caravan Guard  
Fonrynor a - Tavern Owner  
Natkyntak - Blacksmith  
Vryjheka - Herbalist

#### Kalamarian People:

Dil'viku P'Meltak - Minister of the Merchant's Guild  
Kananivik Darisek - City Watch Commander  
Sip'golas B'Serapar - City Watch Sergeant  
Pinarog Farel - Owner General Store  
Sulat Vitisar - Town Crier  
Sular Vitisar - Minister of Information  
Letasegel B'Nifukar - Member of the Gray Legion - Poses as beggar  
Ki'Isa Ragosip - Tavern Server  
Vanamir Mokira - Owner - carriage service



Reanaarese People:

Liataal Peasee - Caravan Master  
Reegoo - Courtesan  
Raizlaar Riazausia - Accomplished Wizard  
Keiroo Geonearum - Fence (Illegal)  
Taofoor Peer - Fishing Boat Maker  
Lenaiz Huuraew - Tavern Owner

Svimohzish People:

Suvar Shaphezno Vezshal - Caravan Master  
Nomishim - Wizardess  
Monaehmaz Neshnaresh - City Watch Sergeant  
Izvan Zarnim Zalvish - Wizard

Dwarven People:

Ironheart of Clan Talek - Caravan Guard Captain  
Cesium Goldfinder of Clan Kerak - Moneylender  
Zomed Rocksplitter of Clan Gramdel - Dwarven Bard  
Fargad the Smith  
Urgrum Nosebiter - Construction Foreman Stonemason's Guild

Elven People:

Telemar Whiteoak - Ranger and Caravan Scout (High Elf)  
Wevimar Silverstand - Alchemist (Wood Elf)  
Shirell Wildrun - Animal Handler (High Elf)  
Mehaneaia Skyblossem - Half-Elf Courtesan  
Celmerasiveliad - Wizard (Gray Elf)

Gnomish People:

Piulgazi the Miller  
Dalayt the Wheelwright  
Hreborn the Baker

Halfling People:

Lavleta Stoutbarrel - Beer Maker  
Kajardi Padek - Fruit Seller  
Areni Padek - Fruit Seller  
Theartan Mudtean - Potter

## Appendix C: Costs within Bet Rogala

**Table One - Outer Gates:** There is a straightforward fee system for entering the city. There is no fee for exiting the city. The guards will explain the system to the PCs.

- Adventurer's Tax - 1 gp
- Mercenary Tax - 8 sp. (must be with a caravan and most caravan masters will pay this fee)
- Wizard's Tax - 5 sp. (must have identification from College of Magic)
- Citizen's Tax - 2 sp. - the guards can usually tell who is a peasant type and who is an adventurer. The city does not charge the normal people nearly as much.
- Horse Tax - 5 sp. - Horse covers any type of riding beast and the charge is per beast.
- Wagon Tax - 1 gp. - per wagon or cart. Some of the Merchant Houses have discounts.
- Animal Tax - 1 sp. - per animal covers anything larger than a rabbit but not a riding beast.

**Table Two - Places to Stay:**

- The Copper Pheasant (8 sp./night)
- The Fiend and Fowl (9 sp./night)
- The Laughing Bed near the Eastern Gate (15 sp./night)
- The Mystic Quiver (7 sp./night)
- The Oyster Bed (5 sp./night)
- The Sorcerer's Swan (1 gp/night)
- The Dwarf's Beard (8 sp./night)
- The Ashen Boar (9 sp./night)
- The Black Quill in the Eastern section of the city (1 gp/night)
- The Journeyman Inn (6 sp./night).

**Table Three - Inner Gate Fee:**

- There is a fee of 2 sp per person to transverse through the inner gates. This fee is charged each way and is only waived if a person is traveling through the gate to verify if the College of Magic is hiring.

**Items available for Purchase:**

- From the College of Magic
  - **Available Alchemical Compounds**

Antitoxin (1)	60 gp
Azurtallan Salve (1)	120 gp
Greatsalt (2)	20 gp
Mooreta (2)	15 gp
Smotherblend (3)	22 gp
Smokestick (1)	20 gp
Thunderstone (1)	30 gp
- From the craftsmen of Bet Rogala
  - Masterwork Weapons (Simple and Martial) Melee – normal price +/- 5%
  - Masterwork Weapons (Simple) Ranged – normal price +/- 5%
  - Masterwork Armor (Light, Medium and Heavy) – normal price +/- 5%

Appendix D: Errand List  
Player's Handout #1

*The Beggar's Horn: Pickup the completed lute that had been ordered.*

*P'Dilago Antiques: See if anything new or interesting had come into the city.*

*The Family Honor: Order a new shield for the guest house fireplace.*

*The Carat House: Place an order for the house. She did not know what the order was, simply given the written order to deliver.*

*The Midnight Sage: Purchase the Torobo Root from Sor'va.*

# Coruren's Map of Bet Rogala

