



# Vanishing Concerns

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

**Part One of *Shades of Gray***

**An Adventure for 1<sup>st</sup>- through 4<sup>th</sup>-Level Characters**

**By Shawn Merwin**

A merchant in need of guards for a shipment of precious spell components calls upon a group of heroes to assist him. A simple trip from Bet Rogala to Lebolegido never brought so much adventure. A Living Kingdoms of Kalamar module for party levels 1 through 4.

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## Module Notes

This module is part one of *Shades of Gray*, a series detailing the intricate spy networks utilized by Tokis and Pekal, for use in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 4 to 6 characters ranging from 1<sup>st</sup> to 4<sup>th</sup> level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3<sup>rd</sup> 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 Pekal. Therefore, the DM should also have the *Kingdoms of Kalamar® Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*.

Each encounter presented includes abbreviated monster and NPC statistics. Specific statistics for key Non-Player Characters (NPCs) and other material are included in the appendices at the back of this module as well as throughout the module text itself. Certificates that may be photocopied are also included. The DM should read this adventure entirely no fewer than one time before playing in order to ensure a precise flow of movement, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

## Background

The Lebolegido Tactical Academy stands as a paradox. Once a school for enslaved gladiators, it is a reminder of the violence and decadence of the Kalamaran Empire. The Pekalese military now operates the school as a training ground for Pekalese officers and warriors who wish to fight against Tokite aggression. While the brutal and gory gladiatorial events that epitomize Kalamaran violence no longer take place in Pekal to the extent they did before Pekalese independence, the arena in Lebolegido still hosts sometimes-lethal combats in front of the frenzied and cheering onlookers.

Spies from Tokis, eager to disrupt any organizations providing support to Pekal in its fight to remain independent, have infiltrated the Lebolegido Tactical Academy. The spies have

many objectives: gather information about training and strategy, recruit subversives against Pekal, sow discord among the students, assassinate important figures in Pekal, etc.

Fortunately for Pekal, the Gray Legion has learned of the treachery. In a bold strike, they have secretly whisked away for interrogation two of these spies posing as students. They also have their sights set on a third student, as well as a recruiter for the Lebolegido Tactical Academy who works for Tokis. Since the legion operates in secret, students seem to be disappearing. PC involvement in the investigation may inadvertently jeopardize the spy-capture operation.

## Calendar and Climate

It is still the first week of Declarations (roughly mid-to-late May) and the temperature is 60° +1d12° Fahrenheit. The temperature drops 15 to 20 degrees at night. It hasn't rained for a week, but both crops and grass do not suffer from it as the weather has been consistently temperate.

Veshemo (Tellene's largest moon) is waxing a quarter full. Deji fortune tellers claim that events are beginning to escalate and something great will happen soon. Diadolai, the smallest moon, is visible in the night sky, however so faintly. This is a rare occurrence.

## Adventure Synopsis

**Introduction**—The PCs, either individually or as a group, are hired to transport several crates of spell components to Lebolegido from Bet Rogala. The merchant is extremely nervous because the components are valuable and rare. In addition to the PCs, there are two other guards: a cowardly but talented duelist, and a student from the Lebolegido Tactical Academy.

**Encounter 1**—On the road to Lebolegido, the merchant's caravan is "attacked." Perceptive PCs may note that the attackers don't really try to steal the merchandise. The PCs are attacked by several small earth elementals. The student disappears during the melee.

What has really happened here? The Tokite spy network has put together this ruse to extricate one of the Lebolegido Tactical Academy students who is really a spy in their employ. They have learned that their spies are being captured, and they are trying to minimize their losses. The

PCs happen to witness this extrication, although once they arrive in Lebolegido and learn of the other disappearances they most likely assume that it is another student disappearance.

**Encounter 2**—Arriving at Lebolegido, the PCs have the chance to learn that two other students at the Lebolegido Tactical Academy have disappeared under mysterious circumstances in the last week. Two investigators from Lebolegido question them about the disappearance they witnessed. The PCs are asked to assist in the investigation by their merchant patron.

**Encounter 3**—The PCs can meet with the headmaster of the Lebolegido Tactical Academy, who offers a small bit of information but is also very unpleasant to deal with. His information leads PCs to encounter 4.

**Encounter 4**—The PCs learn all three of the missing students had problems with one of the instructors. This instructor refuses to answer questions unless the PCs can defeat some of his pupils in a mock battle. Success here leads the PCs to encounter 5.

**Encounter 5**—After gathering information from one of the instructors, the PCs can interview a student who inadvertently learned the three were spies for the Tokite cause.

**Encounter 6**—On the trail of the Lebolegido Tactical Academy recruiter and Tokite spy, a force of brigands waylays the PCs. These brigands are actually in the employ of the Gray Legion, who are trying to delay the PCs from jeopardizing the spy-capturing operation.

**Conclusion**—The PCs arrive at the town to find the Tokite spy already captured or in the process of being captured. A member of the Gray Legion contacts the PCs to explain the situation and establish positive contact for later missions.

**Appendix I: Treasure Summary**

**Appendix II: Experience Point Summary**

**Appendix III: NPCs/Monsters**

**Appendix IV: Dueling in Pekal**

**Appendix V: The Gladiator School at Lebolegido**

## INTRODUCTION

**SUMMARY:** The PCs meet the Reanaarian merchant Raeteer, who is having an altercation with two Kalamarans who contend that he owes them money. If they assist him, Raeteer offers the PCs employment.

The players begin in Bet Rogala.

***In the center of the city, the morning throng goes about various tasks. It's easy to see how the sights, sounds, and smells of Bet Rogala can be overwhelming to those not accustomed to a crowd. Walking without being jostled is very difficult. A tall, muscular Kalamaran man wearing a breastplate bumps [choose a PC a random] as he is having a heated discussion with a Reanaarese merchant in Merchant's Tongue.***

***After the merchant finishes speaking, the Kalamaran man's hand shoots forward and grabs the Reanaarian by the throat. "You will pay, Raeteer, one way or another."***

***You can't be sure, but from the look on the merchant's face, you think the Kalamaran is squeezing quite firmly.***

***A Kalamaran woman, standing next to the two men and also wearing a breastplate, sees that you have noticed the exchange. She steps toward [choose a PC again] and spits, "Move along, friend. This matter doesn't concern you."***

Wait for the PC to respond. If the PCs move away, they hear the merchant croak in a tortured whisper, "Help me, please." If the PC doesn't leave immediately, the Kalamaran mercenary (Rekal'Mar) lets go of the merchant and turns toward him. He threatens to bring all sorts of physical harm to the PCs (A **Sense Motive** check &DC 17) reveals that he's hoping to avoid combat), but neither he nor his female companion (Lanavis) makes good on those threats. They defend themselves with fists, however, if they are attacked. If the PCs refuse to leave, the two Kalamarans finally vacate the area, cursing and threatening the merchant and the PCs. If the PCs attack with weapons or do real damage instead of subdual, guards arrest all of the people involved in the brawl. Luckily, the merchant pulls some strings to get the PCs released, but they should get a stern lecture on the folly of attacking other citizens.

### APL ALL (EL 2)

Rekal'Mar and Lavanis, Ftr 1, hp 10

If the PCs have defended the merchant, he is relieved and grateful. He sizes up the PCs, nods approvingly, and asks them if they are interested in some very lucrative but dangerous guard duty. If they seem interested, he asks them to meet him at his office near the House of Scales (the Merchant's Guildhouse) just before sundown.

If the PCs ask him about the two Kalamarans, he tells them that the two failed to fulfill the terms of contract of a job he had hired them to undertake, and now they expect payment anyway. Payment for the guard duty is 20 gp per PC, with an extra 10 gp added if any attacks occur. The guard duty involves transporting spell components to customers in Leboleghido. They leave in the morning, and it is a two-day trip there.

Raeteer is an honest merchant, prone to anxious twitching and worrying but affable enough. If pressed about the two mercenaries who attacked him, he truthfully tells the PCs that they were supposed to escort a caravan led by one of his workers to Baneta, but they abandoned the caravan at the halfway point. They returned to demand payment for the part of the journey they completed, but as that was not part of the contract, he is under no obligation to pay.

Raeteer, Male Reanaarian, Exp 5, hp 20, Bluff +7, Sense Motive +9.

## ENCOUNTER 1: The Duelist, The Gladiator, and The Caravan

**SUMMARY:** The caravan leaves Bet Rogala for Leboleghido. During the evening, the caravan is attacked. Although it seems the attack is meant to steal the spell components, it is really a diversion to get the gladiator out of Pecal and back to Tokis.

The caravan leaves Bet Rogala early in the morning on the day after the PCs meet the merchant Raeteer. The caravan is comprised of two wagons, each being pulled by two horses. Raeteer drives one wagon, and his trusted assistant Moaji the other. Each of the wagons carries a dozen medium-sized crates, which each contain approximately 100 gp worth of spell components, only useful to a wizard. If the PCs

do anything illegal involving the theft of these materials, they are wanted for banditry and pursued by both the Pekalese authorities and a private force hired by the College of Magic. The module is over and the characters are “Wanted.”

Along with the PCs, Raeteer has hired two other guards: a Kalamaran named Varedan Aral'Velar and a Kalamaran gladiator named Bisirel. Bisirel does not reveal his last name, even if asked.

Varedan is a duelist who boasts to anyone within earshot about his exploits in duels all over Tellene. All his boasts are true, to a certain extent. The duelist is a very accomplished rapier fighter, but he can only concentrate when he knows his life is not in danger, as with a non-lethal duel. When faced with a life-threatening foe (such as the earth elementals that appear in this encounter), he stays away from combat until a foe approaches, and in that situation he goes on the total defensive and retreats.

The gladiator Bisirel keeps to himself, answering questions in monosyllables and spending most of his time practicing with his spiked chain. He admits to being a student at the Lebolegido Tactical Academy, but not much else. Anyone observing his practice (DC 15 **Knowledge (Fighting Styles)**) can see that the young human is very skilled with his weapon.

It is a two-day trip between Bet Rogala and Lebolegido. During the night of the first day, Bisirel volunteers to take the midnight watch alone. PCs probably do not trust a stranger, so they might stay up too. At some point, Bisirel tells anyone sharing the watch with him that he is going to take a walk around camp and stretch his legs. Shortly after this, Bisirel shouts that he sees bandits, and he runs off into the distance (75') and leaps down a small embankment. One round later, the earth elementals appear halfway between the caravan and the embankment. The elementals disappear after 9 rounds.

A successful **Spot** check (DC 10) catches Varedan avoiding combat with the earth elementals.

**As you look off in the direction Bisirel ran** [which is east], **two things happen simultaneously. You hear the sound of more than a dozen armored creatures approaching from the northeast** [this is a *ghost sound* spell], **and the ground in that direction ripples, as if**

***the earth itself is waking. Then small forms, comprised of rocks, dirt, and grass, take shape and move toward you. The earth itself is attacking you!***

**APL 1 (EL 1)**

2 Small Earth Elemental, hp 11, see Appendix III

**APL 2 (EL 3)**

3 Small Earth Elemental, hp 11, see Appendix III

**APL 3 (EL 4)**

4 Small Earth Elemental, hp 11, see Appendix III

**APL 4 (EL 5)**

5 Small Earth Elemental, hp 11, see Appendix III

**Tactics:** The elementals are summoned creatures, as per the *Summon Monster V* spell. They appear directly between the caravan and where Bisirel has run. They have been ordered to keep anyone from approaching their summoner for as long as possible. They do everything to stay between the PCs and their summoner, even if this means giving up attacks to move after PCs who pass by them.

**Developments:** As Bisirel nears him, the Tokite wizard casts *summon monster V*. As Bisirel leaps over the embankment, the wizard casts *ghost sound* to make it sound like men are moving toward the caravan from another direction (northeast, or just north of his position). After that, he touches Bisirel and casts *teleport* to get back to Tokis with the spy. Once the PCs deal with the elementals, they can search the area. They find no evidence of brigands in the area. A successful **Wilderness Lore** check by someone with the Track feat (DC 22) can find Bisirel's tracks leading over the short (10' tall) embankment. At the bottom of the embankment, a successful **Search** check (DC 17) finds the following: two sets of footprints that don't go anywhere, a tiny velvet bag that is empty, a bit of wool, and a small red candle that has not been lit. A **Spellcraft** check (DCs 15 and 20 respectively) reveals these items are the components of the *ghost sound* and *Summon monster* spells. A *detect magic* cast in the area of the footprints and successful **Spellcraft** checks reveal moderate auras of both Transmutation and Conjunction magic, as well as a faint aura of Illusion.

## **ENCOUNTER 2: Good Cop/Bad Cop**

**SUMMARY:** The rest of the trip to Lebolegido passes uneventfully. Varedan makes excuses to cover his cowardice, and if anyone questions his bravery more than once, he challenges them to a duel. At Lebolegido, the PCs learn about the other disappearances at the Lebolegido Tactical Academy. They are given the opportunity to investigate.

During the battle with the elementals, anyone that succeeded at a **Spot** check (DC 10) saw that Varedan was avoiding combat. If he is confronted on this, he claims that he was moving into position to deal with anyone trying to sneak up from behind and steal the goods. Further derogatory comments about his courage lead Varedan to challenge the offending PC to a duel. As the challenger, he sets up the rules of the duel to be very specific and clearly non-lethal. The winner is the combatant who lands three solid blows (ones that deal damage) with a bladed weapon.

**DM NOTE:** See **Appendix III** for stats on Varedan. Dueling in Pekal is detailed in **Appendix IV**.

Varedan is a skilled duelist and should win the duel without much of a problem. If a PC manages to best him without resorting to cheating, that PC receives the ADMIRATION OF VAREDAN cert. If the PC is defeated in the duel but continues to insult him, that PC receives the SCORN OF VAREDAN cert. If a PC insults Varedan but refuses to duel him, that PC also receives the SCORN OF VAREDAN cert.

***The large town of Lebolegido lies before you, skirting the shores of the majestic Lake Eb'Sobet. While not as bustling as Bet Rogala, the town is obviously growing, as a multitude of races walk the streets on this fine evening.***

When the PCs arrive in Lebolegido, Varedan asks for his payment and spends the night at one of the local inns before leaving Lebolegido the next morning. He has no further role in this module. Raeteer insists on reporting to the town authorities that Bisirel has gone missing. He asks the PCs to come with him to the guardhouse after delivering the spell components to Kemp. (The PCs may have met Kemp in the LKoK module

“The Rounds.” Role-play this if there is time. Otherwise cut it and move on to the interrogation.) The PCs may refuse to go with Raeteer. If this is the case, they are found soon afterward, no matter where they go, and questioned by the investigators who are looking into the other disappearances.

At the Lebolegido Town Guardhouse, Raeteer reports Bisirel missing. Two investigators round up all the PCs who are present and ask questions regarding the disappearance. (They question Varedan separately.) They ask the PCs about the victim, the setting of the attack, any clues at the scene, the backgrounds of the PCs, what the PCs know about Raeteer, etc.

The first investigator, a mixed-blood human named Eryll, is large, hairy, sweaty, and gruff. He talks with a gravelly voice and treats everyone like a criminal, or at least a thorn in his side. The second investigator is a Fhokki half-elf named Jerralk, slight and well mannered. He does his best to be kind and considerate to the witnesses. Together the two play the good cop/bad cop routine to try to shake witnesses into admitting involvement in the disappearances. Role-play this as you wish and in the way you think best suits the player characters—comic, serious, intimidating—but in the end the investigators should end up telling the players more than the players tell them.

**DM NOTE:** When the investigators hear Bisirel was a student at the Lebolegido Tactical Academy, have the PCs make a **Sense Motive** check (DC 15). A successful check reveals that the investigators flinched and looked at each other when given that information. If anyone asks about the school, the investigators mention the other disappearances.

The problem the investigators are having is that they are members of the law-enforcement system of Pekal, while the Lebolegido Tactical Academy is under the jurisdiction of the Pekalese military. While they are supposed to cooperate on matters that would involve both branches, they rarely do.

Once convinced the PCs had nothing to do with Bisirel's disappearance, Eryll and Jerralk are stymied. This is the third disappearance, and not only are they far from solving anything, they can't even get into the Tactical Academy to investigate.

After the investigators give up and let the PCs go, the merchant Raeteer chimes in. He does not

want to be known as the merchant whose guards either distrust him (like the two back in Bet Rogala) or disappear while on duty. It's bad for business. Since he has a vested interest in learning what has happened to Bisirel, he decides to call in some favors. He asks the PCs if they would assist him further. He hires them as private investigators to look into the disappearance (or disappearances, if they get that information from Eryll and Jerralk). Raeteer says that he knows someone in the Pekalese military who can get the PCs an audience with the headmaster of the academy. He suggests the PCs go there and see if they can find something more.

### **ENCOUNTER 3: A Stern Headmaster**

**SUMMARY:** The PCs meet and speak to Linobi P'Dagel, the headmaster of the Lebolegido Tactical Academy. The icy and unemotional Kalamaran can point them to one of the instructors there as someone who had conflicts with all three of the missing students, but first they must somehow convince Linobi to speak with them at all.

Raeteer speaks with his contact that evening, and the next morning he gives the PCs the go-ahead to enter the Lebolegido Tactical Academy and interview the headmaster. (Raeteer pays for food and lodging for the PCs that evening.) If the PCs mention payment for the new mission, Raeteer offers 10 gp to each of the PCs if they learn what happened to Bisirel. If he hasn't paid them for the previous guard mission, he does so now.

***The Lebolegido Tactical Academy consists of a small compound of buildings surrounding an imposing arena of Kalamaran architecture. The dormitories are obviously converted from the slave cells that once housed the gladiators who trained and fought here. The fields between the buildings are the scenes of several training sessions. Some groups do exercises, some are sparring, and others are listening to lectures.***

Anyone who tries to listen to what the lectures are about can make a **Listen** check (DC 19+APL) The lecturer is discussing how the Tokite army is making use of hobgoblin mercenaries. He is explaining how to rout such forces with the

combined forces of elven archers at long range, halfling slingers at medium range, and a coordinated front of heavy infantry and cavalry.

Linobi is waiting for the PCs in his office. He is a powerfully built Kalamaran man in his late 40s, hair prematurely white. The white hair and blue eyes give him the look of an icicle. He wears light blue clothing to accentuate this. There are several empty chairs in his office, but when the PCs enter he does not offer them a seat. In fact, he does not say a word. He just stares at them.

He has been ordered by a superior to "meet with investigators in the employ of a wealthy merchant about the disappearances." He doesn't want to disobey orders, but he doesn't like the intrusion. So he stares, saying nothing and hoping to make the PCs so uncomfortable that they just leave.

**DM NOTE:** In game terms, Linobi has an "Unfriendly" attitude. He reveals nothing unless his attitude can be changed to "Indifferent" with a DC 15 **Diplomacy** check or **Charisma** check. As the judge, you can give circumstance bonuses or penalties based on role playing. If three **Charisma** checks fail to win over Linobi, then the PCs are out of luck. They are not going to change his attitude. However, there is another way to get Linobi to talk. PCs notice that Linobi wears a pendant on a chain. The pendant shows a skull with blood droplets falling from it. An appropriate DC 10 **Knowledge** check—such as **Local** or **Bet Rogala/Lebolegido (Local)**—or a DC 13 **Wisdom** check if the PCs played "Steel Guard" from the *Pekal Gazetteer*, where Midalita B'Rogupar described the symbol to them, reveals that this is a symbol of The Blooded, an organization comprised of gladiators who have bravely and without regard for their own lives survived combat in the arena.

In the Living Kingdoms of Kalamar mini-mod "Steel Guard," the PCs aided the warrior Midalita B' Rogupar. If they did this, he revealed to them that he is an honorary member of The Blooded. Mentioning Midalita automatically moves Linobi's attitude from "Unfriendly" to "Indifferent." In fact, if any of the PCs received the note from Midalita commending them on their bravery, Linobi's attitude changes to "Friendly."

If the PCs cannot convince Linobi to speak to them, then they have little choice but to go back to Raeteer. The merchant again speaks to his military contact who reprimands Linobi. The PCs

can go back the following day, and Linobi gives them the information. However, the day delay means that Encounter 6 does not occur, and they have no chance of seeing the capture of P'Daretona Kobelo.

Once the PCs convince Linobi to talk, he curtly (if "Indifferent") or enthusiastically (if "Friendly") tells the PCs the following:

- The first disappearance occurred a week ago (three days before the module started, assuming a two-day trip between Bet Rogala and Lebolegido). A man of mixed Kalamaran/Fhokki descent named Far'Gamat never showed up for the morning meal. The seven other gladiators in his dormitory room remember he was in his bunk at lights out, but when they awoke he was gone. Everyone assumed he left the school for personal reasons.
- The second disappearance occurred two days later, under a bit more mysterious circumstances. A half-hobgoblin named Korbrog was injured quite severely during training exercises. He refused to be helped to the infirmary, insisting he could make it on his own. Ten minutes later another student went to the infirmary, but Korbrog had never arrived there. His blood trail was then followed, and it ended abruptly in a hallway between the arena and the infirmary.
- Bisirel was away from the academy during these disappearances. The academy sends its students out on guard duty and other small jobs if they cannot afford to pay for their training. Bisirel has been on guard duties all over Pekal for nearly a month.
- No similarities can be found connecting the three missing students. They came from different backgrounds, and they weren't known to associate with one another.
- The only connection, albeit a tenuous one, between the three is that they all had altercations with one of the instructors at the school: a half-orc named Bellur Wrut. Bellur has been teaching at the school for several years, and he is by far the most hated and feared instructor among many hated and feared instructors.

- Bellur beat all three of them within an inch of their lives within the last three weeks. A student getting beaten by a teacher is a common occurrence, but not to the extent that Bellur went after these three.
- He is one of the best instructors at the school, so he was not reprimanded. He refused to reveal why he beat those students.
- Bellur is in the arena right now giving instruction to some new students.

#### **ENCOUNTER 4: Enter the Fray**

**SUMMARY:** Bellur is only willing to give the PCs any information if they can get the better of his star pupils in the arena. If the PCs can convince Bellur to speak to them, he tells them about the connection between the three missing students. He gives the PCs directions to the half-orc student who the three spies were harassing.

***Fifteen students are in the arena right now, being chastised and exhorted by a half-orc. The half-orc is taller and thinner than most of his kind. He wears no armor or shirt, and his torso and arms are crisscrossed with innumerable scars. He wears a necklace similar to that of the headmaster: a skull with blood droplets. The seats around the arena are filled with at least 150 spectators enjoying the excitement of training. Whenever students begin sparring, murmurs and cheers rise up from the stands.***

Bellur is also a member of The Blooded. Anyone making a successful **Heal** check (DC 10) can tell that the Bellur's scars come from a variety of sources: whips, bladed weapons, piercing weapons, even teeth or claws. Characters with **Knowledge: Fighting Styles** can make the appropriate checks (DC 15 to identify opponents' feats and DC 15+attack bonus to know the attack bonus of the opponent). Only give them this check if they say they are watching the sparring.

Bellur's demeanor is that of a boot camp drill instructor. He cannot refrain from insulting PCs and students alike. ("I've seen elven women who can hit harder than that!" "Did your parents have any children that lived!?" "Get on your feet, sword fodder!")



When the PCs approach or get his attention, Bellur halts the sparring and demands to know why the PCs are interrupting his lessons.

***The half-orc finally sees you and yells in fairly good Low Kalamaran, "You dare interrupt me? Not wise. Little sissy Torobis over there interrupted me. He doesn't remember why now." The half-orc points to a huge young human who is lying at the side of the arena, being tended by healers. He still bleeds from a large gash dangerously near his throat. The instructor begins making hand gestures near his mouth. "Do you speak right? What is it you want?" the half-orc roars.***

If the PCs explain they are investigating the disappearances of three of his former students, he grins widely, showing broken teeth.

If the PCs retort rather than explaining their presence, Bellur snaps his fingers, ordering his students to teach the newcomers some manners. Skip directly to combat.

***The half-orc nods and smiles, revealing several broken teeth that may have been filed to a point. "Yes. I know something of them. But I am too bored to remember right now. Perhaps if you show me some exciting battle, I will be inclined to speak to you." He whistles and yells out the names of some of his pupils. They step forward. "They will not kill you. If you are lucky. You defeat them in battle, and I will be impressed. Go!"***

The number of gladiators and their level varies based on APL. Remember that all gladiators are at +2 on attack rolls because more than 100 people are watching and cheering.

**APL 1 (EL 2)**

2 Gladiators Level 2 (Jakaral and Smeeon), see **Appendix III**

**APL 2 (EL 3)**

3 Gladiators Level 2 (Jakaral, Smeeon, and Riiva), see **Appendix III**

**APL 3 (EL 5)**

3 Gladiators Level 3 (Jakaral, Smeeon, and Riiva), see **Appendix III**

**APL 4 (EL 6)**

4 Gladiators Level 3 (Jakaral, Smeeon, Riiva, and Kajani), see **Appendix III**

**DM NOTE:** Each of the gladiators has an exotic weapon with special properties, so be sure to read about the properties of these weapons before running the combat. For example, the spiked chain can trip and has reach, and the dire flail can be used to disarm and trip, etc.

Developments: Low-level parties, especially characters with few hit points, have a good chance of getting severely injured or even killed if they foolishly charge into combat here. Gauge the skills of the player characters, and take care not to slaughter the party wholesale. A third-level cleric of the Powermaster is on hand to bind wounds and cast emergency healing spells if anyone's life seems to be in danger. Bellur calls a halt to the combat if either side is getting beaten too severely. As long as the PCs put up a good showing, Bellur is impressed and gives them the information. In addition, any PC who truly stands out in the battle, by scoring a critical hit in melee combat or defeating an opponent single-handedly in melee, makes an impression on Bellur. He offers the PC private instruction at the end of the school's term. In game terms, the PC can spend 15 DUs to receive an invitation to join the Lebolegido Tactical Academy. See the module certs for details.

After the battle has been played out and Bellur is ready to talk, he takes the PCs aside and gives them the following information.

- Bellur looks out for the half-orc students at the school. The other students often single them out for ridicule and even violence.
- Three weeks ago Bellur caught the three missing students preparing to attack a new half-orc student. Bellur claims that it didn't look like bullying or intimidation. It looked like they meant to do real damage.
- Bellur broke that up, and since then he has kept an eye on the half-orc, whose name is Utrogh. On several occasions he caught at least one of the missing students approaching Utrogh even though they had been instructed to stay away from him.

- Bellur gave each of the three who seemed to be threatening Utrogh some “extra instruction” to remind them of their station at the school.
- Utrogh is still at the school, having moved to the second level of instruction. Bellur can give the PCs directions to his dormitory room.

### **ENCOUNTER 5: Not Spy Material**

**SUMMARY:** A conversation with the half-orc Utrogh reveals that there is a lot more happening at the academy than most believe.

Utrogh can be found in the dormitory. He is a dull-witted half-orc who can only speak in monosyllabic Brandobian or monosyllabic Orcish. A translator is provided if necessary. Here’s what he can tell the PCs, if asked the right questions:

- He was a slave to a Brandobian. His master allowed him to fight in contests because the half-breed was powerful and able to best many fine warriors. *Mast’r let me fight sword men. I beat them good. Utrogh good orc. Beat sword men good.*
- A recruiter from the Lebolegido Tactical Academy witnessed one of his matches. She purchased Utrogh’s freedom and brought him back here.
- The match where she saw him fight took place in Bet Kalamar. *We come from town of tall...tall stone things (towers) where I fight good.*
- The recruiter’s name is P’Daretona Kobelo.
- The three who threatened him were friendly with him at first, when they found out who his recruiter was. It seems she recruited them all to the school.
- They kept saying things to him about returning Pekal to the Vast, but he didn’t know what they were talking about. *They say Pek All go back to vast. Don’t know where that is.*

**DM NOTE:** Any PC born in any of the Young Kingdoms or any lands currently loyal to Kalamar knows that the Vast refers to the Vast Kalamaran Empire. This does not require any kind of check.

- After they found out he didn’t know what they were talking about, they started being cruel to him and threatening to kill him since he knew too much, although he wasn’t sure what they thought it was he knew.
- He is glad they are gone now.

Utrogh doesn’t know anything more than this. It takes all of his mental capacity to be able to even understand this much, in any language.

At this point, the PCs should have a pretty clear understanding of what’s going on, even if they don’t have any solid evidence. They can inform anyone they want. They still haven’t figured out enough to make Raeteer happy.

If they go to the headmaster with what they have learned, he can tell them a bit more about P’Daretona Kobelo. If they don’t go to the headmaster, he comes to them, suddenly remembering another connection between the three missing students: they all have the same recruiter, P’Daretona Kobelo. She left on a recruiting tour the day before the disappearances began. She is at a small town just a day’s travel from Lebolegido trying to recruit twin Deji who are supposed to be incredible warriors. He can give them directions.

### **ENCOUNTER 6: Halfling Brigands**

**SUMMARY:** Brigands in the employ of the Gray Legion accost the PCs, trying to slow them down so the recruiter can be captured.

**DM NOTE:** If the PCs couldn’t get Linobi to talk and had to spend an extra day in Lebolegido, this encounter does *not* take place.

The PCs most likely try to track down P’Daretona Kobelo on her recruiting mission in the little town of Rosido. The road between Lebolegido and Rosido is well traveled, so finding the town won’t be a problem. Getting there, however, might be.

The Pekalese anti-spy group, the Gray Legion, is trying to capture and question P’Daretona Kobelo before her Tokite allies can extract her. They also know that the PCs are on her trail, and they don’t want them to interfere with their operation. To this end, they have hired some halfling brigands to slow the PCs.

**DM NOTE:** The brigands are just trying to slow down the PCs for an hour or so in order to let the Gray Legion snatch P'Daretona Kobelo. They, under *no* circumstances, attempt to kill the PCs.

As the PCs travel toward Rosido, describe and role play some of the people they pass: a family on a cart heading to Lebolegido with goods for the market, a minor Honorable heading for the capital via carriage, a group of dwarves seeking adventure, etc. That way they won't suspect as much when...

*In the distance you see a hay wagon tipped up on its side. A human farmer scratches his head and looks at a broken wagon wheel. Two horses have been unhitched and chew aimlessly some grass off in the distance.*

**DM's Note:** The halflings told the farmer they were bounty hunters chasing down thieves wanted by Prince Kafen. They offered him more money than he's seen in a long time to assist. The halflings are hiding behind the wagon, waiting for the PCs to get close enough to use the poisoned daggers, tanglefoot bags, thunderstones, and saps. Each halfling has two poisoned daggers. The Saadolos Extract has a Fort save of DC 18 to avoid unconsciousness for 1 hour.

**APL 1 (EL 3)**

3 Halfling Brigands 1, hp 8, see Appendix III

**APL 2 (EL 3)**

Same as above.

**APL 3 (EL 5)**

3 Halfling Brigands 2, hp 13, see Appendix III

**APL 4 (EL 6)**

4 Halfling Brigands 2, hp 13, see Appendix III

Developments: The brigands are simply there to slow the PCs down. The only attacks the brigands make that do real damage are the daggers that deliver the poison. All other attacks are for subdual damage.

## **CONCLUSION**

**SUMMARY:** What the PCs find when they get to Rosido depends on how quickly they can deal with the brigands. If it takes less than 30 minutes, the PCs witness the Gray Legion capture P'Daretona Kobelo (Conclusion A). If they take more than 30 minutes with the brigands, they arrive to find the town abuzz with what took place (Conclusion B). If they couldn't get Linobi to talk and had to spend an extra day in Lebolegido, use Conclusion B and adjust it to show a day has passed since the disappearance.

### **Conclusion A—**

As the PCs approach the town of Rosido, they see that a horse corral has been turned into a makeshift gladiator arena. Two young Deji of almost identical appearance are standing back to back, facing at least a dozen humans brandishing clubs, staves, and other blunted weapons. The twins wield only lengths of chain. The only two people in the arena not covered in bruises are the twins.

A crowd stands around the corral, cheering and talking amongst themselves. Standing off by herself is a woman dressed in a chain shirt. She matches the description of Recruiter P'Daretona Kobelo.

As soon as the PCs start to approach her, two elven figures appear on either side of her. She barely has a chance to struggle as a knife punctures her back. A moment later her body goes limp. They elves grab her. Mere seconds after they appeared, the two are gone, as is P'Daretona Kobelo. Anyone with **Spellcraft** can discern one of the elves cast *Teleport* right before they all disappeared. Only a couple of the spectators even noticed this, so 6 rounds pass before the mock battle comes to a halt and everyone realizes P'Daretona Kobelo is gone.

### **Conclusion B—**

When the PCs arrive in town, they see that a horse corral has been turned into a makeshift gladiator arena. Two young Deji of almost identical appearance are talking to two small children, and everyone else is standing around jabbering and pointing.

The twins (Jatay and Nalay) are the potential recruits who P'Daretona Kobelo came to see. They are not spies, nor do they know anything about Tokis—other than what all Pekalese know

from the war—or even P'Daretona Kobelo. They'd earned a reputation locally as cunning fighters, and P'Daretona Kobelo contacted them to see a performance. That is all they know.

The two children to whom the twins are speaking witnessed the capture of P'Daretona Kobelo. All they can say is two strange “demon creatures with pointy ears and chins” just appeared next to the woman, grabbed her (“they each had four arms!”), and disappeared an instant later. Feel free to elaborate as any young child who just saw something cool and is now the center of attention might. In the end, the PCs can probably separate the wheat from the chaff.

#### **Contact—**

The PCs may try to do some further investigation in Rosido, but there is nothing else to learn. As they return to Lebolegido, or if they are spinning their wheels in further investigations, a hooded figure approaches them when they are alone. His features are shrouded in an odd, green face paint. He holds up his hands in a peaceful gesture to the PCs and speaks.

***You have proven yourselves to be relentless pursuers. Now that all the Tokite spies have been captured, we can reveal ourselves to you. We are a Pekalese organization that seeks to foil the Tokite attempts to infiltrate our homeland and subjugate us to the will of Emperor Kabori. The Gray Legion thanks you, my friends.***

***In the future we may need your assistance, as you witnessed the extraction of the spy Bisirel back to Tokis. Please accept these tokens of our appreciation. In the future, we may call upon you to join our cause. Please do not tell anyone what I have told you, or we will know you cannot be trusted.***

The figure fades into the shadows, right before your eyes, but where he stood are jade brooches—one for each PC who has survived the adventure.

Back in Lebolegido, Raeteer asks the PCs if they found out what happened to Bisirel. If they tell him the truth, he pays them the 10 gp each. However, the next morning the PCs find that their brooches have vanished. If they lie to Raeteer or tell him they have learned nothing, he leaves in disappointment without paying. However, the

brooches remain. These brooches are the key to further adventures.

**THE END**

## **APPENDIX I: TREASURE SUMMARY**

### **Encounter 2** (3 Day Units):

30 gp each for successful guard duty, including hazard pay.

Total possible gold is 180 gp

### **Encounter 6** (2 Day Units)

(It is unlikely—but possible—that PCs earn this during the module)

Saps x5 (can be sold for 5 sp each)

Daggers x5 (can be sold for 1 gp each)

Leather Armor x5 (can be sold for 4 gp each)

Tanglefoot Bags x5 (can be sold for 25 gp each)

Thunderstone sx5 (can be sold for 15 gp each)

Masterwork Manacles x5 (can be sold for 25 gp each)

Saadolos Extract (only 1 vial remaining) (can be sold for 400 gp)

Total possible gold is 752.5 gp

### **Conclusion** (3 Day Units)

10 gp each from Raeteer for learning what happened to Bisirel (but only if they give away the secret of what really happened to Bisirel)

**–OR–**

One jade brooch each from the shrouded stranger (but only if they do not tell Raeteer the truth). Only merchants of poor reputation are willing to trade for the brooch, offering no more than 50 gp although it's obviously worth much more. The brooch radiates mild divination magic if detected.

Total possible gold is 60 gp or 300 gp.

### **THESE REWARDS COME AT THE EXPENSE OF 8\* DAY UNITS**

\*This number increases equally to any days spent resting or for any other delays in the PCs progress. If the module ends early, modify the expenditure of day units accordingly.

## **APPENDIX II: EXPERIENCE POINT SUMMARY**

<b>Encounter 1:</b>	Defeating the elementals	25 xp
	Finding the clues of the disappearance	25 xp
<b>Encounter 2:</b>	Learning about the other disappearances	25 xp
<b>Encounter 3:</b>	Getting the headmaster to talk	25 xp
<b>Encounter 4:</b>	Defeating the gladiator students	50 xp
<b>Encounter 5:</b>	Extracting information from Utrogh	25 xp
<b>Encounter 6:</b>	Getting past the brigands in 30 minutes	25 xp
<b>Discretionary Experience for Role Playing:</b>		0-100 xp
<b>Total XP possible: 200 xp plus role-playing bonus for a 300 xp maximum</b>		

## **APPENDIX III: NPCs/Monsters**

### **Encounter 1:**

**Varedun Aral'Velar:** Male Kalamaran; Ftr 6/Duelist 2: CR 8; HD 8d10; hp 52; Init +4; Spd 30; AC 17 (touch 17, flatfooted 10); Atk +14/+9 (1d6/18-20/x2, rapier); SA Precise Strike +1d6; SQ Canny Defense; AL N; SV Fort +5, Ref +5, Will +2; Str 10, Dex 18, Con 10, Int 16, Wis 12, Cha 12.

Skills and Feats: Dodge, Mobility, Ambidexterity, Weapon Finesse (Rapier), Spring Attack, Weapon Focus (Rapier), Expertise; Balance +6, Bluff +10, Climb +9, Jump +9, Move Silently +6; Perform +4, Ride +13, Tumble +11.

Possessions: Masterwork Rapier, Backpack, 5 days rations.

**Small Earth Elementals:** CR 1; Elemental (Earth); HD 2d8+2; hp 11; Init -1; Spd 20; AC 17; Atk +5 (1d6+4, Slam); SA: Earth mastery (Ex), Push (Ex); SQ: Elemental; AL N; SV Fort +4, Ref -1, Will +0; STR 17, DEX 8, CON 13, INT 4, WIS 11, CHA 11.

Skills: Listen +5, Spot +5. Feats: Power Attack.

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

### **Encounter 4:**

#### **APL 1-2**

**Jakaral:** Male Kalamaran; Gladiator 2: CR 2; HD 2d10+4; hp 20; Init +2; Spd 20; AC 17 (touch 12, flatfooted 15); Atk +6 (+8 in arena) (2d4+4/x2, spiked chain); SQ Arena Veteran, Center of Attention, Feint; AL N; SV Fort +5, Ref +5, Will +0; Str 16, Dex 14, Con 15, Int 12, Wis 10, Cha 10.

Skills and Feats: Combat Reflexes; Exotic Weapon Proficiency: Spiked Chain; Weapon Focus: Spiked Chain; Bluff +5, Climb +3, Jump +4, Tumble +3.

Possessions: Spiked Chain, Breastplate.

**Smeeon:** Male Hill Dwarf; Gladiator 2: CR 2; HD 2d10+6; hp 22; Init +2; Spd 20; AC 17 (touch 12, flatfooted 15); Atk +5 (+7 in arena) with one attack; +3/-1 (+5/+1 in arena) with double attack (1d8+3/1d6+1/x3, dwarven urgrosh); SQ Center of Attention; AL N; SV Fort +6, Ref +5, Will +0; Str 16, Dex 14, Con 17, Int 12, Wis 10, Cha 8.

Skills and Feats: Exotic Weapon Proficiency: Dwarven Urgrosh; Two-Weapon Fighting; Bluff +6, Climb +3, Jump +4.

Possessions: Dwarven Urgrosh, Breastplate.

**Riiva:** Female Kargi Half-Hobgoblin; Gladiator 2: CR 2; HD 2d10+6; hp 22; Init +2; Spd 20; AC 17 (touch 12, flatfooted 15); Atk +6 (+8 in arena) (1d8+3/x2, dire flail) +2/-2 (+4/+0 in arena) with double attack (1d8+3/1d8+1/x2, dire flail); SQ Center of Attention; AL N; SV Fort +7, Ref +5, Will +0; Str 16, Dex 14, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Exotic Weapon Proficiency: Dire Flail; Weapon Focus: Dire Flail; Climb +3, Jump +3, Tumble +4.

Possessions: Dire Flail, Breastplate.

### **APL 3-4**

**Jakaral:** Male Kalamaran; Gladiator 3: CR 3; HD 3d10+6; hp 20; Init +2; Spd 20; AC 17 (touch 12, flatfooted 15); Atk +7 (+9 in arena) (2d4+4/x2, spiked chain); SQ Arena Veteran +1, Center of Attention, Feint; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 14, Con 15, Int 12, Wis 10, Cha 10.

Skills and Feats: Combat Reflexes; Exotic Weapon Proficiency: Spiked Chain; Weapon Focus: Spiked Chain, Hammer and Anvil (KPG p. 86); Bluff +5, Climb +3, Jump +4, Tumble +5.

Possessions: Spiked Chain, Breastplate.

**Smeeon:** Male Hill Dwarf; Gladiator 3: CR 3; HD 3d10+9; hp 22; Init +2; Spd 20; AC 17 (touch 12, flatfooted 15); Atk +6 (+8 in arena) with one attack; +4/+4 (+6/+6 in arena) with double attack (1d8+3/1d6+1/x3, dwarven urgrosh); SQ Arena Veteran +1, Center of Attention, Feint; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 14, Con 17, Int 12, Wis 10, Cha 8.

Skills and Feats: Exotic Weapon Proficiency: Dwarven Urgrosh; Two-Weapon Fighting, Ambidexterity; Bluff +6, Climb +4, Jump +6.

Possessions: Dwarven Urgrosh, Breastplate.

**Riiva:** Female Kargi Half-Hobgoblin; Gladiator 3: CR 3; HD 3d10+9; hp 31; Init +2; Spd 20; AC 17 (touch 12, flatfooted 15); Atk +7 (+9 in arena) (1d8+4/x2, dire flail) +3/+1 (+5/+3 in arena) with double attack (1d8+3/1d6+1/x2, dire flail); SQ Arena Veteran +1, Center of Attention, Feint; AL N; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Exotic Weapon Proficiency: Dire Flail; Weapon Focus: Dire Flail, Two-Weapon Fighting; Climb +4, Jump +4, Tumble +5.

Possessions: Dire Flail, Breastplate.

**Kajani:** Male Deji; Gladiator 3: CR 3; HD 3d10+6; hp 28; Init +2; Spd 20; AC 19 (touch 12, flatfooted 17); Atk +6 (+8 in arena) (1d10+3/19-20/x2, bastard sword); SQ Arena Veteran +1, Center of Attention, Feint; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 14, Con 15, Int 12, Wis 10, Cha 10.

Skills and Feats: Cleave, Exotic Weapon Proficiency: Bastard Sword; Power Attack, Hammer and Anvil (KPG p. 86); Bluff +5, Climb +2, Jump +3, Tumble +3.

Possessions: Bastard Sword, Breastplate, Large Steel Shield.

## **Encounter 6:**

### **APL 1-2**

**Halfling Brigands:** Male Halflings; Brigand 1: CR 1; HD 1d8; hp 8; Init +4; Spd 20; AC 16 (touch 14, flatfooted 12); Atk +5 (1d6+1/x2, sap), +6 (1d4+1/19-20/x2, thrown dagger + poison); SQ Improved Bluff; AL NG; SV Fort +2, Ref +6, Will +2; Str 12, Dex 18, Con 10, Int 10, Wis 14, Cha 14.

Skills and Feats: Weapon Finesse: Sap; Bluff +10, Disguise +6, Hide +8, Move Silently +8.

Possessions: Sap, Leather Armor, 2 Daggers, 1 Tanglefoot Bag, 1 Thunderstone, 1 vial Saadolos Extract, Masterwork Manacles.

### **APL 3-4**

**Halfling Brigands:** Male Halflings; Brigand 2: CR 2; HD 2d8; hp 13; Init +4; Spd 20; AC 16 (touch 14, flatfooted 12); Atk +6 (1d6+1/x2, sap), +7 (1d4+1/19-20/x2, thrown dagger + poison); SA Sneak Attack (+1d6); SQ Improved Bluff; AL NG; SV Fort +3, Ref +6, Will +2; Str 12, Dex 18, Con 10, Int 10, Wis 14, Cha 14.

Skills and Feats: Weapon Finesse: Sap; Bluff +11, Disguise +7, Hide +9, Move Silently +9.

Possessions: Sap, Leather Armor, 2 Daggers, 2 Tanglefoot Bags, 2 Thunderstones, 1 vial Saadolos Extract, Masterwork Manacles.



## **APPENDIX IV: Dueling in Pecal**

Dueling in Pecal, like most cultural institutions there, is a holdover from the time when Kalamar controlled the principality. With independence, Pecal attempted to separate itself from the Vast Empire more than just politically. With this in mind, Prince Kafen outlawed duels to the death in Pecal soon after he was crowned. However, dueling was too valuable a tool for the settling of disagreements, especially between members of the landed and ruling classes. Therefore, presently in the principality, the noble and landed classes alone practice dueling. Lesser citizens of the principality are discouraged from undertaking duels, as there are no formal guidelines for the practice. However, any of the upper-class families know—and teach their children—the unwritten rules of dueling in Pecal. In essence, dueling is a sort of “shadow justice and honor system” reserved solely for the elite and those who travel in elite circles. Duelists who specialize in acting as proxies for those less hardy nobles can earn a good living plying their trade in Pecal and other nations that were or still are dominated by Kalamar.

### Rules:

- An aggrieved party can challenge the insulting party to a duel. The challenger can name the rules of the duel, particularly the location, the weapons used, and the terms of victory. No duel in Pecal can be to the death.
- The challenged party has 24 hours to accept the challenge or find a suitable proxy to stand in for him.
- If the challenged party employs a proxy, the challenger can also name a proxy.
- If the challenged party refuses to accept, the matter is dropped, resolved in favor of the challenger, or turned over to the system of justice, depending on the situation. In matters of honor, this means the insulting party must apologize and promise to speak no more ill of the aggrieved party. In judicial matters, the matter is referred to the justice system.
- The winner of the duel is legally justified in the matter in the eyes of the Pekalese authority.
- The loser of the duel agrees to respect the wishes of the winner.
- Both sides must agree on an impartial judge to referee the duel and settle duel-related disputes.
- Breaking the rules of the duel equates to losing the duel.
- Duels mostly take place in secret locations with none but the parties and the referee watching. This is to keep the lesser citizens from knowing that dueling does still take place.
- If a participant in a duel is killed, the murderer is most likely punished with just a fine. However if a large crowd, especially of non-noble citizens, witnesses a duel, the murderer is prosecuted for his crime to the full extent of the law.

## **APPENDIX V: Lebolelegido Tactical Academy**

### **Lebolelegido Tactical Academy**

By Shawn Merwin and Joseph Selby

With Pekal's declaration of independence from the Vast Empire, the Gladiatorial School in Lebolelegido was forced to evolve. The arenas in Bet Rogala no longer hold gladiatorial competitions, instead offering military displays to help the public feel more at ease during the last decade of war. Similarly, ingénues from the gladiatorial school in Lebolelegido are forced to travel to Bet Seder, or more likely Bet Kalamar, to gain any kind of success in their chosen profession. Because of this, the gladiatorial school has partnered with the Pekalese army to train officers and section leaders in the art of one-on-one combat and mass combat tactics.

Renamed the Lebolelegido Tactical Academy, the gladiatorial school is home to soldier and gladiator alike. It also houses the Hall of Heroes, the original chapter house of the Blooded. Most of the academy's leadership are Blooded and instill absolute respect for that organization and the mettle required to gain membership. Regardless of rank or station, an instructor teaches any student at the academy a swift lesson if he or she is disrespectful or flippant toward the Blooded or its members.

Although gladiatorial combat is no longer promoted in Pekal, the school's association with the military has allowed its enrollment to remain constant. In some classes, this leads to open animosity as it is commonly known about Lebolelegido that the school would have had to fold if it weren't for the army's involvement. Instructors insist on mixed classes and work the students hard, until a common bond is formed. This has taken as long as a year and come at the expense of more than one student washing out due to injuries. But those veteran students quickly lose any notion of rank beyond the school. Whether a person is military or civilian, everyone receives the same beating at the tactical academy.

A variety of character classes compose the school's student body. Although most are gladiators or fighters, rangers, rogues and clerics of the Old Man or the Battle Rager often apply. A person of any walk of life is welcome if he can meet the requirements to join and afford the tuition, but magic users are strongly discouraged. Magic is forbidden during gladiatorial combat and skill at arms is hardly a wizard's strong spot. Still, seven years ago, a middle-aged Kalamaran named Melanaris claiming to be a sorcerer met the requirements and survived his initial training. The first three months typically drum out those that can't hack it in the arena, but Melanaris was resolute in his intention of becoming a recognized gladiator. He insisted that he needed to learn how to defend himself. Many of the younger students resented the fact that Melanaris was a sorcerer, regardless of his skill in the arena. In the group's first military demonstration in Bet Rogala, six of his classmates ganged up on the man. Fearing that they would kill him, Melanaris unleashed a quick but devastating magical onslaught, killing three of the students. The demonstration was cancelled and Melanaris remanded to the authorities. Two weeks later he was convicted of using "mind magic" and hanged in Gallows Circle. Since that time, no other magic users have applied to the academy.

With the disaster in Bet Rogala, Headmaster Linobi P'Dagel has been under constant scrutiny. A fifth generation headmaster at the school, Linobi traces his ancestry back to the highest ranks of the Kalamaran military and the founders of the Gladiatorial School in Lebolelegido. His pride on this matter often hampers his relations with his commanding officers in the Pekalese military as he refuses to admit that the school could not exist without serving as a training academy as well. His resentment never influences his attitudes toward the students, but he is rarely seen at military demonstrations and rarely receives military observers, allowing senior instructors to handle such affairs. P'Dagel spends most of his time teaching the champion level gladiators, the senior instructors of the school. The rest of his time is spent with other Blooded or reminiscing about the old days, retelling stories his father and grandfather had told him as a child, while recounting the valorous battles of those warriors enshrined within the Hall of Heroes.

The headmaster is spending more and more time in the hall, retelling such stories as of late. Lebolelegido officials have spoken to him on more than one occasion about some of the harsh punishment instructors deal out to students. With the disappearance of three students and a recruiter, it seems that even the academy's military status may not be enough to save the school. And like any ferocious animal, Linobi acts more and more like a tiger that's been backed into a corner. Although the instructors often whisper about his souring attitude, none have broached the subject as of yet.

Find more information on the Lebolelegido Tactical Academy and the Blooded in the *Pekal Gazetteer*, pages 14-15.

## **Trainee**

### **Requirements:**

- Base attack bonus +2 or higher
- 2 ranks or more in Knowledge (Fighting Styles)
- Exotic Weapon Proficiency feat

### **Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 50 Victories per year paid for tuition
- 90 Day Units spent once for training (military members may use DUs spent for basic training to help satisfy this cost)
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Leboledgio

### **Effects:**

- +1 meta-org bonus to the Knowledge (Fighting Styles) skill
- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: Bladed gauntlets, gnomish battlepick, orcish shotput, spring-loaded gauntlet, stump knife, triple dagger, war fan
- Access to the following feats: Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Extra Rage, Faster Healing, Greater Two-Weapon Fighting

## **Novice**

### **Requirements:**

- Base attack bonus +5 or higher
- 4 ranks or more in Knowledge (Fighting Styles)
- 1 rank or more in Knowledge (Tactics)
- Two of the following feats: Cleave, Dodge, Exotic Weapon Proficiency, Expertise, Improved Initiative, Skill Focus: Perform, Weapon Focus
- 1 year (real time) spent as a Trainee

### **Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 100 Victories per year paid for tuition
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Leboledgio

### **Effects:**

- +2 meta-org bonus to the Knowledge (Fighting Styles) skill
- +1 meta-org bonus to the Knowledge (Tactics) skill if the member is also an officer or section leader in the Pekalese army
- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: Bladed gauntlets, duom, fukimi-bari (mouth darts), gnomish battlepick, manti, nagaika, orcish shotput, spinning javelin, spring-loaded gauntlet, stump knife, three-section staff, triple dagger, war fan, whip
- Access to the academy workshops and forges used for crafting weapons and armor
- Access to the following feats: Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Dwarf's Toughness, Extended Rage, Extra Rage, Faster Healing, Greater Two-Weapon Fighting, Instantaneous Rage, Intimidating Rage, Monkey Grip, Throw Anything
- Access to the following prestige classes: Duelist, exotic weapon master

## **Combatant (Assistant Instructor)**

### **Requirements:**

- Base attack bonus +8 or higher

- 6 ranks or more in Knowledge (Fighting Styles)
- 2 ranks or more in Knowledge (Tactics)
- Three of the following feats: Cleave, Dodge, Exotic Weapon Proficiency, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Skill Focus: Perform, Weapon Focus, Weapon Specialization (EWP and WF can be applied for each weapon they have been taken for)
- 1 year (real time) spent as a Novice

**Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 150 Victories per year paid for tuition
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Leboledgio

**Effects:**

- Permitted to wear the coat-of-arms of the gladiatorial school that allows the student safe passage through Tokis and Kalamar, regardless of the student's homeland. Since there does not appear to be any resolution to the war between Pekal and Tokis, this achievement is extremely coveted
- +3 meta-org bonus to the Knowledge (Fighting Styles) skill
- +2 meta-org bonus to the Knowledge (Tactics) skill if the member is also an officer or section leader in the Pekalese army
- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: Bladed gauntlets, bolas, chain-and-dagger, duom, fukimi-bari (mouth darts), gnomish battlepick, gyrspike, manti, mercurial greatsword, mercurial longsword, mighty nagaika, mighty whip dagger, nagaika, orcish shotput, spinning javelin, spring-loaded gauntlet, stump knife, three-section staff, triple dagger, war fan, whip dagger
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments
- Access to the following feats: Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Dwarf's Toughness, Extended Rage, Extra Rage, Faster Healing, Greater Two-Weapon Fighting, Improved Shield Bash, Instantaneous Rage, Intimidating Rage, Monkey Grip, Pin Shield, Power Critical, Power Lunge, Shield Charge, Shield Expert, Throw Anything
- Access to the following prestige classes: Duelist, exotic weapon master, tempest, weapon master

**Veteran (Junior Instructor)**

**Requirements:**

- Base attack bonus +11 or higher
- 10 ranks or more in Knowledge (Fighting Styles)
- 3 ranks or more in Knowledge (Tactics)
- Four of the following feats: Cleave, Dodge, Exotic Weapon Proficiency, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Skill Focus: Perform, Weapon Focus, Weapon Specialization (EWP and WF can be applied for each weapon they have been taken for)
- 1 year (real time) spent as a Combatant

**Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 200 Victories per year paid for tuition
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Leboledgio

**Effects:**

- Permitted to wear the coat-of-arms of the gladiatorial school that allows the student safe passage through Tokis and Kalamar, regardless of the student's homeland. Since there does not appear to be any resolution to the war between Pekal and Tokis, this achievement is extremely coveted
- +4 meta-org bonus to the Knowledge (Fighting Styles) skill
- +3 meta-org bonus to the Knowledge (Tactics) skill if the member is also an officer or section leader in the Pekalese army

- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: Bladed gauntlets, bolas, chain-and-dagger, duom, fukimi-bari (mouth darts), gnomish battlepick, gyrspike, manti, mercurial greatsword, mercurial longsword, mighty nagaika, mighty whip dagger, nagaika, orcish shotput, spinning javelin, spring-loaded gauntlet, stump knife, three-section staff, triple dagger, war fan, whip dagger
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments
- Access to the following feats: Clever Wrestling, Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Dwarf's Toughness, Extended Rage, Extra Rage, Faster Healing, Greater Resiliency, Greater Two-Weapon Fighting, Knock-Down, Improved Shield Bash, Improved Sunder, Instantaneous Rage, Intimidating Rage, Monkey Grip, Off-Hand Parry, Pin Shield, Power Critical, Power Lunge, Prone Attack, Remain Conscious, Shield Charge, Shield Expert, Throw Anything
- Access to the following prestige classes: Duelist, exotic weapon master, forsaker, master of chains tempest, weapon master

### **Champion (Senior Instructor)**

#### **Requirements:**

- Base attack bonus +14 or higher
- Member of the Blooded
- 12 ranks or more in Knowledge (Fighting Styles)
- 4 ranks or more in Knowledge (Tactics)
- Five of the following feats: Cleave, Dodge, Exotic Weapon Proficiency, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Skill Focus: Perform, Weapon Focus, Weapon Specialization (EWP, WF and WS can be applied for each weapon they have been taken for)
- 1 year (real time) spent as a Veteran

#### **Duties:**

- 50 Victories per year paid for weapon and armor maintenance
- 250 Victories per year paid for tuition
- 52 Day Units spent participating in demonstrations in both Bet Rogala and Leboledgio

#### **Effects:**

- Permitted to wear the coat-of-arms of the gladiatorial school that allows the student safe passage through Tokis and Kalamar, regardless of the student's homeland. Since there does not appear to be any resolution to the war between Pekal and Tokis, this achievement is extremely coveted
- +5 meta-org bonus to the Knowledge (Fighting Styles) skill
- +4 meta-org bonus to the Knowledge (Tactics) skill if the member is also an officer or section leader in the Pekalese army
- Able to purchase any of the following non-magic weapons from *Sword and Fist* and *Masters of the Wild*: Bladed gauntlets, bolas, chain-and-dagger, duom, fukimi-bari (mouth darts), gnomish battlepick, gyrspike, manti, mercurial greatsword, mercurial longsword, mighty nagaika, mighty whip dagger, nagaika, orcish shotput, spinning javelin, spring-loaded gauntlet, stump knife, three-section staff, triple dagger, war fan, whip dagger
- Access to the college workshops. This includes a forge designed to craft arms and armor as well as a workshop for crafting musical instruments
- Access to the following feats: Clever Wrestling, Close-Quarters Fighting, Destructive Rage, Dirty Fighting, Dragon's Toughness, Dwarf's Toughness, Expert Tactician, Extended Rage, Extra Rage, Faster Healing, Giant's Toughness, Greater Resiliency, Greater Two-Weapon Fighting, Hold the Line, Knock-Down, Improved Shield Bash, Improved Sunder, Instantaneous Rage, Intimidating Rage, Monkey Grip, Off-Hand Parry, Pin Shield, Power Critical, Power Lunge, Prone Attack, Remain Conscious, Shield Charge, Shield Expert, Throw Anything
- Access to the following prestige classes: Duelist, exotic weapon master, forsaker, master of chains tempest, war master, weapon master

## After Action Report

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

- Did the PCs gain the Admiration of Varedan?
- Did the PCs earn the Scorn of Varedan?
- Did they change Linobi P'Dagel's demeanor to "Friendly"?
- Did Bellur Wrut offer any PC special training at the end of the term?
- Did they participate in Encounter 6?
- Did the PCs witness the recruiter's abduction?
- Did they earn the Jade amulets?
- Did they lose the amulets by telling Raeteer the truth?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to [joe@kenzerco.com](mailto:joe@kenzerco.com) with "Vanishing Concerns AAR" in the subject line.